

Scooby-Doo! Mystery Mayhem FAQ/Walkthrough

by RevenantXYZ

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This walkthrough was originally written for Scooby-Doo! Mystery Mayhem on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

SCOOPY-DOO! Mystery Mayhem - FAQ/WALKTHROUGH V. 1.0
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Introduction (A001)

Welcome to my second FAQ. To my own surprise it is another FAQ for a kids game but I am not too bothered by that. I like to write FAQs and since I played this game to help my own family out I figured I might aswell write this FAQ to help the people that do not have all the time they need to help their own family or because they are not familiar with computers.

In case you are interested, my favorite video game genre is the role playing genre but the games I really enjoyed playing are already filled with FAQs from people who are way better FAQ writers than I am.

I enjoyed writing this FAQ though, so don't worry ;)

I felt like a step by step walkthrough is unnecessary here as there are little gameplay tips I can give you. Just save at every checkpoint and keep trying. If you have any problems with this document please don't hesitate to contact me by sending an e-mail to RevenantXYZ@hotmail.com.

Copyright Notice - Plagiarism (B001)

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Walkthrough (C001)

Haunting of Hambridge (C002)

- Go through the door.
- Use the B button to sneak past the ghost.
- Make your way up and get the wrench.
- Take the elevator.
- Flip the switch.
- Use the moving platforms to reach the red key.
- Activate the checkpoint.

- Exit the basement.
- Take the elevator going up.
- Talk to Velma.
- Go past the book of doom.
- Talk to Daphne.
- Enter the main library.
- Make your way to the elevator and take it to go down.
- Enter the door.
- Activate the checkpoint.
- Make your way through all the ghosts to reach the next checkpoint and activate it.
- Flip the switch.
- Press up at the purple bookcase, it is a secret passage.
- Make your way to the broken elevator, then take the secret passage near the broken elevator.
- Take Velma's glasses.
- Go further up to get the wrench.
- Take the secret passage you used to get here again.
- Take the elevator.
- Talk to Velma.
- Take the Yellow door.
- Activate the checkpoint.
- Climb up the pile of books near the entrance and jump to the left to get the first clue.
- Get the lantern.
- Get the battery.
- Take the elevator to go down.
- In the dark area you need to get to the bottom left off the screen. You can do that by going to the right, climbing up, going to the left, going down again and going a little bit to the right. Take the door there.
- There are 2 secret passages in the next room. Take the first one and get the yellow key, then leave.
- Take the second secret passage.
- Go left.
- Take the secret passage.
- Take the yellow door.
- Talk to Daphne.
- Take the yellow door again, this time to leave.
- Take the green door.
- Activate the checkpoint.
- Check the elevator to get an idea where the wrench to fix it is located.
- Take the secret passage.
- Switch on the light in this room by going to the right, climbing on the bookpiles and jump up and to the left. Take the secret passage there and quickly sneak to the right (to avoid your batteries from running out) to reach the light switch. Switch it on.
- Make your way up and left to reach the wrench.
- Go back to the elevator and use it.
- Take the first door at the bottom of the stairs, you should see Fred if you chose the right one.
- Help Fred get his book cart through the maze. It is kind of hard but you can't lose any lives, and there is a checkpoint halfway.
- Take the second clue.
- Go all the way up first, then left, ignoring any doors you pass.
- Take the secret passage.
- Take another secret passage.
- Get the book of doom.
- Get the third clue.
- Take the secret passage you used to get here.
- Go up and to the right, take the secret passage there. (it should be close)

- Go down and take the door near the top of the stairs.
- Take the elevator up.
- Talk to Velma.
- Take down the 3 waves of ghosts. Press R to open the book, then press B repeatedly and as fast as you can. The wisps and the scoobysnack near the left return if you wait a little while, so don't take any unnecessary risks. You can regain your health by taking a few scoobysnacks, the ghosts don't regain any health, so this should not be too hard.

