

Super Mario Bros. 2 "Wart in 10 Levels" FAQ

by Beautiful Affair

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Super Mario Bros. 2
For the NES
Wart in 10 Levels FAQ

By Ryan Harrison
rharrisonfaqs(at)gmail.com

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1. Version History

- Version 1.3 - 01 January 2006 - The new look for this FAQ, and an updated copyright notice for the new year.
- Version 1.2 - 26 October 2004 - The newly reformatted version of this FAQ.
- Version 1.1 - 24 January 2003 - Tidied the format, and updated the copyright notice.
- Version 1.0 - 24 August 2002 - The first version of this FAQ.

2. Wart in 10 Levels FAQ

World 1-1

As you begin the game, you'll see your character falling out of a doorway and landing on a grass plateau. Drop down (fight the Shyguys if you need to but it's not necessary), and find the door at the bottom-right hand corner of the screen. Go inside it.

In the next screen, run right past some Shyguys and a Tweeter (you can use the vegetables in the ground to fight them if you wish) and you will come to a grass plateau with a vine on its right. Climb this vine and set foot on the top

of the plateau. Throw away the Shyguy patrolling on the top and pull up the weed that is nearest to the vine for a Potion Bottle. Make sure the cherry above the stump to the right is visible and throw the Bottle down and enter Subspace.

Whilst in Subspace, pull up the weeds on the plateau for some coins and a Super Mushroom to build up your life meter. Then jump to the left to get the cherry if you kept it on screen. Once you finish in Subspace and return to the overworld, proceed going right. Next are three stumps with some Shyguys and a Tweeter trapped between them. Use the POW Block on the middle stump to take them all out. Advance right, get the cherry and climb up the plateaus (avoid the Pink Shyguy) and cross the waterfall using the log on the top. Fight the enemies on top of it if you have to.

You need to cross the next waterfall using some logs falling down it. Quickly jump across these to get to the next side. From the set of grass plateaus you land on after it, make a jump over the gap to the right onto another set of plateaus. Use the POW Block on top to take out all the Shyguys on the ledges below you. Then pull up the weed that was to the left of this POW Block for a 1-Up Mushroom!

Jump right and grab the cherry and then keep running right past a couple of Shyguys. Jump over the little log and go through the next doorway that you come to by pressing Up when you are standing in front of it to enter a cave part of the level.

Fight the Ninji and jump onto the raised part of the ground to the left and climb up the vine to go into the next screen. In the next area, drop off the branch onto the ground to the right, then go a little ways to the right and start running to the left and make a long jump over the gap with the waterfall behind it (falling in causes you to die, so beware!) and you should land on the stony ground to the left. Climb up the stairway using the Super Jump (hold Down until you flash then jump). On the top step, throw away the Shyguy and pull up one of the weeds for a Bomb. Stand one step away from the ladder facing the brown wall. As the bomb flashes, throw it down at the right time so that it explodes as it is near the brown wall, blowing open a pathway. Go inside it and enter the doorway.

You emerge back in the overworld again. Start climbing up the rocky surface using Super Jumps and you'll get onto the top of the screen so that you can't see the character. Run left to drop down into the boss area. Beat the Birdo by picking up the eggs it spits at you and throwing them at it and successfully hitting it three times. Birdo releases the Crystal, then pick this up to open the Hawkhead's mouth. Go inside to finish the level, and if you got any coins, gamble away for any 1-Ups.

World 1-2

From the start, jump onto the grass pillar to the right, then onto the next one to the right of that. You should spot a Pidgit on the magic carpet hovering above you. When the Pidgit swoops down in an arc, jump on its head and pull it up off the carpet and throw it away so that you get control of the magic carpet. Now fly over the large gorge to the right (using the D-Pad to control the carpet) and watch out for the Beezos that fly down while you try to get across. Once you see two little bits of grass plateaus sticking out of the pit at the bottom of the screen, you can jump off the carpet and land on the ground to the right.

You'll come to two jars. The second one has a Cherry in the air above it. Stand

on the edge of the jar and Super Jump to get it. Then go down this jar. In the jar, pick up the key on the middle set of logs then quickly get back out as one of the Phantos starts flying out. As soon as you emerge out of the jar, immediately throw down the key to keep the Phanto away from stalking you. Once it's out of sight, pick up the key again and get past the Ninjis jumping up and down to your right. After them, enter the locked doorway by standing in front of it while holding the key and pressing Up on the D-Pad.

