

Barney's Dream Cruise Walkthrough

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General Tips

- If you get stuck, Arthur can sometimes point you in the right direction.
- Some things are not available from the start, but require you to do other things first. For example, mail arrive after doing certain key things in the game, so check mail boxes regularly, after you have solved some problem in the game.

Walkthrough

Look at the picture above the bed. Note down the name of the dog in the picture ("Shadow"). Walk out of the room (to the right).

Enter the bottom door to the left. Pick up the pen on the desk. Walk out of the room.

Walk downstairs, and then out the door to the left. Open the trunk of the junk car and then pick up the crowbar inside. Walk out to the road on the left, which will bring up the map.

On the map walk over to Arthur's home. Pick up the coffee pot that is on the table right inside the door. Walk out to the map again.

Walk to Grandma's farm. Click on the trash can to pick up a rubber glove. Pick up the rock that is on the ground right outside the vegetable garden.

Walk up to Grandma's house. Knock on the door and ask grandma what she has been up to, and then tell her that you will invite her over sometime. She will then invite herself over and now she will come over to your house. Walk out to the map again.

Walk over to Michael's home. Use the rock on the uncut grass. Michael will run over the rock, break his mower and walk inside. Open his trash can and pick up a receipt for a model aircraft. Walk out to the map again.

Walk to Barney's home. Walk inside. Walk in to the door, for example up to the table to the right. Grandma opens the door and walks inside and sits down at the table. Walk over to the stove at the kitchen area to the right. Use the coffee on the stove to heat it up. Use the coffee with Grandma.

Click on Grandma to start a conversation with her. Ask her how she's doing and then ask her if something is bothering her. Then answer "Yes, sure! It's nice to have you over!". She will grow confident, walk up to Barney and ask if there is something more going on between them. Pick one of the dismissive responses and ask her to leave. Grandma will get indignant and ask to use the bathroom before she leaves. After she has entered the bathroom, walk out to the map again.

Walk over to Grandma's farm again, and then walk over to her house. Ring the bell. Bobby will think that it's lunch time and come walking. Walk down, back to where Bobby was previously resting. Pick up the watering can to the left, and the crackers next to it. Walk out to the map.

Walk over to the Mall. Walk inside the mall. Look at the bulletin board inside the door. Write down the phone numbers to the fortune teller and the drug tip line. The letters in the phone numbers needs to be mapped to digits by using the international standard mapping, which results in: 555-48863 for the fortune teller and 555-37847 for the drug tip line. Walk to the left, past the bank, on to the other part of the mall.

Walk in to the hobby store, and pick up a RC plane from the stacks in the top left of the room. Use the plane with the clerk. Tell the clerk that you want to return the plane. Answer that you have the receipt with you. You get a refund for the plane and the money is sent to your account. Walk out to the map.

Walk to Barney's home. Open the mailbox and pick up the social security form that has arrived. Use the pen with the form. Walk out to map again.

Walk to the mall again. Use the filled in form with the red mailbox in the top of the screen. Walk to Donnie's home. Open the mailbox and pick up the shoe sale ad. Walk out to the map.

Walk to Barney's home. Open the mailbox and pick up the social security check. Walk out to the map.

Walk to the mall and then enter the mall. Enter the bank, and give the ad flyer with the old lady in front of the counter. After she has left, use the check with the bank clerk. The check is cashed and sent to your account. Exit the bank.

Go back to the hobby store (to the left). Pick up a modem from the stacks in the top left of the room. Use the modem with the clerk. Say that you want to buy it and accept the price. Walk out to the map.

Walk to Barney's home. Walk inside, and then go upstairs. Walk in to the office (the bottom door to the left). Use the modem with the broken modem on the table. Click on the computer.

The password to the computer is the name of the dog that you saw in the bedroom at the start of the game ("Shadow", case insensitive). You can get a hint that this is the password if you walk downstairs and call the fortune teller (555-48863).

Click on the mail button, and then on the "Toker's Heaven" mail. Click on the "GO TO STORE!" link. Click on the cannabis seeds button in the top left of the screen. Confirm the purchase. Exit the computer by clicking the X in the top right computer screen corner. Exit the office and walk downstairs.

Walk into the toilet. Pick up the hairpin on the floor beside the toilet. Use the rubber glove with the toilet in order to pick up a turd from the toilet. Exit the toilet.

Walk to the left, out through the door to the garden. Open the mailbox and pick up the cannabis seeds you ordered. Then use the watering can with the orange garden hose that is attached to the house. Walk out to the map.

Walk to Grandma's farm. Walk to the left, in to the vegetable garden and use the cannabis seeds on the empty patch of soil in the bottom left of the screen. Use the watering can on the planted seed. Walk out to the map.

Walk to Arthur's home. Walk over to the right and ask Arthur for advice on a plant that will not grow. He will tell you that he is working on super fertilizer, but that he is now busy working on his butler robot. End the conversation.

When Arthur is turned to the right and is busy tweaking the robot with a wrench, use the pen with the board in order to sabotage his robot plans. The robot will explode, and he will now have time to work on the super fertilizer. Talk to Arthur again and ask for advice one more about a plant that will not grow. He will now tell you that he has time to work on his super fertilizer, but that he is missing one component for it. He will then walk over to the lab table to the left to start working on it.

After he has reached the table, use the turd with Arthur. Arthur will add the turd to the super fertilizer formula and then test it out. The formula works and Barney gets a sample of the super fertilizer. Walk out to the map again.

Walk to Grandma's house. Use the super fertilizer on the planted seed (in the garden to the left). Pick up the big cannabis plant and then walk to the map.

Walk to Michael's home. Use the hairpin on the trunk of his car. Use the bag of weed on the open trunk. Walk out to the map.

Walk to Barney's home and walk inside the house. Use the phone on the wall inside the door. Call the drug tip line (555-37847). Say that you have a tip. The arrest of Michael is shown and the first of the items on the To do list is completed ("Frame Michael for a crime"). Walk out to the map.

Walk to Michael's home. Use the crowbar on the front door of his house. You enter the house.

Click on the crooked painting hanging on the wall inside the door, on the top of the screen. A safe is revealed behind the painting. Click on the safe to zoom in on the safe.

The safe is protected by a code, which you will see is six digits long if you try and enter a code. Press the bottom right button to exit the safe screen.

Walk to the right and enter the door in to the kitchen. Use the cracker with the parrot. Talk to the parrot and say "Hello" and then "Safe code". The parrot tells you a riddle for the safe code.

The riddle starts with: "ONE IS TWO AND FOUR IS FIVE!". This means is that 1 should be substituted with 2 and 4 should be substituted with 5.

He goes on to say "I START WITH EIGHT AND END WITH NINE!". Since the code is six digits long, we now know it is 8xxxx9 (where x is unknown).

He then goes on to say: "AFTER EIGHT THERE IS A FOUR, THE REST ARE ONES, I SAY NO MORE!". 4 should be substituted with 5, and 1 with 2, so this means the code is 852229. End the conversation with the parrot.

Walk back into the living room and back to the safe. Enter the code (852229). The safe opens. Pick up the cruise tickets and then exit the safe. Walk out to the map.

Walk to Donnie's home and knock on his door. Ask him why he is sad. Pick an option to comment on Michael's arrest, and then tell him that you got him something for his birthday. Tell him that you got him cruise tickets. After this the end scenes are shown.