Mayhem at the Movies (C003)

-
- Enter the first area.
 - Activate the checkpoint.
 - Don't worry about running out of energy for your Tome of Doom, there is plenty of energy in this level.
 - Jump up and to the left as soon as you start going up.
 - When you get at the crossroads, go up and right.
 - Take the extra page for the Tome of Doom.
 - Flip the switch.
 - Go back to the crossroads and go up and left.
 - Flip the switch.
 - Go back to the crossroads and go left.
 - Flip the last switch.
 - Go right.
 - Take the megaphone.
 - Go through the gates.
 - Go through the small hole.
 - Activate the checkpoint.
 - Keep moving, the platforms will fall down.
 - Keep moving to the right then jump up.
 - Keep jumping to the left, paralyzing the ghosts along the way.
 - Activate the checkpoint.
 - Go right, avoiding the guillotines.
 - Activate the checkpoint.
 - Take the first secret passage.
 - Take the secret passage.
 - Flip the green switch.
 - Take the secret passage.
 - Flip the red switch.
 - Take the secret passage.
 - Flip the blue switch.
 - Go down.
 - Go right.
 - Flip the red switch.
 - Go to the left, jumping over the gap.
 - Take the secret passage.
 - Flip the green switch.
 - Keep going to the left.
 - Get the first clue.
 - Take the door.
 - Take the second door.
 - Take the door.
 - Activate the checkpoint.
 - Take the secret passage.
 - Go right.
 - Take the page for the Tome of Doom.
 - Go down the hill.
 - Go left, don't touch the tombs. Close the Tome of Doom in case you are being

dragged to a tomb.
-Flip the switch.
-Climb over the hill.
-Flip the switch at the upper right.
-Go down and flip the switch as soon as the zombie gets near.
-Go left and flip switch.
-Take the secret passage.
-Let the spots drop on the zombie, then finish it off.
-Enter the red door.
-Activate the checkpoint.
-Go left and take the page for the Tome of Doom.
-Take the secret passage.
-Take the door.
-Take the wrench.
-Use the elevator.
-Take the door.
-Destroy the dimensional gate. Do it quickly or more ghosts will appear.
-Take the second clue.
-Take the door.
-Flip the switch.
-Take the blue door on the 2nd floor starting from the top.
-Activate the checkpoint.
-Take the first secret passage.
-Take the third clue.
-Take the secret passage you used to get here.
-Keep going to the right until you can't go to the right anymore.
-Take the door.
-Flip the switch.
-Jump back up and go left till you start going down the hill, then jump to the area to the upper left.
-Jump from platform to platform to get the red key.
-Keep going to the right till you can not go to the right anymore.
-Keep going left till you can jump on an area to the upper left.
-Take the door.
-Enter the red door.
-Lead the cart to safety.
-Take the right door.
-Jump up and flip the switch.
-Go up.
-Destroy the dimensional gate.
-Flip the switch.
-Jump to the right, going from platform to platform.
-Go down.
-Flip the switch.
-Go to the bottom left corner of the area.
-Flip the master switch.

Weird Wild West (C004)

-Enter the hotel.
-Go all the way up.
-Use the Tome of Doom on the crate.
-Go Right.
-Use the Elevator.
-Take the Music Notes.
-Use the Tome of Doom on the crate.
-Take the extra page for the Tome of Doom.
-Go Down.
-Jump down the hole in the floor which the crate has created.

- Activate the checkpoint.
- Enter the door next to the crates.
- Take the extra page for the Tome of Doom.
- Leave through the door you used to get here.
- Take the second door from the right if you are low on energy or either Shaggy or Scooby is scared.
- Enter the door to the right.
- Pick up the first clue.
- Jump to the left at the crates.
- Jump up and to the right.
- Jump to the area to the upper left.
- Flip the switch.
- Keep going up.
- Go left.
- Activate the checkpoint.
- Drop through the floor.
- Enter the door.
- Take the second door from the right.
- Jump over to the platform.
- Flip the switch.
- Go left.
- Activate the checkpoint.
- Jump to the right, then on the crates and finally on the lights.
- Take the door.
- Go right.
- Make your way to the left by jumping from platform to platform.
- Pick up the lantern.
- Activate the checkpoint.
- Drop down.
- Leave the area by going through the door you used to get here.
- Take the right door.
- Keep jumping up and left.
- Take the extra page for the Tome of Doom.
- Leave the area.
- Take the left door.
- Don't bother looking around, you can look around as much as you want as soon as you have turned on the lights in this room.
- Turn on the lights by quickly jumping from platform to platform. Start by following the platforms upwards and to the right and then reach the lights by going down a bit.
- Take the green key.
- Leave the area.
- Take the elevator.
- Go left.
- Activate the checkpoint.
- Enter the green door.
- Jump from platform to platform, making your way to the right until you hit the ground.
- Go right.
- Take the Music Notes.
- Take the elevator.
- Go left.
- Take the red key.
- Leave as soon as possible.
- Take the elevator.
- Jump over the crates.
- Take the red door.
- Activate the checkpoint.
- Jump from platform to platform. If you fall down you can still avoid dying by quickly running to the left and jumping back on the first platform.

