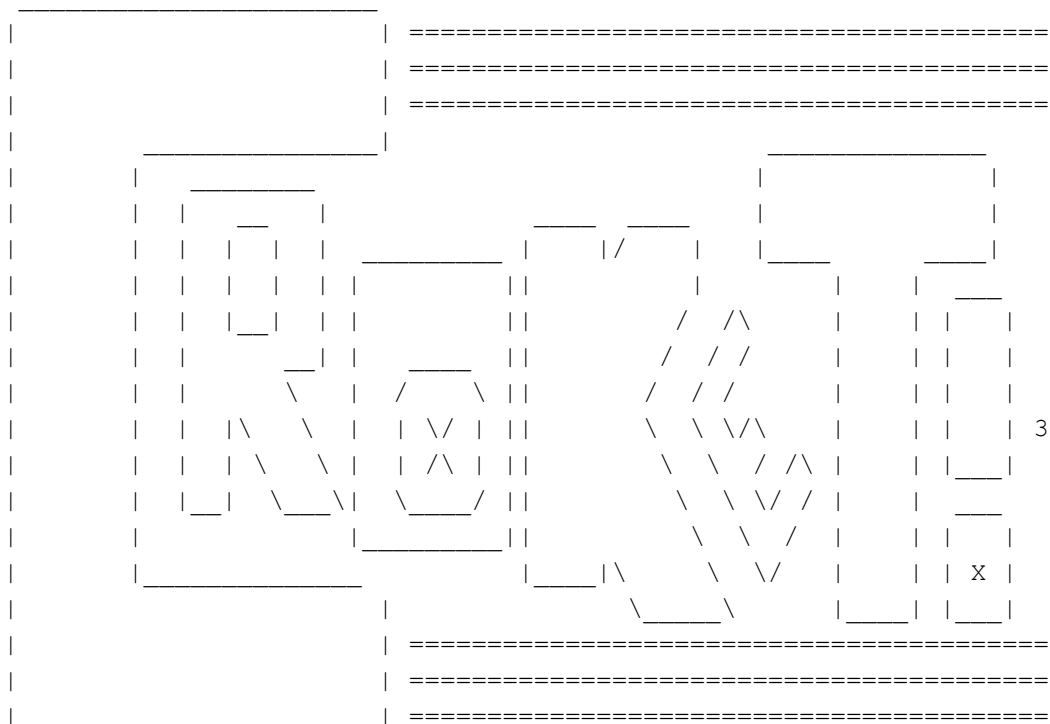


Crocket! 3 (Import) FAQ/Walkthrough

by Devis0r

Updated on Jan 5, 2004



Crocket! 3 - Guranyuokoku No Nazo
Crocket! 3 - Mystery of The Granule Kingdom
Korrokke! 3 - Guranyuokoku No Nazo
Croquette! 3 - Puzzle of The Granule Kingdom

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Scattered throughout the planet are magical gold tokens called Kinkas, which hold vast and mysterious powers. Fill your Kinka Bank, and the great and powerful Bank Wizard will appear to grant your wildest wish! A group of strong and fearless warriors travels the lands with a common mission - to obtain as many Kinkas as possible. The warriors call themselves.....Bankers!

Croket is an energetic and scrappy little Banker. He may be small, but he possesses awesome strength. He joins the Banker ranks consumed with one quest: If he can win enough Kinkas, he may be able to bring his father back to the world of the living. When Croket was just a small boy, his father-the legendary Banker known as Burger-was destroyed in a horrible duel with the evil "Black Gown Man." It is now up to Croket to get his father back!

Soon after setting out on his journey, Croket is ambushed by Worcester, another aspiring Banker. Despite their initial rivalry, the two quickly become faithful companions. They learn that all of the world's leading Bankers will soon converge on the small and treacherous Macadamia Island. It is here that world's premier Banker tournament, "The Banker Survival Quest," is scheduled to take place. The winner of this ultimate test will be granted enough Kinkas to fill even the largest Kinka Bank.

