Rugrats: Scavenger Hunt FAQ

by Roguesquad6   Updated to v0.50 on Jan 26, 2009

```
  _____                                __
 _____    \__ __   _____  _/  |_ _____
  |       _/  |  \/  ___\_  __ \__  \    \/   \/   __/
  |    |   \  |  /  /_/  >  | \// __ \|   |  \___  \
  |____|_  /____/\___  /|__|  (____  /___|  /____  >
         \/     /_____/            \/     \/     \/

   _____
  /  _____/____  ___ ____  __ ____   ____   ____  _____
  \_____    \_/ ___\\__  \\  \/ // __ \ /    \ / ___\/ __ \_  __ \
  /         \  \___ / __ \\   /\  ___/|   |  \/ /_/  >  ___/|  | \/
 /_____    /\___  >____  /\_/  \___  >___|  /\___  / \___  >__|
         \/        \/     \/         \/     \//_____/      \/
   ___ ___                   __
  /   |   \ __ __  ____   _/  |_
 /    ~    \  |  \/    \  __\
 \    Y    /  |  /   |  \  |
  \___|_  /|____/|___|  /__|
        \/            \/
```
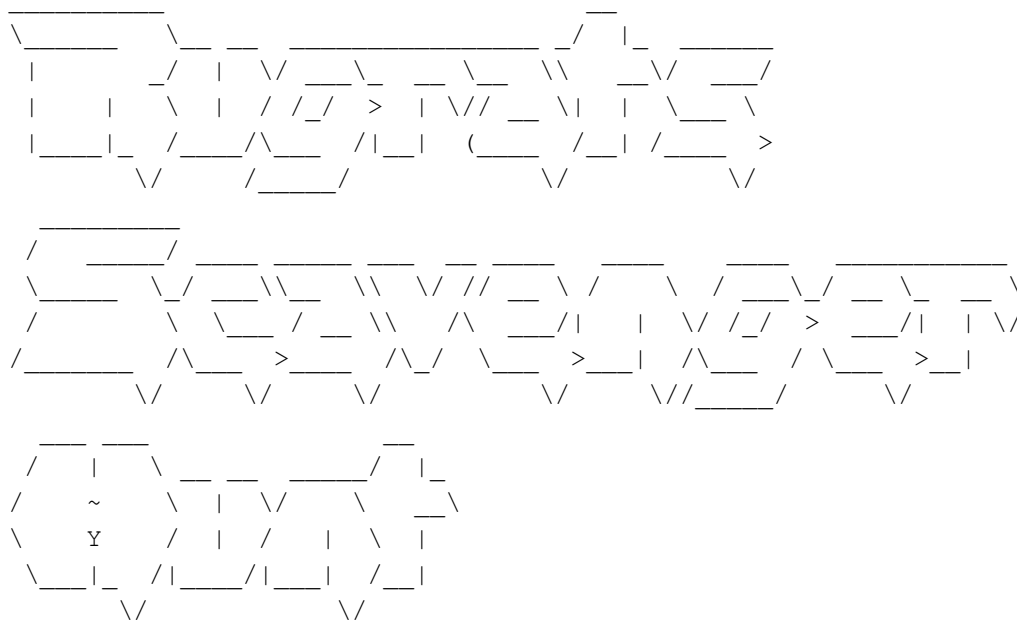
Rugrats Scavenger Hunt
for the Nintendo 64

FAQ written by Roguesquad6
Copyright 2009 Roguesquad6

Read the Copyright section for
information about this guide, and
read the Contact section for ways
of contacting me. My e-mail is in
the Contact section of this guide.

Version 0.50 (current version)

NOTE: If you are hosting this guide
at a site that I have granted permission,
be sure to keep my guide updated when I
have made an update (check GameFAQs or
I can e-mail you a copy). My work is
always posted first on GameFAQs and the
most recent version can be found first
at GameFAQs.

===============
Common Acronyms
===============

Below is a list of commonly used acronyms
found in this guide:

N64: Nintendo 64
PAL: Phase Alternating Line
FAQ: Frequently Asked Question(s)
P1: Player 1
P2: Player 2

```
P3: Player 3
P4: Player 4
[at]: @
[dot]: .
CPU: Central Processing Unit


==========
What's New
==========


1/24/09: Started Writing (v0.50 currently)

NOTE: More updates will
be available soon. This
is not the final version
of this guide.

=================
Table of Contents
=================
```

Table of Contents

```
==============
1. Introduction
==============


This guide will go over everything available and possible
in the video game Rugrats: Scavenger Hunt for Nintendo 64.

==========
2. Controls
==========


-Character Select- Menu Controls:

UP: Change Character

DOWN: Change Character

LEFT: Change Controller

RIGHT: Change Controller

B: Go Back to the -Game Setup- screen, or it undos whatever option you may
have chosen already at -Character Select- screen.

START: Starts the game once you're finished setting up your characters.

A: Selects whatever character, controller option you may have chosen.
```

```
===========
3. Dialogue
===========
```

Opening Cinematic Dialogue:

Didi Pickles: I haven't played a board game in a long time! Pops, you read the rules while I make some popcorn.