- Pick up the second clue.
- Take the elevator.
- Activate the checkpoint.
- Go up.
- Take the Music Notes.
- Go down.
- Flip the switch and then quickly jump on the table to the right and wait until the crate is to the right of you. Then use your Tome of Doom on it.
- Go down, through the hole in the ground.
- Jump to the right.
- Go through the secret passage by moving the piano.
- Ride the mining cart to safety.
- Activate the checkpoint.
- Pick up the third clue.
- Destroy the first dust devil.
- Keep entering and leaving the hotel to make the energy to the left reappear. When your energy meter is full, go right.
- Destroy the second dust devil.
- Keep entering and leaving the saloon to make the energy on the roof and the energy inside reappear.
- Activate the checkpoint.
- Destroy the third dust devil.
- Leave the screen and come back to refill your energy.
- Destroy the blue ghost.
- Destroy the fourth dust devil.
- Activate the checkpoint.
- The most important thing to defeat the big dust devil is to remain patient. Stay out of its reach, this includes closing the Tome of Doom when it gets close. If you get hit two times and you are thrown up into the air fly right and wait for 2 scooby snacks to appear before going to battle again. If you are out of energy you can run to the left to have a refill. The dust devil boss does regenerate its health, but the scooby snacks and the energy balls regenerate much faster, so don't rush yourself to your death!

Bad Yuyu at the Bayou (C005)

- Go right.
- Pick up the jackhammer.
- Go to the small piece of land with no grass on it, between the yellow and the red door.
- Dig down.
- Take the red key.
- Go through the red door.
- There are other ways, but if you follow the way I describe you'll get an extra page for the Tome of Doom and you will be able to take both the ingredients which are in this screen. Check that part of the walkthrough if you want to collect all the ingredients.
- The energy for the Tome of Doom is scarce. You should try stunning the zombies by drilling on the ground and running past them instead of capturing them.
- Drill down through the drillable area to the right.
- Drill down 3 times.
- Drill left.
- Take the extra page for the Tome of Doom.
- Drop down.
- Drill down.
- Activate the checkpoint.
- Destroy the gate to another dimension.

- Pick up the first clue.
- Reaching the big ball of energy is really hard, but don't worry: if you follow the route I describe you'll have enough energy.
- Drill right.
- Drill down.
- Drill right.
- Jump on the platform.
- Jump off the platform when you see the 3 little balls of energy.
- Drill left.
- Jump from moving platform to moving platform.
- Drill right.
- Keep drilling down.
- Take the extra page for the Tome of Doom.
- Go back to Velma and talk to her.
- Activate the checkpoint.
- You can NOT swim.
- Go up if you need energy, jump from crocodile to crocodile to the other side of the water if you don't.
- Drill down just before reaching the hill going down.
- Pick up the second clue.
- Talk to Fred.
- Activate the checkpoint.
- Drill on the ground to stun the guard and then run past him.
- Go through the unlocked gate.
- Go up by using the moving platform.
- Go left.
- Take the green key.
- Leave the area by going through the gate you used to get here.
- Go through the green gate.
- Keep jumping up.
- Take the extra page for the Tome of Doom.
- Go back down.
- Drill down 2 times.
- Drill right 2 times.
- Jump up and to the right.
- Drill right.
- Push the button.
- Drill left.
- Jump up and to the right.
- Pick up the third clue.
- Go back down.
- Go right.
- Bring the boat to safety.
- Go through the yellow gate.
- Activate the checkpoint.
- There is a scooby snack in the first drillable area in this screen if you need it.
- You may want to destroy the portals when you are facing away from the zombie or when it is far away, otherwise you'll target the zombie and destroying it will not do you much good. They just keep coming.
- Go up and left as soon as you can.
- Destroy the portal to another dimension.
- Jump right.
- Destroy the portal to another dimension.
- Go left and jump down.
- Jump right by jumping from crocodile to crocodile.
- Destroy the 2 portals to another dimension.
- You can now restore your life in the drillable hole near the water to the right.
- Go up.

- Jump right.
- Destroy the portal to another dimension.
- Go down.
- Jump right, jumping from crocodile to crocodile.
- Destroy the portal to another dimension.