Head right and jump over the Shyguy or fight it, and grab the three Cherries and you may get a Starman! Continue running right and jump over the pit onto a small island with three weeds and a Snifit on. Throw the Snifit away to avoid being annoyed by it. Jump over the next pit and pull up one of the weeds to the left of the brown wall for a Bomb. Throw this onto the brown wall to blow it up and create a hole to get through into the next area. Once you have done this, get through and climb up the ladder (watch out for nightmare bullets being fired from the Snifit to the right).

On the top ledge, there is a weed to the left of the ladder, and three weeds to the right. Pull up the one that is furthest from the ladder to the right for a Bomb, and use it to blow out some of the brown stone to the right blocking the drop into the next area. After the bomb explodes and takes a way a section of this brown wall, pull up the weed that was left of the weed that you pulled up before for another Bomb. Throw this onto the brown stone to blow another part of it away. Then pick up the single weed to the LEFT of the ladder for yet another Bomb, and use it to blow away the remainder of the brown stone to clear a drop into the next area. Next, pick up the last weed remaining around the ladder for a Potion Bottle. Throw it down the gap you made, drop down after it and enter the doorway it creates to go into Subspace.

In Subspace, get the Super Mushroom which is where you will be standing when you go in, then quickly jump onto the ledge to the left and get the Cherry if it was on screen when you went into Subspace. Once you finish in Subspace and warp back into the real world, jump onto the ledge to the right and grab the Cherry. To the right are two Ninjis that are running towards you quickly jump over them and make a running jump onto the ledge to the right with the doorway on it (you should just barely make it. If not, use a Super Jump but be careful of the Ninjis as they come back towards you). Go through the doorway.

You'll emerge back in the overworld, underneath a grass ledge. Jump onto this and run left and pick up the Ninji and throw it at the Snifit to the left to take them both out. Keep running left and get the Cherry and pull up the weed for a Potion Bottle. Run right with it until you see the long row of weeds to the right of the doorway you came through earlier. Throw the bottle down when you get all the weeds on screen and enter Subspace. Now quickly pull up all the weeds for coins as you can, and once you warp back into the overworld, go right, jump over the pit and go through the doorway in the wall to enter the boss area. Beat the Birdo as you did before and pick up the Crystal to activate the Hawkhead and get to the Bonus Chance to gamble for 1-Ups, then go into the next level.

World 1-3

Go right and jump over the pit onto a grass plateau, then jump onto the next one to the right of it, then from that one, jump onto the plateau above you with the two Snifits on. Fight the two Snifits away. Then, from here, go left and jump across the gaps and collect the Cherries along the way. On the very left plateau are two Cherries, so once you have collected them all, you should have four Cherries. Drop back to the ground where you started and proceed to continue along with the level.

Go back to the plateau that had the two Snifits on them, but this time, jump onto the plateau to the right, which has two weeds on it before a log laying on it. Grab the weed on the right and throw it onto the log. Enter Subspace and pluck up the Super Mushroom that appears next to the Cherries. Get the other weed if it's still on screen but DON'T get any of the Cherries until you come back into the overworld, as picking up another one makes a Starman appear and you won't have time to get in Subspace as it takes a while to float up the screen.

Anyway, after this log, you need to cross a large waterfall using some logs on top of some grass pillars inside the pit as stepping stones. While you do so, watch out for Trouters jumping up from below in the waterfall. Once you get onto the fourth log, you need to cross the next part of the waterfall by using those falling logs again. While you get across, see if you can snag the Cherries hovering around in mid-air. You should land on a large grass plateau to the right of them with five weeds on it. Pull all of them up, and the fifth one should give you a Clock that stops all the enemies.

Now quickly cross the waterfall to the right using the falling logs (avoid Trouters) and on the next part of land you'll see a log resting atop two grass pillars that has some weeds dotted around. Pull up the one on the left below the log to get a Potion Bottle. Now while holding this Potion Bottle, run right and jump over the pit and quickly run right past the Ninjis and Tweeters. Go past the warehouse doorway and you'll find a jar with two weeds next to it. Throw the bottle down next to this jar and enter Subspace. Whilst you're in Subspace, go down the jar and you will be warped to World 4.

World 4-1

Yes, the ice world. Almost every platformer has it, no? Anyway, start by going right across the long ice platform and jump over the Flurry sliding towards you. Watch out for a Troutier jumping up somewhere after it then jump over the gap between ice platforms with the little ice platform below. From there, jump onto the next long row of ice and get past the two Flurrys sliding towards you. As you go right, jump onto the next ice platform slightly higher in the air. Get past another Flurry then jump over to another set of ice platforms. The bottom one should have a weed on it. Pull it up for a Potion Bottle.

