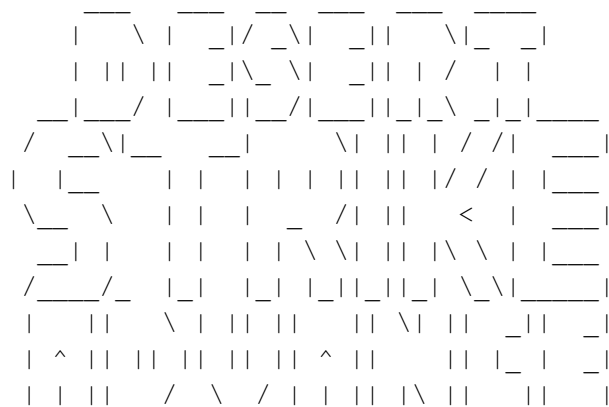


# Desert Strike Advance FAQ/Walkthrough

by Halo 54

Updated to vFinal on Jul 23, 2009



Desert Strike Advance  
Walkthrough and FAQ  
Created by: Halo 54  
Version FINAL

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## I. Overview/General Information

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The purpose of this walkthrough is to guide gamers through the Gameboy Advance game, Desert Strike Advance. This is pretty much spoiler-free as far as the storyline goes, but if you do not wish to find out anything about the game as far as missions/objectives, you shouldn't come here. Otherwise, go ahead and find what you're looking for by using the Table of Contents...it's easier than finding it by yourself.

Anyway, here is some general information about the game:

Platforms	Gameboy Advance
Genre	Shooting/Action
Developer	EA Games
Publisher	EA Games
Players	One (1)
ESRB Rating	Everyone {Violence}
Price	\$29.99 (U.S.)

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## II. Recent Updates

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Wed, Jul 22 2009: Version FINAL  
Updated contact info

Sun, Sep 29 2002: Version 0.2  
I changed some of the formatting, and added more information. Be sure to ask me any questions, or send in suggestions if you have any.

Fri, Sep 13 2002: Version 0.1  
I've just completed the basic version of this document, but I'll be sure to update it soon as I am not yet finished.

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## III. Controls

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Here are the controls you'll need to know in order to play the game:

Move forward/back	Control Pad up/down
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Turn clockwise/counter-	Control Pad left/right	
clockwise		
Fire Machine Guns	A Button	
Fire Hydra Missiles	B Button	
Heavy Missiles	R Button	
Strafe	L Button + D-Pad	
Pause/Map Screen	Start Button	

There are 4 different weapon configurations, which can be accessed from the Options menu. The Default selection is shown above.

#### Configuration 2

Guns	A Button
Missiles	B Button
Hydras	R Button

#### Configuration 3:

Guns	B Button
Missiles	R Button
Hydras	A Button

#### Configuration 4:

Guns	B Button
Missiles	A Button
Hydras	R Button

There are also 3 different movement control types:

WITH MOMENTUM	The default setting. You must compensate for momentum when flying.
FROM ABOVE	Disables the turning function on the Control Pad. This means that in order to go in the desired direction, you have to press that direction on the D-Pad.
FROM COCKPIT	You do not have to compensate for momentum when flying.

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#### IV. Gametips

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After playing this game for a few weeks now, I've gathered a number of tips to use while playing this game. They aren't in any specific order, as I listed them as I thought of them.