So set your sights for Macadamia Island, and get ready for adventure, comedy and non-stop Kinka Battles. The Banker Survival Quest is about to begin!!! Oh, and don't forget your Kinka Bank!

- Taken from ShoPro Entertainment's Croket! 3 page.
<http://www.shopro-entertainment.com/croket.html>

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-----2. Game Basics-----

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-----2.1 Controls-----

=====

-----D-Pad
Move in the direction pressed.

-----A Button:
Jump / Talk

-----B Button:
Does Nothing

-----L Button:
Displays Item Menu

-----R Button
Change Speed: Blue = Walk
 Orange = Run

-----Start/Pause Button:
Switch Characters

-----Select
In-Game Menu

=====
-----2.2 Menus-----
=====

-----Start Game

This is where you begin the main game.

-----Multiplayer

Play against friends in multiplayer battles.

-----Training

Choose a character then battle against the CPU.

-----???

I all I know about this is that it requires two people.

All I get is a Connecting screen.

If you know what this menu does, please e-mail me a description of the menu at Devis0r@hotmail.com

-----Password (?)

Enter a password to unlock things.

-----Start/Pause

Brings up a menu, you can choose to do a few things here.

- Switch

Switch main character in battles.

- Stats

A very small stats screen, doesn't do much.

- Characters

View the characters you have unlocked through out the game.

- Restart

Same as above but you can restart from here.

- ???

Something....

- Tutorial

Shows you how to do certain aspects of the game.

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-----2.3 HUD-----
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Otherwise known as the on-screen display.

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- Field -
=====

This is the area you are usually in. eg. Village, Forest, etc.

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=====
- Croket -
=====

Japanese Name: Korokke, Croquette

Crocket is an energetic and scrappy little Banker. He may be small, but he possesses awesome strength. He joins the Banker ranks consumed with one quest: If he can win enough Kinkas, he may be able to bring his father back to the world of the living. When Croket was just a small boy, his father-the legendary Banker known as Burger-was destroyed in a horrible duel with the evil "Black Gown Man." It is now up to Croket to get his father back!

=====
- Usutar -
=====

Japanese Name: Uster

Usutar is a cat-like Banker who wants all of the Kinkas in the world just for himself. But that was until he met Croket, Croket had changed him from an evil greedy kitty to a nice companion. That's all I can figure out about Usutar, sorry.

=====
- Prin -
=====

Japanese Name: Purin Purin

A small Banker who wears a strange wrestling mask. Prin holds a stick with a classic animé styled poop on it. Just as in classic animé style, Prin is able to throw these without hesitation. He is a very strange Banker and not much is known about him. Guess who's underneath the mask?

=====
- Resort -
=====

Japanese Name: Rizot

A shadowy character with lethal feet. You don't want to be on Resort's bad side or else he'll give you a lethal ninja kick - numerous times. He is a very strong Banker with a lot of determination and power.

=====
- Fondovoo -
=====

Japanese Name: Fond

Fondovoo is Croket's father, although you wouldn't know that in the first game or until the end of the second game, I'm just going to tell you that. If I ever get a chance to finish off Croket! 2, I'll do a walkthrough for that and explain more about Fondovoo.

=====
- T -
=====

Japanese Name: T

Odd name hey? Officially his name is T, but I assume his name is either T-Rex, T-Bone, T-Bore or even Iced-T. I don't know, and I probably will never know. Anyway, T wields a Nunchaku made out of bones, he is quite strong and has the "natural" ability to turn into a dog.

=====
- Cave -
=====

Japanese Name: Cave

What a pretty name... I have no clue what I am doing. Cave is a young child in a green dragon outfit, he is extremely powerful - more powerful then toast! He holds a little toy that looks like some sort of a Teenage Mutant Ninja Tadpole...

=====
- Aburamii -
=====

Japanese Name: Aburamii

A big person who wears a round blue hat. He acts tough but he is actually quite weak. Just tell him "You disgust me cretin!" and he'll leave - possibly to cry. He has no real special individual abilities, he just punches really. Unless he stores soup in his hat, he isn't really much of a companion.

