Cabbage Patch Kids Adventures in the Park For the Colecovision

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1) Version History

Version 1.0: Basics and most of the FAQ are included. Walkthrough goes up to the end of level six. 9.21.03

2) Overview

The Cabbage Patch Dolls were an increbibly well-selling toy in the late seventies to mid eighties (?). It should not be a suprise that they tried to make the popular franchise into a video game for the new systems coming out. This game is called Adventures in the Park and was made for the Colecovision in

1983/1984. It was one of the first games I ever played on the system and only one I truly remembered. I recently got an emulator to play it and here is the resulting F.A.Q.

The game takes place in the Park (duh!). You start the game choosing your skill

level and number of players as follows:

- 1 = Skill 1/One Player
- 2 = Skill 2/One Player
- 3 = Skill 3/One Player
- 4 = Skill 4/One Player
- 5 = Skill 1/Two Players
- 6 = Skill 2/Two Players
- 7 = Skill 3/Two Players
- 8 = Skill 4/Two Players

You start the game as Anna Lee and progress through scenes in Babyland Gardens.

Each level consists of ten scenes. You have a time limit bar in the upper right

hand corner. You begin the game with two lives and get an extra one for every 10,000 points.

3) Controls

Very simple; directional pad moves you left or right and the single button makes you jump. There is a standing jump, running jump and the diagonal jump.

diagonal jump is for when you are on a trampoline (more info below).

4) Enemies, Obstacles and Items

Enemies:

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Bees

Come down out of trees to hurt you when you try to jump over obstacles.

----Fish

These live in pools. Will apear below water when they are about to jump.

Spiders

They will fall from the trees. Time your movement accordingly.

Obstacles:

----Moats

Filled with water. Usually have a leaf to transport you across and/or vines to swing across (a la Pitall).

Pools

Smaller than moats. A single jump will get you over. Sometimes fish will jump out.

Camp Fire

Someone left these burning carelessly. Single jump will work. Sometimes will shoot out fire.

Branch

Fallen limb where single jump will work.

Rolling/Bouncing Balls

These blue troublemakers are a nuisance.

Pillars

Colorful stone pillars that need to jumped on and off of.

Trampolines

Bounce on these. If you press up and jump at same time, you will jump high, getting the item. Jump and diagonal to get to the next trampoline.

Water Lifts

These will appear with moats sometimes. Time your jumps just right. Need to have last lift nearest the ground before jumping off or you will lose a life.

Items:

Apples

Yellow apple found in the trees.

5) Point Distribution

Moats - 200 for a vine, 200 for the leaf Pools - 100

Campfires - 100
Branch - 100
Rolling/Bouncing Balls - 50
Pillars - 100
Trampolines - 100
Water Lifs - 100
Bees - 100
Apples - 200

6) Walkthrough

Scene - 00

Nothing at all, just move to left or right of screne.

Scene - 01

There is a moat here. Use either the vines or the leaf or a combination.

Scene - 02 -----A branch.

-----Scene - 03

A set of four trampolines and an item. Fall in between the trampolines and you will lose a life.

Scene - 04

Nothing at all, just move on to next scene.

Scene - 05

This is a rolling ball scene.

Scene - 06

A set of five pools.

Scene - 07

First tricky scene. There are rolling balls besides the branch. Jump over a ball first, then the branch and then get ready for another ball before proceeding.

Scene - 08

Nothing here.

Scene - 09

Here we have a set of five pillars. Be careful on the last pillar; you need to jump off and not fall off.

Scene - 10

End of level. Your bonus for the amount of time will be taken into accound here.

Scene - 11

Here a trio of spiders will fall from the trees. Wait till they fall and then make you way across.

Scene - 12

There are four water lifts here in a moat. Make sure the last lift is closest to the ground before jumping off.

Scene - 13

There is a campfire to jump over here and beware the bee.

Scene - 14

Nothing here.

Scene - 15

Here there are bouncing balls instead of rolling balls. There is also a branch.

Use same strategy from scene 07.

Scene - 16

There are five pools here with some fish in then. Time you jumps just right.

Scene - 17

Trampolines with a twist, there are spiders falling from the trees. Watch out. There is also an apple here too.

Scene - 18

Nothing here.

