

Inspector Gadget: Advance Mission FAQ/Walkthrough

by VinnyVideo

Updated to v1.0 on Jan 24, 2009

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Introduction

[INTRO]

I've often thought about writing more guides for "serious" games, especially now that I'm in the Top 25 in the world in writing complete walkthroughs at GameFAQs. This is perhaps not the direction I should go in if that is the path I should choose. That said, Inspector Gadget: Advance Mission is a fairly fun game, and there's no guide for it on GameFAQs.com. Plus, I've always been a Gadget fan, even if I haven't watched a complete episode of the TV show since I was about six years old. And it continues with my recent theme of police/detective/spy games.

Inspector Gadget: Advanced Mission isn't a remarkable game, but if you like Inspector Gadget and ordinary 2-D platforming action, you'll probably get a kick out of it. The graphics are bright and cartoony, and the quality is pretty

good, although the backgrounds have a washed-out look in a couple of levels. In-game music isn't all that great, and sound effects are hardly memorable. The play control is pretty much like that of a typical Super Mario game; press A to jump, B to attack, etc. However, there are three characters you can take control of, and you can switch between them instantaneously. Each has his or her own abilities needed to get past certain obstacles. The game, which is mostly aimed at younger, less experienced players, isn't very difficult, especially with the frequent passwords and the abundance of 1-ups and continue points scattered throughout most levels. Some of the bosses are tough, though. Also, it's possible in some levels to fall a long way back down to near the start of the level, forcing you to make your way back. You won't face a huge variety of enemies, and there are only five worlds, although the levels are fairly large in size. Most players should be able to beat the game in a couple of hours. The levels hide a large number of coins and point-boosting power-ups, so the game might be worth a second playthrough to see if you can get a better score or find something you didn't before. Overall, this isn't a bad game, but it's nothing spectacular. It's quite a bit like the Super NES Inspector Gadget game. I would've liked to see more levels (even if they had to be shorter) and a greater variety of settings and enemies, as well as a better ending.

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Frequently Asked Questions

[QUEST]

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Q: What are the controls:

A: The tutorial, available from the opening screen, shows you how to do most things in the game, but here's a list of all controls:

Control Pad Left/Right: Move character

Control Pad Down: Duck

Control Pad Up: Look above you

Control Pad Up/Down: Climb ladders

A: Jump

B: Attack

R: Your character's special attack (more on that later)

L: Change characters

START: Pause game

Character-specific:

---Gadget---

Control Pad Up: Activate Gadget Parasol to float slowly downwards

R: Place dynamite (if you have any) - a mediocre way to attack enemies

---Penny---

A: Swim upwards (if underwater)

R: Take control of nearby robots (if applicable), and press again to detonate

---Brain---

A: While in midair, press A for a second higher jump

R: Transform into a penguin to become temporarily invincible; good for getting through large crowds of enemies, but you can't do this frequently, and you move slowly and are unable to jump in this state.

Remember that you can crawl and attack while holding Down to crouch. Also, if you jump while ducking, you'll jump just a little higher than usual.

Penny is the only character who can swim; Gadget and Brain are only able to float along the surface of the water. When underwater, press A to swim up, and keep an eye on that time limit; you can only spend 60 seconds underwater without resurfacing to get air.

Q: Which character is best?

A: Each character has particular advantages and disadvantages, and some obstacles can only be passed using certain special abilities. However, I recommend using Brain (the dog) most of the time, thanks to his superior jumping abilities and his good speed. Penny is slow and doesn't jump well, but it takes less practice for her to attack enemies in a fast rhythm. Also, she's the only character who can swim below the surface and control robots. Gadget is well-rounded, but his height makes him more susceptible to enemies' attacks, especially the swinging crates and axes. However, his ability to shoot plungers in some later levels is an invaluable asset.

Q: What do all those icons in the levels do?

A: Here's what everything's here for:

The "1" gives you an extra life.

The plunger icon replaces Gadget's weak default hammer attack with a longer-range plunger that lets you attack enemies without having to get up close. The hammer icon (which appears only once) reverts you to the standard hammer attack.

The dynamite icons increase Gadget's ammo supply.

Those coins, which are found in enormous quantities in open air or by defeating enemies, are worth points. At the end of each sector you can find out what percentage of the level's coins you found (75% is a good score).

Everything else is only worth extra points.

Q: Why is it good to collect a lot of points?

A: First, you can compete with your friends (and enemies!) to see who can accumulate the most. Also, you get one extra life for every 10,000 points (effective at the end of the level).