- When you return an MIA, POW, or an enemy captive to a base, you will receive roughly 100 points of armor in return. Use this feature wisely, which means: don't return them to the base if you have full armor unless you need to have the Apache empty. Otherwise, keep it full until you are low on armor.
- Use the map screen as much as possible. It is the best way to find out the most information about your surroundings, and if there are certain buildings that you want to find, use this screen to locate it.
- If you are being fired at from an unknown enemy, flee the area, but come back and flank the enemy that was firing at you. This way, you'll have the upper hand.
- When you are trying to destroy specific buildings (power stations, radar dishes, airfields, etc.), make sure you scout the surrounding area for any hostiles, and destroy them, if any. Now, you should be able to complete your task without the interference of enemies.
- Only use Heavy Missiles when absolutely necessary (ZSU's, Crotales, and other heavily armored vehicles). So, unless you are cautious about wasting fuel and don't want to spend too much time firing at a certain building to destroy it, just stick to the guns and Hydras.
- If you are in a small town or other place with lots of small buildings, destroy a lot of them to find fuel canisters, armor repair, ammo replacements, one-ups, and/or quick ladders. You will definitely benefit from this, especially if you are in need of any of the above.
- Only pick up fuel drums when you are at approximately 30% or lower. This way, you will waste less fuel and overall, make completing the missions easier, since you won't really have to worry about not having any more fuel left.
- Just like the fuel, only pick up ammo crates or armor repair kits when absolutely necessary. Example: You have 0 Heavy Missiles left, and 10 Hydras. This would be a good time to stock up on ammo. If you have less than 400 points

of armor and you don't have any MIA's or POWs to transport (doing this will give you bonus armor points), then this is a good time to pick up an armor repair. You be the judge of when to use such pickups, but make the right decision as the fate of your mission may depend on it.

- For some reason, when you fly over the sea, you don't lose any fuel. Use this strange feature to your advantage if you are flying from one side of the map to the other to save a large quantity of fuel.

- Firing Hydras rapidly can be more effective than a couple Heavy Missiles, and also more efficient.

- Although the machine gun may appear to be hitting an object, make sure you look for the gray explosion and listen for the loud impact noise to be certain you are on target. Misses appear as yellow explosions and make only small gunfire noises. --[taken from instruction manual]-

- Your weapons inflict the following damage:

Machine Gun- 3 points  
Hydra Missiles- 25 points  
Heavy Missiles- 100 points

Use the list above, along with the enemy charts in the next section, to figure out how many shots each enemy will take to destroy it. This way, when you encounter a certain enemy, you'll know what to hit them with and how many times to hit them.

- If you feel that it is better to be safe than dead, destroy any enemies when you are trying to complete an objective. Doing this will keep you from being shot at by an unknown enemy that is most likely off-screen, and therefore saving you from taking unneeded damage.

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V. Enemies  
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ENEMY WEAPON	ARMOR	DAMAGE
AK47	10 points	5 points

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Light infantry; these guys pose a small threat. They can be taken down very easily.

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Aphid	25	75
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Be careful around them....they may seem small, but they carry deadly rocket launchers.

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AAA	50	20
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The best method of taking these out is to circle around them while firing Hydra Missiles. It only takes two to destroy them.

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Rapier	75	100
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Avoid a missile after it fires, and then during its reload, close in with a

Heavy Missile.

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VDA	100	25
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These trucks usually sneak up on you, so be aware of them. Their individual shots aren't very damaging, but the rate of fire makes up for it. Just fire a Heavy Missile at it to take it out.

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ZSU	150	50
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The ZSU is an armored tank; avoid it's rapid shots and fire a combination of Heavy Missiles and Hydras to defeat it.

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Speedboat	150	50
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With an Aphid on board, you have to watch out for the rockets that they fire. Just make large circles around them, while pausing to fire a missile or two.

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Chopper	150	100
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Watch out for these helicopters...they can be very deadly. Fire a Heavy Missile, as well as 2 Hydras, to take these out. Be careful not to crash into them, as it makes you very vulnerable to attack while you correct yourself from the impact.

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M48	200	100
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A portable SAM Launcher, it fires fast moving missiles that are quite devastating. Your only advantage over it is speed, and when it reloads, use this valuable time to close in for the kill.

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Crotale	250	150
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This super-armored truck takes more than two Heavy Missiles to take it down. It also fires powerful missiles...but fortunately, they fly very slowly.

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## VI. Pickups/Special Items

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Here is where I'll list each available pickup in the game. There are five of them altogether:

### Fuel Drums:

Found in many parts of each campaign, the fuel drums are a much-needed item. You will often find yourself rushing to the nearest ones because you are low on fuel.

