

# 102 Dalmatians: Puppies to the Rescue Strategy Guide

by magimoogle

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This walkthrough was originally written for 102 Dalmatians: Puppies to the Rescue on the PSX, but the walkthrough is still applicable to the DC version of the game.

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102 Dalmatians: Puppies to the Rescue
Strategy Guide
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AOL Instant Messenger: Dean Is So Cool
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[1] VERSION HISTORY
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[2] INTRODUCTION

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This is the first time I'm writing something and it's not for school, or anything academic. I'm merely attempting this because I'm bored, I bought the game for my little sister and after playing it, found that it is quite a fun game, I found no walkthroughs for this game, although it doesn't really need one, and lastly, I'm trying to score some fame for myself. =D

[3] REGENT'S PARK

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Yay, I made it this far in writing this. =\ Generally, in each stage, you have three objectives: Collect 100 bones, rescue 6 of your fellow dog brothers and sisters, and to actually get to the end of the stage. You will find the bones in three ways: find them laying around, defeating Cruella's toys, and by sniffing for buried bones holding the Circle button and then digging them up by holding the Circle button again wherever the X appears.

Go down the hill and bark at the jack-in-the-box with the Square button to destroy it, and collect the three bones it gives you. When you reach the four way intersection, you can find an X in the ground containing one bone. Go to the left and enter the garden "room" to find a monkey that will cough up three bones and one dog trapped in a box. Free it by using the Triangle button to use your rolling attack.

Jump up onto the stage to find a steak, which restores your life. There's also a pigeon here, but we will save that part for later. Destroy the radio controlled car for three bones, and an additional bone sitting on the bench. Go towards the water fountain to find another bench with a bone and find some bones lying within and around the fountain. You can go down the water "slide" now, but we haven't finished collecting everything on this upper level yet.

Defeating the RC car will give you yet another three bones, and another on the bench near it. Walking around the perimeter, you will find yet another lone bone. There will be two platforms near there, will you can find one more bone, and a steak, and if you're just a little kid, you can practice your jumping skills here. =P Jump up to the stage and you release another dog.

Step off the stage, and defeat the monkey and you get, yes, you guessed it, three bones. Find three buried bones near where you defeated the monkey. Another bone is buried underground near the two platforms. You can talk to the squirrel, Fidget, using the Circle button. If you've been following this walkthrough verbatim, you can finally go to the center area now. =P Three bones await you there. Talk to Fidget again near the tree with the bee hive, and he'll tell you what you can use it for.

To proceed to the next lower portion of this stage, you can take either the hill or the water slide. If you take the water slide, go left to defeat the jack-in-the-box for three bones. If you don't see a pattern yet, defeated enemies give you three bones, and buried bones are usually in sets of one. Turn around, rescue another dog. I don't feel like repeating the amount of bones you get anymore, so I'll just tell you to defeat so and so or dig here and there, until I get bored of that too.

Anyhow, defeat the jack-in-the-box at the other end of the tunnel. Find a buried bone between the fountain and the pigeon statue. You can have your choice of either slide or hill again. I prefer the slide, since you can pick up three bones there. Find a bone in the flower bed, and defeat the two

monkeys here. There's a stage near the fountain where you can find a jack-in-the-box, another dog, and Waddlesworth, your parrot friend. I haven't seen the movie, so I have no idea if the names of these characters are correct. Talk to him, and you can save your game. This is only useful if you get defeated, because if you save in the middle of a stage and you turn off the game, you have to start from the beginning of that stage when you turn the game back on.

There's a buried bone at the start of the next hill. But before you go down, turn around and walk up the hill, since you missed a few bones on the way down. Get a bone on the hill, and get another bone and a 1-Up in the fenced off flower bed. Get another bone on the way up, and lead the human, Jasper, to the bee hive near the beginning of the stage. You get a sticker, which goes into your sticker book. =P You can talk to Fidget and he asks you to do him a favor.

Go back down the hill to where you found the buried bone, and bark at the RC cars. If you miss the bones on the water slide, go into the hole in the side of the wall to return to the top of the stage. You will also find a buried bone there. Defeat the RC car to open the gate and free another dog. You can also find Fidget's favorite nut here. Return it to Fidget, and you get another sticker and some bones. Now to do the stuff way at the beginning. Remember seeing a pigeon and then later on a pigeon statue? Put the two together, and you get another sticker and some bones, which should hopefully fill your collection. At the 102 Dalmatians exit area, you can find another dog. For rescuing all the dogs, you get a sticker. You also get another sticker for reaching the exit area.