Q: Why can't I select between levels?

A: Chief Quimby's opening briefings seem to imply that you can choose where you start the level. But you can't; you must complete the first part of the level before you can play the second. Of course, you can go wherever you want to if you use passwords.

Q: Are there any mistakes in this game?

A: Yes. The Chief's briefings tend to splice commas, grammarians like me don't like that. Also, he uses "teaming" in place of "teeming" on the post-Level 4 message. As for mistakes unrelated to the English language, I've found a weird glitch: If you lose a life by going into a pit while using the Gadget Copter, the helicopter sound will continue to play when you restart the level from a checkpoint.

Q: What's your record score?

A: 157,920 points, along with the maximum 19 lives. This record is very beatable, however.

Q: What does M.A.D. stand for?

A: Mean And Dirty. The M.A.D. Agents are thus Mean And Dirty Agents.

Q: Are old episodes of the "Inspector Gadget" TV show still on the air?

A: As far as I know, the answer is no. I think they've all been re-released on DVD, and those should be easy to find. A small number of individual episodes may be available on YouTube or on video cassettes (try eBay or Amazon.com).

Q: How many guides have you written?

A: I know this is an odd game to choose for a milestone of this caliber, but this is my fiftieth major guide! I've created some maps and text dumps, too. If

you'd like to see exactly what I've done, visit www.gamefaqs.com/features/recognition/74793.html. And call this shameless advertising if you want, but if you're in a daring mood, you can check out my YouTube channel (VinnyVideo2), my GameSpot blog, and my fangaming page on the MFGG Wiki.

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Walkthrough

[WALKT]
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This walkthrough focuses on things worth noting; in particular, tough spots, new enemies, 1-ups, and bosses. It might not note every single point-boosting item and coin, since that would be tough to read and understand.

New York

The game opens in New York, which has some rather catchy background music but not a lot of difficult obstacles (then again, the entire game probably has fewer tough spots than Donkey Kong Country 2's Animal Antics level). Note that the World Trade Center is absent from the skyline.

---The Docks---

Our first level. Exciting, isn't it? First experiment with the controls until you've learned how to perform all the basic operations. In case you aren't aware of this, there's no way to break the crates in the area. Pretty soon you'll come to the first enemy in the game: a weak M.A.D. Agent who carries a knife. These take just one hit to defeat, and they leave behind a coin. Watch out for the swinging M.A.D. crates; these hurt you if touched. Eventually you'll reach a flag. This is a checkpoint that allows you to resume the level from this point if you lose a life. From here, you can optionally swim left with Penny to reach many hearts and coins, as well as a few weak scuba-diving enemies. Otherwise, use Brain's double jump to hop over the swinging crates leading up to Checkpoint #2. In the next section, explore the crate maze for some coins and a bunch of point-boosting items. Use a Brain double jump to reach the higher areas. Once you've finished investigating this area, climb the rightmost ladder, where you'll meet a new M.A.D. agent. This fat guy moves slowly and will punch you if you come near. He takes four hits; press B in the right rhythm to dispose of him safely. Of course, you can just jump over him. Go left past a few more swinging crates before the final checkpoint. Get to high areas with a squat jump or double jump. When you reach the coins arranged in the shape of a diagonal arrow, go right, drop down to the lower level, and head left through the invisible wall. You'll reach a 1-Up and a lift that takes you to many goodies. Then make your way back to the arrow and resuming going up and left. You'll reach the first one of Dr. Claw's machines (it's receiving those satellite rays) - bash it once with any B-button attack to clear the level.

---Statue of Liberty---

Keep making your way up in the early part of the level, and remember that some of the girders are in the foreground and can be passed through. Eventually, you'll have to go down and right to a robot. Use Penny to take control of it and implode the wall near the crowd of M.A.D. Agents. Brain's penguin disguise will allow you to get through safely and easily. Crawl through the passages to reach two hearts and Checkpoint #1. Use the moving lift to cross the spikes. Take the vertical lift up and drop down the side to earn many point-boosters and two life boosts. Repeat until you've nabbed them all! At the apex of the moving platform, go left to meet a new M.A.D. Agent. This guy shoots plungers at you and takes two hits to defeat. Try punching him while crouching, protecting you from the attacks. Go up the levels of the tower, using Brain's double jump if necessary. Wait for the platform to take you left, where there's

