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Hello and welcome to my FAQ for Teenage Mutant Ninja Turtles: Hyperstone Heist. This is the 28th guide that I have written. I'm writing this FAQ for no special reason, other than I'm playing a lot of Genesis games at the moment and I felt like writing a guide for this game.

TMNT: Hyperstone Heist is a very-much shortened version of the highly regarded TMNT IV: Turtles in Time for the SNES. Though the basic gameplay is pretty much the same, the game itself is about half as long. This doesn't put most people off though, so let's go kick some shell!

If you want to see any more of my work, then follow this link:

<http://www.gamefaqs.com/features/recognition/76852.html>

Thanks for looking and I hope you find this FAQ useful!

-TrulyDexterous

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C o n t r o l s

A.....Attack
B.....Jump
C.....Run
D-Pad....Move

A t t a c k s

Combo Attack: Hammer the A button and your turtle of choice will perform a combo of sorts. You will hit the enemy a couple of times with your weapon, before knocking the enemy to the floor, usually killing them. Though this is the most basic attack, it is also the most effective.

Rising Kick: Press B and quickly press A and you will perform a rising kick. This isn't a particularly strong attack, but it is good for knocking enemies to the ground so that you can concentrate on others. Use this when surrounded by big crowds of enemies because you can't easily be hit whilst performing it.

Flying Kick: Similar to the Rising Kick, jump and press A a little later. The turtle will shoot straight to the ground and perform a flying kick. This is performed a lot quicker than the Rising Kick, though it isn't particularly powerful.

Charge : Press C and either left or right to make your turtle run. Press A and the turtle will shoulder charge an enemy. Though you may think this is a powerful attack, it really isn't. My advice is to avoid using it, because it is of little use.

Front Flip : Press C and start running. Press B and your turtle will perform a front flip. Use this to evade large groups of enemies. This is an okay move, but the flying or rising kicks are better options.

Special : Press A and B together and your turtle will perform their special attack. This is a strong move, usually killing your foe in one or two hits. However, there is a major drawback to this attack. Every time you attack an enemy, a few bars of your own health will be depleted. Use a few of these in quick succession and your health will soon be drained. For this reason I would advise that you avoid this technique at all cost.

Smash : The smash attack is one you won't use very often. If you hit an enemy once, then move close to them and press A again, sometimes you will perform the smash. When this happens the enemy will stick to the end of your weapon while you smash them back and forth, side to side. Any other enemies that are in the way will be harmed by this. However, you should avoid doing this while you are near Purples and Oranges as you can easily be harmed by either projectile attacks.

C h a r a c t e r s

Really there's not that much difference between the turtles other than the range of the weapons.

Leonardo : The leader of the Turtles. His weapon is the two katana swords. He has a good attack range with these, making him one of the more effective characters. A crowd favourite.

Michelangelo: His weapons of choice are the nunchucks (and the Wiimote) Zing! His attack range isn't brilliant, but is still slightly better than Rafael's.

Donatello : A very similar attack range to Leonardo, making him one of the two more effective characters. His weapon of choice is called a bo. This is basically a big stick. Good for whacking things.

Rafael : Uses the daggers. I'm sure they have a more technical name but when I was young I just called them daggers. Rafael has the shortest attack range, which I suppose makes him the least effective in battle.

E n e m i e s

The majority of enemies throughout this game are ninjas of different colour. However, there is the odd exception, so read on to find out about them all. All enemies have pretty much the same health. A good combo attack is usually enough to kill any enemy.

Blue : Blues carry swords. However, they don't use them very often and act a lot like Reds. They become dangerous if you leave them for a while, as they will take flying kicks at you. If this happens either hit them with your weapon or perform a flying kick of your own.

Mouser : Mousers are little robots in the shape of mice. They are very weak and are defeated in a single hit. They can be difficult to hit, but a combo/A-button-mash should be enough to kill them. Should they latch onto your turtle, you will be immobile for a second but you will lose very little health.

Orange : Oranges will act like Reds unless you leave them alone for too long. At this point they will jump into the air and throw three projectiles forward. You should try and take them out before they do this. If an Orange does take to the air, avoid the projectiles before moving in for the attack.

Pink : Pinks don't appear very often and when they do, they don't stick around for very long. They will come on screen momentarily, blow a cloud of fire before pissing off again. You can kill these, but usually avoiding them is enough.

