

2. For Reader

If you want to ask me a question, don't forget to put the game's name in the subject field. I had told this in author's note, but I keep receiving some mail without subject. It's not so hard to do that, right?

Oh yeah, never say this in your mail "Sorry to waste your time for reading my mail". You're NOT wasting my time. Trust me. I like reading your mail (except those a**holes that send me flames and hate mail) and helping you (if I can).

One last thing, from now on I will not reply any flames and hate mail. It's only a waste of time.

That's all. I hope you like my faq and can find some useful info.

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T A B L E O F C O N T E N T S
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- 01. R E V I S I O N H I S T O R Y
02. I N T R O D U C T I O N
03. B A S I C M O V E S
04. W A L K T H R O U G H : I N T E R R O G A T I O N I
05. W A L K T H R O U G H : I N T E R R O G A T I O N I I
06. W A L K T H R O U G H : I N T E R R O G A T I O N I I I
07. W A L K T H R O U G H : C I A R O O F T O P
08. W A L K T H R O U G H : T E R M I N A L R O O M
09. W A L K T H R O U G H : R O O F T O P E S C A P E
10. P A S S W O R D S
11. A C T I O N R E P L A Y C O D E S
12. S P E C I A L T H A N K S
13. L I S T O F T H E D A M N E D
14. I M P O R T A N T N O T E
15. A U T H O R ' S N O T E

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01. R E V I S I O N H I S T O R Y
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VERSION 0.2 (28 December 2000)
Minor update.

VERSION 0.1 (29 December 1999)
First release. Contain most of this walkthrough.

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02. I N T R O D U C T I O N
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This walkthrough is for the CIA Escape mission on Possible difficulty only.

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03. B A S I C M O V E S

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| | |
|----------|---------------|
| Up | Move up |
| Down | Move down |
| Right | Move right |
| Left | Move left |
| X | Jump |
| Square | Punch/Shoot |
| Circle | Crouch |
| Triangle | Select weapon |
| R1 | View left |
| R2 | Aim |
| L1 | View right |
| L2 | Change view |
| Start | Open menu |

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04. W A L K T H R O U G H : I N T E R R O G A T I O N I

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MISSION BRIEFINGS

Things aren't looking good for you. Getting out and proving your innocence won't be easy. After all, the CIA does have its reputation to uphold, and they're not too fond of you at the moment. Hopefully, you can count on Candice, who should owe you one since you freed her from that Russian cell. Oh, don't be surprised if you feel a bit drowsy - their coffee has a horrible reputation. Rumor has it they recycle their grounds.

TEAMS

Ethan Hunt : Agent Hunt needs no introduction. Still a faithful IMF agent.. or maybe he isn't.

Candice Parker : Back in activity at Langley. Owes Ethan one. Maybe he should contact her for help. Will she trust someone who's been disavowed?

OBJECTIVES

Escape from interrogation room
Pick up the equipment
Get into hallway

EQUIPMENT

Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.

Dart Gun : Used with sleep-inducing darts. Up to 20 rounds can be stored in one clip. Quite powerful and very silent.

Explosive Gum : Looks like Christmas. Press red to green, stick some where and get away. Five seconds later it will blow your adversary into New Year's. Best not to chew.

9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

Face Maker : The most useful IMF gadget of all. Foam cartridges will reproduce any face with 100% accuracy. Time and temperature can affect the duration of the mask. A lot of laughs at Langley Alumni reunion dinners.

Electro Stunner : Sends a 40.000 volt shock that will positively electrify the

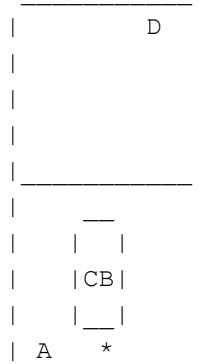
recipient. Leaves victim unconscious but doesn't kill.

Finger Scanner : For copying a person's fingerprints and reusing them for access to areas protected by digital scanners.

WALKTHROUGH

Press the switch to reveal the interrogation window. After the communicator ringing, press it. Candice will tell you to take the explosive gum from the mug. Take it, then set the explosive gum on the window. Wait a moment, and the window will shatter. Jump into the next room. Take all your equipment and exit from this room.

MAP



* = Starting point

A = Switch

B = Communicator

C = Mug

D = Exit door

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05. W A L K T H R O U G H : I N T E R R O G A T I O N I I

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MISSION BRIEFINGS

The truth serum will start to work less than 10 minutes. You'll have to find your way to the infirmary quickly. Guards, cameras, and fingerprint codes stand in your way. You'll also have to force the sergeant to help you escape the hallway. Unfortunately, he doesn't scare too easy.

