

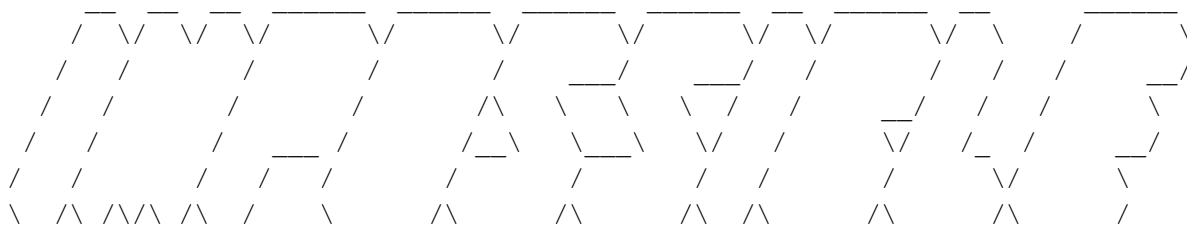
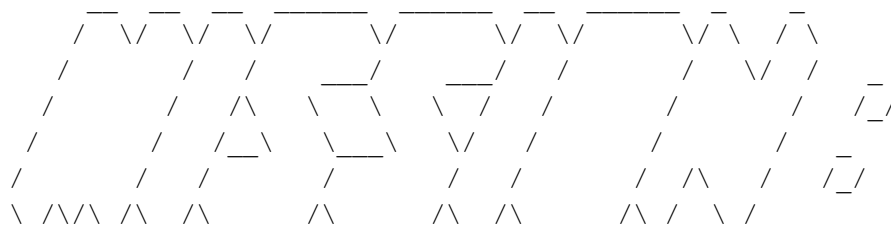
Mission: Impossible Recover NOC List (Possible) Guide

by Duo Maxwell

Updated to v0.2 on Dec 28, 2000

This walkthrough was originally written for Mission: Impossible on the PSX, but the walkthrough is still applicable to the N64 version of the game.

Date: Thu, 28 December 2000 03:16:00



MISSION : IMPOSSIBLE RECOVER NOC LIST WALKTHROUGH (POSSIBLE) v0.2
for Sony Playstation
by Stinger 3:16

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Mission Impossible is (c) Infogrames and (c) Sony Entertainment.

****ATTENTION****

1. For Webmaster

If you want to post my faq in your site, please ask me for permission first. I guarantee that I will give you that permission. However, I have some terms that you must fulfill, which is :

- You don't sell it away or give it for some kind of bonus
 - You don't change anything inside my faq, that's including my name as the author and my disclaimer.
 - You must check for any new updates from <http://www.cheatcc.com> at least once in a month for a new games, or once in 2-3 months for an old games.
- That's all. I'm not asking much and it's not hard to do, so please do that.

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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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 : E M B A S S Y F U N C T I O N
05. W A L K T H R O U G H : W A R E H O U S E
06. W A L K T H R O U G H : K G B H Q
07. W A L K T H R O U G H : S E C U R I T Y H A L L W A Y
08. W A L K T H R O U G H : S E W A G E C O N T R O L
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10. W A L K T H R O U G H : E S C A P E I I
11. W A L K T H R O U G H : F I R E A L A R M
12. P A S S W O R D S
13. A C T I O N R E P L A Y C O D E S
14. S P E C I A L T H A N K S
15. L I S T O F T H E D A M N E D
16. I M P O R T A N T N O T E
17. 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
=====

VERSION 0.2 (28 December 2000)
Minor update.

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

=====
02. I N T R O D U C T I O N
=====

This walkthrough is for the Recover NOC List mission on Possible difficulty only.

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

| | |
|----------|---------------|
| 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 |

=====
04. W A L K T H R O U G H : E M B A S S Y F U N C T I O N
=====

MISSION BRIEFINGS

We've placed you on the guest list for a society function at the Russian Embassy in Prague, where Candice Parker and Robert Barnes are being kept prisoner. There you will make contact with agents Davies and Harmon, who have already infiltrated the embassy and can provide useful information and equipment. Remember to hide smoke generators in the ventilation ducts to prepare for your escape. You will have to assume the identity of the Ambassador's Aide, as he has access to the restricted areas of the embassy - Dieter Harmon's spicy cocktails should come in handy here.

TEAMS

Ethan Hunt : Currently in Kiev, he will be your pointman in Prague. An official invitation to the Embassy function has been arranged for him.

Jim Phelps : Leader of IMF team. Stationed in a submarine positioned off the coast. Will follow all operations by means of satellite video and be in constant radio contact with the team.