Purple : Purples can be pretty naughty. They throw samurai star directly in front of them that travel the length of the screen. Try to stay out of their line before moving in for the kill.

Red : Reds are the Grunts of this game. They will appear in every level and in every conceivable way. Often they appear alongside other colours. They aren't very strong and don't have any real attacks other than the punch. Scythe your way through these bad boys.

S. Monster: Actually a Sewer Monster. These swim through the water on sewer levels, before jumping out and attacking you. You don't need to

kill these, evading them is enough.

Spiderbot : These don't appear very often. They will drop from the ceiling as silver balls, before sprouting legs. They will scuttle about and shoot an electric ring at your turtle. If you are hit, you will be electrocuted. You can take them out in a single hit, so try and do so before they come on the attack.

Unibot : Unibots are very annoying. They are robots with one wheel (hence UNI-BOT). They will whizz around and be really annoying. They have two attacks, one where they fire a lazer and one where they lasso you with a cable. The best way to take these guys down is to perform flying kicks. This will help you avoid their attacks whilst causing them damage at the same time.

White : Probably the strongest enemies that you will come across. They all have nunchucks meaning their attack range is pretty good. Some will also block your attacks. When they do this, it can be tough to take them down. A complete combo attack will knock them to the ground, so you should be patient and use them.

S c o r i n g

Scoring probably isn't at the top of your priorities when playing a game. However, in TMNT the score actually plays a small part in your progression. Below are the ways that you can score points.

- Killing enemies. Basic enemies are worth 1 point.
- Killing bosses. Bosses are generally worth 5 points.
- Collecting Bonus Pizzas. These are worth 2 points.

Every time you score 100 points, you will receive an extra life. This only works up to 300 though, so you can gain a total of three lives per continue.

B a s i c G a m e p l a y

- Pizzas will replenish your health completely. You should try and clear any enemies in the area before collecting one.
- Super Pizzas will send your turtle into a spin, which is a powerful attack. Generally these are used against Rockmen. Wait for the enemies to appear on screen before using this.
- Bonus Pizzas have question marks on them. Collecting one of these will increase your score by two. They only appear during Scene 2.
- Sometimes you will find objects that will help you kill enemies (e.g. fireworks, fire hydrants, candlesticks). Just whack these bad boys into the enemies.
- When there are lots of enemies around, try knocking a few to the ground with a well-placed flying kick before attacking the ones who are stood up.
- You will get three lives per continue and a total of three continues. Once these are gone, the game will end. You can earn extra lives based on your score (see the section above).

- Conserving your health is a big part of this game. If it is a choice between killing an enemy and taking damage or playing it safe, then you should always play it safe.

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Each scene is broken up into four parts. There are three areas to work through followed by a boss battle. I've tried to keep this as varied and informative as possible, but there's only so many times you can say "Kill xxx enemy". Well that's it, hopefully this is enough to get you through the game.

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S c e n e 1 - 1

You will start this scene in the sewers. Head a little way to the right and take out the three Reds here. After they are gone, another group of three Reds will appear. These shouldn't be too difficult to deal with either.

Move on to face a couple of Blues. These bad boys are carrying swords, so watch out for them. Since they come at you from both sides, it's a good idea to knock one down with a flying kick, then chop up the other one. This leaves you free to concentrate on a single enemy. This is a good tactic for the entire game.

Once you have defeated the blues, you will have eight or ten Reds to kill before you can advance. Keep going right until you reach an oil drum at the top of the screen. At this point a group of Reds will appear. Stand next to the drum to lure them to you, then whack it to make it explode, killing any nearby enemies.

Kill a few more Reds and go to the right. Here you will find a Pizza. Don't eat it yet, unless you are desperate for health. A couple of Unibots will appear out of the ground. They will wheel about at an annoying speed. You need to hit them to stop them. Should the Unibots attack, they will shoot a cable out and lasso you. Avoid this by not standing directly opposite them.

Once you have destroyed the Unibots, a couple of Oranges and Reds will appear. Concentrate on one orange and take it down. If the second Orange jumps up and looks likely to attack, move out of line with it. Otherwise, you will be hit by its projectiles. Kill the remaining enemies and eat the Pizza.

Further to the right you will meet three Unibots. Once these are clear, there are some Reds and Blues to deal with. After this, you will come to the end of the sewer. There is a Pizza here. Again, don't eat it straight away.

