

# Pokémon Pinball: Ruby & Sapphire Walkthrough

by Poojitha

Updated to v1.1 on Apr 30, 2008

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POKEMON PINBALL .. RUBY AND SAPPHIRE .. For the GBA
Released on: 22 August 2003
COMPLETE WALKTHROUGH BY POO (pponakala@hotmail.com)
Version 1.1
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Actually, this game doesn't require any kind of walkthrough. But, I think this game is great, so, I have written it. This FAQ is not that lengthy either. Please note that this FAQ is copyrighted. You may use it for personal & private use. If you'd like to use parts of this FAQ and if you want to host this on your site, please contact me first. Also note that Plagiarism is not tolerated. Plagiarizers will be seeing their name in the Plagiarizers List.

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## 1. ABOUT THE GAME

Pokemon Pinball: Ruby and Sapphire is the sequel to the original Pokemon Pinball.

Pokemon Pinball: R/S for the GBA is a great game!

The game is very intriguing with additional bonuses, pokemon and more fun.

The graphics are a lot better and the game is interesting.

The pokemon that appear are from Pokemon Ruby Sapphire.

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## 2. CONTROLS

The controls for the LEFT FLIPPER, RIGHT FLIPPER, TILT LEFT, TILT RIGHT, and TILT UP

can be changed according to your convenience by selecting the OPTIONS from the menu that appears in the beginning of the game.

So, I am not mentioning the flippers and tilt commands for the control buttons here.

A button:

- Launch pinball
- Move flipper
- Confirm command

B button:

- Cancel a command
- Tilt or move a flipper

START:

- Pause the game

To reset the game, press all the buttons (A, B, START, SELECT) together.

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## 3. FREQUENTLY ASKED QUESTIONS

Q: What's so great in this game?

A: There is nothing that is needed to be mentioned than before.

It has great graphics, R/S pokemon, extra bonuses, new features, etc.

If you're a fan of Pinball you'll surely be a fan of this one.

Q: What's the difference between ordinary Pinball & Pokemon pinball Ruby sapphire?

A: The same as the difference between ordinary pinball and the Pokemon pinball for the GBC.

Q: What's this Pika thing in the mart?

A: Why don't you try it yourself! When you buy this in the mart, even pichu appears along with Pikachu.  
Now, no matter which side your pinball goes, either Pikachu or Pichu bounce it back.

Q: Is it possible to get Jirachi?

A: Yes, it is possible to get Jirachi in this game.

Q: How do I access some of the Bonus Stages?

A: To go the GROUDON & KYOGRE stages, you have to beat the Kecleon & Dusclops stages at least 2 - 3 times

Q: Why doesn't Jirachi appear in the slot, though I've completed the rayquaza bonus one time?

A: Pls note that Jirachi appears after a few Rayquaza bonus stages and that too in slots.  
Don't expect Jirachi after one Wild goose chase.

Q: Could I get to catch GROUDON, KYOGRE & RAYQUAZA?

A: Yes, likely. To catch GROUDON & KYOGRE, you have to complete the groudon, kyogre stages atleast 2 - 4 times, in the bonus stage itself you get to catch them.  
After a few groudon, kyogre stages you'll have an option of the RAYQUAZA bonus stage.

Q: What does the lightning symbol on the bottom of the screen mean?

A: The symbol will appear after you fill up the Thunder Meter.  
When it is present, Pikachu bounces back the ball if it falls on it.

Q: How do I get to the Kecleon & Dusclops stages easily?

A: There is no such easy way to note, the only way is to catch 3 pokemon.

Q: I hatched the egg one time, how do I get another one?

A: This Information has been mentioned in the OTHER DIFFERENT STAGES.

Q: In my Pokedex, there is a picture of a pokemon, which is blank like blackish gray.

What does this mean?

A: It means that you have seen that pokemon but it has been not caught.  
In the Catch em' mode, if you are unsuccessful to catch a pokemon, then that pokemon gets recorded in the Dex as a Blank picture

---

#### 4. POKEDEX

The Pokedex views the information of the pokemon you have caught in both the fields

i.e. RUBY AND SAPPHIRE.

