

= Rugsrats : Search for Reptar =

Rugsrats : Search for Reptar is a platform video game that was released in 1998 for PlayStation in North America and in the PAL region by THQ . The game is based on the popular Nickelodeon cartoon Rugsrats which aired from 1991 until 2004 . The game follows the main character of the cartoon , Tommy Pickles , who has lost his Reptar puzzle . It features stages that are typically based on episodes from the television show .

It was developed with the intent of appealing to ages seven through twelve . A marketing campaign , which was the second biggest of 1998 , was formed in conjunction between Sony Computer Entertainment America and THQ for its North American release , in order to bolster the children 's market on the PlayStation .

The game has been met with mixed reviews from critics , though it has regularly been noted that children will enjoy it . It was criticized for its camera and gameplay by publications such as IGN and GameSpot but was given a positive reception for its presentation and was well @-@ received commercially , being the third best @-@ selling game in the first two weeks of its release . It was incorporated into the Greatest Hits brand and sold more than 1 @.@ 5 million copies .

= = Gameplay and premise = =

The game follows the main character of the cartoon Rugsrats , Tommy Pickles , who has lost a puzzle featuring the cartoon dinosaur Reptar . It is a 3D platform game which requires players to control several of the main characters in order to accomplish the goals . The game has fourteen levels that are accessed by players picking up certain objects and also has bonus levels with Reptar bars . Players can play the levels in any order , but the more difficult levels have to be unlocked to be playable .

The levels that players explore are mostly based on episodes from the cartoon , such as " Chuckie 's Glasses " , and contain various pieces of the Reptar puzzle . The game also has a training and activities mode , as well as multiplayer mode . The game makes use of several of the voice actors from the cartoon to reprise their roles , including Elizabeth Daily , Kath Soucie , Christine Cavanaugh and Cheryl Chase .

= = Development and release = =

Rugsrats : Search for Reptar was developed , with the intent of appealing to children ages seven to twelve , by n @-@ Space , and published by THQ for the PlayStation video game console . THQ started a multimillion @-@ dollar marketing campaign for Search for Reptar , the second @-@ biggest campaign of 1998 , after The Legend of Zelda : Ocarina of Time 's campaign for the Nintendo 64 . Marketing included television and print advertisements , promotional tie @-@ ins , and online advertisements ; demos were distributed among kiosks , hardware pack @-@ ins , and on PlayStation : The Official Magazine demo discs ; and images of the game were shown on Rugsrats Fruit Snacks ' boxes . The campaign took about one year to formulate , and was a collaboration between Sony Computer Entertainment America and THQ to expand the younger children 's market on the PlayStation . It was one of only two THQ games to have television advertisements at the time , the other being WCW / nWo Thunder . The game was first released in North America on October 31 , 1998 , and in PAL regions in November of that same year .

= = Reception = =

Rugsrats : Search for Reptar has received generally mixed to positive reviews . It holds an aggregate score of 68 @.@ 75 % at GameRankings based on four reviews .

An editor for Electric Playground gave it an 8 out of 10 score , while an editor for Electronic Gaming Monthly gave it a 6 @.@ 5 out of 10 ; an editor for the National Academy of Video Game Testers and Reviewers criticized the controls and difficulty , though commented that it was still a great game

for children . In his preview , IGN 's Doug Perry wrote that hardcore gamers looking for an easy game would enjoy the humour and " silly kiddie havoc " , while fans of the series may also enjoy it . He praised the presentation , yet criticized the poor camera control and collision detection ; in spite of the recommendation in the preview , he felt that the premise would appeal to fans of the cartoon , but that the game may not . An editor for IGN said that it would be likely to appeal to both young and female gamers , due to its less challenging gameplay and " adorable " characters . GameSpot 's Joe Fielder felt that it was a quality title for children , yet criticized it for its camera .

Search for Reptar was the third best @-@ selling game in the first two weeks from its release in North America . Search for Reptar was a consistent chart topper and was described as a " breakout PlayStation hit " by THQ 's senior vice president of sales , Alison Locke , who attributed the success of the children 's market on the PlayStation to Search for Reptar . On June 7 , 2003 , it was reported that over 1 @.@ 5 million copies of the game had been sold .

= = Sequel = =

Search for Reptar was re @-@ released as a Greatest Hits title , and was followed by a sequel titled Rugrats : Studio Tour .