TEAMS

Ethan Hunt : Agent Hunt needs no introduction. Still a faithful IMF agent.. or maybe he isn't.

Candice Parker : Back in activity at Langley. Owes Ethan one. Maybe he should contact her for help. Will she trust someone who's been disavowed?

OBJECTIVES

Get out of the interrogation sector

Take free access print

Find sergeant for exit access

Reach elevator to infirmary

EQUIPMENT

Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.

Dart Gun : Used with sleep-inducing darts. Up to 20 rounds can be stored in one clip. Quite powerful and very silent.

Explosive Gum : Looks like Christmas. Press red to green, stick some where and get away. Five seconds later it will blow your adversary into

- * = Starting Point
- A = Paint
- B = Free Access Guard
- C = Empty gun
- D = Elevator

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06. W A L K T H R O U G H : I N T E R R O G A T I O N I I I

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MISSION BRIEFINGS

The infirmary has an antidote but there's no way back. The only way is up. I hope you're fond of heights.

TEAMS

- Ethan Hunt : Agent Hunt needs no introduction. Still a faithful IMF agent.. or maybe he isn't.
- Candice Parker : Back in activity at Langley. Owes Ethan one. Maybe he should contact her for help. Will she trust someone who's been disavowed?

OBJECTIVES

- Find the antidote
- Distract attention
- Find way to the roof

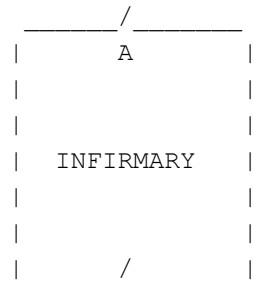
EQUIPMENT

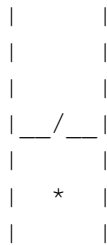
- Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.
- Dart Gun : Used with sleep-inducing darts. Up to 20 rounds can be stored in one clip. Quite powerful and very silent.
- Explosive Gum : Looks like Christmas. Press red to green, stick some where and get away. Five seconds later it will blow your adversary into New Year's. Best not to chew.
- 9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.
- Face Maker : The most useful IMF gadget of all. Foam cartridges will reproduce any face with 100% accuracy. Time and temperature can affect the duration of the mask. A lot of laughs at Langley Alumni reunion dinners.
- Electro Stunner : Sends a 40.000 volt shock that will positively electrify the recipient. Leaves victim unconscious but doesn't kill.
- Finger Scanner : For copying a person's fingerprints and reusing them for access to areas protected by digital scanners.

WALKTHROUGH

Enter the infirmary. Talk to the nurse. Activate the bed with patient. Go outside through the window.

MAP





* = Starting point

A = Window

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07. W A L K T H R O U G H : C I A R O O F T O P

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MISSION BRIEFINGS

I've prepared a small bag with equipment for you. You'll have to temporarily sabotage the heliport lights. A maintenance will be called and disguised as him you'll be able to access the area. To escape, you'll want to use the helicopter, so you'll have to strategically place an electromagnetic scrambler, which will keep the copter grounded for you. You'll have to find ways around the different security systems as you run into them, but as CIA is on your side, Ethan, try not to kill anybody, okay? I'll be waiting at the other end with more instructions.

TEAMS

Ethan Hunt : Agent Hunt needs no introduction. Still a faithful IMF agent.. or maybe he isn't.

Candice Parker : Back in activity at Langley. Owes Ethan one. Maybe he should contact her for help. Will she trust someone who's been disavowed?

OBJECTIVES

- Sabotage heliport lights
- Find bag of equipment
- Find zone digitcard
- Fix lights
- Paralyze helicopter with EMS
- Enter security level
- Find security level code
- Meet Candice

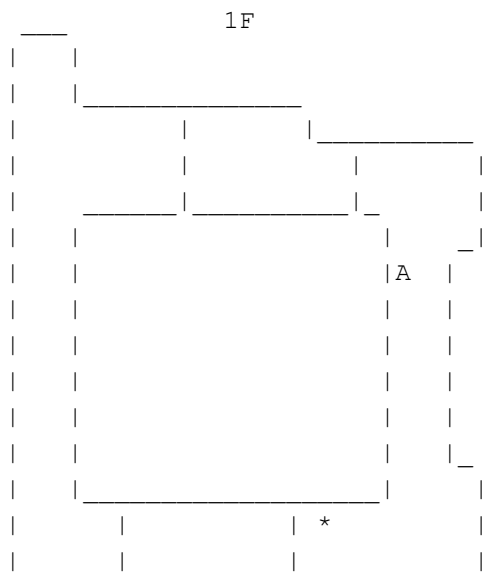
EQUIPMENT

- Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.
- Dart Gun : Used with sleep-inducing darts. Up to 20 rounds can be stored in one clip. Quite powerful and very silent.
- Electro Stunner : Sends a 40.000 volt shock that will positively electrify the recipient. Leaves victim unconscious but doesn't kill.
- EMS : An electromagnetic scrambler for disturbing instrument reading and radar.
- Deflector : A special device used to create a passage in security laser barriers.
- Miniature Camera : Miniature video camera, can be easily placed to record hard-to-get-at information like digital codes.
- IR Contact Lens : Infra Red Contact Lenses enable security personnel to visualize invisible security lasers without otherwise altering the vision.