Pops: Hmm...lets see here, we need to know what type of game we want to play, how many players, umm...who's gonna play...uh huh...uh huh...interesting... *begins snoring*

Chuckie: What's a boring game Tommy?

Tommy: I don't know Chuckie, maybe the wind has to make everyone be bored.

Angelica: Silly babies, it's not a boring game, it's called board game because you play it on a board.

Pops: Wh-Huh? Where was I? Oh yes, it looks like you have to decide a few things before you can play.

New Menu Dialogue

Pops: Which game would you like to play, scout?

Options Menu Dialogue

Pops: Let's set this pupper up right!

Game Type Dialogue

Pops: What size game board do you want?

Character Select Dialogue

Pops: Now let's decide who's gonna play together.

Starting Game Cinematic Dialogue:

Stu Pickles: Look, the stuff I ordered from the shopping network arrived.

Pops: What did you get?

Stu Pickles: They're replicas of ancient Aztec idols, they only cost three payments of $19.95 each.

Didi Pickles: Stu dear, can you come help me in the kitchen?

Stu Pickles: Coming!

Pops: You know those statues remind me of the time I was exploring Aztec ruins with a group of archaeologists back in 1906. I remember we had to hike through miles of jungle before we reached the temple of Cocobola. Once inside, we... *begins snoring*

Chuckie: *shudder* Those statues are scary.

Angelica: You should be scared, Chuckie. Because those statues are cursed. If

they were to break, you babies would be sorry. *breaks statues* Oops!

Voice: Find all the pieces of the broken statue before Angelica finds
hers, or you will be trapped here in the temple of Cocobola, forever... *evil
laugh*!

```
=========================
4. Rugrats Scavenger Hunt
=========================
```

First time you start this game up on your N64, a demo mode will show, and you
can also watch the opening cinematic. The dialogue for the opening cinematic
is in the Dialogue section.

-Game Setup-
The Game Setup Title Screen.

New: Sets up a new game for you.

There are three game types that can be played:

Angelica's Temple

Pirate Treasure Hunt

Reptar Rally

You can also turn hidden squares On or Off for a specific game type.

Press B to Go Back to the -Game Setup- screen or A to Select a Game Type or
turn Hidden Squares On or Off.

Once you select a game type, you must choose the board size. There are three
board sizes available:

-Board Size-

Small

Medium

Large

Feel free to use whatever one you desire.

After choosing your board size, you will be at the following screen:

-Character Select-

Player 1: Ctrl 1 or CPU

Characters: Tommy, Chuckie, Lil, or Phil

Player 2: Ctrl 2 or CPU

Characters: Tommy, Chuckie, Lil, or Phil

Player 3: Ctrl 3 or CPU

Characters: Tommy, Chuckie, Lil, or Phil

Player 4: Ctrl 4 or CPU

Please note that you cannot use the same character twice. For instance, you cannot have Lil as your character and then Lil as a Player 2 CPU character.

-Character Select- Menu Controls:

UP: Change Character

DOWN: Change Character

LEFT: Change Controller

RIGHT: Change Controller

B: Go Back to the -Game Setup- screen, or it undos whatever option you may have chosen already at -Character Select- screen.

START: Starts the game once you're finished setting up your characters.

A: Selects whatever character, controller option you may have chosen.

Options Menu: Allows you to set up sound volume, music volume, and you can turn hidden squares on or off. Hidden squares are off by default. You can also view the credits for the game here.

Press B to Go Back to the -Game Setup- screen.

Game Type: Angelica's Temple:

Objective: The Babies must work together to find the pieces of the broken statues. If the Babies find all of their statue pieces before Angelica finds her golden statue, the Babies win!

Press A to Start Game

Tommy: A baby's gotta do what a baby's gotta do!

There are 5 options total, they are:

Spin

Use A Toy Card

View Entire Game Board

Trade Cookies and Energy

Player Status

Also in the upper left hand corner, you will see a picture of Tommy's face, with Zzz next to it, a 30 next to Zzz, a chocolate chip cookie, and the number 10 in yellow.