Even though you may think otherwise, it is best to use your fuel ONLY when necessary. This means you should not pick up fuel cans unless you have around 30% or less. So, try to get the most out of your fuel supply by moving quickly and picking up fuel less often. The more efficient you are, the better off.

### Ammo Crate:

Ammunition is something that you'll burn through very quickly, and you'll want to replace it as soon as possible. So, you have ammo crates to supply you with 1178 machine gun rounds, 38 Hydra Missiles, and 8 Heavy Missiles. Since you can't carry more than this, whatever isn't used to refill is wasted, so don't pick these crates up unless you need them.

#### Armor Repair:

These armor kits are pretty rare, so take advantage of them if you find it. Just make sure you don't use it if you have 400 or more of your armor left, because it would just be a waste.

#### Extra Lives:

Extremely rare, these crates are not found in many places, but are definitely worth it when you get one. Like the name says, it gives you an extra life. Pretty self-explanatory.

#### Quick Ladders:

These are also hard to come by (usually located in certain buildings), but are a pretty good item to have. The ladder drops down and comes back up much more quickly, therefore you spend less time and when it comes down to it, you are wasting less fuel.

#### MIA's, POW's, etc:

Any time you see a person who is not shooting at you, chances are that it's someone you can pick up. This includes MIA's, POW's, enemy leaders, scientists, and other enemies that you may find. Dropping these guys off at Landing Zones will award you with 100 points of armor.

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## VII. Walkthrough

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In this section, I'll try to give an in-depth description of everything that is needed to succeed in each level. Although I may tell you what to do, it is up to you to actually execute each step. Be warned: this is not an easy game. Even when you know what to do, it is still quite hard to get it done. Just keep an open mind to any suggestions or tips that I give, and remember that you basically have to be lucky if you want to complete all the objectives. Furthermore, I'll assume that after the first campaign, you'll be familiar with all the basics and you'll pretty much know what to do without me going into as much detail.

I'm not completely finished with this walkthrough as of right now, but I am updating it constantly.

\*\*\*\*\*  
Campaign One: Air Superiority  
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First Objective: Destroy the early warning radar sites. When radar is active, the enemy weapons have increased range.

To begin, fly to the northeast. If you press the Start button, you'll be able to see your position on the map. Look for the radar site, and fly towards it. When you get close to the radar dish, you will see a chain-linked fence. Surrounding the radar are two AAAs. Shoot two Hydras at each one to take them out, and then use your machine gun to destroy the radar. Locate the other radar dish, and repeat the same method to destroy the AAAs and the radar itself. If you're having trouble, just practice fighting an AAA and firing two quick Hydra Missiles as soon as you see it and are faced in its general direction. This will improve your ability to strike an enemy quickly and effectively.



Second Objective: Destroy the power station to cut off the enemy command center and airfields. The enemy will be forced to aim his weapons manually.

Once you've destroyed both radar sites, head towards the power station. To the east and west of the power station are two AAAs, and to the southwest of it, there is a SAM launcher called a Rapier. To destroy a Rapier quickly and easily, fire one Heavy Missile at it. Now, you are free to take out the power station. Use whatever it takes to destroy it, and you'll find a nice Armor Repair kit in the rubble after the building is blown up.

Third Objective: Destroy all planes and buildings at the airfields to maintain air superiority for later missions.

Since there are two airfields, it is up to you to decide which one to go to first. I, myself, go to the one that is to the west. When you reach the airfield, circle around it, destroying all AAAs and Rapiers. The planes and buildings come last. After all the air defenses are taken out, start destroying the planes with your machine guns. After you destroy a certain amount of planes/buildings, a VDA jeep will ambush you from the south. Make sure you are aware of its presence, and fire a Heavy Missile at it. Once you're done with this airfield, proceed to the second one and use the same strategies there.

Fourth Objective: Destroy the enemy command and control centers. You must capture the commander to find out where the secret agent is being held.