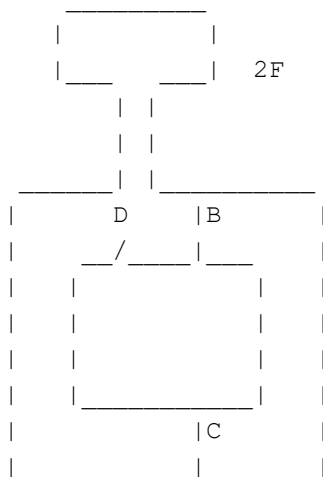
WALKTHROUGH

Shoot the guard. Take his ID. Climb up. Deactivate the electric floor. Go to the other end and sabotage the lights. Jump outside. You will alnd in some kind of box. Jump up. Follow the path. Enter the door. Take your equipment and dress as the maintenance man. Go to the heliport. Fix the light. After the helicopter landed, use the EMS. Now kill a guard (whichever you want). He will drop his security card. Take it. Enter the sealed door. Shoot the guard and take the zone digitcard. Put on your Infra Red Contact Lens. Climb the pile of crates. When you have on top of the crates, use the deflector. Enter the security level area. When you have arrived at the guard post, climb the crates and put you miniature camera, then hide somewhere. After the guard come out and go back inside, take back your camera. You will receive the security level code. Open the door. You will arrive on top of the security level. Just find another door and open that door.

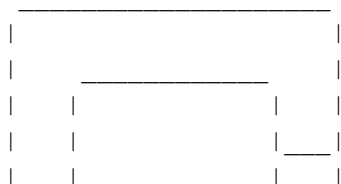
MAP



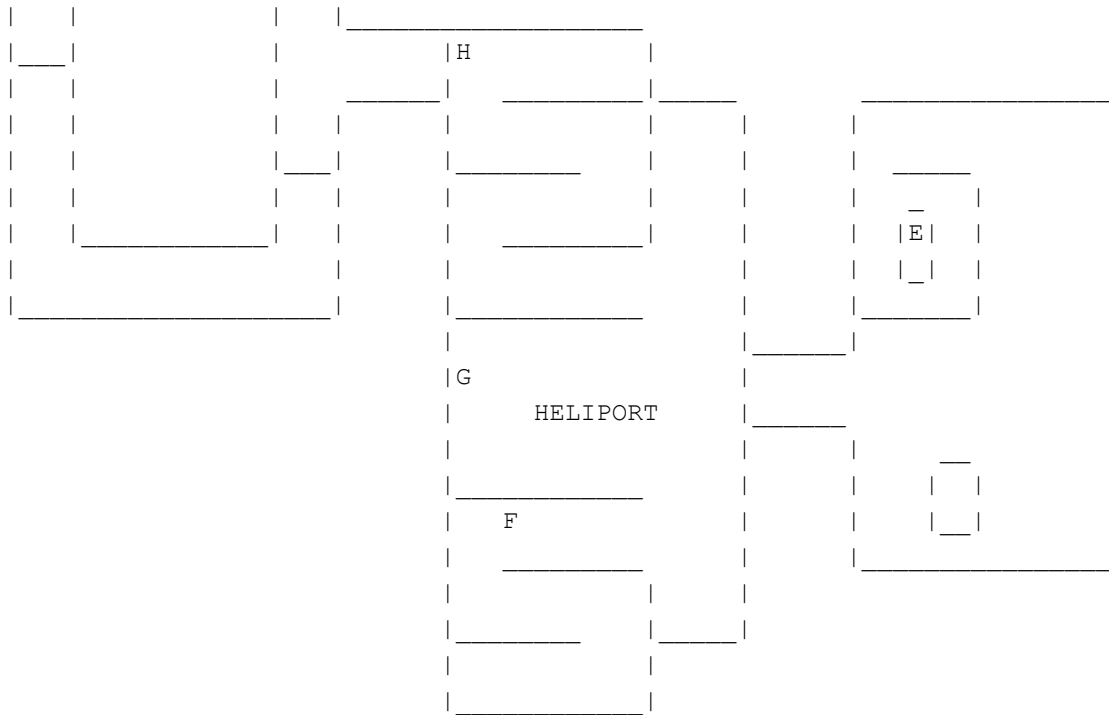
* = Starting point
 A = Box to climb to 2F