It displays the name of the pokemon caught, species, height, weight, etc.

Also, viewing the number of pokemon seen and caught.

Upon pressing the START button, you can Game link.

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## 5. HI- SCORE

The HI-SCORE views the top scores in both the Ruby & Sapphire fields.  
The score and the rank will be displayed.

---

## 6. RUBY FIELD

From the two fields Ruby & Sapphire, any one should be selected.  
At the beginning you will be asked to choose the Ball speed - NORMAL or SLOW.  
The Ruby field is completely different from the Sapphire field.

It features the following pokemon on the whole field:  
Spoink, Pikachu, Makuhita, Linoone, Sharpedo, Chikorita,  
Cyndaquil, Chinchou, Nuzleaf and upon certain stages Aerodactyl, etc.

The ball saver has the symbol of Latios (cause you get to catch latios in RUBY  
gba version).  
The peculiar bonus stages are the Kecleon, Groudon, and Rayquaza stages.  
In both the fields you get to catch Jirachi.

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## 7. SAPPHIRE FIELD

The Layout of the SAPPHIRE field is very much different from that of the RUBY.  
But, to say myself, I find the Sapphire field a lot convenient.

It features the following pokemon: as usually Spoink & Pikachu, Zigzagoon,  
Seedot, Wailmer, Pelliper, Shroomish, Plusle, Minun, etc.

Here the ball saver has the Latias symbol (obviously).  
The Bonus stages are the Dusclops, Kyogre, Rayquaza stages.

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## 8. CATCH EM' MODE

The Catch em' Mode allows you to catch pokemon available in that particular  
area.  
It can be accessed when the ball goes into the mouth of the Sharpedo in the Ruby  
field  
and the Wailmer in the Sapphire field.  
When the catch em' Mode begins there appears an unknown pokemon.  
Upon hitting the BUMPER i.e. the SHROOMISH in the Sapphire field &  
CHINCHOU in the Ruby field,  
the unknown pokemon slowly gets revealed after 3 hits  
(the ball hitting the Shroomish or Chinchou 3 times).  
After the pokemon is revealed, you got to hit that pokemon with ball 3 times  
until the CA-TC-H is completed. Then here it goes, that pokemon is yours!  
To access the Catch em' Mode second time, just go over the loop and light  
all the G-E-T arrows, now the Catch em' Mode is accessible.

No expectations of ample of time to catch a pokemon, there is only 2 minutes.  
Almost all the pokemon can be caught in the catch em' Mode except  
Groudon, Kyogre, Rayquaza and Jirachi!  
The egg hatch also allows you to catch the pokemon (pre-evolved) that hatches  
from the egg.

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## 9. EVO MODE

The evo mode allows you to evolve the pokemon you have caught previously in that specific game.

How to access:

Ruby field - First of all, you need to complete the E - V - O, by going round the loop

and enlightening all the E-V-O arrows, now the EVO mode can be accessed.

Sapphire field - The same also goes here, you need to enlighten the E-V-O arrows and now the Pokemart turns into the EVO mode access entry.

Just send the ball into the Pokemart and then start the evo mode.

In this mode, you get to choose a pokemon that you have caught; now you have to collect (hit) all the Exp that appears 3 times. After collecting all the exp a hole appears; send your ball into it. Note that the exp. Changes its location every time, so it's not that easy as there is limited time.

However, exp. doesn't appear for each and every pokemon.

For pokemon that evolves by training

(i.e. dor example in the RPG GBA R/S game torchic evolves by gaining experience);

so if it's a torchic that you are evolving, then exp. appears.

Suppose your evolving Vulpix, a symbol that looks like some firestone appears.

So, it changes with accordance to the pokemon that is to be evolved!

Hope, my words are clear and understandable.

With the Evo mode, the game comes to the real fun, you can evolve your pokemon and the evolving screen is intriguing!

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## 10. POKEMART

The Pokemart is a great feature. You need coins to buy here.

At the bottom of the screen beside the score, there is a small symbol like a coin

and a number beside it which indicates the number of coins you have which can be obtained by more spins and loops your pinball takes in the field.