Hi-Tech Terror (C006)

- Go through the door.
- The guards can not hurt you but if you touch them you will be sent back to the beginning of the room you are in.
- Sneak past the guards by hiding behind the pillars. You can ring the alarm to make them run past you quickly but that is not always necessary.
- Take the extra page for the Tome of Doom.
- Go up the stairs.
- Jump up and to the left.
- Sneak past the guard.
- Take the platform going up.
- Jump Right.
- Sneak past the guard.
- Keep jumping to the left.
- Take the red key.
- Activate the checkpoint.
- Make your way back to the entrance.
- Go through the red door.
- Go left.
- Jump left.
- Go up the stairs.
- Take the first clue.
- Go back to the entrance. If you fall down just go right and allow a guard to catch you and you will be sent back to the entrance.
- Jump on the platform to the right. If you fall down you can go up the stairs and jump from platform to platform.
- Jump left.
- Sneak past the guard.
- Take the green key.
- Let yourself be caught to go back to the entrance.
- Leave the area.
- Go through the green door.
- Activate the checkpoint.
- Go right.
- Sneak past the guard.
- Go up the stairs.
- Jump left.
- Sneak past the guard.
- Go up the stairs.
- Jump on the boxes.
- Keep jumping right.
- Take the extra page for the Tome of Doom.
- Drop down.
- Sneak past the guard.
- Jump up and to the right.
- Take the second clue.
- Go right.
- Sneak past the guard.
- Jump on the platform which is going down.
- Keep going left until you reach the wall, avoiding the guards along the way.
- Take the platform which is going up.
- Jump left.

- Push the button.
- Go right.
- Go through the first door you see.
- Activate the checkpoint.
- Be careful! Guards with guns CAN and WILL hurt you!
- Go right.
- Sneak past the guard, you can hide behind the containers with fluid in them.
- Take the elevator which is going down.
- Jump left.
- Jump over the guard.
- Drop down.
- Go right, jumping over the guards you meet along the way.
- Don't jump over any gaps, just drop down.
- Go left.
- Ring the bell.
- Sneak past the guard and go right.
- Drop down.
- Keep going left, jumping and sneaking past the guards.
- Take the elevator which is going up.
- Go right until you reach the stairs.
- Take the platform which is going up.
- Jump left.
- Take the Super Spooker (= the gun).
- Jump right, going from platform to platform.
- Take the yellow key.
- Jump back to the left.
- Activate the checkpoint.
- Go through the door.
- Go through the yellow door.
- Go right.
- Use the transporters to make your way up and to the left.
- Keep going to the left. Don't slow down because some parts of the floor will collapse.
- Take the third clue.
- Go back to the right and use the transporters to make your way up and to the right.
- Go right.
- Take the elevator which is going down.
- Activate the checkpoint.
- Use the transporters to make your way up and to the left.
- Take the extra page for the Tome of Doom.
- Push the button.
- Use the transporters to make your way down and to the left.
- Use the transporters which are going left.
- Go up the stairs.
- Go up and to the right.
- Go through the door.
- Go right.
- Activate the checkpoint.
- Take the elevator which is going up.
- Go left.
- Push the button.
- Go left.
- Jump on the moving platform.
- Jump to the right, on the top transporter.
- Jump right, on the moving platform.
- Jump right, towards the green arrows.
- Push the button.
- Jump back on the moving platform.
- Jump left, on the top transporter.

-Jump on the moving platform.
-Stand to the left of the moving platform in order to see the arrows to the left.
-Jump towards the green arrows.
-Go back down.
-Take the elevator going up again.
-Repeat this process for the red, blue and yellow buttons (make sure to follow that order, or it will not work!) Red is at the bottom, blue is above that and yellow is the highest (besides green) on the only area where you can not see the arrows before jumping towards them. Velma, Daphne and Fred will most likely hit you but there is a Scooby Snack at each of the buttons to the left.
-Take the lift which is going down.
-Jump to the left.
-Take the Valve Handle.
-Go left.
-Use the Valve Handle on the Valve.
-Go left.
-Lure the Fire Ghost under the water.
-Destroy the Fire Ghost.
-Go left.
-Talk to Fred.
-Go through the door.
-Press every button you pass in your cart and stay as high as possible to bring the monorail cart to safety while avoiding to enter a neverending "loop" (which happens when you don't stay as high as possible).
-Destroy the 3 fire ghosts in each area. If you are not sure if you have destroyed all the fire ghosts in one area just leave the area and then enter again, it will zoom in, showing any fire ghosts that might have survived.
-Destroy the big fire ghost. He (and what follows after him...) is actually pretty easy, just stay to the left, taking the big energy ball when it appears and destroying the incoming ghosts. I just hope you can press the B button fast enough. Use two fingers if necessary. The big fire ghost regenerates quite fast.
-Congratulations!