a heart. Double-jump over the spikes to a tiny ledge, being careful not to fall. Continue going left and up the ladder. First, however, you may want to go all the way left past the various enemies, where you can use Penny to blow open a passage with a 1-Up and a heart. From the main path, go up to reach Checkpoint #2 and a heart. Head right past the meanies and use the Gadget Coat. Float up the passage, following the arrows. Soon you'll reach another Gadget Coat, but here you'll have to move carefully to avoid getting hit by the swinging axes. Take the ladder near the end (after collecting the power-ups to the right) and head down to reach Checkpoint #3. Beat the fat guy and jump down and right to reach a Gadget Coat. This one has a 20-second time limit - longer than before. Float to a heart and eventually the final checkpoint. Go left and use Brain's penguin suit to bypass the enemies in the corridor. Climb over the next tunnel with double jumps, then drop down and bash the machine.

---The Flame of Liberty---

When you start the third section of New York, just keep ascending the ladders, avoiding a small number of M.A.D. Agents guarding the area. We encounter a new enemy - the Robo Dog. This works like the regular robots in that Penny can make them explode, but they don't usually guard a breakable wall. While ascending the level, try exploring the flanks for various point-boosting items and coins (including "MAD" written out in coins). Double-jump up a few platforms to reach the first checkpoint. A lot of good items are available down and right of here, so consider getting them. Otherwise, head up and left to a fat M.A.D. guy, a few coins, and a robo dog. Eventually you'll reach an area that requires Brain's penguin disguise. Soon you'll reach a Gadget Copter. Hold A to gain altitude, and release A to drop. Use the Control Pad to go left and right. While using the Gadget Copter, follow the trail of coins while dodging the spikes. Hold Up to slow your fall if you run out of time and start falling. At the low point, drop for a heart and a new Gadget Copter with a 30-second time limit. At the left-right fork, go left for another time replenishment, Checkpoint #2, and some optional coins to the left. Resume going right, following the coins. Drop down to reach Checkpoint #3 (very close to the previous one) and hearts. Go back up and keep following the coins right and down. Use the final Gadget Copter near the knife guy and head up. You'll reach a narrow passage that's too narrow for Gadget to pass through, but the shorter characters (Brain and Penny) can. You can also crawl under it. After Checkpoint #4, watch out for the robo dogs and make your way up the left side of the area. Jump right if you want a 1-Up. Otherwise, go up and right to the infernal machine.

---Boss---

Now we meet up with a boss! If you know what to do, this baddie is VERY easy. The Robotic Statue of Liberty walks back and forth, occasionally pausing to launch a flame at you. When that happens, stand in front of her (she can't hurt you except with the fireball) and then run away just before the flame hits the ground. If done properly, the flame will hit her (him?) and burn her, scoring a hit. Four hits end the battle and send you to World 2!

Paris

Dr. Claw's second machine is located at the top of the Eiffel Tower. Despite the annoying music and snooty Parisians, you should be able to get through without much trouble.

---The Tower Keeps Watch---

At the start, walk to the top of the flight of steps to reach a new enemy. These are your familiar blade-carrying M.A.D. Agents seen in New York, except now they require two hits to defeat. Go right for a few coins; I'd just climb the ladder to the next section. Take the M.A.D. lift to a new version of the

plunger-gun guy (he takes three hits now) and several goodies and hearts behind a breakable wall. If you don't use the moving platform, go left, being sure not to miss the heart on the platform. Don't go all the way left and drop down to the start of the level in pursuit of a few coins. Instead, keep climbing the ladders up. Go right to an arrow and wait for a platform to come. Be patient and you'll see a moving platform that eventually escorts you to a 1-Up. Keep making your way up the Eiffel Tower, defeating the moderate numbers of M.A.D. henchmen and refilling your energy with the copious hearts available. Soon you'll reach a checkpoint. Use Brain's penguin suit to pass the mob of meanies, but first you may wish to go right for many coins and goodies (including "1 + 1 = 2" spelled out in coins). Keep going up, exploring the sides of the area to reach many hearts, Checkpoint #2, and a 1-Up. Follow the arrows to the final section, where there are a lot of well-guarded point items. Go right for a while and bash the M.A.D. machine.