B = Device to deactivate the electric floor
 C = Device to sabotage the heliport light
 D = Door to 3F

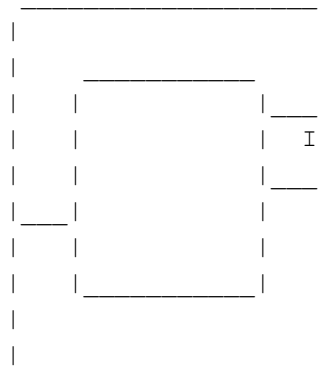


3F



E = Equipment
 F = Device to fix the light
 G = Place to put the EMS
 H = Sealed door

SECURITY LEVEL



I = Place to put the miniature camera

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08. W A L K T H R O U G H : T E R M I N A L R O O M

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MISSION BRIEFINGS

Stealing the invaluable NOC list from the CIA mainframe computer will be the most demanding job you've ever faced. So far you've managed not to activate any alarms inside the CIA security zone, but now you're about to violate the strongest security system in the world. To enter this highly-protected area, you'll have to descend through the ventilation access in the ceiling, harnessed and hanging from a special fiber cable, while avoiding the security laser on your way down. If you accidentally touch one of them you'll certainly know you've been touched. When you reach the bottom, swing back and forth to access the card slot next to the door, activate the computer and turn around. Then insert the disk in the terminal for the download. I've placed a little something on the disk that will help you getaway later. I also served another "special" coffee to the operator. He might return, but not for long!

TEAMS

Ethan Hunt : Agent Hunt needs no introduction. Still a faithful IMF agent.. or maybe he isn't.

Candice Parker : Back in activity at Langley. Owes Ethan one. Maybe he should contact her for help. Will she trust someone who's been disavowed?

OBJECTIVES

Switch on the computer

Get the NOC list

Escape

EQUIPMENT

Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.

Pass Card : Candice's magnetic access card will allow Ethan to start the computer and lock the room from the outside.

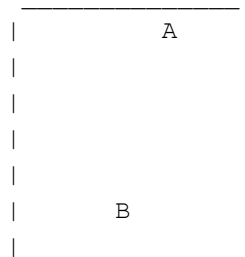
Virus Disk : Candice has devised a nasty virus that will shut down the security systems as soon as the disk is inserted into the mainframe computer.

Winch Controller : A well known video game controller has served as model for this gadget, but there's little "joy" involved. The precise manipulation will be the key to achieving your goal here.

WALKTHROUGH

Go down. The yellow laser will trigger the alarm. Just go down until Ethan said this is the proper place to reach the card reader. Swing forth and back until you reach the card reader. Then change your position and do the same, but this time the target is the computer. If you have success, then go back up.

MAP



A = Card reader

B = Computer

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09. W A L K T H R O U G H : R O O F T O P E S C A P E

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MISSION BRIEFINGS

Thanks to the virus you introduced into the computer the security systems are momentarily frozen. You should have enough time to get to the helicopter and get away safely. The guards, however, will be on alert. Try to distract their attention. Don't forget the EMS!

TEAMS

Ethan Hunt : Agent Hunt needs no introduction. Still a faithful IMF agent.. or maybe he isn't.

Candice Parker : Back in activity at Langley. Owes Ethan one. Maybe he should contact her for help. Will she trust someone who's been disavowed?