Locate either of the two command centers and fly towards it. When you approach the center, you should be able to see guard towers along the perimeter. Make sure you take this out with two Hydras each, and then close in on the center, destroying and other enemies in your way. Now, since you're all alone, you're free to destroy this building however you want. Once it's destroyed, grab the commander as he tries to run away. After this, you'll have to go to the second command center to retrieve the other commander.

Fifth Objective: Find and rescue the secret agent. He has the madman's secret plans and maps.

When you find either of the commanders, you will now know the location of the secret agent. Proceed to fly towards it and when you are in the general vicinity of the agent on your map screen, you will see three small buildings. To be safe, destroy the AAA across the street from these buildings. Go for the building in between the other two, and destroy it. Once it's gone, it should reveal an underground staircase. Stop near this staircase and you will automatically land and your copilot will run out of the helicopter. Now, you will have to use your map to locate all the MIA's. If they are in danger, try to protect them and bring them to a Landing Zone. Finally, go back to the secret agent's underground staircase, destroy the enemies outside, and pick up the copilot and secret agent (they should be waiting outside). Fly the agent to a Landing Zone, and then go back to the Frigate for Mission Debriefing. Good job completing Campaign One.

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Campaign Two: Scud Busters

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First Objective: These enemy radars cover the towns and jails in this

sector. Enemy defenses are strong with active radars.

Just like in the first campaign, you have to take out enemy radar sites. There are three this time, so let's start out with the one that is farthest east. There will be two AAAs here, so destroy them, and then go for the radar. Next, go to the second radar site and watch out for the Rapier and the AAA here. You know what to do. One more radar site, and it is carefully guarded by two Rapiers.

Good luck on this one.

Second Objective: Three towns are under siege from enemy forces! Destroy the enemy. Then rescue at least 10 political prisoners from the jails and fly them to a landing zone.

The choice is yours as to which town to go to first, but whatever you pick, the same thing goes for each one. First, scout the town for any Rapiers and/or AAAs. Destroy those, and then find the jail and kill any ground troops while blowing a hole in the jail side. Once it's blown, rescue any of the survivors and transport them to a safe Landing Zone. Now, repeat the same method for the other two jails. Not too hard yet, is it?

Third Objective: Destroy the power station to stop chemical weapons production and to force the enemy to aim his weapons manually.

This one is simple. Find the power station, take out the infantry defenses, and blow the station up. Easy enough.

Fourth Objective: The madman plans to arm his scuds with chemical weapons. Destroy this plant to prevent the use of chemical weapons.

Located in the far southeast corner, this chemical plant needs to be destroyed. Start with the usual sweeping up of any air defenses, and then go for the main chemical plant, and after this, destroy all the other chemical storage vats.

Fifth Objective: Destroy the madman's scud launchers hidden in this sector! To find the scuds, capture the scud commanders from their barracks.

You'll need to find all the scud commanders if you want to find the scud launchers, and to do this, you'll need to use your map. There are six commanders in total, and finding them along with all the scud launchers may take a bit of time (remember: time means fuel!). Just try to do this as quickly as possible, by destroying each of the commanders' barracks, and capturing them. After you find each of them, a new dot will appear on the map. This dot refers to a scud launcher, which you'll need to destroy. To take down a scud launcher without it firing its missile, you'll need to be quick when you find it and blow it up. Hopefully, you can get it before it launches.

Sixth Objective: Rescue 14 POW's from the enemy prisoner of war camp. The M2 Bradley transport will accept the POW's at the nearby landing zone.

This one can be a little tricky, but nonetheless manageable. You'll have to take down all the enemy defenses that surround the camp, and once this is completed, start blowing holes in the POW barracks. Be careful, after you destroy a barrack

and you start to pick up the POWs, you will be attacked by a ZSU. Destroy it, and just remember this encounter after each time you destroy another housing. Once you get a full load, transport them to the nearest Landing Zone, and repeat this until you get at least 14 troops. After completing this task, return to the Frigate for another Mission Debriefing.