---The Lift---

This is one of the more interesting levels in the game. Most of the time is spent riding an elevator up while collecting goodies (which are few and far between, and exceptionally well-hidden) and avoiding the assorted enemies. While rising up, don't hit your head on the overhangs on the sides near the top or you may fall down to the bottom. After the first lift, go left and you'll meet some flying M.A.D. Agents. Some fly in circular paths, but most throw cannon balls diagonally at you. After the second elevator, you'll hit Checkpoint #1. If you want a 1-Up, step on the third lift to make it start rising, then quickly jump off. Drop down into the gap and you'll find it. Then return and proceed as normal. Checkpoint #2 is right after the fourth elevator. Between the "MAD" coins and the fifth elevator, go right and use your penguin disguise to reach a bunch of goodies and a life refill. However, you still have to get back - without the invincibility. The fifth elevator has more familiar obstacles. After the sixth and final elevator, hurdle a few M.A.D. Agents and bash the satellite machine to the right.

---Higher Than Everything---

Make your way up the tower, exploring the flanks for coins and items that are worth points. After Checkpoint #1, take the lift to the next platform and go right. Keep heading up and exploring the area. Go right and use Brain's penguin trick to pass the mob of M.A.D. Agents. You can also go left and high jump to a diamond ring. Head left to Checkpoint #2. Two hearts are to the left behind a wall. Head up and left to a heart and a 1-Up, earned using an explosive robot. Then head right to Checkpoint #3. Make your way up and take the right-hand lift to Checkpoint #4. Keep taking the lifts up; one moves horizontally when you stand on it. Use the robot to net another 1-Up, and keep going left. Soon you'll reach a Gadget Coat. Go, go, Gadget Coat! Float up, following the arrows while avoiding the winged M.A.D. Agents, since touching them will deflate you. Then bash the machine at the top, although you might want to drop right and collect the 1-Up. Unlike the Statue of Liberty, this level doesn't conclude with a boss battle.

China

Our only trip to a totalitarian state during this game. Isn't that nice. (Yes, I bad-mouth China a lot in my guides, but they do detain, re-educate, and beat dissidents and people they don't like. Although Egypt is hardly a liberated place...) But that was so off-topic. Most of China takes place atop its famous great wall, which is well guarded by M.A.D. Agents and dangerous swinging axes. As a whole, things are a little bit more challenging than they were in New York and Paris.

---At the Foot of the Great Wall---

As soon as the level begins, we're presented with two ways to go. If we stay along the ground, there are some M.A.D. Agents and four pools of water. The last two wet corridors both lead to 1-Ups. To reach the upper route (along the wall), use Brain's double jump after squatting. Along the wall, climb the second watchtower to get a 1-Up. Then go up and right to the coin arrow (use the robot to destroy the wall far to the right to speed things up later) and take the moving platforms left to a plunger power-up. This makes the flying enemies much easier to dispatch with Gadget. Go right past the M.A.D. guys to Checkpoint #1. Pass through the ax-guarded tower, and drop down if you want coins. The lower and upper parts soon converge, between Checkpoint #2 and the last lower water sections. Go forward and swim along the top of the water to avoid the swinging ax. Then we reach another fork. If you go low, you can use the penguin to collect a 1-Up. However, eventually you've got to climb to the wall, since the lower part is a dead end. The big tower ahead is full of swinging axes. If you need them, take the two hearts to the right side of the tower. Then carefully head up the tower with double jumps and smash Dr. Claw's machine.

---On the Great Wall---

The opening tower doesn't have much at the top, so head right, using double jumps to get up the stone ledges. After dropping down, go left for a heart. The waterway has two 1-Ups and a heart. Head right, but watch out for the M.A.D. Agents, who are obscured by the trees. Head up the hill to Checkpoint #1, as well as a 1-Up and a life refill in plain view. Dodge the ax and head up the stairs and lifts. Soon you'll come to what appears to be a dead end. As Brain, squat and double jump to the high ledge. Go up and head right along the high wall. Break down the door with the robo dog (or a distant robot). Take the pair of hearts and drop down for more. You can swim through the low corridor for a 1-Up, and you can also scurry through the crowd of meanies with your penguin costume to find another 1-Up and heart. Then head up the series of ladders. Turn left for a bunch of goodies, or right to continue onwards to Checkpoint #2. If you're in the mood for exploring, go down and left for a full energy refill. Also optionally, head down the ladder to a room with goodies and a M.A.D. dog who operates a jetpack; jump over this one-time enemy. If you go low, it takes a very tough squatting double jump to get back up. Instead you might want to take the moving platform to an alcove with a wall that isn't as solid as it appears (a great shortcut). If you stayed high, keep going right and use the duck/attack combination to beat the M.A.D. Agents around the swinging axes. A few flying baddies come before Checkpoint #3. Head down the stairs to where the two paths merge. Avoid the axes and enemies and go right up the lifts. Alternatively, take the watery route to a 1-Up and ride the lift to the next area. At the final tower, go right for a heart, then hop up the well-guarded area to the machine. You can also go left at the end for a few paltry rewards.

