Bassin's Black Bass with Hank Parker FAQ/Walkthrough

by Koritheman   Updated to v1.4 on Feb 12, 2008

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
Bassin's Black Bass With Hank Parker
FAQ/Walkthrough (SNES)
Time I Started This Guide: 01/17/05
Version: 1.4
Author: KoritheMan
E-Mail: verykoolguy2002[at]gmail[dot]com
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

```
------------------------------------
|     Table of Contents            |
------------------------------------
| 1. Introduction                  |
| 2. Version History               |
| 3. Storyline                     |
| 4. Controls                      |
| 5. Game Basics                   |
| 6. Walkthrough                   |
| 7. Lures                         |
| 8. Fishes                        |
| 9. FAQs                          |
| 10. Codes n' Secrets             |
| 11. Copyright                    |
| 12. Contact Info                 |
| 13. Credits                      |
|_____|
```

```
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| 1. Introduction                                                       |
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
```

Bassin's Black Bass With Hank Parker, for the Super Nintendo, is a HIGHLY
anticipated sports adventure. Featuring Hank Parker himself, showing up at
the last tournament. This game is an overall 10 out of 10 on a scale of 1
to 10. This game is one of my personal favorites of all time. It can be
challenging, too. This game has good quality sound, but some are a bit
annoying. It also features four tournaments, lots of lures, lots of fun,
so-so graphics (they aren't bad for a SNES game). It also features other
things that will be listed in this guide. Buy this game, it rocks!

```
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| 2. Version History                                                    |
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
```

```
Version 1.0 / Completed the guide.

Version 1.1 / Fixed some squares that were on my guide from Metapad,
              as I now use Notepad. Also, fixed how I spelled Buoys.
              Finally, I added a little bit more direction on how to
              get the third and fourth hidden lures.

Version 1.2 /  Added a FAQ (Frequently Asked Question) to the FAQs part
               of the FAQ, and fixed a minor thing you'll never notice.

Version 1.3 / Updated the Lures section a bit.

Version 1.4 / Updated the Lures section again. Fixed a minor error in that
              section.


|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| 3. Storyline                                                        |
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|

The Storyline goes like this: you're a fisherman who wants to become a pro
fisherman. You travel by yourself (or with John, an expert fisherman). John
doesn't come with you all the time, however. You can refuse him and fish
alone. I personally find this the best way and the most fun way to fish and
catch bass. The storyline, like I said, is, you wanting to become a pro bass
fisherman and have to work your way up through the ranks with four
tournaments, in which you also have the time and chance to practice and hone
your skills. The last part of the storyline is to catch the "big bass" which
they speak of in this game. There is no big bass, hate to tell ya. I used
Debug Mode and caught a 22 pound Largemouth, and the game STILL said to catch
the big bass. 22 pounds is the biggest you can get, too.


|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| 4. Controls                                                         |
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|

A Button: Toggle through sentences, cast when fishing, select a lure, confirm
          actions, steer boat foward.

B Button: Cancel actions, steer boat backward.

Y Button: Cast when fishing, steer boat forward.

X Button: When you're fishing in a location such as the Open Water, brings up
          the menu to move, mark your fishing spot to cast, select lures,
          bring up tournament info, or quit the game.

L Button: Does nothing.

R Button: Does nothing.

Start Button: Pauses the game.

Select Button: Brings up a map (fishing mode only), displays the weather
               condition and the time (boat mode only).

D-Pad: Moves the cursor, controls the direction of the boat when you're
       steering it.
```

```
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=|
| 5. Game Basics                                                        |
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=|
```

Fishing: Fishing is fun and easy to learn, as well. To fish, simply cast
         your fishing pole. Once you land in the selected casting spot,
         if there's a fish around, use the selected lure of your choice
         to see if they bite it. More information on fish in the Fish
         section of the Game Basics section of this guide. Once you have
         the fish hooked, reel him in and good luck catching it.

Reeling: Reeling is the only way to catch a fish, as you already know by
         real life fishing. To reel, simply press and hold A. Don't forget
         to "pull back" when the fish fighting gets tough.