If you choose to Spin, you must press A to stop the spinner.

If you press Start, you will be taken to the -Pause- screen (Controller 1). You can press B to Go Back to the game, or A to Quit. Should you press A, you will be taken to another screen, where you can press B to cancel and return to

the -Pause- menu, or A to Confirm and quit the game. From there, you will be
taken back to the -Game Setup- screen.

```
==================
```
MORE COMING SOON
```
==================
```

```
====================
```
5. Secrets and Cheats
```
====================
```

There is a total of two codes available for Rugrats Scavenger Hunt, and one
hint. There are also Action Replay, GameShark, and GameGenie codes available
below.

Cheat: Hidden Level:

Hold Z and press R, A at the title screen to display a password screen. Press
Z, A, A, B, R, L at the password screen to start the game at a hidden stage in
the Angelica's Temple level.

Hint: Safety from Angelica:

If you land on a square with another player in Angelica's Temple, you will be
safe from Angelica. This allows the temple to be easily explored.

Cheat: Reptar:

Hold L + Z + C-Up + C-Down + C-Left + C-Right at the character selection
screen.

Action Replay Cheat Codes: Rugrats Scavenger Hunt

What is Action Replay? Go to http://en.wikipedia.org/wiki/Action_Replay
for more information (copy+paste the URL in your browser)

NOTE: You must have an Action Replay device to use the following codes.
Be sure it is an N64 one, too.
P1 Angelica's Temple: Max Cookies   802518670063
P1 Angelica's Temple: Max Sleep 802518660063
P1 Pirate Treasure Hunt: Max Cookies   80259ae70063
P1 Pirate Treasure Hunt: Max Sleep   80259ae60063
Max Reptar Bars 812430280063

NOTE:
A GameShark or Pro Action Replay cartridge is required to use the codes
featured below.

European and Australian (PAL) versions

The following codes require Tommy as player 1, Chuckie as player 2, Lil as
player 3, and Phil as player 4.

Tommy Always has magnifying glass:
81254A8E 000F

Tommy Always has magnifying glass:
81254A8E 000F
In Angelica's Temple of Gloom.

```
Tommy Always has compass:
81254A92 0010
In Angelica's Temple of Gloom.

Tommy Always has screwdriver:
81254A96 0011
In Angelica's Temple of Gloom.

Chuckie Always has magnifying glass:
81257B9E 000F
In Angelica's Temple of Gloom.

Chuckie Always has compass:
81257BA2 0010
In Angelica's Temple of Gloom.

Chuckie Always has screwdriver:
81257BA6 0011
In Angelica's Temple of Gloom.

Lil Always has magnifying glass:
8125ACBE 000F
In Angelica's Temple of Gloom.

Lil Always has compass:
8125ACC2 0010
In Angelica's Temple of Gloom.

Lil Always has screwdriver:
8125ACC6 0011
In Angelica's Temple of Gloom.

Phil Always has magnifying glass:
8125E0FE 000F
In Angelica's Temple of Gloom.

Phil Always has compass:
8125E102 0010
In Angelica's Temple of Gloom.

Phil Always has screwdriver:
8125E106 0011
In Angelica's Temple of Gloom.

Tommy Always has magnifying glass:
8125CD0E 000F
In Grandpa's Sunken Treasure.

Tommy Always has compass:
8125CD12 0010
In Grandpa's Sunken Treasure.

Tommy always has screwdriver:
8125CD16 0011
In Grandpa's Sunken Treasure.

Chuckie always has magnifying glass:
8126085E 000F
In Grandpa's Sunken Treasure.
```

```
Chuckie always has compass:
81260862 0010
In Grandpa's Sunken Treasure.

Chuckie always has screwdriver:
81260866 0011
In Grandpa's Sunken Treasure.

Lil always has magnifying glass:
812637BE 000F
In Grandpa's Sunken Treasure.

Lil always has compass:
812637C2 0010
In Grandpa's Sunken Treasure.

Lil always has screwdriver:
812637C6 0011
In Grandpa's Sunken Treasure.

Phil always has magnifying glass:
81266B8E 000F
In Grandpa's Sunken Treasure.

Phil always has compass:
81266B92 0010
In Grandpa's Sunken Treasure.

Phil always has screwdriver:
81266B96 0011
In Grandpa's Sunken Treasure.

========================
GameShark/GameGenie Codes
========================

NOTE: A GameShark for the Nintendo 64 is required for code usage.

81052F46 00??     Sound Volume Modifier (00-08)
81052F4A 00??     Music Volume Modifier (00-08)


All Mode Codes

81052F26 00XX     Character Modifier P1
81052F2A 00XX     Character Modifier P2
81052F2E 00XX     Character Modifier P3

81052F32 00XX     Character Modifier P4
Replace XX with:
00     Tommy
01     Chuckie
02     Lil
03     Phil

81059DF0 00XX     Game Type Modifier
Replace XX with:
00     Angelica's Temple
01     Pirate Treasure Hunt
02     Reptar Rally
```

```
81059E08 00XX      Board Size Modifier
Replace XX with:
00      Small
01      Medium
02      Large


Angelica's Temple Codes

80251866 00??      Energy's Modifier P1
80251867 00??      Cookie's Modifier P1


Pirate Treasure Hunt Codes

80259AE6 00??      Energy's Modifier P1
80259AE7 00??      Cookie's Modifier P1


Reptar Rally Codes

Put FFFF So They Cant Get This Object

81243028 ????      Reptar Bar Modifier P1
81243020 ????      Max Snow Cones Modifier P1
81243022 ????      Max Candy Modifier P1
81243024 ????      Max Fire Crackers Modifier P1
81243026 ????      Max Bowl Modifier P1
81243018 ????      Snow Cones Modifier P1
8124301A ????      Candy Modifier P1
8124301C ????      Fire Crackers Modifier P1
8124301E ????      Bowl Modifier P1
```