Ingredients (D001)

I know the descriptions are not too detailed but if they are not enough to make you find them then don't bother with it: you'll lose more lives getting them all than you will gain.

Most ingredients from which you make your sandwiches should be pretty easy to find but just in case you really want to collect them all, here they are ;)

Sandwich 1: (Haunting of Hambridge)

Lettuce: At the basement, right after you take the first elevator.

Mustard: Next to the lettuce.

Meat: On the crates after getting the mustard.

Shrimps: Jump on the lamp right after getting the meat.

Melon: Keep jumping to the left, from lamp to lamp, after getting the shrimps.

Sandwich 2: (Haunting of Hambridge)

Cheese: In the main library, between the first and the second checkpoint, on top of a bookcase.

Mayonnaise: In the main library, not too far from the first checkpoint after taking the first secret passage. You can reach it by jumping to the

right from the top of the staircase.

Meat: In the main library, by taking a platform a bit before reaching the broken elevator.

Gherkin: In the archives, in the first dark area. Just follow the normal route to get to the secret passage leading to the yellow key and you will find another secret passage before you reach it. Take it and you will find the gherkin.

Banana: After you take the passage to leave the first dark area. Head left immediately after taking that passage.

Sandwich 3: (Mayhem at the Movies)

Melon: Near one of the three switches in the first area. You can't miss it!

Chicken: Near one of the three switches in the first area. You can't miss it!

Shrimp: In the middle of 2 guillotines in the area where you play as Scooby without Shaggy for the first time.

Beef: Go left after taking the secret passage near the red switch.

Mayonnaise: Keep going right after entering the area where the red knight ran to.

Sandwich 4: (Mayhem at the Movies)

Ketchup: Take the platform down and then go left after getting the red key.

Gherkin: Take the door to the right after entering the red door. The Red Knight will be there so grab it quickly and get out of there.

Lettuce: Go right and drop one floor after taking the door right after destroying the first dimensional gate.

Meat: Keep going down when you are on your way to the area with the red door.

Mustard: Go left in the area with the red door.

Sandwich 5: (Weird Wild West)

Melon: On the roof of the hotel, you can get it right at the start of this level. Get it by jumping to it from the crate.

Ketchup: Jump over the crates and then jump on the lights after taking the first clue.

Ham: Jump left after flipping the switch in the area with the first clue.

Lettuce: Go right after entering the area with the lantern in it.

Cheese: Keep going to the left as soon as you enter the dark area with the extra page for the Tome of Doom.

Sandwich 6: (Weird Wild West)

Mayonnaise: In the area with the green key.

Banana: In the dark area with the red key. You can get it by dropping through the floor and quickly jumping to the right before getting the red key. I would not suggest trying to get this ingredient though...

Shrimp: Keep jumping to the right and up in the area with the second clue.

Beef: You can get the beef on your way to the piano. Just jump on the crates and then on the small platform.

Chicken: Enter the hotel again after you have gotten a hold of the lantern. Enter the door to the left of the hole in the ground.

Sandwich 7: (Bad Yuyu at the Bayou)

Lettuce: Go right before drilling in the area after going through the red gate.

Chicken: The chicken is in the first area after going through the red gate. Drill down through the drillable opening to the right, then drill right. Be prepared to drill on the ground quickly after getting the chicken because a zombie will appear.

Mayonnaise: Do the following things after getting the chicken: drill down 3 times, drill left, drop down and drill left.

Cheese: Drill right and drill down in the second area after going through the

red gate.

Mustard: Drill down 2 times and then drill right just before meeting with Velma for the first time.

Sandwich 8: (Bad Yuyu at the Bayou)

Ham: Drill down on the 2nd opening in the area after meeting with Velma for the first time.

Gherkin: Drill down on the 4th opening in the area after meeting with Velma for the first time.

Banana: You can't miss this one, it is on your way to the green key.

Shrimp: Jump up and left near the beginning of the area after going through the green gate.

Beef: In the area with all the zombies. Go up and left as soon as you can.

Sandwich 9: (Hi-Tech Terror)

Ketchup: Jump left after going up by using the first moving platform in this level.