Boating: You have a boat in this game. Steering it isn't hard. However, if
         you bump into things too much, you'll get a warning message on the
         screen that tells you that if you damage your boat anymore, it's
         going to be so damaged that you won't be able to fish in the
         tournament you're in and you'll automatically have to go weigh-in.
         When the warning message appears, it doesn't mean that if you bump
         into one more thing, you're boat's gone. It just means that you
         should avoid bumping into any more objects, as in a matter of a few
         direct hits, you will be taken to the weigh-in station and the
         tournament will end. Be careful when driving your boat.

Marking: Marking the location of the spot you want to cast is easy. Simply
         press X (when fishing only) and a menu that gives you the option
         to Move, select a Lure, or to Mark will come up. Select Mark from
         the menu. Once you select Mark, move the purple marker to a spot
         in the water of your choice. Once you find the spot you want to
         cast, press A or B. Then, when you go to cast, you'll see a purple
         arrow pointing in one of three directions, straight up, diagonally
         right, or diagonally left. The direction of the arrow depends on
         where you choose to mark. For example, if you mark in the top right
         corner of the water, the arrow is going to point diagonally right.
         The arrow direction indicates exactly WHERE to cast to get to the
         appointed spot. When you mark the location of where you want to
         cast, move the D-Pad in the exact direction of the purple arrow.
         For example, if you mark a location to cast diagonally and the arrow
         is diagonal, hold the D-Pad is the exact same direction as the arrow
         is to cast to the EXACT spot of the marked location. Thanks to my
         brother for this point out. E-mail me if you don't get it.

Fishing Locations: There are various locations in this game that you can fish
                   at. Some contain more fish, while others don't. It all
                   depends on the weather condition and the selected spot you
                   are fishing in. For example, the Timber location seems to
                   have some lunkers, while the Open Water usually doesn't.
                   This doesn't mean that you can't FIND a lunker in the Open
                   Water, it just means that there's a better chance of you
                   finding one in the Timbers.

Fish Radar: Your fish radar is a useful tool that detects fish in a location
            that you're boat is on. You'll hear a "GAAAA-like" sound when
            there is fish in the area you're in. Your radar will also turn
            red by lighting up (the place that will light up is in the left
            side of your radar screen). This indicates that there are fish
            around. Finally, the Fish Radar screen. The Fish Radar screen
            shows small, black fish which means that there's fish near your

current locale. Sometimes there are three fish which appear on
radar, while other times it is only one. Use your radar wisely,
as it is the key to be a good fisherman.

Fish: To hook a fish, just cast to a spot where a fish is. It doesn't matter
if its not a bass, you can still catch a fish. However, bass are the
only thing that count in any of the four tournaments. In other words,
the whole game. Anyways, when a fish lights up and comes toward the
lure, that means it wants the lure you have out there. If one doesn't
light up, however, you may want to try and use a different Lure.
Sometimes fish do not want anything at all, so be aware of that when
catching a fish.

Lures: As you already know, there are lures in this game. There are quite a
bit, too. Lures can be used anywhere, but some are specific, which
means if you're in the Open Water, the Plastic Worm (preferably the
Natural Color) is good for catching fish. More on this in the Lures
section. Also, use Bright Lures only if it is bright (sunny). If it
is a dark condition (fog, cloudy skies, rain), then use Natural Lures.

Move: When you press X, you'll be able to move your boat to a different
location, mark your fishing spot (when fishing only), cast (outside
of fishing only) select a lure, check the current statistics in the
tournament, or quit the game (outside of fishing only). When you
select "Move" from the menu, you'll be able to move your boat to a new
location (when fishing only). You can move throughout the level of the
tournament you are currently in. You can move anywhere through the
level as long as it's reachable and supposed to be in the game.

Catch: This is also another thing in the menu that you can pull up (outside
of fishing only). When selected, Catch will show you your livewell.
You can either choose to look at just one fish of your livewell, or
to look at the entire livewell which tells you all of your fish's
weight, and the estimated total of all of your fish's weight combined.