=====
- Taro -
=====

Japanese Name: Taro

The old man, that's all I know... Taro is an old fortuneteller who protects Croket from the hardships of growing up (?), he now allows you to practice your fighting against him in his training center. When he was younger he was a very strong Banker.

=====
- Black Gown Man -
=====

Japanese Name: Man of Black Mantle

Black Gown Man is the person who killed Croket's father. Black Gown Man is very evil, but wait until you see his final form. Oh, by the way, he can change forms freely, meaning he could be anyone, including you!

=====
- ??? -
=====

Japanese Name: ???

I'm not going to reveal who this person is, for he will be the last person you fight, all I can tell you is:

Evil
Villains
Is
Lemons

Thanks to Sponge Bob Square pants for that, tehe...

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-----4. Walkthrough-----
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=====
- 4.1 Village -
=====

Skipping the intro (I assume they're talking about becoming the richest people in the world). Once when you enter your first battle you will be fighting against a fellow Banker named Croket.

=====
Battle 1: Fight Against Croket

As your first fight, this one will be very easy. Use your Bone Attack and Bone-chaku Special Attack to defeat Croket easily. When Croket uses his Fire Fist Special Attack I suggest you jump back from it, even if you're very close to him when he does his Special Attack, you should still jump back.

Crocket won't do very much else so this is a very easy fight.

=====

Once when you've beaten Croket, you will play as him (makes sense since he is the main character of the game). You now have the option to either look around the village or continue with the game.

Done exploring? If so, go all the way to the north of the village to the next screen. You will enter another conversation. At the end of the conversation choose some characters and then leave (I don't think choosing any character combination will affect the game in anyway).

=====

- 4.2 Forest -

Before I say anything, in each area there are 'healing spots', these 'spots' allow you to recover your HP if you hide behind one. For the forest area it is a sawed-off tree, you can find one to the left of you when you start.

Also in these types of areas are Robotic Samurai, if you've played the previous Croket! games, these would be the same as the generic robots you would have seen. But unlike before these Robotic Samurai are made in classes:

Color	Class	Strength
Yellow	Soldier	Weak
Orange	Commander	Average
Red	General	Strong

I will only do this once so:

=====

Battle X: Samurai Soldier, Attack!

These will be your normal Yellow soldiers. They generally like to jump around a lot and keep their shields up for until you leave. If you walk away too far they will do a charge attack at you. These are quite easy and are not a challenge. Just keep up your offense and don't let down your defense.

=====

Battle X 2: Um... Commander

Basically the same as the soldier's, but slightly stronger. No real

=====

Battle X 3: Look at me! Look at me!

For eternal happiness send \$1 to Happy Dude at 742 Evergreen Terrace. In other words the same thing as the others, but stronger.

=====

If you get noticed by the robots, you can either run away from them, hide somewhere or go back/forward a screen so they give up. When you are inside a 'healing spot' be careful of the robots because they can still attack you in there.

When you enter the forest, there is a Healing Spot which looks like a sawed off tree, to the left of it is a random item which you can take. When you have the random item follow the path on the right of where you entered. On this path is a robot, defeat it or run away from it.

Up ahead is a split path, on the right is another 'Healing Spot', and on the left is the main path that will also split up, on the left is another 'Healing Spot' with another random item and on the right is the path out of this screen.

To the right of the entrance of the new screen is another 'Healing Spot' and random item. Remember Healing Spot's are important because often you would have lost health from a battle or item you found. On the left is the main path with a Healing Spot also.

Take the left path then go north, around here are enemies called 'Dogs', you don't fight them but they just bite you and run off, causing you to get dizzy.

On the left path (by now you would've gone left and north (which is where a fork in the road is - not literally!)) are two Healing Spot's and another random item. On the right is the main path, go up this path to find another Healing Spot. Up here is another split path, both roads take you to a different screens. But for now go east (the north path takes you around to the same screen but is much longer).