Instead, kill the Reds and Blues that appear. After this, a couple of Oranges will turn up along with some more Reds. Kill them all, and dispose of another couple of groups of Reds. Before you kill them all, make sure you collect the

Pizza before they are all gone, otherwise you will lose it.

S c e n e 1 - 2

You will now exit the sewer and come out on the New York City streets. To the right you will meet a single Red. Hit the fire hydrant here to knock him out. Immediately after this, two Blue and a bunch of Reds will appear. Reds will periodically appear through the nearby door, so break out the flying kicks if it all gets too much.

Once you have waded through the Reds, move to the right. Here you will meet a few Oranges and (guess?) more Reds. Concentrate on the stronger Oranges (don't leave them for too long) before wiping out the Reds. Once they are clear, there are some Blues to deal with before you can advance.

Soon after this you will come to a blue car in the background. Here you will be ambushed by Reds. After killing ten or so of them, head to the right and another one will pop up from the sewer, holding a man-hole cover. Let him throw the cover before chopping him down. Kill the Blues here, then move forward.

Here you will see a Pizza positioned in front of another car. Don't just rush forward without thought. Instead, go to the bottom of the screen and walk forward slightly. The car will fire up and drive forward. Hopefully you will be quick enough to move out of the way, leaving you free to collect the Pizza without harm.

Three Reds will jump out of the van to the right. You should easily take them out before continuing forward. Here you will see a Super Pizza. Let a couple of Reds come into view, before collecting the Pizza and taking out the stream of enemies. Once the Reds are dealt with, an Orange will make an appearance.

After killing the Orange, move to the right and a Red will pop out of the sewers. Let him throw the man-hole cover before whacking him. Chop down the Blues and Reds then move back into the sewers.

S c e n e 1 - 3

Back in the sewers, move to the right and take on a few Reds and Blues. Soon after this you will get your first meeting with a Purple. Purples throw samurai stars out in front of them, which can be pretty annoying so try and avoid them. Hitting the Purple early enough will stop him from deploying his weapon.

There is another Purple and a big group of Reds to work your way through before you can advance. Right after this you will meet your first White. These bad boys carry nunchucks, so they have a pretty good attack. They can also block your attacks without taking any damage.

If the White tries to block, keep hitting the attack button and eventually it will get knocked to the ground. This is the most effective way of taking Whites down. Work your way through the Whites and Reds (you will probably find that these particular Whites won't block).

Further along the sewer you will find a Pizza. Same idea as before, don't eat it yet. Instead, you should concentrate on avoiding the Sewer Monsters. You will see them swimming through the water and at a random time, they will jump out in a straight line. This means all you need to do to avoid them is not be

in line with them as they jump. Once five or so have come and gone, you should be able to move forward (but don't forget to eat the Pizza).

A little further to the right, you will have to avoid the Sewer Monsters again. After a while, the screen will allow you to move to the right. Here you should take on the group Reds, before moving onto the Purples. Following this, the first boss battle will ensue.

B o s s : L e a t h e r h e a d

Leatherhead is a crocodile who was mutated by the same mutagen as the Turtles. As it happens, he looks pretty tough but this is actually an easy fight. To start with, he will hop back and forth with his arms in front of him like a boxer. You should move in and hit him four times.

After four hits, Leatherhead will drop onto all-fours and run forward. Either jump over him or move to one side to avoid him. After this he will work his way down the screen, throwing daggers as he goes. Jump over the top of the daggers, so that Leatherhead is moving down (or up) the screen whilst you are on the other side of him.

Once he has finished throwing the daggers, Leatherhead will go back to his "boxing stance". Move in and hit him another four times and so the cycle continues. Hit him nine times and he will lose one of his bars of health. Since he has four bars in total, you need to hit Leatherhead 36 times before he is defeated. Once you have done this, the scene will end.

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Actually this is "A Mysterious GHOST Ship" but I couldn't very well fit that into my snazzy section-headers could I?

S c e n e 2 - 1

You will begin this scene on a board, powering your way through the water. You will soon come across enemies that are also on boards. Usually a single hit is enough to knock them into the water. Try and hit them early, before they can attack (the Oranges are the worst for this).

After a while, you will begin to see Bonus Pizzas floating on the water. Collecting these will increase your score by two, bringing you nearer to your next extra life.