Info: This is another commmand in the menu that comes up when you press X
(outside of fishing only). This command shows the tournamen't current
player ranks (statistics).

Quit: This is the final command in the menu that comes up when you press X
(outside of fishing only). This allows you to quit the game.

Weather Conditions: The weather plays an important role in this game. For
example, it could be raining one minute, and then the
next minute, become sunny again. There is also a degree
meter (farinheit). For example, it could be 60 degrees
and could drop to 59.9 degrees. The weather varies as
the day goes by. There are no winds, snow, or ice, sadly.
Catching fish depends on the weather condition.

Timer: The timer appears just right of where the weather bar is (top right
corner). You start each tournament at 7:00AM. The timer will count
down until it reaches 16:00 or 4:00PM. Thankfully, you can weigh-in
whenever you want, without having to play till 4:00PM.

Fishing Bar: There's a fishing bar when you are in fishing mode. The bar
will change rapidly while there is a battle with a fish, or
when you're reeling. The bar is red black with red in it (like
a thermometer) and will go up and down when you are catching a
bass. For example, if the bass or a fish is fighting very hard,

the red line in the bar will fill the entire bar. The bar will
flash black, red, and white, if the fish is REALLY fighting
(this is as tough as they come). Be careful and "PULL BACK" if
the bar is like this, or if you keep hearing a beeping sound.
Pull back, then reel again. The Fishing Bar also changes when
you are reeling in, etc. If the bar tension gets too high, you
could easily lose your hook which will eat up about 45 minutes
of the tournament up, so try and avoid this at all costs. Tough
fish have a better chance of breaking your line. You can also
lose your bait from a fish. More on that below. If you break
your line, you'll also lose the bait you had when you broke the
line. Be careful!

Line: Line is in fishing mode only. Line appears above the "Depth" writing
      (fishing mode only). Line tells you how far your line is in the water
      (e.g. 50 feet from where your boat is). A fish can drag the line 70
      feet in the last tournament. Be careful!

Depth: Depth appears above the "Line" writing (fishing mode only). Depth
       tells you how far your Lure is underwater (e.g. it could be 6 feet
       deep under the water, depending wether or not you're reeling).

Lure Box: The Lure Box appears on the very bottom right corner of the screen
          (in a box. The lure you're currently using appears in the box.
          No other lure. The lure inside the box will shake when a fish is
          about to steal your bait. When the shaking scenario happens,
          IMMEDIEATELY PULL BACK by mashing Down on the D-Pad, and then
          releasing. Constantly hold Down on the D-Pad, then release when
          the lure in the Lure Box shakes. Note: NEVER, EVER, hold Down on
          the D-Pad for more than 3 seconds.

Map: This game has two maps: one in boat mode, which displays the entire lake
     that you're currently in, and the second is is in fishing mode only and
     I don't know what the map does. E-mail me and tell me, please.

View Records: On the title screen, you'll be able to select this if you want.
              This displays your best records (only if you save them), for
              each stage and what kind of fish you caught, and how much
              pounds the fish are. You can select offical or unofficial
              records. Official are records built into the game, while the
              unofficial records are your records.

|===|
| 6. Walkthrough |
|===|

Finally, the Walkthrough. Onto tournament 1.

Local Amateur Tournament

Fishing Spots: Open Water, Lily Pads, Reeds, Trees, Marina, Weeds, Buoys,
               Bridge

