The Simpsons Road Rage FAQ/Walkthrough

by SubSane

Updated to v1.1 on Jan 7, 2004

_____ The FAQ/WALKTHROUGH for SIMPSONS ROAD RAGE, v1.1 Based on the Gameboy Advance version Written and maintained by SubSane Last Updated January 07, 2004 _____ TABLE OF CONTENTS 1.0 INTRODUCTION 1.1 Game Details 1.2 Burns Strikes Again 1.3 The Drivers 2.0 BASICS 2.1 Game Start 2.2 Password 2.3 Game Modes 2.4 Status Screen 2.5 Controls 3.0 MONEY MODES 3.1 Road Rage 3.2 Performance 4.0 MODES FOR FUN 4.1 Sunday Drive 4.2 Mission Mode 4.3 Head to Head 5.0 UNLOCKABLES 6.0 CODES & SECRETS 7.0 LEGAL / MISC. 7.1 Version History 7.2 Guide Credits 7.3 Contact Information 7.4 Legal Stuff ______ -------_____ 1.1 Game Details

This version of Road Rage came out on June 26, 2003, one and a half years after the Gamecube, PS2, and Xbox versions.

Developed by Altron and released by Fox Interactive/THQ.

1.2 Burns Strikes Again

Springfield. City on the move. Or is it? The once bustling burb has been brought to a stand-still by the malignant magnate, C. Montgomery Burns. The man who owns the nuclear power plant has bought out the Springfield Transit Corporation and is sapping the billfold of every Johnny Commuter and Janie Buspass in the fair town. The dastardly devil has even converted the buses to nuclear power and given his drivers free reign to wreak havoc on this hamlet's otherwise sleepy streets.

But look out, Mr. Burns-the good people of Springfield are rising up to take on your transportation tyranny. They're arming themselves with their cars and braving the bumper-to-bumper mayhem to provide shuttle service for the stranded citizenry and earn themselves \$1 million. Will these chivalrous chauffeurs, these vigilante valets bring down Montgomery's mass transit monopoly? Or will evil keep its grip on the wheel?

Only time will tell...

1.3 The Drivers

No, the drivers are not your "professional" cabbie drivers. It's the average Springfield citizen, taking the reigns of vigilante justice into his or her own hands.

Vehicle ratings are based on a scale from 1 to 5

+=+=+=

Homer

Vehicles:

[Family Sedan]

The family sedan is your above average vehicle. The stats are all up there, and it's ok for all modes.