Jump over the gap onto the next ice platform, where the five weeds are. Throw the Bottle down next to them and enter Subspace. Pluck up the five weeds for some coins and then exit Subspace. Immediately jump up when you come back into the overworld as a horde of Flurrys charge at you from all directions as they have somehow reappeared. Next, continue going to the right and jump onto the ice platform above you then continue going right, jump over a small gap in the platform and avoid the Flurrys. Eventually the platform ends in a descending staircase of ice. Carefully go down it then jump to the right onto the small formation of snow with ice blocks hanging off.

Jump onto the top of the snow heap and pluck up the weed on the left in the pair to get a Potion Bottle. Throw it down and enter Subspace, but make sure the three ice blocks to the left are visible when you do so. In Subspace, get the Super Mushroom on the ice blocks and pick up any other weeds for coins. Then once you return to the overworld, pull up the weed beneath the three ice blocks to the right. Do this by jumping down the little gap and holding left as you fall so that you do a "Wrap Around Jump". Pulling up the weed gives you a Rocket, and you'll blast off into the next area of the level.

When you come into the next area, you'll drop out of the Rocket and it explodes

(perhaps it was a firework?), leaving you on an ice platform. So head right and drop down off the snow ledge onto some more icy ground. Jump over the Auto-Bomb carrying a Shyguy charging towards you, then continue running right, jump on the stump and then jump onto the snow ledge. Continue right, drop down onto the icy ground and climb over five stumps. After that, avoid two Flurrys and an Auto-Bomb then jump over another stump. Go right and drop down onto the lower part of the icy ground and jump over two more stumps. Pick up the Flurry and throw it at the Auto-Bomb coming down the stairs to the right. Then climb these stairs and drop onto the ground again. Do the same with the Flurry and Auto-Bomb coming down the stairs here, then go up these stairs and grab the Crystal, which is on some steel blocks. Enter the Hawkhead to finish the level, and play Bonus Chance for some extra lives before going into the next level.

World 4-2

Run right, across the ice platform and climb the vine against the wall to get into the overworld. In the next area, climb up the ice platforms to your right and then start running to the right. As you go across this long platform, Beezos will fly towards you at different levels. You have to get used to dodging by ducking and jumping. If the Beezo is one block space above the platform or more, duck. If it is touching the platform as it flies towards you, jump. Also beware of a couple of Flurrys occupying this platform as well.

Next, at the end of the platform, drop onto the next one a little lower down then go right and jump onto the next ice platform. Continue running right and ducking and jumping over the Beezos in the same fashion again as you keep running. The end of the platform ends in a sort of stairway. Go down this, then jump over onto the floating ice platform to its right. There is a doorway on top of a cloud above you; enter this.

You'll emerge on a cloud above a giant whale. From here, jump to the whale to the left of the one you are above, and you should find three weeds on its back. Pull up the one on the very left to get a Potion Bottle. While holding it, go right and start crossing several whales (use the ice platforms in the sky if you want to make it easier) and after you progress some more to the right, you should eventually see a jar on a platform in the middle of the water at the bottom of the screen. From the left, jump off the whale's tail to reach it then throw the bottle down and enter Subspace. While you are in Subspace, go down the jar and you will be warped to World 6.

World 6-1

As you start, there is some quicksand to your right that you must cross, so you have to be on your toes. Be sure to watch out for the Cobrat hiding to the left of the first pile of bones. Jump over it or throw it away and jump over two sets of bones. You could pick up the Pink Shyguy on the second pile of bones and throw it at the next Cobrat. From there, keep moving right and jump over the jar (avoid the Cobrat in it), over one more pile of bones, then you'll reach still sand.

Jump over the sets of Cacti and fight the Pokey if you wish or simply avoid it. Next you see quicksand again, and a Cobrat is lurking in the sand. Be sure to avoid it when you approach. This quicksand pulls you in faster, so try to stay on the bones or hit A as fast as you can if you get pulled in. There is a little bit of still sand after this, then you must venture into more quicksand to the right. Jump over the bones and you'll come to two jars. Get past these and carefully, because there are Cobrats inside the jars.

