

Nancy Drew: Message in a Haunted Mansion FAQ/Walkthrough

by HannahG

Updated to v1.4 on Jun 6, 2002

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"Message in a Haunted Mansion"

FAQ v1.4 for GAMEBOY ADVANCE
by Hannah Gruen
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Last updated June 6, 2002

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|                1. SLEUTHING HINTS AND TIPS .1                |
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Foreword
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This FAQ is for the GAMEBOY ADVANCE version of Message in a Haunted Mansion. This is not for the PC game of the same name! Since the fun of a game is to figure it out yourself, I encourage you to only refer to this FAQ when desperate. Of course, I'm one to talk. I completely FAQ'd my way through Ocarina of Time :)

If you find anything that is incorrect in this walkthrough, please e-mail me at hannahgruen@yahoo.com. Please note, this FAQ does not include any GameShark codes. The codes may be found at <http://www.gameshark.com/>

Also of note, this FAQ is best viewed in a monospace font.

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Navigation
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It's confusing. There's not a lot I can tell you besides "explore and get used to moving around".

As a helpful tip, when your cursor is over the room (ie. not down over your inventory or by your cell phone), the L and R buttons will move you left and right in the rooms.

Also, here is a very general floor plan. Secret passages/rooms are not named and "|" or "-" are hallways. Bear in mind my diagram is not in scale!!

```

~~~~~
SECOND FLOOR
~~~~~

```

```

    *Main Stairs
      |
      |   Chinese Room
      |   |
      |   |
Reno work-----
      |

```

```

    dumbwaiter--|
                |
                |--Abby's Room
Service Stairs--|
                |
    first floor

~~~~~
FIRST FLOOR
~~~~~

    Entryway-----Parlor
                |           |
    *Main Stairs--|--Main Stairs*   |
                |           |
                |           Study
    Second floor  |--Saloon
                |           |
Service Stairs--|--dumbwaiter
                |
    Dining Room

```

* The Main Stairs also leads between floors.

 Chapters and Passwords

The game is divided up into 7 Chapters. You cannot save. An event, triggered by your actions, will end a chapter.

The designers of this video game have written in objects and events to coincide with chapters. This is fine, but it does create some problems. For instance, you can pick up an item in Chapter One but because it isn't "written in" until Chapter Two, it will disappear from your inventory if you start your game from a password. With this in mind, the walkthrough will list only what I'm pretty sure the designers wanted you to do in each chapter. If you play right through the game, without turning it off, this will pose no problems and undoubtedly you will find a more efficient way of getting to the end.

At the end of a chapter, you will be given a password comprising of four different symbols. A full explanation of these symbols can be found along with all the chapter passwords in Appendix C.

 General Tips

‡ Keep a pen and paper handy and write down everything; symbols and words in yellow are especially important.

‡ Get used to navigating the house and cover every square inch of it with your "cursor"; some clues are a bit tricky to find!

‡ Record Hanzi (Chinese Symbols) whenever you encounter them, be sure to note the words that are with them! Hanzi stand for a specific word. For instance, the Hanzi found beside the words "Swanee River" means "River" (and if you're ever in doubt, your PDA will specifically identify the

symbol after you've found it).

- ‡ If you do something that causes Nancy to get kicked out and/or perish, don't go back and do it! It is a sure indication that whatever you did wasn't needed yet. So don't dwell on it and try something else.
- ‡ The characters in the house "Abby, George, Rose and Louis" will always be in the same place. If they're not, well, that's your invitation to snoop!
- ‡ Your PDA is your friend. It helps to check it every once in a while. It will automatically record the locations of Hanzi and important clues, however Hanzi locations will disappear if you start your game from a password. It is in no way in-depth, but it is helpful for a memory jog.
- ‡ Your cell phone is your friend. Bess and George are somewhat useful for giving hints; Hannah is good for a bit of information on Rose and Emily is invaluable on the Chinese language.
- ‡ Talk to everyone and then talk to them again! Sometimes speaking with one suspect can trigger new conversation avenues with someone else.

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| 2. FAQ .2 |
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Although I do not have any "frequently asked questions" yet, I expect to fill this section as I get them. If you only need a hint in your game, please feel free to contact me at hannahgruen@yahoo.com. I will be more than happy to help.