#### [4] TOY STORE

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Whew, that was pretty long, and that was only the first stage. Hopefully I'll figure out ways so that I can shorten the length of each walkthrough, but still give you all the information you need to know.

You start off the stage by talking to Mr. Tibbs, the cat. Ooo, I know, I'll just skip telling you to defeat enemies and where to go, and just describe "hard to find" bones and stickers. Bark at the cash register, and you can find up to three bones there. Just be sure to check every area and you should be fine. Don't forget about the dogs too, since there's an easy one to spot in the first area.

Before going down the slide in the next area, go left into another room and get bones and a dog there. Make sure you explore this area completely, because there are many floors to it.

In the rocket room, you can use the train to easily travel to each area and find more bones. Back in the room with the slide, you can rescue a dog by playing with the squirt gun. You also get a nice sticker.

By taking the train, you can find the secret room, which isn't really so secretive. Hit all the bumpers to get bones. Each time you hit a bumper, it either turns on or off. To rescue the dog and get another sticker, you have to turn all of them on.

Taking the elevator in the rocket room takes you on your way to the end of the stage. Some of the bones in the area with the trampolines may be difficult, but not impossible. Other than that, just follow the path to the end of the stage. Woo, this section was easier to write than Section 3, and hopefully you still got all the bones, stickers, and dogs.

#### [5] PICCADILLY

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You start off the stage by talking to Fidget. For all you malicious

thinkers, you can't get killed by the bus. =P Just follow the bus to get to the next area. The side pillars by the huge building lower the pillar in the center area. There are also other pillars around the area. By jumping on the center pillar, you can get a sticker and more bones.

Another puzzle is the one dealing with shapes. This isn't too hard, but if you have trouble, the most help I'll give you is, look at how many sides each shape has. =P Getting the dog after that might be difficult if you're not used to jumping yet.

To get rid of Horace, simply bark at the manhole cover, and there you go. Amazing that a little dog can cover it back up too. =\ In the next area, to get the things that are high up, step in front of where you want the car to stop, then jump up. You have to be quick, or the car will start moving again, with you on the roof.

#### [6] BIG BEN

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So here we are, at Big Ben. If you haven't gotten your jumping skills perfected, you better have them soon. This stage requires a lot of jumping, and if you can't do that, you'll never make it. So call your big brother or sister or something to do it for you. =P

On the gears, if you're not sure where to go, just follow the arrows. I guess you get a sticker for merely making it through the first room. You can get a sticker and rescue a dog by taking the side rooms in the pendulum area.

In the piston room, it can be tricky trying to rescue the dog. It is imperative that you jump before the piston reaches the top so you can gain momentum. Why is it that I'm using big words when this walkthrough is targeted toward little kids? =\

More tricky jumping in the next room. Not much to say here, but just keep on going up. Check all the ledges in the room with the counter-weights, because you don't want to come back after you find that you don't have 100 bones. =P

In the room with the vertical and horizontal gears, don't think that you're at a dead end. There are platforms on the sides which act as elevators. This is also the only room with buried bones, so don't forget about those. And that's that stage.

#### [7] CRUELLA I

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Wee, the first boss stage. The puppy that you're using, either Domino or Oddball, pretty much tell you what you need to do. Just go to a tomato cannon, and shoot. You can't aim the cannon, so make sure Cruella is on the side where you want to shoot her. After hitting her two times, she'll change her strategy. You also have to keep in mind the view. You can't rotate the camera, and you keep facing Cruella. This can get annoying at times, but is nothing you can't deal with. Also, it's nice how they try not to promote violence by using tomatoes instead of guns and junk. =P When you finish off Cruella, the Tiltmaze minigame becomes unlocked.

#### [8] ROYAL MUSEUM

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To finish this stage, you have another mini-objective: to help Fluffy return all the museum artifacts to their correct places. The first one is the coin. Watch out for ugly man LePelt too.

In the room with the red table, you can find additional bones on the lighting fixtures. In the pyramid room, go inside and you can trap LePelt there as well as find bones.

If you are going to each room in a clockwise fashion, you can find the jungle room with the coin quickly. You can also climb the dinosaur and ride the pterodactyl to find more bones. By taking the door in this room, you can find your way to the top floor of the pyramid room. Inside the upper part of the pyramid, try not to fall down, or else you're back to the lower level.

The next item is found in the Roman room. You need to recover those jumping skills, but it shouldn't be that difficult.