=============================
6. Frequently Asked Questions
=============================

No questions have been posted or asked
yet. If you have a question about this
guide or game, feel free to e-mail me
at kevin[at]starwarsgalaxy[dot]zzn[dot]com.
Replace [at] with @ and [dot] with .
Be sure you title the subject "Rugrats
Scavenger Hunt N64" or something similar
to that. Thanks!

==================
MORE COMING SOON
==================

=======================
7. Credits and Game Data
=======================

A.K.A. Rugrats: Reasure Hunt

Voice Actors:

Voice Actor (Tommy Pickles) Elizabeth "E.G" Daily
Voice Actor (Charles "Chuckie" Cranstal Finster) Christine Cavanaugh
Voice Actor (Angelica C. Pickles) Cheryl Chase
Voice Actor (Phillip "Phil" Deville, Lillian "Lil" Deville) Kath Soucie

Rugrats: Scavenger Hunt was released on 6/29/99 in the US by THQ.
There is a European version of this game also available.
It is known as Rugrats: Treasure Hunt and was released
in Europe on 8/10/99 by THQ.

NOTE: This guide does not cover the European release of this game. It
specifically covers the US version only.

Save Information:

Rugrats: Scavenger Hunt does not have any form of saving.

Rumble Pak Compatibility:

Rugrats: Scavenger Hunt is a Rumble Pak compatible game.

The Rumble Pak is a game accessory for the Nintendo 64.

For more information on Rumble Paks, visit this website:

http://en.wikipedia.org/wiki/Rumble_Pak
(copy+paste URL in browser)

For more information on GameShark, visit http://www.gameshark.com/
or http://en.wikipedia.org/wiki/GameShark

Genre: Nintendo 64 >> Miscellaneous >> Board/Party Games

Players: 1-4

Developer: Realtime Associates

Publisher: THQ

ESRB Rating: E

Perspective: Third Person

Credits

Realtime Associates, Inc.

Executive Producer: David Albert
Producer: Elizabeth Smith
Programmers: Tom Powers, Fraser Thompson, John Bryant, Stephen Nguyen
Graphics: Laura Raines Smith, Eric D. Gingrich, Kerwin Burton
Additional Graphics: Christopher Vuchetich, Michael Prittie, William R. Sears
Sound & Music Engineering: Greg Turner
Focus Testers: Jessica Ettinger, Megan Nakanishi, Caitlin Durgan,
Kaila Nakanishi
Music by: Mark Mothersbaugh, Mutato Muzika

============
8. Copyright
============

```
chaptercheats.com
neoseeker.com
If you find my work anywhere else, notify
me by e-mail. If you want to host my FAQ,
e-mail me and I probably will let you.


This game is copyright 1999 Realtime Associates and THQ.
The Nintendo 64 is copyright 1996 Nintendo.


==========
9. Contact
==========


Feel free to e-mail contributions, corrections,
questions, comments, or praise at kevin[at]starwarsgalaxy[dot]zzn[dot]com.
My GameFAQs username is Roguesquad6.
E-mail me for my AIM screenname.
If you need another way to contact me,
I will add more options when I feel it
is necessary. Do not e-mail me anything
this guide has already covered. Anything
irrelevant will be deleted or ignored.


================
10. End of Guide
================


-End of Guide-
```