---Bonus Level---

Neat-o! A bonus level! Here we're skiing down a hill at high speed. Hold Left on the Control Pad to slow down, and Right to go faster. Press A to jump. Try to collect as many coins and prizes as possible. Avoid the barricades when possible, as they cause you to lose control.

---Boss---

Time for another boss battle. This time, our opponent is a goofy cactus guy. As Gadget, nab the plunger weapon upgrade and approach the boss. When he swings an arm at you, step back, jump (not too high), and fire a plunger at the boss's exposed head. If you time it just right, you'll score a hit. If you stand too far away from the cactus, he'll jump and try to stomp your noggin. Sometimes the boss attacks twice in rapid succession; when that happens, you have a very good chance of being able to get in a hit. Four hits do it.

London

Our trip to merry old England includes a treacherous climb up the haunted walls of Big Ben. There are a few tricky jumps, but it's really not all that difficult. In fact, this level may be the easiest in the game!

---The Palace---

At the start, go high if you want to reach a dangerous area with few goodies but a huge number of ghost enemies. Because they float in the air, they're difficult to beat without plungers. I recommend going right at the level entrance and using a squatting double jump to cross the chasm you'll soon come to. Stay low along the lifts to find a 1-Up, then head up to Checkpoint #1. Head up the ledges and take the robot down to open up a 1-Up. Watch out for the electrical waves in this area (not unlike Hyrule Castle in The Legend of Zelda: A Link to the Past). Go right and use the robot to get you some dynamite. After Checkpoint #2, jump down the trail of coins to some tricky lifts. Follow the arrow and the line of goodies to reach a few lifts that will net you many treats and a Gadget Copter. Take it straight up while holding Right and you'll be almost to the level exit, earning a 1-Up along the way. Don't bother with Checkpoint #3. Then take the final lift up to Dr. Claw's machine, unless you want to explore the area and earn a few more points first.

---The Top---

It's raining (of course - it's London). Head up the platforms while dodging the M.A.D. Agents, who must be A.W.O.L. at some Premier League game since there aren't many of them. Use a double-jump while falling to get the precariously-placed goodies early on. Crawl under the electrical field to ensure your safety. Take the succession of M.A.D. lifts up the tower, simply sidestepping to dodge the electricity. Soon you'll come to Checkpoint #1. Continue double-jumping up the platforms and collecting the sundry British-themed goodies. Blow up the right-hand side of the wall for hearts, a plunger power-up, and a 1-Up. Head up to Checkpoint #2, and from there it takes virtually no effort to reach Checkpoint #3. Then we come to the face of Big Ben. Jump on the Roman numerals and use squatting double jumps with Brain to get up. Remember that the clock hands can hurt you! Then ride the lifts to the M.A.D. machine, which can be taken care of in conventional fashion. Then we venture on to the final world, without even facing a boss!

Egypt

Egypt finally presents a bit of a challenge with its ancient pyramids and prickly cacti (even if the Sahara doesn't really have cacti).

---The Valley of Kings---

Arguably the most difficult level in the game, though still easier than most Donkey Kong Country 2 levels. Begin by jumping down the shaft. Defeat the cactus, which takes two hits, and climb the ladder up to a lift. Ride it up and head up the ledges. You'll have to make a pretty long jump; use the trail of coins as a guide. Go right past the cacti (some take just one hit) and head down the ledges, using the coins as your guide. Optionally, you can jump to the edge of the long platform with many spikes and use the penguin suit to pass by as a shortcut. Assuming you took the long way, you'll soon encounter a sand monster. These guys are very fast and take four hits; avoid them. There are also some flying M.A.D. Agents before Checkpoint #1. Go down the shaft and you'll soon hit water. Swim right to some power-ups, or left to continue the level. You'll have to dodge some swinging axes and crawl under a few narrow passages. Climb up the ledges and go right. There are a whole bunch of sand beasts before Checkpoint #2. Jump on the lift and let it take you as far as

possible. This is where the shortcut rejoins (it saves a LOT of time). Get a 1-Up by double-jumping while falling from the higher platform. Go down and you can take another shortcut: Drop left onto a platform that takes you a long way. Else go through the passage, following the line of coins. Go left through the water to Checkpoint #3, plus a few obstacles. From here, get a few hearts and dodge the swinging axes. The trio of axes is tricky; analyze its pattern before making your move. Then make your way to the machine.