Fishing isn't too hard in this level, just takes long, as there's no real
lunkers. Head for the Lily Pads, the Reeds, or the Weeds to catch some real
fish. Weigh-in with about 25 pounds. You should win.

```
Amateur Bass Championship
-------------------------


Fishing Spots: Open Water, Lily Pads, Reeds, Marina, Weeds, Buoys,
               Rocks, Timber, Bridge


This one isn't that hard, either. Take note you can Catfish here. Yes,
Catfish. They don't count as weight for the tournament, though, so just catch
them for practice or for fun. Anyway, try fishing in the Lily Pads, the
Rocks, the Piles, or the Reeds. Weigh-in with about 32 pounds and you
should win.



Pro Bass Tournament
-------------------


Fishing Spots: Open Water, Lily Pads, Reeds, Marina, Weeds, Dam,
               Buoys, Timber, Dump, Bridge


Ah, the semi-final tournament. A bit difficult, to say the least. Try fishing
in the Open Water, the Timbers, the Dump, the Lily Pads, or the Open Water to
catch the real lunkers. Weigh-in with about 47 pounds.


Bassin' World Championship
-------------------------


Fishing Spots: Open Water, Lily Pads, Reeds, Marina, Weeds,
               Buoys, Pile, Dump, Bridge


The final tournament is where you can catch the big bass and the REAL lunkers.
You can even catch lunker-sized Catfish, Smallmouth, AND Spotted Bass here!
This is the most fun tournament in the game in my opinion. It's also the most
hard, so be prepared for some tough fish battles, A LONG tournament, and
plenty of lunkers. Try fishing in the Dump (especially the Dump and the
Bridge) for some REAL lunkers, even a 22 pound Largemouth Bass!

Try to also fish in the Open Water, and the Bridge, and the Lily Pads for
some lunkers.  Weigh-in with 60+ pounds. Congratulations! You've just beaten
Bassin's  Black Bass With Hank Parker!



|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| 7. Lures                                                         |
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|


Here, I'll list all the Lures in this game, where to find them, where they're
good to use, and information about them, etc.



Backtail Jig
Location: Hidden In The Fourth Tournament (see below for details)
Description: The Backtail Jig is useful. I imagine it'd be useful in the
             Dump.



Buzzbait
Location: Hidden In The Third Tournament (see below for details)
Description: The Buzzbait must be reeled in constantly, or it will sink. The
             Buzzbait is a good bait that is found in the third tournament.
```

```
Crankbait
Location: N/A
Description: This is good for the Bridge, the Dump, and the Open Water
             (depending on what the fish want). The Crankbait is especially
             useful with its Natural Color.


Crayfish
Location: Hidden In The Second Tournament (see below for details)
Description: Hidden within the second tournament, the Crayfish (or Crawfish
             if you prefer), is a very useful bait with its Bright and
             Natural colors.


Frog
Location: N/A
Description: The Frog is a bait used only in the Lily Pads. Both the Frog's
             Natural color, AND Bright color, are very useful when catching
             bass in the Lily Pads.


Grub
Location: John Gives This To You If You Refuse Him As A Guide
Description: The Grub, I have never found to be that useful. The Grub is
             better in its Natural color.


Jig-&-Pork
Location: N/A
Description: The Jig-&-Pork is very useful in the Weeds and the Reeds. It is
             perfect for hooking good-sized fish.


Minnow
Location: N/A
Description: The Minnow is a very useful bait. It is used under Bridges, in
             the Marina area in each tournament, and is essential for hooking
             fishes such as Bluegills.


Noisybait
Location: John Gives This To You If You Refuse Him As A Guide
Description: The Noisybait is a bait given to you by John. This bait is not
             very useful, except for in the trees, and even that's rare.


Pencilbait
Location: John Gives This To You If You Refuse Him As A Guide
Description: The Pencilbait, ah, back in the day I used it, but I don't know
             where it is used essentially.


Plastic Worm
Location: N/A
Description: The Plastic Worm is one of the best Lures in the game next to
             the Crankbait. The Plastic Worm is ESSENTIAL in the Open Water,
             and is also essential for catching Catfish. Especially, in the
             Open Water.


Spinner
Location: N/A
Description: Ah, the Spinner is the counterpart to the Spinnerbait. The
             Spinner isn't very useful at all, but it does catch some fish.
             Its Natural color is the best.


Swisher
Location: N/A
```

Description: The Swisher is another good bait. It's used under the trees to
             act as a bug fallen from the tree. The Swisher ALWAYS works in
             the trees. It could work elsewhere too, but not that good. Its
             Natural color is the best.

