

# Barbie Vacation Adventure FAQ/Walkthrough

by iamnothing

Updated to v1.0 on Jul 17, 2007

This walkthrough was originally written for Barbie Vacation Adventure on the SNES, but the walkthrough is still applicable to the GENESIS version of the game.

BARBIE VACATION ADVENTURE

Platform: SNES

Author: David Blake

E-Mail: db.gamefaqs@gmail.com

Revision: 1.0 (6-13-2001)

---

## LEGAL

This work is copyright © 2001, David Blake. It may not be modified from its original format or posted to any web site or used in any publication, free or otherwise, without my express permission. To obtain permission, please write to: db.gamefaqs@gmail.com.

---

## TABLE OF CONTENTS

- Author's Note
- Mini-Manual
  - o Story
  - o Controls
  - o Characters
  - o Options Menu
- Walkthrough
- Credits and Thanks

---

## AUTHOR'S NOTE

People, some people, sometimes ask me why I write for the games I do. I tell them to mind their own damn business. I think I do this because I have a hard time telling them that I like bad games. No, not Myst or Rascal like bad (I'm not a masochist), but a bad game that seems to have at least a little catch to it.

Barbie Vacation Adventure is not one of those games. I played it because I know that a good number of investor dollars were put into figuring out what kinds of games girls like to play. And since I wanna be a game designer, I could leech off that information. Here's what I discovered for all you budding designers:

- Girls like horses.
- Girls like shiny things (like jewels and jewelery)
- Girls like simple "square-peg" puzzles that they can solve to boost their otherwise lacking self-confidence.
- Girls like games with bad collision detection.
- Girls are mind-numbingly stupid.

Likely to say, no girl I know fits these categories (well, one of my best friends like horses, and my little girl ferret likes shiny things). It makes me

want to beat whatever marketing research team put the guidelines for this game together.

Women, stay away from this game. Grab Quake or Everquest or The Sims or Fallout Tactics. If you only have a SNES, get Super Metroid or Yoshi's Island or Chrono Trigger. Avoid this with your life. No self-respecting girl/woman (or even an avid Barbie fanatic) should ever have to play this game.

But it's better than Barbie Super Model...

---

## MINI-MANUAL

### === STORY =====

Well, Barbie is on vacation. And she likes it. She goes all over hell just to have fun. She heads to Florida for some Volleyball and Treasure Hunting, Wyoming for some camping, Texas to right horses, Iowa to a fair and home to California for a birthday party!

Oh joy.

### === CONTROLS =====

D-PAD - Move cursor / Barbie  
A - Performs all actions / makes selections  
SELECT - Shows the tent puzzle in Wyoming.

That's it, really.

### === CHARACTERS =====

#### BARBIE

Yup. Bleach-blond and ready to catch greased pigs! The plastic queen is here!

#### KEN

He likes to hide your presents like an annoying boyfriend.

#### FARMER JOHN

He loses his pig. Barbie catches it.

### === OPTIONS MENU =====

#### LEVEL

Choose the difficulty from either Baby (blocks) or Graduate (cap and tassel).

#### PLAYERS

Choose how many will play. You can be Barbie and your friend can be Skipper!

#### MUSIC

Turn the music on or off.

#### SOUND EFFECTS

Turn the sound effects on or off.

---

## WALKTHROUGH

This is a complete walkthrough for Barbie Vacation Adventure on Hard Difficulty. The areas are in alphabetical order. Always play the game on Hard.

=== CALIFORNIA ===== WELCOME HOME ===

You can only head home to California after you've finished vacationing elsewhere.

Select Barbie's outfit color by selecting her and pressing A.

It seems that Ken and the "Welcome Home" party guests are up to their old tricks and have hidden your presents! Now it's time to look for them amongst the sugary sweetness.

\*\*\* THE POINT TO THIS FRIVILIOUS EXCERCISE \*\*\*

When you find the 4 presents, you'll be (pleasantly) surprised. Just match the presents with the size and shape and you'll be fine. Okay, the locations of the presents never change, but the present found at each location does:

- Main Hall
  - o In the heart shaped chair.
- Living Room
  - o In the bookshelf's lower left drawer.
- Sitting Room
  - o Check the glass doors.
  - o Check the chair to the right of the TV.
- Kitchen
  - o In the lower cabinet next to the oven.
- Upstairs Hall
  - o Under the pillow on the sofa.
- Right Bedroom
  - o Inside the vanity drawer.
- Left Bedroom
  - o In the closet.
- Exercise Room
  - o Nothing

There are two endings to this mini-game.

1. Barbie alone. (4 gifts discovered : 2000 points)
2. Barbie and Ken. (5-8 gifts discovered : 2500-4000 points)

=== FLORIDA ===== BEACH ===

Yo! Barbie in kinky swimming suits! This game can't get any better! Select the color you want! Notice that she's in a one-piece in the color selection screen, but a bikini later...wierd...

You can either go to the right and go swimming for treasure or go to the left and play volleyball with Midge. Touch the sign to exit.