Acceleration...4 Top speed.....4 Handling.....4

```
[The Car Built for Homer]
The Homer is almost as good as the family sedan, but not quite. It's
turning is a bit off, and the acceleration is a bit slower as well.
Acceleration...3
Top speed.....4
Handling.....3
+=+=+=+
  Lisa
Lisa, Springfield's answer to a question no one asked. You'll hear
her opinions whether you like it or not. Lisa likes to do homework
and play the saxophone.
Vehicles:
[Elec Taurus]
The Elec Taurus is a good little car, but not for speed. The top
speed and acceleration are both low, but the handling is up there.
Good for avoiding traffic and such.
Acceleration...2
Top speed.....3
Handling.....4
+=+=+=+
  Bart
The little hellion, known as "boy" to Homer. Together they start most
of the Simpson family's adventures. Bart likes to skateboard and
make fun of Principal "Big Butt" Skinner.
Vehicles:
[Soap Box Racer]
The soap box racer is so very close to the family sedan, but the
acceleration sort of kills it. Still a good one.
Acceleration...3
Top speed.....4
Handling.....4
+=+=+=+=
  Marge
The voice of reason and calm within the family. Though Marge is a
rational woman, she often gets caught up in crazy situations. She
likes to spend her time folding.
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Vehicles:

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[Canyonero]
This thing is SLOW, but it's a tank. It has good handling and can run
through most road objects without a problem.
Acceleration...2
Top speed....2
Handling.....4
+=+=+=+
  Grampa
Grampa Abe Simpson might be the real patriarch of the Simpson family,
but who cares? He's old. Now he spends his time dating older women
and sitting at the staring window.
Vehicles:
[Cart]
Grampa's cart is definitely one of the best vehicles in the game. It
has the speed and handling to get the big money.
Acceleration...3
Top speed.....4
Handling.....5
Groundskeeper Willie
Ay, it's one of Springfield's best grounds maintenance technicians
(janitor). This laddy is your average Scottish man, who enjoys good
beer, a good rake, and a good greasin'.
Vehicles:
[Tractor]
The tractor is slow, has ok handling, and it's not even a tank! There
are better vehicles than this.
Acceleration...2
Top speed.....3
Handling.....3
Krusty the Clown
It's a laugh a minute with this clown, but only on camera. Off the
camera he's a lonely, bitter drunk who enjoys cheap porn and betting.
Vehicles:
[Krusty's Clown Car]
The clown car is fairly average. If you've gone as far as Krusty it
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would be best to stick with Grampa.

Acceleration...3 Top speed.....3 Handling.....4 +=+=+=+= Snake Need some crime committed? Snake is your man. He'll burn down orphanages, blow up buses full of nuns, and even smoke inside a Kwik-E-Mart. What a psycho... Vehicles: [Lil Bandit] Lil Bandit is fast, but the bad handling can be a problem on the tight turns. I leave it up to you. Acceleration...4 Top speed.....5 Handling....2 Professor Frink The good professor is Springfield's resident genius. Aside from inventing all kinds of crazy things, Frink is into Xena and other "nerdy" ventures. Vehicles: [Flying Car] Oh Frink, what've they done to you? Frink was the best choice in the first Road Rage games, but now he's one of the slowest ones. Acceleration...2 Top speed.....3 Handling.....3 +=+=+=+ Otto "Uh, Otto's not here man." Yup, Otto's way out there. He digs 80s speed metal, he drives a school bus, and he sleeps in abandoned houses. Vehicles: [School Bus] Otto's school bus is a tank, so of course it's sort of slow. Acceleration...1 Top speed.....3

Handling....2

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+=+=+=+
  Barney
Hey, who said drunks don't contribute to society? Barney has been
around for 40 years, and in that time he has streaked, drunk beer,
and... oh, he was the Plow King!
Vehicles.
[Plow King]
Now, I'm not sure if I got this right. Barney's Plow King is a tank,
and has good top speed? I tried it, and it does seem so. Plow King
is great for Performance mode.
Acceleration...2
Top speed....4
Handling....2
+=+=+=
  Moe
Oh, Moe. All he has going for him is a dank old tavern and his
filthy sedan. Sure he can't get a woman, but who needs a woman when
you have drunks to watch over every night.
Vehicles:
[Sedan]
Moe's sedan isn't the best. It's slow, and the handling could use
some work. If you need a sedan, stick to Homer's.
Acceleration...2
Top speed.....3
Handling.....3
+=+=+=+=+=+=+
  Chief Wiggum
Constable Wiggum, the short and pudgy arm of the law in Springfield.
Sitting is a good thing with this guy. Sitting, and enjoying a large
box of donuts.
Vehicles:
[Cop Car]
Wiggum's cop car is about average. There are better vehicles than this.
Acceleration...3
Top speed.....4
Handling.....3
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Apu +=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=
Apu has been Springfield's reliable (and expensive) food supplier for years. Now that he's married and has eight children, he's learned to only work 18 hours a day.
Vehicles:
[Sports Car]
The sports car is the best vehicle, hands down. Although the acceleration is average, the perfect top speed and handling make Apu's vehicle the best.
Acceleration3 Top speed5 Handling5
+=+=+=+= Mr. Burns
Mr. Burns +=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=
Vehicles (only in Performance and Sunday Drive):
[Limousine]
Although the limousine is tied with Homer's family sedan as the second best vehicle, it's only available after you have earned 1 million dollars.
Acceleration4 Top speed4 Handling4
===== 2.0 BASICS ===================================
2.1 Game Start
Press Start to start the game.
Road Rage Road Rage mode. This is where you pick up and drop off passengers.
Performance Performance mode. Here you choose your passenger and cause random damage, depending on your passenger's preference.

Sunday Drive

Sunday Drive mode, which is where you can drive around the stages with no time limit. Mission Mode Mission Mode has ten missions starring different citizens of Springfield. Head to Head Head to Head mode is the multiplayer mode. Two players compete for the same passengers and the money. Options In Options mode you can access Get Password, Set Password, Game Difficulty, Sound Check, and Extras (Extras must be unlocked in Mission Mode). _____ 2.2 Password _____ Every time you play a mode or beat a mission, you will be given a password. You can go to Options mode any time you like to see the password, and you can also go there to input the password. Always remember to get the password! _____ 2.3 Game Modes _____ I said all this above, but... Road Rage Road Rage mode. This is where you pick up and drop off passengers. This mode will get you to the goal, which is 1 million dollars. Performance Performance mode. Here you choose your passenger and cause random damage, depending on your passenger's preference. You can also earn money in this mode. Sunday Drive Sunday Drive mode, which is where you can drive around the stages with no time limit. Mission Mode Mission Mode has ten missions starring different citizens of Springfield. Head to Head Head to Head mode is the multiplayer mode. Two players compete for the same passengers and the money. _____ 2.4 Status Screen _____

The timer for the stage will be in the upper left corner. The top timer is the stage timer, and the one under it will be the passenger drop timer. Stage map There will be a mini map of the stage in the bottom left corner. In Road Rage mode, it will point out the location and route of the drop point. _____ 2.5 Controls _____ Directional pad...Control drivers, navigate menus B button.....Reverse, quit menus A button.....Accelerate, select in menus Select button....Nothing Start button....Pause L button.....Start the game R button.....Hand brake _____ 3.1 Road Rage _____ Objective: Pick up passengers and collect fares to earn money. +=+=+=+=+ Best Driver The best place to start is with the best driver. There are a total of 19 drivers, though you may have to unlock everyone after Grampa by earning cash. Since you can't choose who you unlock, the best driver from the beginning is Grampa. He has great speed and handling, when compared to some of the other early drivers. The ninth driver you can unlock is Apu, and his speed is just a bit better than Grampa's. You will want to stick with him for the rest of the game. +=+=+=+= Passengers Passengers can be found all over the place, and they will always have blue orbs circling around them. Very hard to miss.

Homer Marge Bart Lisa Grampa Professor Frink Flanders Milhouse Apu Moe Krusty the clown Kent Brockman Principal Skinner Ms. Krabappel Otto The sea captain Hans Moleman Barney Chief Wiggum Jasper Snake Willie Chief Wiggum Generic man (different colors) Generic woman (different colors) Generic kid (different colors) +=+=+=+=+= Fare Bonuses After you pick up a passenger you may get a bonus objective. Hit Cars or Objects For this bonus you will have to hit a certain amount of cars or objects as you drive to the drop point. It's not too difficult, but hitting stuff can waste a lot of time. Mad Trip...\$300 and 5 seconds Avoid Traffic This bonus requires that you not hit ANY cars. Not a single one. If you do hit a car, you won't get the bonus. Safe Trip...\$350 and 3 seconds +=+=+=+=+ Drop Points

Drop points are square spots where your passengers will want to be dropped off. These drop points never change, and you can actually

get an idea of where they are by going to Options > Extras > Course Layout (must be unlocked in Mission Mode). There are several bonuses when you reach a drop point. Arrival speed Fast.....\$100 and 3 seconds Average...\$50 and 1 second Slow....\$25 Distance (from center) Just!....\$500 and 3 seconds Near.....\$100 and 1 second Average...\$50 Far....\$25 +=+=+=+=+ Locations Evergreen Terrace

It's Anytown USA, home to the Simpsons and wholesome family values. This area is the one you start with, but getting fares can be pretty tough. The drop points only have ONE entrance, so you have to make sure and follow the yellow path on the map. Keep your eyes open for the orange orbs that circle the drop points.