Sarah Davies : Four years living in Prague. Infiltrated native high society. Invaluable for local intelligence.

Dieter Harmon : Schooled in several East European countries. Son of a traveling caviar salesman. Functions as bartender with high access to parties and social events. Valuable information source.

Jack Kieper : Organizational expert, specializing in smooth getaways. Impeccable timing. Always counted on to get us home safely.

Robert Barnes : Ultra - reliable high - risk operative. Seemingly intercepted attempting rescue on Candice Parker.
STATUS : Missing in Action.

Candice Parker : Top cryptology expert. Former MIT researcher. Excellent support agent in missions involving computer security.
STATUS : Abducted by enemy.

destroy the crates that has an 'X' mark on it. Then find the guard that holding the exit key. Kill him and take the key. Then exit through the door.

MAP

No map available for now.

=====
06. W A L K T H R O U G H : K G B H Q
=====

MISSION BRIEFINGS

You'll be entering the section where we think our agents are being kept prisoner. Your disguise won't grant you the authority to free them, so you'll have to use the facemaker again on someone else there. I suggest you find the head of security and impersonate him. Be very careful; this is a security area, and there will be surveillance cameras everywhere. Be sure to shut them off, so you don't trigger an alarm while taking Candice out of there and towards the Computer.

TEAMS

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STATUS : Abducted by enemy.

OBJECTIVES

Talk to Barnes
Find video freezer
Find facemaker
Find dartgun
Sabotage video link
Find exit passcard
Get transfer order
Escape with 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.

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.

9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy,

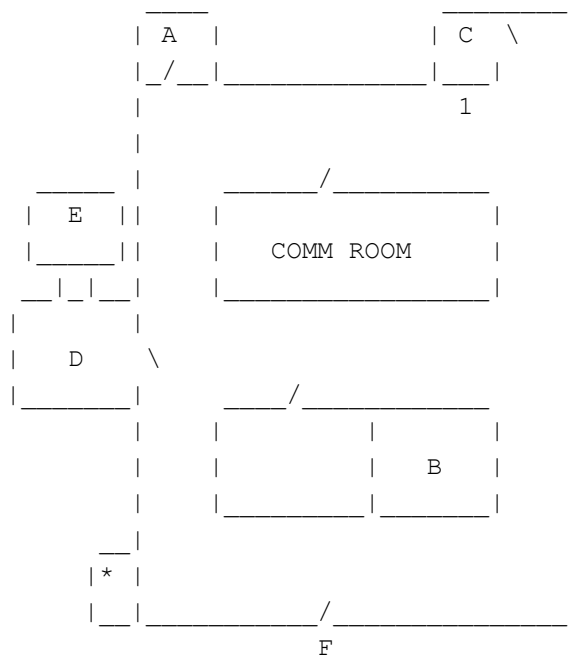
hazardous when pointing at you.

Video Freezer : Electronic jewel that blocks all flow of multimedia data.

WALKTHROUGH

Talk to Barnes. Go to the room where Candice is held captive. Take the video freezer from the table. Go to the Stock Room and take the face maker. Now talk to the guard in front of the Security Head Officer Room, and he will let you enter. Enter the room, and take the dart gun from the table. Shoot the Security Head Officer with the dart gun (from the back, so the alarm won't ring). Hide his body. Now stand in front of the painting on the left side of the entrance door. Press X and the painting will move. Press the red button. That will open the door to the Camera Room. Open the door. Inside this room, there are two guards. Shoot them with the dart gun (again, from the back). Take the exit passcard. Use the video freezer on the machine next to the computer. Now go back to the Security Head Officer Room and use the face maker near the Security Head Officer body. Go outside and enter the Comm. Room. Talk to the man inside. He will give you the transfer order. Go back to where Candice is. Give the transfer order to the man inside. He will open the cell door. Talk to Candice. Go outside and go to the double door. Use the exit passcard on the card slot next to the door.

MAP



* = Starting point

/ = Door

\ = Door

A = Barnes

B = Candice Parker

C = Stock Room

D = Security Head Officer Room

E = Camera Room

F = Double door

1 = The place where you must put the beeper

07. W A L K T H R O U G H : S E C U R I T Y H A L L W A Y

MISSION BRIEFINGS

The level you're about to enter is an old-fashioned security hallway. You might

* = Starting point
A = Master switch

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08. W A L K T H R O U G H : S E W A G E C O N T R O L

=====

MISSION BRIEFINGS

Their computer complex is set in an old underground sewage plant as this was the only place cold enough to conceal the super computer's heat emissions. It will be heavily guarded and very dangerous. Your priority is to clear the way for Candice so she can download the NOC list and feed a virus into the computer's memory.