\*\*\*\*\*  
Campaign Three: Embassy City  
\*\*\*\*\*

First Objective: A group of six U.N. Inspectors on a fact-finding mission are being held captive in a hotel parking lot. Rescue them before they are attacked!

Start out this mission by flying towards the hotel parking lot. You should be able to find it easily with the help of your map screen, and once you get there, there is a ZSU and an Aphid carrying a rocket launcher. Eliminate both of these pests and then begin to pick up the inspectors. You could pick up six, but the best thing to do is pick up 5 and then head on towards the next objective.

Second Objective: The madman plans to launch ICBM's with biological weapons. Destroy this secret plant, then capture the lead biochemist. He knows the locations of the ICBM's.

All you have to do here is destroy the buildings, capture the biochemists that escape, and get rid of all VDAs that patrol the area. If you only picked up 5 inspectors from the hotel parking lot, then you can use the last available space in the Apache to pick up a biochemist. Then, return these guys to the nearest Landing Zone. Since you didn't get fuel right away, it should be a good time now to pick up some before you fly back to the chemist buildings and take care of the rest of them. Just look on your map screen to see the flashing buildings, and go for those in particular.

Third Objective: Destroy the ICBM silos before they launch their missiles. They are usually located in the desert hidden under sand dunes.

Since you found the biochemists, the locations of the ICBM's are now on the map screen, and all you have to do now is find them and destroy them. The only thing that holds you back is the fact that they are hidden, and might take a few minutes to find them in the sand dunes. Just keep searching with the machine gun until the explosion is gray, and then destroy the missile silo itself. It takes about 2 Heavy Missiles to do the job. After the first one, head down the beach and find the rest of the missile silos, using the same techniques to destroy them.

Fourth Objective: Search and rescue at least two pilots who have been shot down over the Gulf.

This mission is pretty easy. Just locate any two of the pilots, take down the two Speedboats that are guarding the pilot's raft with Heavy Missiles and Hydras, and transport the pilots to safety.

Fifth Objective: Destroy the power station to shut down the ambassador's camp and the power grid that surrounds the embassy.

Even easier than the previous mission, all you have to do is locate the power station, eliminate three surrounding Rapiers, and destroy the power station itself.

Sixth objective: The madman is known to be hiding on his yacht. But beware: he is holding 12 hostages as human shields. Rescue these hostages.

Find the yacht, and fly to it. When you get there, you will be greeted by a Speedboat and a Chopper who are firing at you. Return the favor by destroying them, and then go to work on the yacht. Once you blow a hole in the side and hostages start jumping out, the madman will escape. There will also be a couple Speedboats that attack from both sides, so be careful. Pick up at least 4 people now, and then return them to a Landing Zone. Return to the yacht and pick up the remaining amount needed to complete the mission (at least 10) and return them to an LZ.

Seventh Objective: Capture the enemy ambassador hiding in his camp. He will give you access to the embassy security system. Then destroy all four command centers.

Find the camp and destroy the ZSU and the M48. Once you do this, you'll have the place to yourself. The command center that is to the northeast contains an M48, so be careful of it and remember to take it out during it's long reload. The southeastern command center contains the enemy ambassador, so be extra careful to not kill him. To complete this mission, destroy the other two command centers, and head towards the next objective.

Eighth Objective: Rescue the 12 embassy officials held captive by enemy terrorists. Escort them by bus to the Navy SEALs camp in the south-east corner.

This mission is, by far, the hardest one yet. It is more frustrating than difficult because you have to constantly "babysit" the bus full of embassy officials to safety. Make sure you know where the fuel is located around you, and search the nearby buildings for more, because you will need it. To rescue the people, you'll have to destroy the Choppers that surround the area until the X appears next to the building, on the opposite side of the school bus.