Entertainment District

This is the spot where Springfield's citizens go to enjoy themselves. Entertainment District is FLAT. There's not much else to say about it. All of the drop points are in open areas, so they aren't as difficult to reach as the drop points in Evergreen Terrace.

Springfield Dam

Ah, there's nothing like a little bit of nature mixed with cold concrete and steel. This place is like a total opposite of Entertainment District. There are huge hills, lots of curves, and varying terrain. Although the drop points will usually be far apart, the trip will get you loads of cash.

Down Town

Down town's the spot to find Springfield's bustling and busy businesses. This place is practically a clone of Entertainment District. It's flat, and the drop points are out in the open.

Country Road

It's Springfield's back country, where you can find the Springfield

power plant, the country, and the beach. This area reminds me a lot of Evergreen Terrace and Springfield Dam.

The upper and right sides are mostly flat, but have some hills. Some of the drop points are enclosed, so remember to follow the yellow paths on the map.

The lower area is like Springfield Dam, with different terrain and wide open drop points. Overall, this area is real profitable. The long trips will make for a lot of cash.

Springfield Mountains

It's... more of Springfield's natural wonders. This is also the home of Burns' mansion. This area is sort of like Springfield Dam or Country Road, but with less hills and more jumps. The only way to jump the gaps is with the yellow arrows on the ground. It's a good area for cash, but not as good Country Road or Springfield Dam.

3.2 Performance

Objective: Drive like mad to please your guest passenger.

The best driver in Performance mode is up to the player. In Performance mode you have to crash into stuff and jump over stuff, and different drivers have different advantages.

Apu's speed can help when going for the big jumps, or if you're trying to crash into as many things as possible. On the other end of the spectrum would be someone like Barney. His Plow King is massive, and you can literally plow through everything without a problem.

So it's up to you.

You will get to choose a passenger out of 21 possible candidates. Each passenger will have his or her own preferences, and if you want to get as much cash as possible you'll have to remember those preferences.

There are 5 levels of preference for each passenger, and four different tasks.

Jump.....Determines how well a passenger enjoys jumps. Hit cars....Shows if your passenger likes hitting cars. Hit lifes....Shows if a passenger likes hitting sidewalk stuff. Hit objects...Shows if a passenger likes hitting objects.

Preferences

Loves it.....Loves doing that task. Likes it....Likes doing that task. Indifferent....Doesn't really care about the task. Doesn't like it...Doesn't like the task. Hates it.....Hates the task.

ALERT! ALERT! One more important thing. If you do something your passenger doesn't like the meter at the top will get depleted.

There will be three types of bonuses as you drive around the different stages.

Jump Bonus Grab the wings to do a long jump. The lighter vehicles will go further than big vehicles.

Speed Bonus The speed bonus looks like a blue gun. The faster you hit it, the more points you get.

Horn bonus This thing is a horn with orange orbs circling around it.

Chain bonuses are easy to get. You start a chain whenever you do any of the tricks for money. If you do another type of trick it will immediately start a chain bonus.

Chain bonuses can go on as long as there's tricks to do. The money will continue to multiply based on the length of the chain.

I COULD list every location like in the Road Rage section above, but why? This is just like the Best Driver category.

It doesn't matter what stage you choose, because they will all have plenty of bonuses and others things to crash into. It's a free for all, so GO NUTS!

===== 4.0 MODES FOR FUN ===================================
4.1 Sunday Drive
Objective: Have fun!
Yup, all you can do here is drive around aimlessly and look at the sights. I'd list the locations but it's more fun to explore on your own.
4.2 Mission Mode
4.2 MISSION Mode
Objective: Help the Springfield citizens accomplish various tasks.
+=
Mission 1: Willie's Paper Shredder +=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=
Mr. Burns has taken over the Springfield newspaper and filled it with pro-Burns propaganda. Willie won't stand for it! Now Willie must knock over 12 newspaper boxes in 1 minute to show Burns up.
It's fairly simple, as long as you follow the newspaper boxes. They will all be lit up by blue orbs, so start by going straight ahead and knocking out the first one.
Keep going straight and knock over the next two boxes, then take a right at the next intersection. This will lead on a curved street, and if you stay on this street you'll find the rest of the newspaper boxes.