--- VOLLEYBALL STRATEGIES ----- VOLLEYBALL STRATEGIES ---

...Uh... I'd recommend not moving...just serve. For some reason, she'll miss every time. In fact, she will run up and it'll fly back and you'll get a point. Wierd. But if you want to play... She will also just give up after about five volleys.

--- VOLLEYBALL CONTROLS ----- VOLLEYBALL CONTROLS ---

- LEFT/RIGHT - Move Barbie
- A / B - Serve / Set the ball

Always set your hands before the ball gets near you. That way you're assured to hit it. The collision detection is a little strange, so you may want to play at it a bit to get comfy with it.

Score ten points to win. Try and score without loosing a single game point (2000 points).

--- PIRATE'S GOLD ----- PIRATE'S GOLD ---

You have more than enough air for all of the items.

I'm not going to document the locations because that's an exercise in futility. there are:

- Bottles (in the reefs)
- Stars (floating)
- Blue Gems (floating)
- Green Gems (floating)
- Treasure Chests (along the bottom in the sand)

You will have to push a gray rock to get to some of the treasure (right below the starting point). Otherwise, just watch the treasure indicator in the upper right corner.

Total 31,000 points. You'll get a postcard upon leaving.

=== IOWA ===== COUNTY CARNIVAL ===

It's time for the carnival sideshow freaks to come out in their Pamela Anderson silicon best! That's why Barbie's in Iowa! Choose her best light skirt for some freaky fun! You can select multiple sections of her outfit now...

Oh my God. Barbie get's to catch a greased pig...

Press and and run after the pig. Press A to catch it. You'll get 1,000 points. Now, talk to people, like the chick on the haystack and the chick on the hay bales. Talk to the first carney.

--- KNOCK DOWN THE CANS ----- KNOCK DOWN THE CANS ---

Knock down the cans by throwing (A) the tomato just before the can reaches your pointer. Just aim and throw. The best thing to do is kill all the cans (while getting the flashing extra point items up in the window) except on. Then let the timer run while you take out the other special items that flash. Take out the last can before the timer runs out.

Total: 8030 points (since there's extra points, I'm not sure).

--- FEED THE CLOWN ----- FEED THE CLOWN ---

Feed the kitty...er, clown!

Just aim directly at the middle clown's mouth and follow it's path up and down. It's easy to get all 12 clowns.

Total: 3000 points

--- TEST OF STRENGTH ----- TEST OF STRENGTH ---

Okay, this is annoying, mostly because of the button delay. The key is to press the button as the little marker circle is about to disappear behind the bell. Push the button as it reaches the last candy-cane strip to ring it three times.

Total: 6000 points

Leave the carnival with around 18,000 points and you'll get a postcard.

=== TEXAS ===== WESTERN RANCH ===

Cowgirl Barbie! Yee-Ha! CJayC and Shadotak know this one well, being from Texas and all! As par for the course, select Barbie's colors! Yes! Hillbilly music!

You have five chances to jump the fences. Hit five and you're out.

--- WHITE HORSE ----- WHITE HORSE ---  
This game is cheap. The collision detection sucks so bad that I don't know what fences I hit and what ones I didn't. Basically, jump before you hit an obstacle.

Basically, from what I can see, jump RIGHT BEFORE YOU HIT IT. or some reason it counts it better, even if you see the horse's feet go through the obstacle.

You will make two circuits, past 18 obstacles. First one way, and then back the other.

Total: 6000

--- BROWN HORSE ----- BROWN HORSE ---  
Same as the white horse, only with more obstacles.

Total: 6000

--- BLACK HORSE ----- BLACK HORSE ---  
Same as the brown horse, but with even more obstacles.

Total: 6000

=== WYOMING ===== CAMPING ===  
Select Barbie's camping clothing. Now we're closer to where I live than where CJayC and Shadotak are at.

You have a few menial tasks to do.

- Set up the tent.
- Walk through the park.
- Take pictures of the wildlife.

--- SETTING UP THE TENT ----- SETTING UP THE TENT ---  
Press select to match where pieces go on the tent. Just match them up to set up the tent. \*sigh\*

Total: 2000 points

--- WALK THROUGH THE PARK ----- WALK THROUGH THE PARK ---  
Head to the right. When you get to the river, push A to jump from rock to rock. Make sure you're at the edge or you'll have to "start over." \*sigh\* Keep going right until you get to another river. Pitfall was more fun. Easily. Jump like before, but make sure you time it so that you land on the turtle and can line up your next jump.

Continue along the path to the next river (sure are a lot of rivers in Wyoming). Make sure to go when the butterflies are riding high otherwise you'll have to start all over. Follow the same strategy over the next stream. Keep walking until Barbie decides to take photographs.

--- TAKING PICTURES ----- TAKING PICTURES ---  
Just train the camera on anything that moves and shoot somewhere around it. I missed 6 animals, so I'm not sure how many points you can get...

- CJayC and Shadotak for running a gaming site that allows me to play the classics and write for them.
- Mike Tyson. Without him, I'd never have written a guide for this game.  
Thanks for the ear, Mike!

This document is copyright iamnothing and hosted by VGM with permission.