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| 3. WALKTHROUGH .3 |
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IMPORTANT NOTE

Please make sure you've read the section "Chapters and Passwords" before beginning. When the walkthrough directs you to talk with another character, talk with them until there are no more questions to ask or comments to make.

Chapter 1

Our story opens in your bedroom, the Chinese Room. Have a look around. One of the bedpost's caps looks like it could be pried off, but since you can't do anything with it yet, examine the fireplace closely. The Hanzi for "daughter" is on the base of the dragon statue. Read the tapestry next to the door. Note the order of the words in yellow.

Head down the hall and talk to Abby. Go down the service stairs and into the Saloon. Have a chat with Charlie. There's plenty to do here, but you'll have to wait until he's gone. Leave the Saloon and check out the Entryway. There is an interesting bird design on the floor and what looks kinda like a Phoenix Head on one of the stairs. The head is missing an eye but since you don't have any spare eyeballs, go into the Parlor. There are a couple of intriguing letters in the side drawer of the desk and near the chairs by the fireplace is a box of old papers. There is also a corner cabinet with a fire extinguisher.

Handy thing to have, but you can't have it yet!

From the Parlor, go into the Study and look around. There are a number of good books lying in stacks or on the shelves. Of note is the History of the Piano. There's something behind some books on a shelf but you can't take it yet. The gaming table has some mah-jongg tiles on it. Examine them to find the Hanzi for "four". The fireplace looks like it's missing some tiles. Chat up Louis.

Rose wants to talk with you, so saunter down the bottom hallway into the Dining Room. Ask Rose some questions and keep talking with her until she asks you to solve the Inlay Puzzle on the floor next to her. Solve the puzzle (it's fairly easy but Appendix C will help if you have problems). Before you leave the room, take a look in the drawer of the cabinet. The Hanzi for "fire" is written at the top of the insurance letter.

Head back upstairs and talk to Abby. The Seance begins!

Chapter 2

Wasn't that weird? You'll begin this chapter in the Chinese Room. Talk with Abby before heading downstairs. Gossip with Rose about this and that. Keep talking with her until she mentions she wants you to remove the ceiling tiles from the upstairs hallway.

You'll need a paint scraper so head into the Entryway. You will find it on the bottom shelf of the scaffolding next to the paint can and tray. Since you're down that way, you might as well chat with Louis and see if he has anything new to talk about.

It's Charlie's day off, so how about some snooping in the Saloon while he's gone? The cash register has a key in its drawer. You'll need it, so scoop it up! The Seance corner close up has something intriguing. Open up the panel on the bottom of the table and take the tape.

Now for the piano. You'll find the Hanzi for "river" inside the piano bench on a piece of paper. At this point, you'll want to pop open the piano roll pan. Since the process to find out how to do this was long and convoluted (I had to ask my musically gifted gaming buddy and I'm pretty sure you don't have access to him) and I don't want to send you running all over the house, I'm just going to tell you how to open it. Using the piano keyboard, press the following keys B, E, G, A, and G. For the musically challenged, please see the better-than-real-life ASCII piano (tm) and the accompanying text in Appendix C.

Once you've got inside, grab the bit of piano paper.

Now let's deface your bedpost. Head upstairs to the Chinese Room and use the scraper on the post. Voila! Another key. Leave and head to the dead end hallway that's full of renovation equipment. Rose has set up a ladder for you. How nice!

Go up the ladder and use the scraper on the ceiling. What's this? A trap door?? Wouldn't you know it, it's locked. Use one of the keys you found to open it. Once inside the Secret Attic, have a good long look around. Grab the crowbar from the tool box. Pick up the iron from the chest. On the barrel with the bottles you will find a piece of tile. What do you do with anything that's not digitally nailed down? Take it.

Open the desk with your other key and rifle through it. You will find an incomplete musical score. Use the piano paper on this score to reveal the secret message "Find Diego on the stairs". Also take note of the Hanzi for "beginning" on the practice paper.

When it's time to leave, the trapdoor's pull rope will break. Use the crowbar on the door to open it.

Talk to Rose downstairs. She doesn't much care about what you found. If you keep talking to her she'll ask you to fix the mini elevator (dumbwaiter). In the downstairs hallway, take a close look at the dumbwaiter. You'll notice the rope is broken. Use the iron you took from the attic on it. Nothing happened. Or did it? Pop upstairs and examine the other dumbwaiter door. Oooh, something's in there! Grab the tile and make note of the Hanzi for "eye" on the teacup.