OBJECTIVES

Go to heliport
Unactive EMS
Escape with helicopter

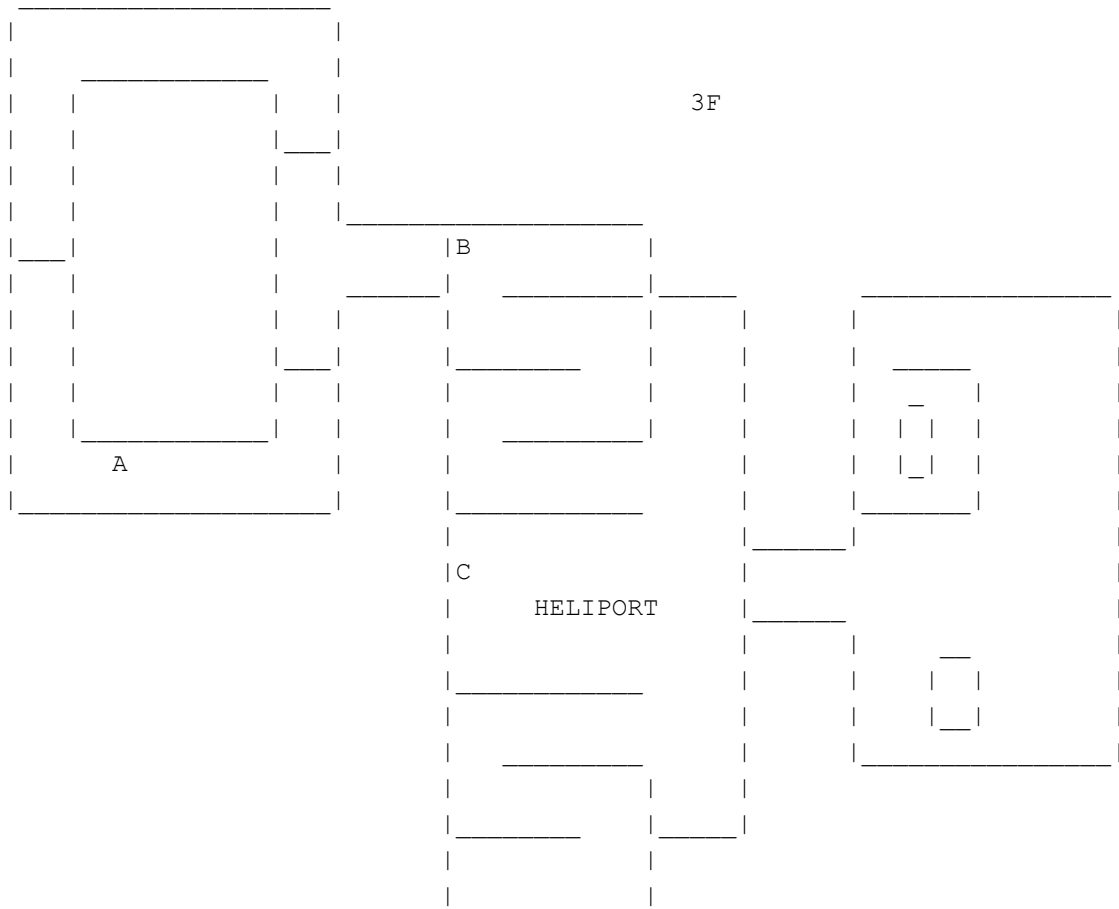
EQUIPMENT

- Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.
- Dart Gun : Used with sleep-inducing darts. Up to 20 rounds can be stored in one clip. Quite powerful and very silent.
- Electro Stunner : Sends a 40.000 volt shock that will positively electrify the recipient. Leaves victim unconscious but doesn't kill.
- EMS : An electromagnetic scrambler for disturbing instrument reading and radar.
- Explosive Gum : Looks like Christmas. Press red to green, stick some where and get away. Five seconds later it will blow your adversary into New Year's. Best not to chew.
- IR Contact Lens : Infra Red Contact Lenses enable security personnel to visualize invisible security lasers without otherwise altering the vision.

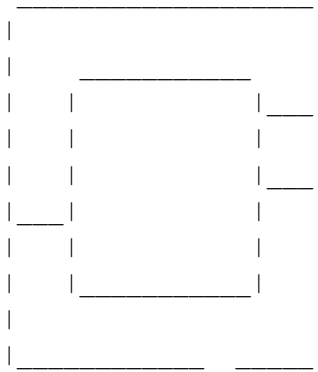
WALKTHROUGH

Go down to the Security Level. Jump over the laser. When you have arrive in 3F, search for a pipe, then set the explosive gum. Quickly run to the other way. When the explosive gum has explode, quickly go back to the sealed door. Open the door and go back to the heliport. Take the EMS and throw it away. Board the helicopter.