Land on this X, and your copilot will take the people from the building and load them onto the bus. Once you're ready to start escorting the bus, Destroy the wall in front of it. From now on, stay with the bus at all times (except when you have to get fuel, ammo, etc.) and destroy any nearby enemies. They will shoot at you...not the bus...so you only have to worry about evading and destroying the enemy, rather than trying to protect the bus itself. Just make sure if you're low on armor that you don't fly directly over the bus while being attacked, because if you get shot down, your helicopter will crash right into the bus, causing it to blow up. At certain points, you will need to blow up certain things that impede the bus's progress; this includes enemies, road blocks, vans, and security gates. Once you reach the final destination (the Navy SEALs camp, you have completed the last objective, so now you are free to fly back to the Frigate for yet another Mission Debriefing.

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Campaign Four: Nuclear Storm  
\*\*\*\*\*

First Objective: A team of 6 commandos hides in a bunker by the

dunes. They need you to airlift them to the oil tanks. Destroy the ZSUs to avoid scorched earth.

To begin this level, you'll need to find the six commandos that are hiding underground. To find them, you'll need to fly to the coast, and go northwest along the sand dunes until you see an open underground staircase with a commando outside. Pick him up, and then get the other 5 guys that come up from underground. Now, get to any of the oil bases. Your mission is to destroy any ZSUs that are located near the oil bases, as they are trying to blow them up. Each of the bases will have at least one ZSU, while some have two. Just go to each one, find the ZSUs, and eliminate them.

Second Objective: Stop the flow of oil spilling into the Gulf. Hit the tip of the pipe with a direct shot to close it shut. There are three spills to take care of.

You can go to each of the oil spills in any order...just as long as you take out the defenses (varying between each spill), and then use your machine gun to take out the end of the pipe leading into the Gulf. Repeat two more times on the two remaining pipes.

Third Objective: Innocent civilians are being held in underground bomb shelters. Blast the shelters and defeat the enemy while rescuing at least 15 civilians.

There are 4 shelters in total. In case you didn't see the fourth one, it's located in the southeastern corner of the map. It's pretty much hidden down there. Moving along.....the actual destroying of the shelters is easy, but taking out the defenses can be quite difficult. The fact that the ZSUs are partially buried in the sand makes them very dangerous, as it takes one Heavy Missile just to expose them! When you destroy the enemies surrounding the shelter, start firing your machine gun at the entrance to the shelter. You will know by the gray explosion if you are hitting your target. After a little while, it will explode and four civilians will come out in the open. Pick them all up and deliver them to Landing Zones, as necessary. Repeat three more times with the rest of the shelters, but remember: you can only safely kill one civilian before you go over the limit, so be careful and keep them alive!

Fourth Objective: The madman is hiding his nuclear bomb parts in garbage trucks. And he's holding civilians hostage in decoy trucks. Do not destroy these civilian garbage trucks!

This one can be a little tricky. The first thing you have to do is find the area where the garbage trucks are located. They are in the town area that is in the southeastern corner of the map. You should be able to find it no problem. The problem with this level is, you have to make an honest effort to try not to destroy the decoy garbage trucks. The only way to tell the difference between a target and a decoy is when you can see a truck from behind. If it has bombs in it, destroy it. If it has garbage in it, leave it alone. Easy enough? Sounds it, but you will only get to actually see the back of a truck on rare occasions, since you can't make it go a certain way. Sometimes you just have to destroy it without making sure it is carrying bombs. This is risky, but it may be worth it. You can also check to see if it was a decoy or a target by hitting the "R" button while on the map screen. This will tell you how many target trucks you've destroyed. But be careful: if you realize that you've destroyed a civilian truck, make sure you check every time after that. This is because you can only safely destroy one civilian truck without having to end the mission, so you want to try

not to. Another hard part about this mission is the area that you are in. There are a lot of hostiles lingering around, so your best bet to staying alive is to mop up all their defenses first and foremost. Then you can get to the garbage trucks.

Fifth Objective: Destroy the madman's nuke weapons plant and cooling towers. Capture his nuclear scientist before any bombs are built and shipped to the bomber plane.