Head to the Main Staircase. On the landing overlooking the Entryway you'll see the chandelier right in front of you. Below the chandelier is a hand railing. Move your cursor along the bottom of the railing until you get the "close up" cursor. Mess around with the five posts until they read "DIEGO". If you have problems, see Appendix C for the complete solution. Once you've got it, a secret compartment will open below the posts. Grab the Hanzi symbol and read the paper. Whew! What a day!

Chapter 3

This morning starts with a subtle suggestion. Who could have sent it? Time to start some more sleuthing! Heading down the hallway you notice a grate in the wall. Time for some more vandalism! Pry open the grate with your all-purpose scraper. Hmm, what's that doing in there? You can't take it, sorry.

-----OPTIONAL-----

The following is optional. You can do this in Chapter 7, but if you do it now and play right through the game (ie. no starting from passwords) you'll be able to confront Abby in Chapter 6.

Visit Abby in her room. What's this? She's not there and her door is open? She wouldn't mind if you slipped in and, uh, straightened things up! On the shelf by the door is a jewelry box. Inside is a funky spider charm that you will, of course, take. The wiggly bookcase has an interesting book on the Chinese Zodiac. Abby has a desk that's begging to be searched. In her drawer you will find an incense box with the Hanzi "moon" on it. Using the funky spider on the lock can open her Armoire.

Abby is quite well equipped! The only thing you can do here is pop the cassette into the tape deck on the bottom and listen to the horribly digitized voice. Put the spider back in the box and scamper out of there.

Sniff, sniff. Is that smoke? Head down to the Parlor. Something is burning! Grab the fire extinguisher from the corner cabinet to put out the blaze. You will need to get right into the chair detail to do this. A brief cut scene with Abby leaves you in the Dining Room. Go back to the Parlor and see what was damaged. It looks like someone wanted to get rid of Rose's letters. A brief search of the Parlor desk confirms your suspicions. Rose's letters are missing.

Go into the Study. It seems Louis is out and he has a pretty fine looking laptop on the desk. Check it out and you will find a list of passwords. Write down the one for the briefcase. Since Louis is gone, you can get whatever is hiding behind the books on the bookshelf near the door. It's another tile! Have a detailed look at the fireplace. Use all your tiles (you should have 3) on the mantle. Get a detailed look at the Andiron and pull on it. *snick!* A secret corridor has just opened in the corner of the Study. In the corridor you will find the Hanzi for "child" on the bottom of the painting. To the right of the painting you can get a detailed look at the wall. Take the lantern and then move your cursor towards the top of your screen. It should turn into the "detail" cursor over a loose brick. Move the loose brick and peer through the peephole. Gasp! Whatever is Louis doing?

Chapter 4

After Louis does his dirty deed, you'll have control again. Leave the corridor and go back into the Study. Open the briefcase near the gaming table using the password you took earlier. There is a detailed explanation of this in Appendix C if, like me, you have trouble. Read the letter first and then the book. What does "Gum Bo Fu" mean? Could it mean "Shortest Chapter Ever"?

Chapter 5

If Louis is gone, Charlie might be too. Go to the Saloon and get a detailed view of the fireplace by the bar. Pry open the grate with your crowbar and enter the secret passage. It sure is dark in here! Before you go any further, use your lantern on the darkness. You'll be able to avoid the Pit now. With much clicking and cursing you should be able to find the secret room. It seems Charlie has a little secret. Rummage through his belongings. Take the diskette. Make note of the Hanzi for "king" on the take-out box. Leave the secret room via the stairs. It's a one way trip to the lower hallway.

Go back to the Study. Louis is still gone, so why don't we "borrow" his laptop and use Charlie's disk on it? It's a term paper with a fascinating subject. Leave the study and leave the Parlor. Second Shortest Chapter!

Chapter 6

Is the creepy music getting to you yet? Phone your friend Emily and ask her if she knows what "Gum Bo Fu" means. She doesn't know but will get back to you. Go back into the Study; Louis has returned. Talk with him until you are able to ask him what "Gum Bo Fu" means. Louis will ask you where you heard that name from. Although it's overwhelmingly tempting to tell the truth, lie and say you read it in a magazine.