MAP



- A = Pipe
- B = Sealed door
- C = EMS



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10. P A S S W O R D S

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| MISSION | POSSIBLE | IMPOSSIBLE |
|------------------|--------------|--------------|
| LUNDKWIST BASE | -- | -- |
| SUBPEN | ABOMOUKPXTHG | JKLORKLSLVAD |
| EMBASSY FUNCTION | OGIIRPOLVRJL | NGDFQMIIPMOI |
| WAREHOUSE | OQJFJPPINMPI | NCDGEKIKPQQQ |
| K.G.B. HQ | EHLJFPVUIJLP | FEEJGJUOQYDO |
| SECURITY HALLWAY | GDRSGPQQIUNN | FIELGQUWQWEB |
| SEWAGE CONTROL | GGMIFPQLIRLL | FDESPULQRDL |
| ESCAPE | GQNFPGRIJMNI | FFEOGHUPQTEG |
| | IGPJITTLKRFL | MKFDHUJSXVGD |
| FIRE ALARM | IQHSKTLIVMMI | MMFFIGKTXLGF |
| INTERROGATION | IJONINLJVNMJ | OGMFLMOIVMJI |
| | IMCPKFLNVSMM | ODMJMROLVRJL |
| | PBORMNSVLVBB | DHNSTMPQNUKN |
| CIA ROOFTOP | PMEKNNGNMSBM | DKNOOKPSUVKD |
| TERMINAL ROOM | PJENMNGJMNB | OMNINJPTNLF |
| ROOFTOP ESCAPE | KEFPNNHMOKCE | DNNDNQPJNNPJ |
| STATION | HDEGJORRKOFC | BHPSEMMQSUIN |
| TRAIN CAR | IGQLQOTOKYFO | BKPOFKMSTVID |
| | HDEOJGRRKOFC | AOPDQLMHSXHH |
| TRAIN ROOF | IGFDQGTOKYFO | BBPFQSMVSPHK |
| SUBPEN | NGMSIRIIPMOI | GBIKKIQNISLM |
| TUNNEL | NQPIKRIUQJDS | GPIMKPQQIUNN |
| MAINLAND | NHPFIRIQPUDN | EHGNIHVSIVLD |
| GUNBOAT | FDHJKRUKQRDL | EKGQIOQTILLF |

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11. A C T I O N R E P L A Y C O D E S

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North American Version

| | |
|---------------------------|---------------|
| Infinite Health | 8008FE04 00FF |
| Infinite Ammo All Weapons | 800454AA 2400 |
| Unlock All Missions | 8008FA8C 00FF |
| | 8008FB10 FFFF |

European and Australian (PAL) Version

| | |
|-------------------------------------|---------------|
| Infinite Health | 8008FC0C 0196 |
| | 8008FC1C 00FF |
| Infinite Time | 8008FD7C 00FF |
| Infinite Ammo For Most Main Weapons | 801F5812 0014 |
| Infinite Fire Extinguisher | 801F5820 00FF |
| Infinite Tazer | 801F5832 0064 |
| Infinite Blue Spray | 801F5852 0064 |
| Infinite Masks | 801F5822 0063 |

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12. SPECIAL THANKS

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1. GOD for everything
2. My family and my dogs
3. Game FAQs for publishing my faqs
4. Cheat Code Central for allowing me to use their GameShark Codes. Thanks Dave.
5. My computer
6. You for reading my FAQ

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13. LIST OF THE DAMNED

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I remove all the names inside my List of the Damned except the first two. From now on I will focused this Damned List only for those damn plagiarist.

1. Name : VEGA
E-mail : vdirect@bdg.centrin.net.id
Website : <http://www.vegindo.com>
He plagiarized my Dino Crisis walkthrough and sell it in his store.He sold it for Rp. 12.500,-. Although he has translate my walkthrough into Indonesian language, I can still recognize it. That stupid son of a ***** translate it words-by-words. The book's title is GAME GUIDE Volume 9. All the previous volume of that book is also ripping someone else's faq (especially from GameFAQs) and translate it into Indonesian.

For HS, the animal that I suspect responsible for that, I got few words for you :

F*** YOU BASTARD. HOW DARE YOU PLAGIARIZE MY WALKTHROUGH AND SOLD IT IN YOUR FILTHY STORE. ENJOY THAT MONEY WHILE YOU CAN. BECAUSE SOON I WILL MAKE YOU REGRET FOR BEING BORN INTO THIS WORLD.

For any of the reader that want to do me any favor, please send flames, hate mail, viruses, bomb, nuclear, or anything to his address.

2. Name : Game Station

E-mail : gameguys@bdg.centrin.net.id

Website : <http://www.vegindo.com/gamestation>

Address : Jl. Pungkur 155 Lt. 2, Bandung 40251.

He plagiarized my friend's walkthrough (also from GameFAQs), so I think that this animal is worthy enough to enter my Damned List. They publish it in Game Station, October 1999, 3rd week, volume 21, Rp. 3.500,-

For KSH, Sir Maul, Tik Tan, Ratu Bedak, Blue Beo, and anybody that I forgot to mention, I just want to say this : SCREW YOU ALL!!!! Someday I will visit your office carrying a BIG Shotgun, ready for blowing your f***ing brains out from your f***ing head.

Reader, please send this a**hole some 'nice' stuff.

3. Name : X-Boy a.k.a Pansy-Boy a.k.a X-Gay

E-mail : x-boy@gundam.com

This son of a ***** is the webmaster of that ****ing site (www.vegindo.com).

He's the world's dumbest son of a ***** that I have ever met. In their ****ing messageboard, it says that we (faq author) are the same as the plagiarist, cause all we do is just finished the game and then write it down. Ha ha ha ha ha ha, what a good reason. Now you know why I said that he's the world's dumbest son of a *****.