Spinnerbait
Location: N/A
Description: The Spinnerbait is a VERY good Lure and can be used almost
             anywhere. It may be hard to use, but it can hook some good-sized
             fish. The Spinnerbait's Natural Color is its best.

Tubebait
Location: John Gives This To You If You Refuse Him As A Guide
Description: The Tubebait sucks. I don't know which color is the best.

Vibrating Lure
Location: Hidden In The First Tournament (see below for details)
Description: The Vibrating Lure...I also don't know its uses. E-mail me,
             please. My guess would be under the Trees.

Hidden Lures:

Vibrating Lure
Location: In the first tournament, head to the Trees and keep casting
          under them until you find it.

Crayfish
Location: In the second tournament, head to the Rocks and look around.
          You'll find it eventually. Don't break your boat.

Buzzbait
Location: In the third tournament, head to the Timbers. Once there,
          you have to keep searching because it's hard for me to
          tell you the exact location.

Backtail Jig
Location: In the fourth tournament, head to the Dump in the southwest
          part of the map. Once there, head to the eastern side of the
          Dump and keep casting until you find this hidden lure.

|=-|
| 8. Fishes |
|=-|

There are several fish in the game. Below tells you information about
them, etc.

Bluegill
Location: The first and fourth tournament
Description: Bluegills are cute little fish that look like Flounder from
             The Little Mermaid. Bluegills are easy to catch, and the
             biggest I've ever seen them be is 5 pounds.

Crappie
Location: The first tournament only

Description: Crappies are Brims. They are also very light (like 1 pound or
             so). However, Crappies CAN exceed a pound or 2 and get up to
             3.6 (the biggest I've ever seen on record). Crappies are easy
             to catch.

Catfish
Location: The second, third, AND fourth tournament
Description: Ah, Catfish. Much like real life. They are VERY HARD to catch,
             but are well worth it if you want lunker practice. Catfish can
             exceed 20 pounds. The biggest I've seen on record is 25 pounds.
             Catfish like Plastic Worms, overall.

Largemouth Bass
Location: All tournaments
Description: The Largemouth Bass is a species well known in the fishing
             world. Largemouth Bass can exceed 20 pounds. The best I've seen
             is 22 pounds. These fish are EXTREMELY HARD to catch when they
             are 18+ pounds in the fourth tournament.

Northern Pike
Location: All tournaments
Description: Northern Pikes are good for bass practice, as they are fairly
             difficult to catch. They can exceed 20 pounds.

Smallmouth Bass
Location: All tournaments
Description: Smallmouth Bass appear ALOT in the third tournament. In fact,
             I didn't catch one Largemouth, nothing but Smallmouth in the
             third tournament. Smallmouths can be difficult to catch, and
             are MUCH smaller than Largemouths. I haven't seen a 15 pound
             Smallmouth.

Spotted Bass
Location: All tournaments
Description: Spotted Bass are as hard as Smallmouths to catch. The biggest
             I've seen was 11 pounds (I think).

Walleye
Location: First, second AND fourth tournament
Description: Walleyes are the last of the fish in this game and are fairly
             easy and maybe sometimes difficult (not sure) to catch. The
             biggest caught that I've seen was about 13 pounds.

|=-|
| 9. FAQs |
|=-|

Q: Where is the "Big Bass" they speak of in the ending of the game, and how
   do I get it?

A: Well, I don't think you can. I've played this game for years, and I have
   honestly never found it. It's just something the game tells you.