Lettuce: Do the following after going through the red door: go left, drop down, go left, drop down, go down the stairs, go right, sneak past the guard and keep going to the right.

Beef: Keep jumping up and to the left after getting the green key.

Shrimp: Take the platform up after getting the second clue.

Gherkin: You can't miss it, it is near the portal to another dimension in the area after witnessing the telephone conversation between Selena Drake and her "minions".

Sandwich 10: (Hi-Tech Terror)

Mayonnaise: On your way to the yellow key. You can't miss it!

Melon: Keep going right as soon as you go through the yellow door.

Cheese: You can't miss this one. Trust me on this one.

Chicken: Keep going left after going up the stairs. (right after disabling the laser)

Ham: Stay on the moving platform to the right in the area with the mind-controlling device as it goes down.

Frequently Asked Questions (F.A.Q) (E001)

Questions about the game (E002)

None yet.

Bugs (E003)

Question: I collected all the ingredients for my sandwich and Shaggy said I had enough ingredients, but I did not get an extra try!

Answer: You can only have 9 tries.

Questions about this document//Criticism (E004)

Question: Why does your English suck?

Answer: Because it does.

Question: Why is the Dutch version so much bigger?

Answer: It includes a translation into Dutch.

Could you please translate a FAQ or something else for me? (E005)

That depends. Start off by asking yourself the question if you would really like me to make a translation for you. If you can live with the followings you may always contact me.

For everything:

- I only do Dutch-English and English-Dutch translations
- You have to realize that I am not some cheap alternative for a professional translator. My translations have a lower quality. If you possess a sufficient level of the Dutch language you can always check the Dutch version of this FAQ for yourself.
- I do have a life next to translating things. Don't give me any deadlines and don't expect to see the translation the next day.
- I am no translating "genius". I will make some spelling mistakes and some gramaticcal mistakes. I try to avoid them though. (naturally)
- My vocabulary is quite extensive but it can not be avoided that there will be some words I do not know the translation of. I will use a synonym or even write a little description of what you mean.
- I automatically refuse any tasks that require me to give you more information than my nickname or my e-mail adress.
- You can not speak Dutch or you can only speak very little Dutch
- Tasks which start with "I am interested in having my FAQ translated by you but I would like to see a sample of your work first" are automatically refused. Compare this document with the Dutch version if you want to see a "sample" of my work. Remember that I am NOT a professional.

For FAQs:

- I don't expect to become your co-author but I will mention the fact that I have translated your FAQ twice. I won't write more than my nickname, e-mail adress and contributor page though.
- It would be a good idea to send me your FAQ in .txt format, that is the way you will be getting it back to post.
- Your English FAQ has got a minimum size of 25% compared to the biggest FAQ for the game the FAQ is for.
- I have to see your whole English FAQ before making any decisions.
- Your FAQ has got a minimum size of 35 KB.
- Your English FAQ is already posted on GameFaqs
- Your FAQ is a general FAQ/Walkthrough
- There is no Dutch FAQ for the game you wrote your FAQ for
- You will send me a list of terms you want to stay in English. You don't have to type all of the terms, a general description like "all of the enemy names, all of the weapons" would be sufficient. You send this list in the e-mail you send to ask me to translate your FAQ. You write "none" if you want me to translate everything I can into Dutch.

If you agree with all of the previous things you may always contact me on RevenantXYZhotmail.com. The above is my security against any possible future problems. It won't be a professional translation but people will be able to understand it without much problems.

Contacting me (F001)

You may contact me for any reason by sending an e-mail to RevenantXYZ@hotmail.com. If it concerns spelling mistakes please make sure you are correct, I can't afford to check the correct spelling myself after

I have received your e-mail. If you see spelling mistakes please contact me though. I was pretty disappointed that noone took the trouble in my last FAQ which was full (and probably still is) of typos. And since this is the first time I use a QWERTY keyboard I expect a lot of mistakes....

When you send me info I can add to this FAQ please tell me which name I can use to give you credit and if you would like me to add your e-mail adress, contributor page or website. If you don't mention anything I'll just use the name I get with your e-mail without any extra information.

Thank you notes (G001)

CJayC from www.gamefaqs.com for posting this FAQ.
Stephen from www.ign.com for posting this FAQ.
Dennis from www.supercheats.com for posting this FAQ.
Daniel from www.cheats.de for posting this FAQ.
Leo from www.neoseeker.com for posting this FAQ.

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