Don't get fooled when you see a small split in the road near the end. Stick to the right side.
+=
Mission 2: Professor's Challenge +=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=
Professor Frink is trying to make his hovercraft fly, so he has to bounce on the clouds and stay in the air longer than 15 seconds!
The main point of this one is to remain in the air by hitting the clouds along the way. There isn't much else to explain.

Make sure to avoid hitting those gray borders.

Mission 3: Barney's Rage

Barney is at it again, and now he's totally wasted. He feels like taking out his drunken rage on the town mascots.

This mission is just like the Willie mission, so all you have to do is drive around and knock over the mascots in 45 seconds.

Drive up and hit the first mascot, then make a right turn. Go straight up the street and you'll find the next four mascots along the way.

Make a left at the fifth mascot and there will be two dirt blocks with small pools in them. Drive through the first block and hit the two mascots, then make a sharp left to find two more mascots, for a total of nine.

Make a sharp right and go back to that first block and you'll find the tenth mascot at the far corner. Make a right turn. You'll see the eleventh straight ahead, then make another right and go straight to eventually find the final mascot.

Otto is taking his weekly (court-ordered) driving test, and he has to obtain 20 flags in 50 seconds AND complete the course to get it.

This mission is a tough one. I mean the tasks are easy when they are separate, but you have to collect 20 flags AND complete the course.

First, try not to let go of A. Acceleration is the key to reach the end of the course.

You might also want to use the R1 button to make the tight turns and avoid slowing down. It also helps to slide into the flags while facing the next direction.

Now, I recommend you DO NOT miss any of the first nineteen flags along the way. After you get the nineteenth flag the road will split, but going to the left for those two flags is a huge waste of time. Just get the nineteen, then take the right branch to get the twentieth.

Try to pass the jump in the road with more than fifteen seconds on the clock.

This one will just take practice to beat.

Snake is on the run from the law, but first he must take a shortcut

across an old road in 1 minute and 45 seconds.

This one is simple, just a race across a long and twisting road. They give you plenty of time, so don't even try to speed on the tight turns. Slow and steady, man.

There will be a couple of shortcuts as well. After the first turn there will be three spots to make a left turn. The first left is a trap, but the second is the one to take. Use R1 to make a sharp turn and make the second left.

A bit further after that left turn there will be a dirt track and a bridge on the right. Take the bridge because it's shorter, but make sure to slow down and make the right turn at the end.

When you get to the three forks in the road, go down the center bridge.

And finally, the map in the corner can be a big help. Keep an eye on it.

Homer hit the bottle pretty hard tonight, and now Moe has to be a pal and take him home before Marge finds out... in 1 minute and 50 seconds!

You are given plenty of time in this one, so don't worry about that. But there are many paths to take. The best rule I have is STICK TO THE RIGHT SIDE. The right paths will always lead you in the correct direction.

When you get to the part with the jumps, jump to the right. The platforms will lead you to the next road.

When you get to the neighborhood area, stick to the right side again. The path at the bottom of the map will lead you straight to the Simpson house.

A donut truck has been spotted at the top of a cliff, driving erratically. Donuts are flying all about, and Chief Wiggum must collect enough evidence in 30 seconds.

This mission is extremely easy. All you gave to do is drive around and collect donuts, 3500 points of them. Each donut has a point value, and if you collect more than one in a row they are Chained together for bonus points.

Here is a breakdown of the points:

Dark chocolate sprinkles...200 Chocolate sprinkles.....180 Dark chocolate.....160 Glazed.....140 Half glazed.....120 Half chocolate.....100 Light chocolate.....80 Plain.....50

Try to line up several donuts and get them all at once, so you can get more bonus points.

Logging companies have been chopping down trees in Redwood Forest, and Lisa won't stand for it. She has decided that knocking over 8 piles of wood will disrupt their operations.

The 8 piles of wood are on a very specific path. Go straight ahead to find the first one, and keep following the road. You'll run into the second one after crossing a bridge.

Make an immediate left turn after grabbing the second pile, you should cross over a railroad. Make a right at the next intersection and go straight to find the next wood pile.

Keep following this main road and you'll get the next two wood piles. Make a left turn when this road ends and you should cross over a concrete bridge.