You will soon come across logs that block your path. All you need to do is jump over these to avoid being harmed. However, you should watch out for the enemies that will still be on the attack whilst you evade the logs.

Once you are past the logs, a line of Mousers will come into view. You only need to take the one or two that are in line with you out. This will create a gap in the line what your turtle can pass through. Work your way through the Mousers and grab some more Bonus Pizzas before reaching the actual ship.

S c e n e 2 - 2

You should easily take out the Reds and Blues that first appear. Following this, you will meet a couple of Oranges. If you hit the box of fireworks it will explode, killing any nearby enemies. Once the Oranges are dealt with proceed to the right.

Here you will find a Pizza. If you go to grab it, a picture will fall on you. You should edge forward slightly, provoking the picture to fall, then quickly move out of the way. You will then be free to collect the Pizza. On this screen there are a lot of Reds to work through.

Move onto to fight the Purples. After this come the Blues, then the Oranges and the Whites. All these are mixed in with Reds and aren't particularly hard to defeat.

Halfway through your battle with the Whites you may see some shadows appear. These are barrels falling from above. When they land, leap over them and continue the fight. After fighting a few more Reds, you can head to the right.

Here you will see a Super Pizza. Don't collect it straight away. Wait for the Rockmen to charge on screen. Quickly grab the Super Pizza and use it to take down the Rockmen. Hopefully you will be able to take out the first four by doing this.

A second group of Rockmen will now come into shot. Watch out for the one with the gun (MY TOE, MY TOE!). Whack a Rockman a few times and he will begin to charge. Either move out of his way, or jump over him. Continue this until you have taken the three Rockmen out. Once you have done this, you will move onto the final area.

S c e n e 2 - 3

The first fight here involves Reds and Oranges. After this you can hit the box of fireworks to blow up the whites. Following this there are a couple more Whites and Reds to take out.

Next there are three Rockmen. Battle them exactly the same as before, but watch out for the stalactites that will fall from the roof. Once you are ready, go to the right for a fight with some Purples.

Once you are done with the Purples, you will come to a Pizza. Here there is a battle with the Whites, who will actually use their block technique here. Hammer A to knock them down with a combo, but don't forget about the other Whites surrounding you. A couple of flying kicks should give you some breathing space.

To the right is a Super Pizza. Wait for the Rockmen to charge on screen, before collecting it and smashing them. You should be able to take the first two out like this, but the remaining three must be fought in the usual manner. Watch out though, two of them are carrying rocket launchers.

Fight your way through a couple of Purples and a lot of Reds and you will reach the boss battle...

B o s s : R o c k s t e a d y

Rocksteady is a rhino, who was mutated by the mutagen (same as the Turtles and Leatherhead). He's another easy boss and you even have a Pizza to help should

you run low on health.

Wait for Rocksteady to charge at you, then jump over him. Whack him four times and he will charge again. Jump over him. Now, he will pull out his machine gun. To avoid his shots, just make sure you are not stood on-line with him. Following this, he will charge again and you can move in for the attack. And so the cycle continues.

Like Leatherhead, Rocksteady has four bars of health, meaning thirty-six hits should kill him.

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S c e n e 3 - 1

Go to the right and take on some Reds. After this you will meet a group of Unibots. I have found that flying kicks are the most effective attack against these. Keeping off the floor means you don't leave yourself open to attack.

Head to the right and take on some more Reds along with some Whites. Use the combo attack against the Whites, because they will be in block-mode. Soon after this you will see some more Unibots. Kill a few more Reds.

On the next screen you will have your first meeting with the Pinks. Well, they're not a girly-kind-of-a-pink but they're still pink. They will come on screen, blow fire at you, then disappear. You should pick one and take it out, leaving that area of the screen fire-free. Once this is done you can head to the right.

Fight some more Whites here, then a Red will pop out of the ground with a paving slab. Avoid the slab and chop him down. At this point a couple of Blues will also appear.

Following this, two Pinks and two Blues will come on screen. Avoid the fire then take out the Blues. Another Red will appear with a paving slab. Again, avoid the slab, then kill him. Just after this you will find a Pizza.

Battle the Whites here, before moving onto the Blues. Once the blues are gone, there are some Mousers to deal with. Just give them a quick whack before they get too close to you. Wipe out the remaining enemies to move on.

S c e n e 3 - 2

Go to the right and a couple of Whites will appear. Hit the candlesticks into them for an easier take down. Fight your way through the Reds and Whites and you will meet a Purple.