Leave the Study and visit Charlie in the Saloon. Talk with him, return his diskette and while you're at it you'll be able to confront him about his secret. You must also ask him about "Gum Bo Fu".

Go upstairs and talk with Abby. If you played the game right through from Chapter 3 and did the optional walkthrough, you'll be able to confront her about the Seance. Either way, you need to keep talking to her until you're

able to ask her about "Gum Bo Fu".

Go back down to the Dining Room and talk with Rose. As usual, Rose doesn't much care, however, a letter arrived for you and she put it in your bedroom. And did she mention? She discovered a secret panel beside your bed! Leaving the Dining Room will end the Chapter.

Chapter 7

-----OPTIONAL-----

The following is optional. If you already did this in Chapter 3, disregard. If you haven't, now is a good time for some poking around and to find the second to last Hanzi!

Visit Abby in her room. What's this? She's not there and her door is open? She wouldn't mind if you slipped in and, uh, straightened things up! On the shelf by the door is a jewelry box. Inside is a funky spider charm that you will, of course, take. The wiggly bookcase has an interesting book on the Chinese Zodiac. Abby has a desk that's begging to be searched. In her drawer you will find an incense box with the Hanzi "moon" on it. Using the funky spider on the lock can open her Armoire.

Abby is quite well equipped! The only thing you can do here is pop the cassette into the tape deck on the bottom and listen to the horribly digitized voice. Put the spider back in the box and scamper out of there.

Go upstairs to your room and read the letter. The Hanzi for "golden" is on the bottom most left. Have a detailed look at the bedside panel. It's the Chinese Zodiac! Press the animals in this order: Rat, Ox, Tiger, Rabbit, Dragon, Snake, Horse, Sheep, Monkey, Rooster, Dog, Boar. Appendix C is usefull for identifying the animals.

The panel opens to reveal a combination lock! If you exit out of here you will have to do the Zodiac puzzle again. Open the safe using the Hanzi you collected. The order of the characters is on the tapestry by your door (or in Appendix C!).

Inside the safe read the Last Will and Testament. The pyramid seems to be missing something. Use the Hanzi charm on it. Another puzzle! Turn all of the moon tiles into sun tiles to open it. Again, Appendix C has the solution. Inside the pyramid you will find a very large ruby. Take it.

Head downstairs to the Entry Hall. Get a detailed look at the Phoenix Head on one of the stair posts (facing the Hallway door, the post on the left). Use the ruby on the Phoenix and the location of a secret area will be revealed. Get a detailed look at the Entry floor. Use your crowbar on the symbol. Wow! It's so shiny!

Thwap! The evildoer has arrived on the scene and will make off with the treasure if you don't do something!

Once the cut scene has ended, you will be standing on the bottom of the stairs. If you don't do the following in the exact order I've outlined, the culprit will get away! Turn around and head up the stairs until you see the painting of the man. Beside the painting is a Cleat. Get a close up of the Cleat and keep clicking on it until the chandelier falls.

THE END!

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|               4. THE PUZZLES .4               |
o=====o
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-----
Inlay Puzzle
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```

This isn't very difficult at all. The pieces light up when they are over their correct spot. Pressing A button will set them in place. B button will rotate them. And remember, you can't accidentally place a piece in the wrong spot!

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Piano Roll Pan
-----
```

```
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|  [*] [*] |  [*] [*] [*] | | | | | | |
|  [*] [*] |  [*] [*] [*] |
|  [*] [*] |  [*] [*] [*] |
|  |  |  |  |  |  |  |  |
|  C  | D  | E  | F  | G  | A  | B  |
-----
```

The above is a better-than-real-life ASCII piano keyboard (tm) taken from the Piano book in the Study.

Please note it does not exactly match the actual piano keyboard in the Saloon, it is however, your basic piano scale. The long [*] are the black keys.

The note combination can be found on a musical score in the Attic desk.

To open up the piano roll pan, press the keys in this order B, E, G, A, G

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-----
Diego on the Stairs
-----
```

Getting as close to the chandelier from the second floor Main Stairs landing, you can get a detailed view of the bottom of the railing. The word "FOOSE" must be turned into the word "DIEGO". This solution depends on the puzzle being untouched. If you messed with it, exit the detailed view and come back.

```
| F | O | O | S | E |
```

To solve, click the "F" once to turn it into a "D". The post next to it should turn into an "E". The posts should read like this now:

```
| D | I | O | S | E |
```

Click the "S" post three times so that the "O" becomes an "E". The post now reads:

| D | I | E | N | R |

Click the "R" once to change it into an "O". The "N" will change into a "G".
Voila:

| D | I | E | G | O |

A secret compartment will automatically open when you are successful.