The next item is found in the Medieval room. Simple to get, so return it, and Fluffy will give you another item to find. The crown is found on top of the pyramid. The jelly donut is found in the cafe/kitchen, which seems weird, because all the other items are out of their environment. After you step through the exit in the Medieval room, all's done.

#### [9] THE UNDERGROUND

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Heheheh, Chester, the rat, has an accent. =P He tells you about the "dangers" of this level. You can find a switch to turn off the electric rail near the wall and the subway tracks.

In the next area, Chester tells you that you can swim in the "clean" water and even the whirlpool. On the right side, you can find a dog by letting the fan lift you up. In these next few areas, you can get lost easily, so make sure you know where you're going.

When you find Waddlesworth on a rail platform spiraling downward, that's the indication that you're heading towards the whirlpool. If you feel you haven't explored completely enough, go back now.

There's a secret room before this area though, if you went straight instead of left towards the beginning of the sewers. Defeat the toy boats, then collect the key, open the door, then jump up with the aid of the fan.

Chester tells you that turning on the lights might help you, so I guess you should do that. =P On the side, bark at a cover to rescue another dog.

Aw man, while searching for bones, I missed a few, so I had to backtrack all the way to the beginning of the stage. Don't do that. =\ You can also take a ride with Waddlesworth at the end of the stage by pressing Circle at the blue sparkly stuff, but I'm not sure if that has any effect on anything.

#### [10] CARNIVAL

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You can start off the stage by digging up a bone. It's been awhile since I've seen one of those. =\ You can talk to Shelby the turtle to the left. You are going to need tickets for the attractions in this stage. In fact, on the other side, you can find the fortune teller machine and a ticket lying right next to it.

By going through the dizzy tunnel place, you can find more bones, and some are hidden by defeating clowns or other toys. Make sure you get the bones on the conveyer belt on the first try before you fall down, so you can save a repeat trip.

Getting the bones in "dizzy lights" place can be tricky, since there's nothing to determine how far you are in relation to the bones. Don't forget to free a dog at the top.

Later on, Shelby tells you about Jasper running around. At the water gun area, walk around the right side and behind the game to find another dog. If you can't find the last three targets, look above you.

The gold ticket you got at the shooting gallery lets you enter the roller coaster. This is a button mashing fest to get all the jelly donuts. On the first try, I got 7 out of 10, since I didn't think the ride would stop. =P They should not be too hard to get though.

Shelby tells you about the magic wagon, which is essentially a warp to another room, but it's nothing to be excited about. Just keep walking in and out of the wagon to different rooms. In one of the rooms, you have to light up the correct path of tiles. Here's what I have. If it's different from game to game, then you'd have to e-mail me about that. =P

Take one tile forward, one tile right, two tiles forward, two tiles left, one tile backward, two tiles left, two tiles forward. You can finish off the stage in a fun way after you see the locked water gun. Go back towards the beginning of the stage and let Jasper chase you to the dunk tank. The rest is yours.

#### [11] LUMBER MILL

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So here you are, talking to Chester, getting information, that sort of thing. He tells you about more switches and fun. You can get nine bones by using the switch near the conveyer belt. In this stage, you use your roll with the Triangle button as an actual attack, because you need it to destroy the toy bulldozers. There's also a hiding jack-in-the-box under the stairs.

This stage is pretty linear, so just make your way, following the signs. In the blue room, check the upper area first before making your way through the mini maze. There's another switch you can use near the "pyramid" where you can get nine more bones.

In the next area, Chester tells you how to get out. To use the crane, you need the key, which you can get by destroying one of the bulldozers. Use the crane to access the previously out of reach dog. Put the log in front of the exit, destroy the tank, collect your bones, and be a happy puppy.

#### [12] CRUELLA II

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Yay, Cruella time. This is similar to the last confrontation with Cruella. Do beat her this time, use your roll to throw the watermelons at her, and that should be that. Yay, you unlock the Checkers minigame, and you are now 50% with the game, if you got all the bones and dogs.

#### [13] COUNTRYSIDE

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Those airplanes can be annoying, so watch out for those. There are three of them, and I got hit each time. =\ There's a room if you take the opening to the left from where the airplanes came from and enter the opening with the railroad tracks. By the waterfall, you can get some tricky buried bones on the ledges.

After that, you can find a cool mole named Manny. =P Explore the area around there, to find more bones, a dog, and another cave entrance. You can go down the river for a "secret" area.