|=-|
| 10. Codes n' Secrets |
|=-|

There are a few things in this game worth writing here. They are:

```
Debug Mode
----------


Debug Mode is the only cheat, code, OR secret in the game besides the hidden
Lures. Anyway, Debug Mode allows you to adjust the weather condition, the
fish fighting map, your fishermans costume, gender, etc. You can also adjust
the time, the fish appearance ratio, the tournament from one to four, and
a few other things. Anyway, to preform Debug Mode, hold X and Y on the first
Controller, and hold A and B on the second Controller. Keep these buttons
held and turn on the power. This will cause Debug Mode to activate. Once its
activated, release your hands from both Controllers. Debug Mode enables you
to do things you can't normally do, as I mentioned above. They are:



Feature #1 - Adjust Game Settings
How To Do It: To do this first feature of Debug Mode, on the boating screen,
              hold A on the second Controller and then on Controller one,
              press X to bring up the menu. Select "Cast" from the menu and
              you can adjust your settings such as the weather, the time,
              your costume, the fish fighting map, the fish appearance ratio,
              etc.

Feature #2 - Catch Random Sized Bass
How To Do It: To do this second feature of Debug Mode, hold B on Controller
              two. Then, load up the menu with Controller one and select
              "Cast". You'll catch a random-sized bass.

Feature #3 - Catch A Random Fish
How To Do It: To do this feature, hold Y on Controller two after loading up
              the menu with Controller one. Select "Cast" from the menu and
              you'll catch fishes such as Northern Pikes, Walleyes, etc.
              at random sizes.

Feature #4 - Always Catch A Lunker
How To Do It: To do this trick, hold Up on the D-Pad with Controller two.
              Then, select "Cast" from the menu with Controller one. Once
              you select Cast, while Up is being held with Controller two,
              the screen will immediately go black when you reach fishing
              mode and you'll catch a lunker anywhere between 21.3 to 22.4
              pound Largemouths.

Feature #5 - Make Time Progress Rapidly
How To Do It: To do this last feature in Debug Mode, which makes time fly
              by, simply press X on Controller two. This will make it where
              the tournament announcer guy tells you the tournament is over
              and to go weigh-in. In others words, when the time reaches
              16:30 (4:30PM), the announcer guy will tell you to weigh-in.
              Take note, however, that if you exceed 24:00 on the time, the
              game will glitch and freeze while making normal game sounds.
              You have to reset if this happens.




|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| 11. Copyright                                                           |
|=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
```

trademarks and copyrights contained in this guide are owned by their
respective trademark and copyright holders. This FAQ is NOT to be reproduced
on ANY website except for the ones I list below:

GameFAQs.com
ign.com
neoseeker.com
gameplayworld.com
gamespot.com
absolutcheats.com
supercheats.com
gamerhelp.com
1up.com

If you would like this FAQ or any of my other FAQs to be on your site, then
e-mail me at verykoolguy2002@yahoo.com. 99.9% of the time I will say yes, so
go ahead and e-mail me. The one website that CANNOT use my FAQ without my
permission is www.cheatcc.com. They have ripped me off in the past, and they
will never EVER be able to post ANY of my work. Also, they never kept up with
my most recent versions on one of my FAQs, so I will not allow them to use any
of my FAQs anymore.

|=-|
| 12. Contact Info |
|=-|

To contact me, e-mail me at verykoolguy2002[at]gmail[dot]com. Keep in mind that
I will not bother to respond to hate mails, threats, or anything of that sort,
just so you know (though common sense tells you that anyway, but I will remind
you, just so that you are 100% sure what not to send me). I will not respond
to spam, either. Only e-mails pertaining to this FAQ or any other FAQ I may
have that is not marked version Final will be accepted and responded to. But
please, read the FAQ before sending in a question.

It gets very annoying after a while to have to sit here and respond to e-mails
about things that are already blatantly answered in this FAQ. So the bottom
line is to read my FAQ first and if it doesn't contain the information you are
looking for, then go ahead and e-mail me and I'll gladly respond (though I'll
usually respond to question already answered in this FAQ anyway, just the way
I am, but that doesn't mean I like those e-mails).

|=-|
| 13. Credits |
|=-|

Jesus Christ: The Son of God who loves me and died for me. He died for me, so
              that I may have eternal life and not be condemned. Thanks. :)

Nintendo: For making such a fun game.

Nintendofire: Thanks to nintendofire.com for the Debug Mode information.

CJayC: For posting this FAQ! Thank you, I appreciate this.

Myself: For taking the time to write this guide.