Briefcase

The combination for the suitcase is on Louis' laptop on the Study Desk.

Start with the left-hand combination lock (click on the left-hand detailed view). The numbers in the MIDDLE row of the combination dial are the ones that need to read 4653. If you are successful you will hear the sound of a lock popping and the view will turn to the right hand lock. Do the same as you did for the other lock this time using the combination 4868. If you are successful a lock will pop again and the briefcase will be opened. If you exit out you'll have to redo the puzzle.

Zodiac Panel

The order of the animals can be found in a book in Abby's room.

Press the animals in this order:

Rat
Ox
Tiger
Rabbit
Dragon
Snake
Horse
Sheep
Monkey
Rooster
Dog
Boar

If you selected the right animal, the "gong" will sound. If not, you'll get a horrid creaking and have to start over from the beginning. If you have trouble determining which animal is what, Appendix C is most helpful. The panel will automatically open once you've pressed the last correct animal.

Hanzi Safe

The safe doesn't accurately represent the Hanzi as you found them. It does, however, helpfully start you on the first symbol, "child". Press the A button to select a symbol. If you're right, you will hear a gentle "snick". If you're wrong, you'll hear a horrible "kathunk". If you've chosen the right

symbol, go on to the next one, pressing A to select. And so on for all ten Hanzi. If you mess up, you'll have to start from the beginning again. Exiting the safe screen will mean you have to do the Zodiac Puzzle again to get back.

The Hanzi combination is as follows:

child
beginning
daughters
four
eye
fire
moon
king
river
golden

If you are successful, the safe will automatically open when you press the last Hanzi.

The locations of the Hanzi are listed in Appendix A.

Pyramid

Use the Hanzi charm on the pyramid to unlock the Moon Tile puzzle. All of the moons need to be turned into Suns. This solution depends on the Puzzle being untouched. If you messed with it, exit from the detailed view and come back. Press the moons in this order:

1 | | 3

5
4 | | 2

The pyramid will automatically open when you are successful.

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| 5. APPENDIX A - HANZI .5 |
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As my ASCII art skills are limited (they suck) and graphics are not allowed, you'll have to write down the Hanzi yourself. At least I can tell you where they are!

HANZI	LOCATION
child	painting in Study Secret Room
beginning	practice sheet in Attic desk
daughters	fireplace dragon in Chinese Room
four	mah-jongg tile on game table in Study

eye	tea cup in upper Dumbwaiter	
-----	-----	-----
fire	insurance letter in Dining Room desk	
-----	-----	-----
moon	incense in desk drawer in Abby's Room	
-----	-----	-----
king	Chinese food box in Saloon Secret Room	
-----	-----	-----
river	music score in Saloon's piano seat	
-----	-----	-----
golden	letter from Emily	
-----	-----	-----

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| 6. APPENDIX B - ITEMS .6 |
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For lack of a better way, all items have been listed in alphabetical order.

Armoire charm

Found in Abby's room in Chapter 3 or 7. It's in the jewelry box by the door. Use it on the Armoire lock (close up view) to open the Armoire. Return the charm to the box before you leave.

Attic desk key

Found in the Chinese Room bedpost in Chapter 2. Use your paint scraper to pry off the bedpost cap. In the same chapter, use the key to open the desk in the secret Attic.

Crowbar

Found in secret Attic in Chapter 2. It is in with all the "Old Tools". The crowbar is used for opening the Attic trapdoor (from the inside), leveraging open the Saloon fireplace grill and popping open the floor decoration in the Entryway.

Diskette

Found in the secret room off of Saloon in Chapter 5. The disk is in with a bunch of Charlie's stuff. Use the diskette on Louis' laptop in the Study in Chapter 5.