This area is quite large, even though it has nothing in it. Follow the path to the north then exit east onto the next screen. There should be a guard standing in front of you in the next screen, he'll say something then challenge you. There's nothing on the left path so go right to the next screen.

Here it doesn't matter what path you take because they all lead to the same place. Follow the path then you'll enter a cut scene showing someone running into Croket. More talking, then taro comes, and more talking, then a battle:

=====
Battle 2: Respect your elders!

Here you will play as Prin and have to fight against Taro. Prin doesn't have many attacks so this battle is slightly harder, although it's still easy. Watch out for Taro's Butt Slam! and his Special Attack Energy Ball. When you see him coming at you using his Butt Slam! Attacks try to dodge it by jumping up.

When he does his Energy Ball special attack, make sure you close by, then when he releases the Energy Ball jump up as it will grow larger and go by fast, if you get hit by it you've basically already lost.

Just use your Poo-Jab attack, do it as a combo and Prin will do a head butt (B+B+B+B).

=====
When you've beaten taro you'll have to fight him again, but this time as Croket.
=====
Battle 3: Respect your elders! 2

Basically the same battle as before, but you now have better moves. Keep attacking and use your Fire Fist occasionally.

=====

When the battle is over, and after the talking, you will be asked something. Choose the right option twice then the left option, this will allow you to progress without any friends (assuming you do have friends, just choose the left option, and you'll begin quickly). The following battle will be a 2 on 2 battle, it's the same as before but now with 2 enemies, you also have a companion to help you defeat them.

=====

Battle 4: Samurai Showdown

Crocket and Prin will be fighting against two robots. This is a Farley simple and easy battle. Beat the robots and your done. Tah dah!

=====

After the battle you will see Resort go up to two robots and fight them, of course you take control over Resort here.

=====

Battle 5: Come back for more, hey?

This battle takes me back to nineteen-dickety twelve, we had to say dickety because Kaiser Bill stole our word Twenty, I chased that rascal for dickety-odd miles - oh, yeah, beat the same generic robots, now change in battle style, nothings changed, it's the same every time.

Resort's special attack is 'Flying Ninja, Many Kicks!', if you don't like the name you can call it whatever you want.

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If you find this FAQ anywhere else apart from the sites listed in the Guide Disclaimer e-mail me at Devis0r@hotmail.com

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- 4.3 Beach -

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When you gain control again you will be playing as T or Fondovoo depending on which one you choose. The beach's healing spot is a large vertical rock, you'll notice it because it looks slightly grayer than the rest of the rocks.

When you start, run across to the east to the next screen. Right in front of is a healing spot if you couldn't find one earlier. Head to the right and you'll be confronted by another guard. The guard won't do anything so continue onward to the east.

Go east and stick to the north wall, you should come to a small area with the lady you saw from the intro standing there. You'll enter another conversation, but with no battle. When you are done talking you will have control of Cave and a Tall White Ghost thing (sorry I don't know the names very well, but I couldn't find any English names for a lot of the characters).

You will start off on the exact same spot as where you entered before as Resort, follow the path until you get to where you finished before. They'll be another conversation. The question you will be asked is to save or not, so... Dare to save? Or see how destiny likes you.

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- 4.4 Ruins -
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After the conversation you will enter a short battle against more robots.

=====
Battle 6: Joy to the Robots!

Now you play as Chieftain (or at least that's what I'm going to call him from now on). He doesn't have any real special attacks, but he'll throw his axe at the opponent, which is only good for short and medium ranged attacks.

=====

When the battle is there will be more talking, you will see Gooya here (clue: starts with ? ends with ?? in the characters section).

When the conversations are done with you will play as Croket and Chieftain. As you can see the whole cave is dark and you have a short vision range, although you can still see everything in the dark.

When you start, on your right is a random item, you can go and get that. The healing spots for this area is a large blue rock formation, you can find one on the right from the start.