Grab the next wood pile that appears and go into the tunnel on the right. It will be short, and you'll end up near Burns' mansion. You should now have 6 wood piles.

As soon as you come out of the tunnel there will be some small concrete paths on the left. DO NOT go into the first path, go into the second path on the left. It will be easy to spot because there will be a wood pile right there.

Go to the end of this path to find the last wood pile.

Krusty is training to be the best clown he can be, and he has to navigate a treacherous series of events to collect 3 star items in 3 minutes and 45 seconds.

There will be a straight road, and three roads that you can turn into on the left. They are event 1, event 2, and event 3 from beginning to end.

Event 1 is a simple obstacle course. Just follow the path and you should be fine, but look out for the spot with a jump and a path to the right. DO NOT make the jump, take the path to the right. After you grab the star, turn around and go straight to exit this event.

Event 2 is a ball balancing course. Drive straight ahead and you'll be thrown onto a ball. Let go of A immediately and hold B (reverse). This is how you maneuver with the ball. Remember not to bump into anything, or you will fall off.

Turn left and go to the path on the right, then follow the path. Make the first right you see, then make the first left turn. Follow this path to reach the star, then turn around and follow that path to exit event 2.

Event 3 will be an obstacle involving slippery surfaces and fire rings. The best way to maneuver through the ice path is to use the R1 button. Hold it to make sharp turns, but be careful not to turn too far.

The fire rings don't really cause any damage, but they do disable you for a few seconds. Try not to get hit or you may fall off.

After grabbing the third star you can turn around to find the exit. Go back to the main path and take a left, and follow it to reach the end of the course.

Homer is sick of taking crap from Mr. Burns, so he has decided to break all 10 statues in his garden in 50 seconds.

What can I say? They give you 50 seconds to knock out 10 statues, which is a piece of cake. Burns' limo can get in the way, but it's no big deal.

4.3 Head to Head

Objective: Compete against a fellow player for the mad cash.

Oy, what's to say about this? You hook up two Gameboy Advance systems, put Road Rage into one of them, and choose Head to Head.

The two players then compete to drop off passengers, and can even steal passengers from one another. It's a nice way for the kids to let out aggression.

There are EXACTLY three types of things to unlock in Road Rage: drivers, locations, and extras. No more, no less.

Drivers unlocked in Road Rage: Willie Krusty Snake Frink Otto Barney Moe Wiggum Apu Mr. Burns (after completing the game) Locations unlocked in Performance: Entertainment District Springfield Dam Down Town Country Road Springfield Mountains Extras unlocked in Mission Mode: New extra option after mission 2 (selectable background) New extra option after mission 5 (course layouts) New extra option after mission 8 (color edit) New vehicle after mission 10 (The Homer) The ending for the game after getting \$1,000,000. _____ Let's face it, you just want the codes to unlock everything. Don't you? DON'T YOU?! Password to unlock everything: Maggie-Willie-Bart-Chief Wiggum-Apu-Moe-Krusty-Barney Code Breaker codes: Enable Code 0000FA0B 000A 10040D80 0007 Unlock All Vehicles 83001C90 FFFF Unlock All Locations 33001CEC 00FF

Unlock All Missions 33001CED 000A Unlock All Extras 33001CF0 000F Start With \$50,000 730038F0 0000 830038F0 C350 Press Select and Up to pause timer 74000130 03BB 33005000 0001 73005000 0001 330038F6 0032 Press Select and Down to resume timer 74000130 037B 33005000 0000 _____ _____ 7.1 Version History _____ January 7, 2004: Version 1.1 I missed a few of the extras. My bad. July 22: Version 1.0 _ _ _ _ _ _ _ _ _ _ _ _ This FAQ is finally complete! Enjoy, damn it. _____ 7.2 Guide Credits _____ Thanks to ... 1. Matt Groening. The man created 'The Simpsons', which has been on the air for 14 years and is still going strong. Shine on you crazy bearded bastard! 2. If I thank Matt Groening, then I also have to praise the hundreds of individuals who are involved with the show. To the writers, voice actors, animators, producers, gofers, and every other person involved... thank you!

3. Wilson Lau gets mad props for his kick ass 'Bart vs. the Space Mutants' guide. It inspired me to write guides for Simpsons video

games.

4. Fox Interactive, THQ, and Altron for making the game.

5. GameFAQs.com and CMGSCCC.com for the codes.

6. Thank YOU for reading. After all, I didn't write this for my own health...

7.3 Contact Information

The address is: subsane@gmail.com

The issue of too many e-mails isn't a problem, so I'll most likely respond to any questions (for now). But, I do delete e-mails without a subject. Put 'Simpsons Road Rage FAQ' or something similar in the subject line.

7.4 Legal Stuff

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