Fire Extinguisher

The Extinguisher lives in the corner cabinet by the door in the Parlor. You can only take it in Chapter 3 when the papers are burning. In the close up view of the Parlor chairs, use the extinguisher to put out the fire.

Hanzi charm

Found in secret compartment at the top of the main staircase in Chapter 2. The charm is used to unlock a puzzle on the pyramid in the Chinese Room safe. See Section 3 for puzzle solutions.

Iron

Found in attic in Chapter 2. In the same Chapter, use the Iron on the bottom floor dumbwaiter to repair it.

Lantern

Found in secret corridor in Study in Chapter 3. The Lantern is used only in the secret corridor off of the Saloon in Chapter 5 or 7.

Paint scraper

Multi-purpose vandalism tool found in the Entryway in Chapter 2. The scraper is used to remove the upstairs hallway ceiling tiles (Chapter 2), pry open your bedpost (Chapter 2) and to remove the vent in the upstairs hallway (whenever).

Phoenix Eye (Ruby)

The Eye can be found in the pyramid in the Chinese Room safe in Chapter 7. Use the eye on the Phoenix Head in the Entryway (facing the Entryway, the stair case post on the left) in the same Chapter. See Section 3 for the puzzle solution.

Piano Paper

Found in the Saloon Piano's Roll Pan in Chapter 2. The scrap is used to complete the musical score in the Attic's desk in the same Chapter. See Section 3 for puzzle solution.

Seance tape

The Tape is in a cabinet at the base of the Seance Table in the Saloon. You can nick it in Chapter 2. In Chapter 3 or 7, use the tape in Abby's room on the tape deck in the Armoire.

Tile 1

In Chapter 2, you'll find it on the barrel with the bottles in the secret Attic. Use the Tile on the fireplace in the Study in Chapter 3.

Tile 2

Tile 2 is found in the second floor dumbwaiter (after you fixed it) in Chapter 2. Use the Tile on the fireplace in the Study in Chapter 3.

Tile 3

Tile 3 is hiding behind some books on a shelf in the Study. You will both find the tile and use it in Chapter 3.

Trapdoor key

Found in the close up view of the Saloon cash register in Chapter 2. Used to open the trapdoor in the upstairs hallway ceiling in Chapters 2 through 7.

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 | 7. APPENDIX C - CHAPTER PASSWORDS .7 |
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The Password system is based on animals in the Chinese Zodiac. Since some of the animals on the Password Entry screen look like they've been through the blender a few times, I'll help you out with identification.

Ox	Horse	Tiger	Sheep	

Rooster	Boar	Rabbit	Dragon	

Rat	Dog	Monkey	Snake	

The following Passwords will START you at the beginning of the chapter they are listed beside.

Chapter 2 - Ox, Horse, Tiger, Sheep

Chapter 3 - Rooster, Boar, Rabbit, Dragon

Chapter 4 - Rat, Dog, Monkey, Snake

Chapter 5 - Sheep, Tiger, Horse, Ox

Chapter 6 - Dragon, Rabbit, Boar, Rooster

Chapter 7 - Snake, Monkey, Dog, Rat

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| 8. AUTHOR'S BABBLE AND ACKNOWLEDGEMENTS .8 |
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This FAQ/Walkthrough could not have been made possible without the help of my gaming buddy, webmeister Bud of www.theQ.fm. AstroBlue also deserves thanks for his formatting suggestions.

Questions, comments and/or error corrections are most welcome! Please e-mail me at hannahgruen@yahoo.com but please make sure your question isn't already answered in this FAQ before requesting help.

Any error corrections or other changes to this FAQ suggested by readers (and confirmed by me) will earn the spectacular honor of being thanked in this section. Try not to let fame get to your head.

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| 9. VERSION HISTORY .9 |
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04/23/02 Version 1.0 † preliminary draft completed and submitted

04/25/02 Version 1.1 † slight formatting changes, clarification of Zodiac puzzle

05/03/02 Version 1.2 † major reformatting, added FAQ section, added version history section, added another approved site, updated acknowledgements

06/03/02 Version 1.3 † reformatted tips, added another approved site

06/06/02 Version 1.4 † added another approved site

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| 10. COPYRIGHT AND LEGAL NOTICES .10 |
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Nooo touchy!

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