Next, jump over the next set of bones and fight or avoid the two Cobrats in the sand and jump up onto the high ledge to the right. You need to get past some cacti (the weed on the right between these sets of cacti is a Potion Bottle if you want to know), then past two Pokeys, and as you go right, a moving Panser. Carefully dodge its flames, and as you advance some more to the right, you'll find a doorway surrounded by blocks of sand. Go through this doorway.

In this next room there is a long line of jars. Walk over them, being sure to look out for the nightmare bullets that Cobrats spit at you. Go down the fifth jar from the right. If you entered the right jar, you should see sand at the bottom of it. Dig through all of this sand to find a Key. Pick it up and the Phanto comes to life. As you climb back out through the jar, be sure to throw the Key down occasionally to stop it catching you. When you re-emerge out of the jar, throw it down to stop it stalking you, then once it's gone, grab it, run right and go through the locked doorway surrounded by the sand blocks. Beat the Green Birdo boss, get the Crystal, go in the Hawkhead, gamble for 1-Ups and finish the level.

World 6-2

Note, this level involves crossing a large gorge and requires a character with good jumping skills. I strongly recommend using Luigi for this task, as he's the best to beat the level with.

From the start, go up the ledges to your right and go out through the doorway with light coming out of it. In the next area, the first weed you see to your right is a Vegetable. Pull it up and keep hold of it. You'll see an Albatoss below you flying right. Jump onto its back and it'll carry you to the right. You'll come across three Albatosses flying at different heights coming towards you. Jump between the lower one and the middle one to avoid getting hurt, and as you keep on going right, you'll see a Panser on a ledge spitting fireballs up. Throw the Vegetable at it to take it out and avoid being cooked by the flames.

Jump over this little ledge the Panser was on and land back on the Albatoss. As you continue further right, charge up a Super Jump. When you see a couple of pillars (the one on the left has two weeds on), use your Super Jump to get onto the pillar on the left. Pull up the weed on the left and throw it down to activate the Subspace doorway. Enter it and pluck up the other weed for a coin, and carefully jump onto the thinner island to get the Super Mushroom, then either wait for a few moments or go back through the doorway to exit Subspace.

Now, you'll see an Albatoss flying to the left coming from the right-hand side of the screen. Jump on its head. Let it take you back to the beginning of the level, where you'll see another Albatoss a little higher than your level going to the right. Jump on this and let it carry you back to the right again. As you go right, be sure to dodge the Beezos flying towards you. When you see the island that had the Subspace Bottle on it, get ready to jump over some Albatosses headed in your direction. Use a Super Jump if you need to. Once you finish crossing the gorge you'll see a narrow pillar with a single weed on it to the left of another ledge. Jump onto the latter ledge and ignore the pillar with the weed on it. Go right and enter the doorway in the wall. Fight the boss and get the Crystal to finish the level.

World 6-3

Climb the ladder into the overworld. When you emerge, you'll see some quicksand to your left. Walk into this so that you sink but can just barely see the top

of your character's head, and while doing so, go left so you go under the wall. As you go left through the quicksand and emerge on the other side you'll find a doorway on some steel blocks. Entering this takes you to near the end of the level!

From where you emerge, jump across the cloud platforms to your left then drop down onto the sand blocks near the bottom of the screen to the left of those clouds. Enter the doorway in front of the pyramid. In here, defeat the Red Birdo using the Mushroom Block and once you grab the Crystal, enter the Hawkhead and you are taken to another boss instead of finishing the level! The game fooled ya, didn't it? =P

You must face Tryclyde here. Defeat him by getting one of the Mushroom Blocks laid down on the ground and tossing it at him when he's not spitting flames. Hit him three times and he's dead, and the doorway to World 7 appears. Go through it to enter the final world.

World 7-1

Start by climbing up the floating staircase of clouds and ascend the ladder on the highest one in the upper-left corner of the screen into a new area. Then drop off the ladder to the right. Jump over the grey pillar and quickly get across the brown stone path as some Albatosses drop Bob-Ombs from above down at you that can blow up the path. There is a POW Block on the next pillar, which you can use to take out most of the surrounding enemies. Next, jump over the next pillar to the right and you'll land on a grassy platform. There are three weeds on it but don't pluck any up just yet. Jump over to the next brown stone path to the right (watch out for Bob-Ombs being dropped down as usual), and pull up the weed on top of the pillar. Return to the grass platform with three weeds on, throw the bottle down here and go into Subspace and collect the Super Mushroom and three coins obtained from the weeds.