Scene - 19

A moat with just the leaf. There is also a bee trying to hinder your progress.

Scene - 20

End of the level.

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Scene - 21

There is a campfire that is spewing fire. Wait till it spews it towards you and $\ensuremath{\mathsf{S}}$

then jump underneath.

Scene - 22

There is a set of five pillars with some spiders falling from the trees. You have to jump across fast to avoid all of them.

Scene - 23

 $\ensuremath{\mathsf{HARDEST}}$ SCENE SO FAR! Not only are there higher bouncing balls (which you gotta

walk under) and a fallen branch to avoid, there are falling spiders. I really have no strategy. Try timing the balls and the spiders to coincide.

Scene - 24

Nothing here. And there shouldn't be, thanks that last scene.

Scene - 25

Pitall time again, with only the vines.

Scene - 26

High bouncing balls.

Scene - 27

Set of five pools with fish in them. In between the pools are trampolines. There is also an apple here.

Scene - 28

Nothing here.

Scene - 29

A moat with water lifts and some fish in the water.

Scene - 30

End of level three.

Scene - 31

There are a set of pillars here with a spewing campire at the end of it.

Scene - 32

There are several pools here with two swinging vines. The trick here is that the bee, which usually stayed towards the top before, will attack where you are. So when you are standing still on the ground, he will come at you the next

time. So watch out.

Scene - 33

Kind of like the last scene with the bee except now there is just one big moat.

It is harder to avoid him here. Try swinging on the vine as soon as he comes and get on the leaf, then the leaf to the other vine and then to the next scene.

Scene - 34

There are some bees here. You just have to jump over them if they come low.

Scene - 35

Trampolines with spiders. The difference here is that the trampolines are kinda

close so you have to go the next one quick to not get hit by the spiders.

Scene - 36

Water lifts with spiders. Same strategy as with the previous scene.

Scene - 37

Spiders falling, balls rolling ... avoid and jump.

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Scene - 38
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Bees again.
Scene - 39
Spiders, a branch and some rolling balls. The second and third balls come
pretty fast so get ready to jump again after the second one. Not as hard as
scene 23.
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Scene - 40
_____
End of level 4.
Scene - 41
-----
Spiders and pillars.
_____
Scene - 42
_____
A moat with a leaf. There is a spewing campfire that you need to land next to
before jumping over.
_____
Scene - 43
-----
Just some falling spiders.
_____
Scene - 44
_____
Nothing here.
Scene - 45
-----
Bees with a normal campfire.
Scene - 46
A bit tougher. We got some water lifts with spiders AND fish trying to ruin
your day. Timing is crucial here.
Scene - 47
-----
A branch with some medium bouncing balls.
Scene - 48
Nothing here.
_____
Scene - 49
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Trampolines with some spiders.

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Scene - 50
_____
End of level 4.
Scene - 51
A moat and leaf with a bee that goes where you go.
Scene - 52
-----
Set of pillars with a campfire at the other end.
Scene - 53
Spewing campfire with a homing bee.
Scene - 54
_____
Just some bees.
Scene - 55
Got a tricky one here. Spiders, a branch and some high bouncing balls. All
with this combination. Sheesh! :)
Scene - 56
_____
Set of pillars with some spiders right over each of them. Got to get to the
end
quickly.
Scene - 57
Just a moat with two vines.
Scene - 58
_____
Just some more bees.
Scene - 59
Set of pools with trampolines with in between. There are fish in the pools as
well.
Scene - 60
End of level 5.
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Scene - 61
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Water lifts with some fish. Scene - 62 _____ Set of pools with spiders and fish right in between them. Scene - 63 _____ Set of pillars with a spewing campfires at the end. Scene - 64 -----Just some bees. Scene - 65 A moat with both vines and a leaf. There is also a bee here to mess with you. Scene - 66 _____ There are spiders and a single branch. Thank you that there are no balls. -----Scene - 67 Four trampolines with some spiders falling from the trees. There is an apple here, too! Scene - 68 _____ Nothing here. Scene - 69 Some falling spiders and simple rolling balls. Thanks! Scene - 70 End of the sixth level. Whew! ANd I am still going! :) Going to take a break here though ... check back soon for more updates! How long is this game? :-]

7) Copyright

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