If you said that we just finished the game and then write it down, why don't you do that by yourself, mother****er?!?!?! Why you have to ripp my faqs?!?!

For Pansy-Boy, Miss Maul, and the rest of your ****ing crew :

DIN PAPPA !R EN GRIS KNULLARE, S! KAN KNULLADE DIN MAMMA OCH HON F!DDE DIG!

Dein Vater ist ein Schweineficker, darum hat er deine Mutter gefickt und ich in die Welt gesetzt!

Tu padre es un follador de cerdos, por eso follo a tu madre y hizo possible tu nacimiento!

tu padre es un cerdo, que se cogio a tu mama y naciste tu pendejo

hijo de toda tu puta madre te voy a matar y vas a sentir mi verga en la garganta hasta que te salga por el culo,,solo asi sentiras lo mismo que le hice a tu madre hijo mio bastardo.

jigoku eiku no wa.. omaega saki da. te vas a ir al infierno antes que yo pendejo

Bapaklu tukang ngawinin babi, maka ia kawin sama babi terus tuh babi ngelahirin elu. Dasar anak babi.

My last note for Damned #1, #2, and Damned #3

All of you will surely burn in hell for what you did, so enjoy that blood money while you can....

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14. I M P O R T A N T N O T E
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Hey, faq-makers, you should read this section. I just receive an e-mail and he told me that he has asking everybody who made a walkthrough (including myself) and I'm the ONLY one that answered. Have you all forgot the manner that your father and mother taught you when you were kids? If someone asking for your help and you can help him, then do so. If you don't want people to send you an e-mail then said so on your faq. Don't let people disappointed. I also have the same experience. I asked someone and he didn't answered me. I don't know if he's a busy man or not, but he didn't answered me. I'm very disappointed. Just because you have made a great faq, and a lot of people e-mail you, it don't make you a great man. What makes you a great man is your attitude.

And for myself, I guarantee that I will answer your questions, even if I can't answer it. And if I haven't answered your mail within a week, please mail me back, because maybe I don't read your faq, or something like that.

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15. A U T H O R ' S N O T E
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For those of you who want to send comments, questions, or information regarding this FAQ, don't hesitate to mail me.

Feel free to e-mail me about any mistakes or additions concerning this FAQ, but don't forget to mention the game's name in the "Subject" field.

If you read this FAQ not on these sites :

- 01) GameFAQs (<http://www.gamefaqs.com/>)
- 02) Console Gamer (<http://www.console-gamer.com/>)
- 03) Absolute Playstation International (<http://www.absolute-playstation.com/>)
- 04) Playstation Network (<http://www.caratworld.com/psnetwork/>)
- 05) Cheat Code Central (<http://www.cheatcc.com/>)
- 06) Video Games Strategies (<http://www.vgstrategies.about.com/>)
- 07) Planet Web (<http://www.planetweb.purespace.de/>)
- 08) Hype.Se (<http://cheats.hype.se/>)
- 09) Game Revolution (<http://www.game-revolution.com/>)
- 10) Game Core (<http://www.videogamecore.com/>)
- 11) Xcheater (<http://www.xcheater.com/>)
- 12) PhatGames (<http://www.phatgames.com/>)
- 13) Spoiler Centre (<http://www.the-spoiler.com/>)
- 14) The Cheat Empire (<http://home.planetinternet.be/twuyts>)
- 15) Cheat Code Central (<http://www.cheatcc.com/>)
- 16) Survival Horror (<http://survivalhorror.com/>)
- 17) Games Blaster (<http://www.gamesblaster.com/>)
- 18) Gaming Addiction (<http://www.games.prohosting.com/>)
- 19) Diablo Page (<http://www2.50megs.com/neo667/diablo.html>)
- 20) Resident Evil Extreme (<http://rextreme.evilmgaming.net>)
- 21) PsxGamer (<http://www.psxgamer.com>)
- 22) SuperCheats (<http://www.supercheats.com>)
- 23) All Anime (<http://www.allanime.com>)
- 24) Adrenaline Vault (<http://www.avault.com/cheats>)
- 25) Blue Crescent's Page (<http://members.xoom.com/bluecrescent/credits.html>)
- 26) RPG Classics (<http://www.rpgclassics.com>)
- 27) Happy Puppy (<http://www.happypuppy.com/>)
- 28) Chi Phan's Page (<http://homepages.go.com/~chphan/Rpgdreamersindex.html>)
- 29) Bob Santos' Page (http://www.geocities.com/charmin_guy_011285)
- 30) Alternative Reality (<http://www.alternative-reality.com>)
- 31) DLH (<http://DLH.Net>)
- 32) Firesoft (<http://www.firesoft.net>)
- 33) Beyond Evil (<http://beyondevil.cjb.net/>)