TEAMS

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Robert Barnes : Ultra - reliable high - risk operative. Seemingly intercepted attempting rescue on Candice Parker.
STATUS : Missing in Action.

Candice Parker : Top cryptology expert. Former MIT researcher. Excellent support agent in missions involving computer security.
STATUS : Abducted by enemy.

OBJECTIVES

Find super-computer
Protect Candice
Get NOC list
Escape

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.

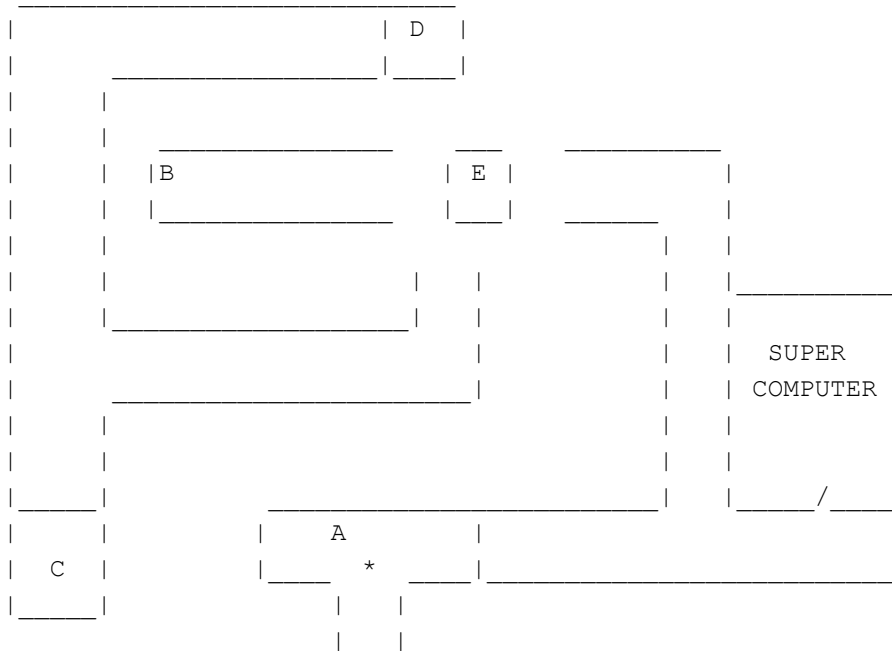
9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

WALKTHROUGH

Press the switch in front of you to open the door. There's a guard behind that door. Kill him. Just walk forward until you see a path on your left. Turn left into the path. Follow the path and wait until the moving platform has come. Jump into that platform and jump again on the other side. Kill the guard there then press the switch. Quickly go back to Candice and kill the guard that trying to

arrested her. After that jump again to the moving platform and jump to your left and kill the guard. Follow this new path until the end. In the end there are another path. To the left and to the right. Open the door on your left. Kill the guard inside. Press the switch and go back. Now go to the right path. Kill the guard and cross the bridge. Open the door and kill the guard inside. Press the switch. You have open the door where the super computer is. Go there and kill the guards. Don't forget to protect Candice. Enter this room and Candice will do the rest. After that go back to your starting point.

MAP



- * = Starting point
- A-D = Switch
- E = Moving platform

=====

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

=====

MISSION BRIEFINGS

There's no time to lose, so get out quick! And be sure to look for the Golitsyn facemask that Barnes hid as you go back through the security hallways. Be careful on your return through the KGB HQ you'll have no disguise and the guards will be on alert. Barnes' mission was to make Golitsyn appear a traitor to Moscow. Try to finish this mission for him. Use the Golitsyn facemask. Find the door leading directly back into the embassy.

TEAMS

- Ethan Hunt : Currently in Kiev, he will be your pointman in Prague. An official invitation to the Embassy function has been arranged for him.
- Jim Phelps : Leader of IMF team. Stationed in a submarine positioned off the coast. Will follow all operations by means of satellite video and be in constant radio contact with the team.
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STATUS : Missing in Action.

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STATUS : Abducted by enemy.

OBJECTIVES

Secure passage for Candice

Find the mask of Golitsyn

Take back the NOC-list

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.

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.