Once you have exited Subspace, keep advancing right again. Keep going until you find a pot that generates Shyguys next to a couple of Mushroom Blocks. Put a Mushroom Block on the top of the pot to prevent Shyguys coming out. Then enter the building just to the right. In this next room you'll notice two Sparks circling a floating Mushroom Block and a steel platform. The longer of the two steel platforms has seven weeds on it. Jump onto this platform and pluck up the third weed from the right, and you'll get a Potion Bottle. Throw it down and enter Subspace and get all the coins from the multiple weeds around you and a Super Mushroom on the end of the ledge.

Once you are finished, leave the building. From the outside, jump onto the pillar to the right of the building, then jump onto the actual building itself, then quickly jump onto the Albatoss that appeared from the right earlier. You must do this quickly before the Albatoss goes. If you missed it, go back inside the building then come back out again and the Albatoss will reappear. Once you successfully manage to jump on its back, let it carry you to the left, past where you first entered the area, and then you will have to carefully get over two pillars higher than the height at which you are flying. Remember to jump carefully. Once the Albatoss takes you to a ladder next to a pillar, jump off and get between the two pillars and pull up the weed for a rocket-firework, and it'll take you into the sky, into the next area.

In this next area, run right and get the Cherry, then jump onto the cloud platform above you and grab the Tweeter hopping around. Use it to take out the Snifit firing nightmare bullets on top of the pillar just to your right, and then stand on this pillar and jump up for a second Cherry. Run right, jump over the next pillar and grab the Cherry in the air to the right of it. Now jump

over the next pillar and pick up the fourth Cherry lying atop a pillar lodged between some of the clouds, then head left. Drop off the platform you are on as you see a Shyguy-generating pot. Then run right and drop down off the platform to get Cherry number 5. A Starman will appear, so grab it and start running through all the ledges again, and this time you can safely avoid being hassled by enemies. Once you are on the bottom cloud platform, make a jump to the right onto the platform hanging off the lower-right side of the pillar, then drop onto the pillar to the right carefully (while the Snifit isn't firing bullets or it'll likely push you into the pit). Quickly throw the Snifit away then Super Jump up to the ladder and climb it into the next area.

Go right of the ladder and jump onto the floating cloud platform and start jumping up onto the clouds above you and climb as long as there are no Sparks approaching you. On the second screen-wide cloud platform, jump up and grab the ladder and onto the next cloud platform that has an arrangement of Mushroom Blocks on it with a Spark going around inside, and a Spark going over it outside. Stand on the Mushroom Blocks and make a Super Jump to grab one of the four ladders above you.

Start climbing, and switch ladders if there is a Hoopster on your ladder coming down towards you. At the top of the four ladders is another ladder in-between the second and third ladders. Climb this and go up when the Snifit isn't firing bullets in your trajectory. At the top, climb one of the ladders to the side and enter the grassy building to find a Green Birdo, which you have to defeat with a Mushroom Block as your only arsenal. Do this by throwing the Mushroom Block and pick it up again when the Birdo is stunned and quickly throw it again before it gets a chance to counter-attack. Once you have defeated it, get the Crystal and enter the Hawkhead to gamble for 1-Ups for the last time and enter the last level.

World 7-2

On your right are some cloud platforms. Jump up them and you'll see a Snifit on a pillar. Pick it up and throw it at the Snifit on the next pillar, a little lower to your right. Then jump over the gap between the clouds and fight another Snifit on top of a pillar, then jump over that pillar and go across the drawbridge leading into Wart's castle. Stand in the tall, narrow black space and press Up to enter.

You enter this next room standing on a conveyor belt. It takes you to the right. At the end of the belt you start on is a Shyguy-generating pot, so look out for any Shyguys coming your direction, as there is a narrow space just before the pot. Then, jump onto the next conveyor belt that is above some spikes, and you'll see three Ninjis on this belt. You can fight them off or simply just jump over them to avoid wasting yourself some time. Head right and drop onto the next conveyor belt and go right as usual. Jump over the pot (this one spawns Bob-ombs, so watch out) then make a leap onto the next conveyor belt. Now keep going right and past the flames that the Pansers spit up at you. Climb the chain at the very end of the area against the right-hand wall.

In the next area, several Sparks circle around the chains, so proceed through with caution. Go left and find the chain that leads up through the top of the screen. Climb this one into the next area. In the next area, just an empty room, use the chains against the wall on the right hand side to get into the next section above you. Now go left past all the chains, and run under the Sparks when they are above you. Climb the chain against the left wall into the next section of the screen. You'll see some steel platforms here, with a chain hanging above each end. Climb up the left-hand side (watch out for the Sparks on the top set of platforms) and go up the chain, then go through the door to

the left of the top of the chain.