Head west and follow the path, you'll be confronted by a guard but you won't have to do anything, continue onward. At the fork in the road, head west and then follow the path north to the next screen. Continue onwards then when you get to the next fork, go north to the next screen. From here go east then north.

You'll notice that there's more light here now. Go right and follow the path to the next screen. Go right and you should see an old man looking out to a small pond of water; talk to him. Now go back a screen and go left and you will see many captured people, you'll be taken into a conversation with them all.

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- 4.5 Forest -
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When the conversation is finished you will be in the forest as Prin and Tall Ghost Thing, a long with Usutar. This will be exactly the same as before, with little to none changes (as far as I can tell). So I won't really give out the walkthrough for that part again.

After you meet a guard you will enter a conversation and finish the area. But you also have to fight against some robots as Taro now.

=====
Battle 7: Big Beam go Boom now!

Taro has many special attacks, and his best is probably the Energy Beam, either that or laughing manically. Just keep using your Energy Beam against the robots, it doesn't matter since you won't be playing as him later on.

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When you have won the battle they'll be some more conversation and another battle.

=====
Battle 8: Everybody was, Kung-Fu...

You'll be asked a question during the battle text (just before the battle), do the same as before, if you have friends: choose the left one, if you don't have friends (or if you can't play with them for some reason), choose the right option twice then the left option to begin the battle.

You'll play as Resort and this will be basically the same as any other Man Vs. Machine battle, astalavista-baby!

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- 4.6 Ruins -
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When the conversation is done, you will be back as Croket in the Ruins in front of all the people. You can talk to all the people, then go and talk to the old man in front of the pond. Now go south all the way until you get outside once again, the path is pretty linear, just stick to either the left or right walls and you should be there in no time.

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- 4.7 Mountain -
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Battle 9: Red Dynasty

As you start you will be pitted against two Red Samurai. It's the same deal, nothing new, except for them being slightly stronger

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When the battle and conversation are done you will be playing as Croket on the mountain. The healing spot for this area is another vertical rock. Head east and north a bit to the next screen. Head east to find another guard, you will have to fight him.

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Battle 10: Devis0r says hi!

This is the same as the last battle, but you only have to fight against one robot. Seems fair; 2 Vs. 1

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Continue East to the next screen. Go east the north to the next screen. Go east to find Prin standing in front of a cave entrance. After the conversation you will be inside the cave.

Head north then east to meet a guard, no fight here. Head north. To your left of this room is a shop, you can buy various items or fuse together some items here, sorry but I don't know much about fusing items. Save now and then go north for the final few battles of the game.

As you enter you will be drawn into a large conversation, if you notice the background changes from peaceful to all hell has broken lose - which is precisely what has happened. Gooya has allowed hell to brake lose.

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Battle 11: Hell's Cold Reign

You will battle as a pink-haired lady (I don't know her name either). As you enter, give up straight away, you can't damage him, he is invincible - for now.

=====

At the end of the battle there will be another conversation, then another battle, the final battle, against Gooya.

=====

Battle 12: What's a Hero?

What is a hero? Well Webster's dictionary classifies a hero as... Oh, your still here... Like the previous battle, give up, he is invincible, soon shall be the time to destroy EVIL (see characters to find out).

=====

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Battle 13: The End is Nigh!

Crocket and Resort will both fight against Gooya and his friend (don't know his name either). Gooya has some powerful attacks including: Speed, Electric Beam and Slash. While the little friend has a small beam as a special attack. Jump around a lot so they don't attack you very much, then use your Fire Fist on them every now and then. It may be the last battle but it's not that hard.

Eventually the little friend will turn into Black Gown Man, what a plot twist! He's still the same as before, so what are you waiting for? Destroy them!

=====

After that there is a small conversation, presumably talking about a happy ending to all the evil or something, then you can view the credits.

Congratulations!
You just finished the game.

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-----5. Multiplayer-----

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-----5.1 Multiplayer Mode-----

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Crocket! 3 features a multiplayer mode, in which you can battle against your friends in various areas as different characters.