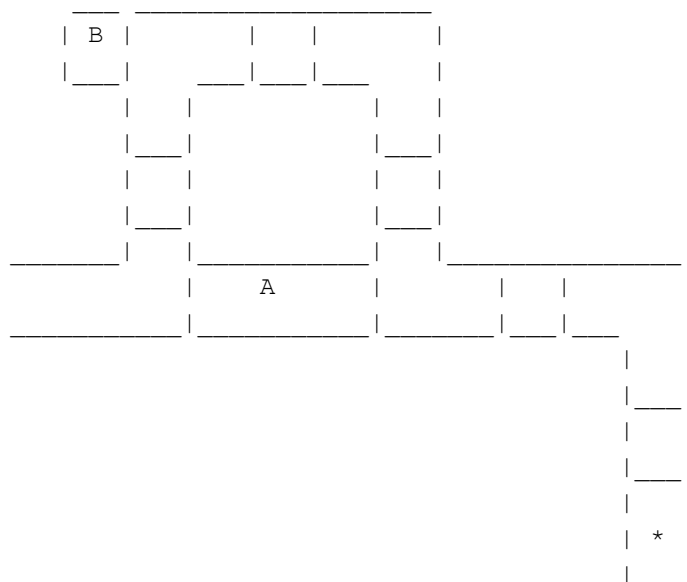
Video Freezer : Electronic jewel that blocks all flow of multimedia data.

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.

WALKTHROUGH

You and Candice must reach the other end. But with the camera gun, it seems impossible for Candice. Here's what you must do. Shoot the camera gun so it can't shoot for a while then run quickly, Candice will follow you. If there are two camera gun, shoot the one in your back first, then shoot the other, run. Get the idea? After you reach the other end, Candice will open the locker room. Enter the locker room, and the door behind you suddenly close. Two guards will arrest Candice. Now open the locker to receive the Golitsyn mask. Next to the locker, there is a circuit box. Shoot it or punch it until it explodes. Four guards will surround you and shoot you. You must kill them. After you kill them, go to the small room. A guard will run. Shoot him with your dart gun. After he's dead, take back the NOC list and then check Candice. Continue to escape.

MAP



* = Starting point
A = Locker room
B = Small room

=====

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

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MISSION BRIEFINGS

There's no time to lose, so get out quick! And be sure to look for the Golitsyn facemask that Barnes hid as you go back through the security hallways. Be careful on your return through the KGB HQ you'll have no disguise and the guards will be on alert. Barnes' mission was to make Golitsyn appear a traitor to Moscow. Try to finish this mission for him. Use the Golitsyn facemask. Find the door leading directly back into the embassy.

TEAMS

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STATUS : Missing in Action.

Candice Parker : Top cryptology expert. Former MIT researcher. Excellent support agent in missions involving computer security.
STATUS : Abducted by enemy.

OBJECTIVES

Unfreeze video cameras
Assume Golitsyn's identity
Find exit key
Escape with 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.

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.

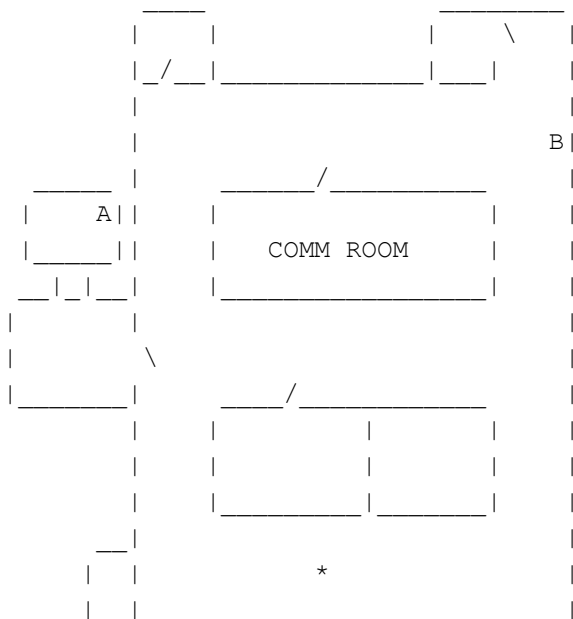
Video Freezer : Electronic jewel that blocks all flow of multimedia data.

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.

WALKTHROUGH

Use your facemaker. Enter the Security Head Officer Room. Open the secret door. Take the video freezer (from the machine near the computer). Enter the Comm. Room and kill the guard inside. He will drop the exit key. Take it then use your key on the exit door.