Scope out the tree for bones and a dog. Manny tells you about some "jiggly wiggly" stones. In the next room, he tells you that Horace is looking for you. By walking on top of the stones, which look a lot like Stonehenge, you can get yes, more bones. Halfway, bark at a standing stone to tip it over. At the end of the level, lead Horace back to the mock Stonehenge, and

this dish is done.

#### [14] BARNYARD

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Hmm, another level starting with you talking to an animal. I wonder if there's any pattern? =P Priscilla the pig, heheheh. =\ Hmm, you also have to do some errands for Priscilla, just like Fluffy way back at the museum.

If you explore left, you can find Waddlesworth along the way. A lot of the bulldozers here leave four bones when defeated, so stock up. This place is huge, so I'm going to have a hard time describing junk. You will find however, that the area loops around, since I just found myself at the pig again. =\

When you meet Waddlesworth again near a house, you can climb the roof for some bones. If you get lost, use your sniffing to find where to go. This is handy throughout the game, but I figured that it's most important here.

There's a buried 1-Up near the big hill, and I think you want that. There's also a buried steak right next to it. More buried items near the shed by the tractor.

The barnyard door can be tricky, since the door to it is only partway open, and you can miss it easily. When you turn the faucet, it is a mystery, considering you're nowhere near it. =\ Your next mission, bark at the stick in the windmill. Funny, it wasn't there earlier when I got lost. =P The next objective, putting the chickens back in their place, looks boring, but Domino says it's fun. We'll see about that.

Go to the chicken area, and bark at the chickens, and try to get them in the door. Try to circle around them, since they tend to run away from you. Hmm, I guess that was kind of fun. =P Yay, so now we get to retrieve some tools for Priscilla at the silo.

Use the elevator to go inside, then at each interval, hit another switch to lower the grain more. You don't need to do anything with the tools, just uncover them and return to Priscilla. Now the next part sounds fun. =P We get to find a key in the barn, use the tractor, and knock over the outhouse.

No impressive special effects, nor do you get to actually control the tractor, but at least you release a dog and get a sticker.

When Priscilla tells you that it's her birthday, a present "mysteriously" appears outside the pen. I hope you know what to do with this. You can also take a ride in this stage like you did at the Underground, but I'm still not sure if that serves any purpose.

#### [15] ICE FESTIVAL

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An ice stage, let it lacks the slipperiness of most games. There're buried bones in the little passageway between the two areas. Defeat those snowmen, so you can rescue a dog. In the place with the floating blocks, there's a dog on the side, so don't forget. Notice that no type of wonder can hinder this dog, whether it be fountain water, ugly sewer water, or arctic chilled variety. =P

Heh, the snowman on top of the castle talks. Getting the bones floating in air are annoying as well, since if you use the digital controls, you'll tend to move around a lot. It's easier if you use the analog controls, but I hate wearing them out. =\

Okay, the toy penguins are talking to each other. Ooo, Crystal, the snow bunny. Listen to the voice. Doesn't it sound similar to Huey, Duey, and Louie from Duck Tales? That's what I thought. The slalom is pretty annoying too, so you might have to repeat that a few times. You can "cheat" though. The controls are funky. Press the button on the controller to face where

you want to go. By pressing down, you can actually CLIMB the hill. This doesn't work for the first two flags though. For those, you have to use your roll as well. After you do that, you can take on another, more "difficult" course for a sticker and more bones. But with what I just told you, of course it's not difficult. =P AWESOME PUPPY!

At the frozen lake, there are "dancing" bones, so have fun getting those. Bark at the penguin dispenser to find another dog. Jasper again, but hopefully you saw the thin ice on the frozen lake. With that, you know what to do.

The other four statues that you thought you missed earlier are in the next area. After that, just stand there and let the bones come to you. There's a little corner that you might miss and it has another dog for you to rescue.

#### [16] ANCIENT CASTLE

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This is the Ancient Castle. You can tell it's ancient, because there's moss growing on it, or something. =\ This has music that sounds like it should belong in an RPG. You meet up again with Ivan.

In the kitchen room, to get on the chandeliers, climb up onto the table then onto the pillar that is upright. Make your way towards the window, then jump across to the chandeliers. Further on, there's a blue pedestal where you can press Circle to find a secret room. In the bedroom, jump onto the bed and rescue a dog high up. When you open up the castle gate, have fun watching yourself get launched like those tomatoes from Cruella I. =P

In the upper areas, use your roll to help you get past the wind. Now that stage wasn't so hard, now was it?