- 34) Random Page of Crap (<http://www.geocities.com/frozen4lyfe/index.html>)
- 35) Nemesis' Page (http://www.geocities.com/i_am_nemesis_99/)
- 36) Boschamp's Page (<http://www.angelfire.com/games2/boschamp>)
- 37) Lugial2's Page (<http://www.geocities.com/lugial2/index.htm>)
- 38) Our Turf (<http://www.ourturf.com>)
- 39) Randar 83's Page (<http://www.geocities.com/randar84>)
- 40) Total Video Games (<http://www.totalvideogames.com>)
- 41) Cheating.De (<http://www.cheating.de>)
- 42) Cheat City (<http://www.cheatcity.com>)
- 43) Fei Yuki's Page (<http://feiyenkn.homepage.com>)
- 44) Web Spot (<http://silverqueen.cjb.net>)
- 45) Tim's Vault (<http://www.timsvault.com>)
- 46) Andrea Busia's Page (<http://www.ludus.it>)
- 47) Think Evil (<http://www.thinkevil.com>)
- 48) Gaming Planet (<http://www.gamingplanet.com>)
- 49) Games Angel (<http://www.gamesangel.homestead.com>)
- 50) Crosswinds (http://www.crosswinds.net/~hugegameplayer/www_smackdown/index.htm)
- 51) RPG Classics (<http://www.rpgclassics.com>)
- 52) GameCastle
- 53) RPG Legerdemain (rwartow.tripod.com)
- 54) Webcheats (<http://www.webcheats.de>)
- 55) XCheater (<http://www.xcheater.com/>)
- 56) Neoseeker (<https://www.neoseeker.com/>)
- 57) GameThrust (<http://www.gamethrust.com/>)
- 58) PC Game Review (<http://www.pcgamereview.com/>)
- 59) DC Guide (<http://www.dcguide.co.uk/>)
- 60) RPG DREAMERS (<http://www.crosswinds.net/~rpgdreamer>)
- 61) RPG-Vortex (<http://www.rpg-vortex.com>)
- 62) CheatPage (<http://www.cheatpage.com/>)
- 63) Wrestling Games (<http://www.wrestling-games.com/>)
- 64) Resident Evil Mania (<http://www.geocities.com/residentevilmania/index.html>)
- 65) GameSpot (<http://www.gamespot.com/>)
- 66) RPG Temple (<http://come.to/sashy>)
- 67) The Horror Is Alive (<http://go.to/TheHorror/>)
- 68) PSXCodez (<http://www.psxcodez.com/>)
- 69) RPGamer (<http://www.RPGamer.com/>)
- 70) RPGClassics (<http://www.rpgclassics.com/>)
- 71) Cheat Store (<http://www.cheatstore.de/>)
- 72) Games Domain (<http://www.gamesdomain.co.uk/>)
- 73) CHEATS CITY (<http://www.online1701.com/>)
- 74) CNET Gamecenter (<http://www.gamecenter.com/Faqs/>)
- 75) WarStoke (<http://www.WarStoke.com/>)
- 76) Mark Anido's Page (<http://www.geocities.com/webzage2/webmaster.html>)
- 77) Joe Chandler's (<http://www.angelfire.com/oh/residentevilishome/walkthru.html>)
- 78) Cheatmaster's Gamecheats (<http://www.angelfire.com/games/cheats48>)
- 79) Paladins of Light Guild (<http://www.pofl.org>)
- 80) Tipsncheats (<http://www.tipsncheats.com>)
- 81) RPG Informer (<http://www.rpginformer.com>)
- 82) The Gamer (<http://www.thegamer.com/>)
- 83) Totally RE (<http://www.totallyre.com/>)
- 84) Game United (<http://www.gameunited.com/>)
- 85) Stoneages RE (<http://angelfire.com/games2/rek>)
- 86) FaQ Headquarters (<http://tngn.staticzone.net/>)
- 87) GamePower (<http://www.gamepower.com/>)
- 88) United Gamers (<http://unitedgamers.staticzone.net/>)
- 89) Fresh Baked Games (<http://www.freshbakedgames.com/>)
- 90) DH Gaming (<http://dhgaming.freesevers.com/>)
- 91) ResidentFear (<http://www.residentfear.cjb.net/>)
- 92) PlayzoneWorld (<http://www.playzoneworld.com/>)
- 93) GamersWeb (<http://www.the-gamersweb.com/>)

94) BDGames (<http://www.bdgames.net/>)

95) <http://www.nonsologiochi.com>

96) Sjel's walktrough page (<http://www.sjel.org/>)

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Thanks for reading my FAQ and please send in any comments, questions, or informations!

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