At this point, you will notice spikes suspended from the ceiling. Basically this means that you can't jump without being harmed. You will need to side step the samurai stars. The charge attack will come in handy here. Using it will allow you to take out the Purples quicker.

Once the Purples are dealt with, you can move on. Here you will see a line of spikes coming out of the ground at a set time. Wait until they retract before

moving over them.

After the first set, you will meet a couple of Oranges. Obviously, you need to take them out before moving over the next set of spikes. If you can't reach an Orange before he goes on the attack, side step his projectiles. Once the Oranges have been dispatched, pass over the spikes.

Around now you will bump into a Super Pizza. Wait until a few Reds appear on screen before collecting it. You should be able to take eight or so Reds out before it wears off. Kill the remaining Reds and go to the right.

Watch out for the Pinks before taking on the Blues. After this, move to the right and take on some more Reds and some Purples. Use the candlesticks to help you. Next, watch out for the Mousers. Flying kicks are most effective against them.

On the next screen you will battle with Reds and Oranges. There are three statues in the background, that will fire lazars in turn. Before they shoot, they will light up so you know which one is coming next. Avoid the lazars and beat up the bad guys.

Once all the enemies are gone, you can head to the right to find a Pizza. On this screen you will have a pretty standard dust-up with the Whites. Watch out for the Pinks that will come in with flames every now and then.

B o s s : T a t s u

I guess there were only two parts to this scene before the boss. Tatsu can be a complete pain in the ass if you don't know the best way to take him on. Just going in blind usually doesn't end well.

Tatsu will begin the battle with five bars of health. He is also flanked by three Reds. You may think it a good idea to take all of the Reds out before going for Tatsu. This is a mistake. If you do this, the Reds will just be replaced. The best idea is to kill two of them and leave one remaining.

Once you have done this, you can go for Tatsu. As you approach him he will throw knives at you. If you hit a knife with your weapon, it will change direction and go back toward Tatsu. However, this isn't the best tactic. Really, you should jump over the knives and perform a flying kick. You will now be in position to give him a good few whacks.

Once he has taken enough damage, Tatsu will leap over to the other side of the screen, dropping knives as he goes. This defends him from you just merely following him over to the other side. You should repeat this over and over until he is defeated.

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These key to this scene is conserving your health. There are four boss battles here, so at times this won't be easy. Hopefully you should come through the first two unscathed, leaving you free for the more-difficult last two. If you lose all your lives and have to use a continue, you will restart at the very

beginning of the scene and trust me, that can be annoying. At the start of the scene you will have to avoid a few Sewer Monsters. After this you will reach the first boss battle.

B o s s : L e a t h e r h e a d

This time, Leatherhead has five bars of health, so he will take longer to defeat. To start with, he will hop back and forth with his arms in front of him like a boxer. You should move in and hit him four times.

After four hits, Leatherhead will drop onto all-fours and run forward. Either jump over him or move to one side to avoid him. After this he will work his way down the screen, throwing daggers as he goes. Jump over the top of the daggers, so that Leatherhead is moving down (or up) the screen whilst you are on the other side of him.

Once he has finished throwing the daggers, Leatherhead will go back to his "boxing stance". Move in and hit him another four times and so the cycle continues.

B o s s : R o c k s t e a d y

Wait for Rocksteady to charge at you, then jump over him. Whack him four times and he will charge again. Jump over him. Now, he will pull out his machine gun. To avoid his shots, just make sure you are not stood in-line with him. Following this, he will charge again and you can move in for the attack. And so the cycle continues. He has five bars of health and once these have been drained he will be defeated.

This time around, Rocksteady has a new attack. On occasion, he will throw grenades at you. They aren't all that hard to avoid, so just stay away from them.

B o s s : T a t s u

Tatsu will begin the battle with six bars of health. He is also flanked by three Reds. You may think it a good idea to take all of the Reds out before going for Tatsu. This is a mistake. If you do this, the Reds will just be replaced. The best idea is to kill two of them and leave one remaining. However, this time it should be noted that the Reds will reappear, even if there is one left. This means you need to get your attacks in quick.

Once you have done this, you can go for Tatsu. As you approach him he will throw knives at you. If you hit a knife with your weapon, it will change direction and go back toward Tatsu. However, this isn't the best tactic. Really, you should jump over the knives and perform a flying kick. You will now be in position to give him a good few whacks.