Sorry, I do not know much else of this feature. If you do know something about the Multiplayer Mode please contact me, my contact is in the Guides disclaimer section.

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-----6. Extras-----

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- 6.1 Moves List -

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Name	Buttons	Description
Jump	A	Press A
Punch	B	Press B
Block	L	Press L
Fire Fist	R	Press R
Mallet McCombo	B+B+B+B	Press B 4x
LongRange Mallet	Jump+B	Jump then press B

Usutar

Name	Buttons	Description
Jump	A	Press A
Punch	B	Press B
Block	L	Press L
Lethal Swipe	R	Press R
Swipe	B+B+B+B	Press B 4x

Resort

Name	Buttons	Description
Jump	A	Press A
Kick	B	Press B
Block	L	Press L
Flying Ninja, Many Kicks!	R	Press R
Jump Back	A+A	Press A 2x
Back Kick	B+B+B+B	Press B 4x

Prin

Name	Buttons	Description
Jump	A	Press A
Poo Jab	B	Press B
Block	L	Press L
Throw Poo	R	Press R

Air Summersault	A+A	Press A 2x
Quick Poo Jab	B+B+B+B	Press B 4x

Fondovoo

Name	Buttons	Description
Jump	A	Press A
Punch	B	Press B
Block	L	Press L
Crypt Crunch	R	Press R
Coffin Break	A+A	Press A 2x
Kick	B+B+B+B	Press B 4x

T

Name	Buttons	Description
Jump	A	Press A
Bone Hit	B	Press B
Block	L	Press L
Bone-Chakus	R	Press R
Flying Kick	A+A	Press A 2x
Kick	B+B+B+B	Press B 4x

Cave

Name	Buttons	Description
Jump	A	Press A
Punch	B	Press B
Block	L	Press L
Toung Punch	R	Press R
Fly	A+A+	Press A 2x or more
Head butt	B+B+B+B	Press B 4x

If I knew how to do proper combinations I would put them up here, and as for the rest of the characters I might put them up later - after I unlock them all - keyword is ALL.

=====
Battle X: Samurai Soldier, Attack!

These will be your normal Yellow soldiers. They generally like to jump around a lot and keep their shields up for until you leave. If you walk away too far they will do a charge attack at you. These are quite easy and are not a challenge. Just keep up your offense and don't let down your defense.

=====
Battle X 2: Um... Commander

Basically the same as the soldier's, but slightly stronger. No real

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Resort's special attack is 'Flying Ninja, Many Kicks!', if you don't like the name you can call it whatever you want.

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Eventually the little friend will turn into Black Gown Man, what a plot twist! He's still the same as before, so what are you waiting for? Destroy them!

=====

-----8. FAQ-----
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If you have any questions e-mail me (The link is at the bottom and follow the guidelines).

1. I don't understand your guide, what do I do!?

A: Sometimes I might have gone a little bit further, just try to go on with the game, if you still don't know what to do, e-mail me and I will revise the section(s).

2. What's up with the strange battle names?

A: Well I wasn't really sure what I would do for them, I didn't want to put 'Boss Battle' since there are many battles, so I just made a short name for each of them. Well, I hope you liked them.

-----9. Guide Disclaimer-----
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- Sites That Are Allowed -
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Sites that are allowed to use my guide are:

- <http://www.gamefaqs.com>
- <http://www.ign.com>
- <https://www.neoseeker.com>

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=====
- E-Mailing Me -
=====

- No Spam/flaming/pathetic hacking attempts
- Must not be answered in the Guide already (Make sure you look carefully)
- Make sure it's about this game. I have enough Spam as it is.
- Using proper grammar and spelling might enhance your chances of being answered.
- Comments/Criticism/Something that should/needs on the guide be changed are allowed.

My E-mail: Devis0r@hotmail.com

=====
- Credits -
=====

- Konami for making the game.
- ShoPro Entertainment for some information.

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