The first thing you have to do in order to save yourself a lot of trouble is destroy the two radar sites. One is located south of the Nuclear Reactor, and the other is located to the northwest of it. You will be faced with roughly 7-8 Crotales (I'll have to check on that) on this mission, so your best advantage over these beasts is speed. When one fires a missile, it is easy to dodge because of its speed, but when two fire them, you have to high-tail it out of there. Just sneak around them and fire a couple Heavy Missiles at each of them, accompanied by Hydras. You may need to stock up on ammo during the middle of this mission, so find the closest spot to your current location where there is ammo. If you want to save some ammo, try stopping immediately on the opposite side of a building that you haven't destroyed yet. If there is a Crotales on the other side, it will most likely fire its missiles at the building near you, destroying it and saving you ammo.

Sixth Objective: Destroy the power station which protects the madman's fortified presidential palace.

Take out the power station and its defenses. Has this mission gotten stale, or what?

Seventh Objective: The madman is hiding in his presidential palace. Destroy the palace, then drop off your copilot to capture the madman. He'll lead you to the bomber.

The last tough mission of the game, this one has plenty of Crotales that definitely won't leave you begging for more, as even one of these monsters can pretty much own you. So, don't relax the dodging, since you'll need it more than ever for this part. Search all the surrounding buildings, since there is at least one that carries an extra life in the rubble. Just do your best to destroy all the Crotales. Also, you can use the same method as used in the Fifth Objective to serve as an additional source of firepower to take down the palace or other buildings. Once you destroy the palace, land on the X near the front door and watch as your copilot goes running out. If you check your status screen, you'll realize it was a trap and you'll have to complete the next mission...

Eighth Objective: Destroy the madman's nuclear bomber plane. If it's allowed to take off, the weapons will be armed and the madman will begin World War III. Stop him now!!

This one is easy, except for the fact that you have to go through a lot of ammunition to take out the bomber. Once you reach it on the airstrip, immediately open fire and watch for the big explosion. When you see this, you'll know this is when the copilot comes out of the bomber, so be careful not to shoot him. When you pick him up, empty out your missiles like they're going out of style until you run out, in which case you can find a nearby ammo crate and use the same method. You will know when you destroy it, so when you do, return to the Frigate for the final Mission Debriefing and then watch the ending

sequence.

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If you've just beaten the game...then I have to congratulate you for your excellent work. Like I said earlier, this is not an easy game, and it takes time to perfect your abilities in it. Good job.

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### VIII. Passwords/Cheats

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Now that you've [hopefully] beaten the game, here are some passwords that may be helpful to you:

10 Lives Cheat:

BS9JS27

Campaign 2 Password:

9Z2M8BL

Campaign 3 Password:

W3HWK8B

Campaign 4 Password:

F848PRL

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### IX. Frequently Asked Questions

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This is the section that is used to answer any legitimate questions that I receive from others. I have not yet included any, but there will be in the future.

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### X. Credits

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I'd like to thank everyone who has made this guide possible.

For making this game:

EA Games

For holding this document:

GameFAQs -----http://www.gamefaqs.com  
GBAWorld.net -----http://www.gbaworld.net  
IGN -----http://www.ign.com  
Neoseeker -----https://www.neoseeker.com  
GBACheats -----http://www.gbacheats.co.uk  
CheatHappens -----http://www.cheathappens.com

I'd also like to thank myself, for making this FAQ/Walkthrough :)

And, I'm sure there will be plenty more people to thank soon.

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#### XI. Legal Info

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Basically, if you want to use this FAQ for your website, I'd be glad to let you, as long as you ask politely and leave it unaltered, aside from correcting spelling/grammar errors. Please don't break these rules, because plagiarism is a very serious offense.

The latest version of this FAQ/Walkthrough is, and always will be, at GameFAQs.

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#### XII. Contact Info

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To contact me, just use my e-mail, which is [jstorm54@gmail.com](mailto:jstorm54@gmail.com)

If you have any questions, feel free to write me and I'll try to get back to you as soon as possible. Suggestions that you have? Errors that I made? I'll also accept those.

On GameFAQs, my user name is Halo 54.

Thank you!