Once he has taken enough damage, Tatsu will leap over to the other side of the screen, dropping knives as he goes. This defends him from you just merely following him over to the other side. You should repeat this over and over until he is defeated.

B o s s : S t o c k m a n

Stockman will fly in with four bars of health. He's easier to defeat than you

you will land between it and another one. Stay here and kill any of the Whites that approach. Once they are all gone, jump over the lazer. You will now reach the first boss battle.

B o s s : K r a n g

Krang is kind of hard to explain. He will randomly move about the screen at a low-speed. When he stops, this is your chance to hit him. As far as I can tell you should just keep hitting him until he looks like he's about to attack. Basically you should try and attack him as often as possible.

Krang has a few different attacks. His most effective one is the flying kick. The suit will lean back and shoot across the screen. This is hard to avoid because you don't know when it's coming. When you see Krang raise his leg, you should get out of the way.

On other occasions Krang will fire rockets from his suit. These are easy to avoid, just make sure you're not on-line with him. Sometimes he will go off screen and shoot fireballs into the air. You should keep moving to avoid the balls, but you can see where they are going to land because of their shadow.

Should you get too close to Krang (usually after a flying kick) he will perform a double axe-handle on you. This is can be pretty effective, but it's not easy for him to use.

This is pretty much all I can tell you. Just make sure you milk your hits for all they are worth.

S c e n e 5 - 2

Once Krang has been defeated you will move into a lift. Here you will find the only Pizza in this entire scene. If you are really low on health, grab it. If you can hold out for a while, then hold out.

To start with three Oranges will come in from the left. If you are quick, you can take them all out at once. The Reds will follow the Oranges and after that the lift will move down.

On the next floor, two oranges will appear on either side. Quickly take two out and then move to fight the others. After this two Blues will appear on either side. Same deal. Take two out before move onto the others. Kill four more Blues and the lift will move down.

On the next floor three of the annoying-as-hell Unibots will appear. Use flying kicks to attack whilst avoiding their attacks. Once you have destroyed all six Unibots, the lift will move down. On the floor after, take out the Mousers before the lift moves on.

On the next floor you will encounter four Whites. After this come the Purples. These guys can be annoying in such an enclosed space. Take two out quickly, but watch out for the stars that the others throw. Once the Purples are gone, there are more White to battle before the elevator will move down.

Four Reds will materialize out of the floor here. Once they have gone, four Whites will do the same thing. After dealing with another four Whites, the elevator will reach the bottom floor and you can exit.

B o s s : S u p e r S h r e d d e r

To begin with I will describe Shredder's attacks. Basically, he has three and you can tell which he is about to use by the colour of the flames that he shrouds himself in.

The red flames mean he is going to send flames along the floor. Green means he is going to shoot a fireball at head height. Blue means he is going to shoot flames into the air.

In reality, it doesn't matter which attack he uses. As soon as he limbers up for an attack, you need to run around the back of him. Wait for the flames surrounding him to die down, then unleash the combo attack. It can be pretty hard to get around the back of him before he moves but running should help you out here.

It's not always obvious that you are hitting Shredder because he doesn't flash when he is hit. However, you know you are hitting him when he stops attacking and begins blocking. Repeat this entire process until Shredder's health has gone.

Once you have achieved this, you have completed the game!

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5) C r e d i t s			

T h a n k Y o u s

- GameFAQs for hosting this.
- You for taking the time to read my guide.
- The FAQ Contributors Board for all stuff FAQ related.

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5) C o n t a c t I n f o r m a t i o n			

My contact email is truly.dexterous@hotmail.com. Before contacting me see my guidelines below. Follow these and I'm more than willing to help you out.

D o

- Put the game name in the title of your email.
- Read all of the guide before contacting me. Make sure the thing that you email me about isn't already in the guide.
- Send me anything that you have to add to the guide.
- Praise mail. It's always nice to get good feedback.
- Tell me about a mistake I made.

- IM me about the game. I'm usually pretty chatty, so feel free. You can reach me on MSN at the address above.

D o n ' t

- Send me emails in txt spk lik ths. Correct English please.
 - Send me spam.
 - Hate mail. I don't really need to see this. I don't care if you didn't like the FAQ.
 - Email me asking me to join a group/club/forum. Thanks but no thanks.
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Thank you, that's it until next time. See you around peeps.

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