MAP



* = Starting point
A = Video freezer
B = Exit door

=====

11. W A L K T H R O U G H : F I R E A L A R M

=====

MISSION BRIEFINGS

The smoke generators will create the temporary illusion of a fire. As you make your escape remember the guards will be able to recognize you and will certainly be on the lookout for Candice. Jack will have fireman uniforms for you both. Find him quick, don these disguises and get out of there! If you're still inside when the smoke stops you'll be trapped.

TEAMS

- Ethan Hunt : Currently in Kiev, he will be your pointman in Prague. An official invitation to the Embassy function has been arranged for him.
- Jim Phelps : Leader of IMF team. Stationed in a submarine positioned off the coast. Will follow all operations by means of satellite video and be in constant radio contact with the team.
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OBJECTIVES

- Secure access to the lift
- Find Jack
- Dress as fireman
- Give Candice fireman outfit
- Escape the Embassy

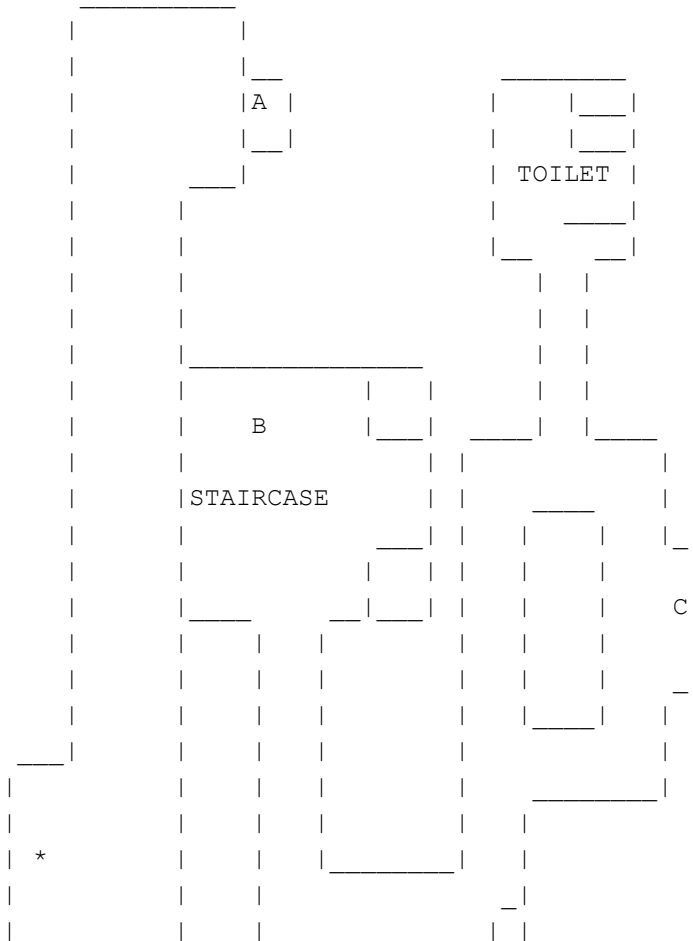
EQUIPMENT

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- Dart Gun : Used with sleep-inducing darts. Up to 20 rounds can be stored in one clip. Quite powerful and very silent.
- 9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

WALKTHROUGH

Protect Candice until she arrive at the elevator. Then go down and meet Jack. He is the fireman that running around. He told you to meet him at the toilet. Go there. Talk to Jack again, and you will receive the fireman uniform. Now go back to Candice and give her the uniform. Then exit from this embassy.

MAP



- * = Starting point
- A = Candice
- B = Jack
- C = Exit door

| MISSION | POSSIBLE | IMPOSSIBLE |
|------------------|--------------|--------------|
| LUNDKWIST BASE | -- | -- |
| SUBPEN | ABOMOUKPXTHG | JKLORKLSLVAD |
| EMBASSY FUNCTION | OGIIRPOLVRJL | NGDFQMIIPMOI |
| WAREHOUSE | OQJFJPPINMPI | NCDGEKIKPQOQ |
| K.G.B. HQ | EHLJFPVUIJLP | FEEJGJUOQYDO |
| SECURITY HALLWAY | GDRSGPQQIUNN | FIELGQUWQWEB |
| SEWAGE CONTROL | GGMIFPQLIRLL | FDESPULQRDL |
| ESCAPE | GQNFGPRIJMNI | 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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13. ACTION REPLAY CODES

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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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14. SPECIAL THANKS

=====

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

=====

15. LIST OF THE DAMNED

=====

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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16. 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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17. 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](http://www.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 walkthrough page (<http://www.sjel.org/>)

Please tell me where you read it. And if you know someone who has rip-off my work, please tell me his e-mail address and where you read it, we will take care the rest.

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