---The Great Pyramid---

Upon commencement, head right to the ground level. Climb up the walls of the pyramid, collecting any goodies in small pits. We meet up with a large ghost - this rare enemy takes two hits and is probably best avoided. Stay high until forced to drop down; the first shaft only leads to enemies. When you do reach the bottom level, beware of the swinging ax, which is partially obscured by background (my fangaming experience lets me inform you that there are multiple tile layers). There are also some Egyptian guys with bad hairstyles; just jump over them, or punch 'em out. Touch the Gadget Copter icon and chopper to the top (hold A). Head all the way over the left wall to find a bunch of hearts and a chaotic jumble of flying M.A.D. Agents. Otherwise, fly right and head to the checkpoint. Drop down and head left if you want a pair of 1-Ups, but remember that the aforementioned area is protected by several swinging ax blades. Head right to a multi-level section. Double jump up the solid stone blocks and head right, dodging the axes. Make your way up to the final machine!

---Bonus Level---

Another bonus on the Gadget Skis, except this one takes place on top of a pyramid. Time your jumping just right, and vary your speed to soar through each of the different-sized arcs. Plow through the barricades to earn a few hidden goodies.

---Boss---

The final boss! Grab the hammer to get rid of your plunger power; plungers won't do you a lick of good against this boss. This M.A.D. goon (not Dr. Claw, though; his face is never shown!) flies in an aircraft and tries to land directly on where you're standing. Just before he does so, however, step aside, duck, and hit him with your hammer. Try to position yourself between the aircraft's "tooth" and propeller. You may prefer to just keep moving, avoiding the boss's attacks until the end of its attack pattern (its weakest point). After three attempts to squash you, the boss tries something else. He'll fly at you horizontally at high speed. Use Brain to double jump over him. He'll then come back from the opposite direction, although this time he'll be lower and easier to clear. Switch to Gadget and crouch below the propeller when the aircraft returns. After about four oscillations, it'll crash down and try to hit you. If you're standing in the right spot, you can bash him and score a hit. The boss then resumes its cycle. Six hits will finish him off and show you the rather boring ending!

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Passwords [PASSW]
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New York	The Docks	NN584LT
	Statue of Liberty	C224N5H
	Flame of Liberty	DZRQCDR
Paris	The Tower Keeps Watch	BGRZCGQ
	The Lift	TX0Z8J8
	Higher Than Everything	9MW83TF
China	At the Foot of the Great Wall	NPD7C/B
	On the Great Wall	1*XFS/0
London	The Palace	1J20HN1

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Version History [VERSN]
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Date	Version	Size	
1-10-09	0.1	7KB	Began guide.
1-12-09	0.15	10KB	Wrote walkthrough up to Statue of Liberty.
1-13-09	0.2	12KB	Worked on FAQs section.
1-18-09	0.3	19KB	Finished basic guide framework.
1-19-09	0.35	21KB	Got to 2-2.
1-20-09	0.4	25KB	Finished 1-3 and 2-1 guides and proofread New York.
1-22-09	1.0	36KB	Finished playing through the game. Produced title art and completed the level guides.

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If you don't comply with these guidelines, your hard drive will be reformatted inexplicably and you will suffer from constipation for the rest of your life. Heed this warning.

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Contact Information [CONTC]
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If you have any questions or comments about this guide, please send an e-mail to VHamilton002@gmail.com. That's zero-zero-two, by the way. Remember that not all e-mail messages will be read. Please follow these guidelines:

- Do include "Inspector Gadget" in the subject line.
- Do send polite suggestions for ways to make this walkthrough better.
- Do tell me about any errors or omissions you find.
- Do send information about any glitches, tricks, or codes you find.
- Do ask any questions you have about Inspector Gadget: Advance Mission gameplay. I will respond eventually if you follow all of these rules.

Do make a reasonable effort to use decent spelling, grammar, usage, punctuation, and capitalization so that I can understand what you're trying to say.

Do use patience. I check my messages quite sporadically.

Do not send spam, pornography, chain letters, "flaming," or anything that contains profanity or vulgarity. Again, violating this rule will result in deletion of the message and permanent constipation.

And lastly, a public service message: Fight for and affirm the rights of all humans, regardless of race, age, or creed! And... In the spirit of the safety-conscious endings to all the old episodes of Inspector Gadget TV shows: Everybody's out to getcha! Just kidding. That's only what the media says, not Gadget. In reality: Always wear your helmet while using a bicycle or motorcycle.

For Brian, Jimmy, and, of course, Bobby

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