#### [17] CRUELLA III

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Today's theme ingredient...PUMPKIN! Use the catapult to throw pumpkins at the wall. You have to reload after each shot, so push the catapult to the side and reload with another pumpkin. After you knock down a layer of wall, Cruella throws more balloons. In the final phase, just do the same thing. A WINNER IS YOU! Another minigame, Ice Race, is available.

#### [18] SPOOKY FOREST

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Start with the talk to the animal routine to find out what you need to do. HI LITTLE PUPPY! Crystal tells you about the locked shed. So, yup, we need to find the key for it. It's easier to take the warp rooms in a clockwise fashion.

Get your patience ready in the next area, because you need to remember how to jump again. =P You meet up with LePelt again, but he's easily disposed of. If you follow the scent, you'll find a dog on top of a hill. Soon, you end up back where you started, so pick another warp point and search there.

When you find the web, you might think you have to fight a spider or something. Not so. One thing I find weird though, is that the web is bouncy. I thought they were sticky? Anyhow, back to the shed you go.

When you get there, open the door. All that work, just for a 1-Up. Darn. Go to the exit, you're done with the "spooky" forest.

#### [19] HEDGE MAZE



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You can start off the stage by beating up the monkey to your right. Manny the mole is here to greet you. This isn't a difficult maze as long as you take advantage of your sniffing powers.

When you find the switch, don't use it yet. Explore the rest of the area first. At the end, you find a map that Manny left behind, but you don't need to bother. Just sniff, like I said before. =P But if you want to use it, the X is where you need to go, the arrow is where you started, and the flashing dot is you.

Nothing hard yet. Just watch out for the tanks, since I seem to be continuously low on life thanks to them. =\ In the long area with the thorn ball, you can rescue a dog.

Dope, a rotating puzzle thing. Rotate the top left one once. The middle left once. The bottom left, twice. The top center three times. The center one once. The bottom center three times. Top right, two times. The right center, twice. And the bottom one once. I know I've gotten that wrong somewhere.

The hole near the end of the stage takes you back to the slide puzzle. You also get another ride when you collect everything.

[20] DE VIL MANOR  
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So here we are, almost finished with the game. You meet up with Tibbs, who you haven't seen since the first group of stages. In the kitchen, roll over the dishes to break them and get a bone. In the living room, bounce on the sofa to get another bone, right next to Horace.

Up where Tibbs is after the stairs, you can find the first dog. Yeah, so go bark at the clock, and trap Horace with Tibbs' plan. Tsk, tsk, using violence to solve problems isn't good. =P

On the right side of the hallway, bark at the painting to reveal hidden bones. Bark at the other pictures and rescue the dog. The lamp at the end rotates the drawers. When you reach the furnace, the rest should be easy.

[21] TOY FACTORY  
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Yippy, the last real stage. Meet up with Fluffy, and talk. This stage is also pretty linear. Just follow your sniff. When you get to the part with the closing doors, just roll through.

There is a dog that is on the upper level of the shutting doors. To get it, you have to use the elevator as a springboard. Jump as the elevator starts to go up, and you should get an extra boost.

In the room with the electromagnetic cubes, fall down and rescue a dog. Here, just hit a switch and jump onto a colored block. Then, go jump at the ledges to get more bones. Hit all the switches at least once for a sticker. The only tricky one might be the bones near the blue switch. Jump off the blue block early, or it'll move to its position.

In the next room, you again use the elevator to catapult your jumps. The upper part of this room is reminiscent of Big Ben. When you get past that part, fall down next to the wall so you can find a dog and a sticker. When you reach the exit, it's on to...

[22] CRUELLA IV  
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Now this, this is the last level, not like the previous stage.

This is without a doubt the best level in the whole game. First walk around until a ZAP! Cannon falls from the sky to mysteriously aid you. Shoot the boxes floating around Cruella's station, but block her Super Goop with the X button. If she hits you and you don't block, your cannon is destroyed on the spot. Also, the boxes around her revolve faster when you destroy a few. If you can't seem to hit any of the boxes, you can do it the cheap way and just hold down Square.

Part two is much easier. Just hit the weird machine that pops out. The only added difficulty is that you have to try to block two things now. The next part involves hitting the energy orb. Each time, it'll add something new, such as moving. That's it. You win the game.

#### [23] STICKERS

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Ah, so you got all 102 stickers? So what do you get other than nice victory music? As far as I can see, nothing. So that's it.

#### [24] MINIGAMES

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At first, I was going to provide information about each minigame, but the game itself does a nice job, so my work isn't needed here.

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This is the end, right here. Yeah, that's right. Go play another game now.

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