Descend all the ladders to the ground, and be aware of a Panzer on top of some steel blocks spitting flames at you. Descend the ladder below these steel blocks and enter the door at the bottom. In this next room, you'll see four pillars around you, and two weeds. Pull up the weed between the third and fourth pillars to find a Potion Bottle. Throw it down where you can see the other weed on screen and enter Subspace, so you can get a Super Mushroom. You needn't bother plucking up the weed for a Coin, since there isn't a Bonus Chance at the end of the level. Once you're done, exit this room.

Climb back up the ladder and use one of the Tweeters to take out the Panzer to avoid being annoyed by its flames when you try to climb back up. Once you've done so, climb all the way back up the ladders to your right and go back into the castle. From where you come in, start climbing the steel platforms above you to get to the top. There are two steel platforms with pillars on that have Sparks orbiting them, be careful when climbing these. Once you get above them, you have to go up some more steel platforms with pillars and Sparks on. As usual, watch your footing. Above them is a platform with two pillars and two Sparks. Get onto this then climb the chain hanging above it, then at the top of the chain, drop to right onto the platform and go through the door.

In the next room, pick up and throw the POW Block to take out all the Sparks. Then go right and climb the chain and go onto the conveyor belt to your right. As you go right, be sure to duck when you see Sparks coming your way. At the end of the conveyor belt, go down the chain on the right into the next area.

You'll see a Birdo on a conveyor belt in this next area. You must defeat it the usual way by hurling three of its eggs and hitting it. Once done successfully, the Birdo spits out the key. When you grab it, watch out for the Phanto that'll start flying around. When you have possession of the key, go through the door on the conveyor belt while holding it. In the next room, throw down the key straight away to avoid being stalked by the Phanto. Once it's out of sight, pick the key up again and go left with it. Use it to take out the Sparks going around the blocks if you have to. Go between the two sets of pillars and unlock the door to get to the next area.

In this next room, go right and collect the Mushroom Blocks on the pillars and throw them near the cluster of pillars with the Crystal on. Then pick up the Crystal, and the nearby Hawkhead comes to life and fights you, instead of you having to simply go in its mouth! So grab the Mushroom Blocks mentioned earlier and throw them at the flying head. Once you hit it three times, its mouth will open and you can jump in to get to Wart's lair. Remember to enter the mouth quickly once it has opened, because if you waste too much time the mouth closes and you must fight it again.

In Wart's lair, you face the final boss, Wart. The way to beat him is to grab one of the Vegetables that pops out of the machine by standing under it and letting it drop on your head. Wart will fire nightmare bubbles at the Vegetable from his mouth. Dodge the bubbles and wait for him to open his mouth. When he does, quickly throw the Vegetable into his mouth for a successful hit. Once you've done it six times, he'll be petrified and dies. You can then enter the white door to witness a great epilogue. I'm not going to spoil it, but you deserved it. You've beaten SMB2 in half the levels in the game.

Congratulations upon beating Super Mario Bros. 2!

=====
Steve "Psycho Penguin" McFadden

As he is the best buddy I've ever had or ever will have on GameFAQs, and for supporting me through all the tough times.

Jeff "CJayC" Veasey, the IGN staff, and other sites whom have posted this FAQ For hosting all my work and allowing me to become a much more recognised author.

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5. Contacting Me
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If you wish to get in touch with me regarding my work, whether you have any questions, comments or suggestions for this or any other of my FAQs, my E-Mail address is [rharrisonfaqs\(at\)gmail.com](mailto:rharrisonfaqs(at)gmail.com). Please make sure that your questions have been answered within the file before you send them, because I do not have time to look and reply to E-Mails that already have the solutions posted up, and you will likely not get a reply. If the file is complete and has a version number FINAL then you should definitely re-check before you send an E-Mail to me, otherwise then I'd be glad to help you out.

If you do send something helpful to me, then I will include in a future update of the file and I will give credit to you for whatever you have submitted. Please have a sensible E-Mail topic like "FAQ Question" so that I do not mistake it for something else and delete it. Thanks for reading and take care.

<http://www.gamefaqs.com/features/recognition/22792.html>

This file is dedicated to the memory of the late Chris MacDonald, who died on May 17, 2004. Rest in Peace.

<http://www.gamefaqs.com/features/recognition/85.html>

-END OF FILE-

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