How to access:

Ruby field - The Pokemart is at the Top. To enter you must first atleast once hit the door of the Mart. Afterwards it opens; now you can enter.

Sapphire field - The Pokemart is guarded by Plusle and Minun, but it accessible easily.

Hit the plus button below Plusle once and the minus button below Minun once. Their sparks disappear allowing you to enter.

List of the merchandise (:D) in both the fields:

-----NAME-----	COST---	\
- 30 sec ball saver	10	
- 60 sec ball saver	20	
- 90 sec ball saver	30	
- Ball upgrade	40	

- 30 sec timer bonus		40	
- PIKA		50	
- Bonus Challenge		60	
- EXTRA		99	
-----/			

## 11. BONUS STAGES

-----  
Ruby Field

### ----KECLEON BONUS----

This bonus stage is accessible when you catch 3 pokemon.  
 In this Bonus stage you have to hit the Kecleon that appears in the screen  
 This might seem easy but it's not! Kecleon camouflages and it's hard to find it.  
 There's a tree in the middle of the screen, just hit it and a thing (devon  
 scope)  
 falls down.  
 Upon collecting it, you can find the Kecleon,  
 because it gives a distinct picture of the location of Kecleon.  
 After sufficient hits, Kecleon admits defeat.  
 This bonus stage gives you 30,000,000+ points (score)

### ----GROUDON BONUS----

After 2 Kecleon bonus stages, this stage is accessible.  
 This is as similar but more tough (if you think so).  
 You have to hit GROUDON sufficient number of times avoiding all the clashes.  
 First, Groudon shakes the ground throwing big boulders all around,  
 after that he showers fire, around himself.  
 After defeating this stage, get a BONUS of +50,000,000.

-----  
Sapphire Field

### ----DUSCLOPS BONUS----

Similar to the Kecleon bonus, you have to catch 3 pokemon to access it.  
 In this Bonus stage, you are in a GRAVEYARD with a few graves here and there.  
 Some Duskuil appear, they move around for some time and then disappear.  
 You have to hit them, upon hitting they make a mook like a face and then  
 disappear  
 and then again reappear. After some hits (20), all of them disappear  
 and then the ground shacks with a music giving a feeling that something  
 is coming towards you.  
 A big Dusclops appears; your aim is to hit the Dusclops.  
 After a few hits (5-6), it disappears. BONUS STAGE COMPLETED!  
 30,000,000 x certain value (1,2,3)

### ----KYOGRE BONUS----

After 1 Dusclops bonus; catch 3 pokemon, you can access the KYOGRE bonus stage.  
 Now, here also, the aim being similar (you have to hit Kyogre with your ball)  
 just the obstacles differ. First kyogre appears, and then it produces a  
 freeze wave that freezes your ball if touched.

Then Kyogre produces sea typhoon kind of things in which your ball gets stuck easily.  
After that Kyogre dives into the water then comes up. After 2-3 times of Dive-a-rooba (:D),  
kyogre comes to the surface again and produces freeze wave, big sea ripples.  
If you'd manage to hit kyogre with your ball sufficient number of times (14-15 hits),  
then this bonus stage is completed giving you +50,000,000.  
After a couple of few kyogre bonus levels,  
again access the bonus level; now after 17-18 hits kyogre is ours (capture it)!

THE RAYQUAZA BONUS IS SIMILAR IN BOTH THE FIELDS

```
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|-----|  
|  RAYQUAZA BONUS  |  
|-----|  
-----
```

After a few Kyogre, Groudon bonus stages, you'll have an option of the Rayquaza Bonus stages.

This stage is just as same being more tough (for rookies).

Rayquaza appears from the sky in the field. You have to hit Rayquaza while it jumps a little and moves in the field.

Then rayquaza produces a charge of thunder from the sky that paralyzes your ball.

Rayquaza after some time flies up and with a great speed at a sudden produces a small

tornado like things. If your ball gets stuck,

then it goes up and then falls down at a sudden.

Then again rayquaza produces a charge of thunder from the sky that paralyzes your ball. The process continues;

15-20 hits will stop this beast.

After you defeating this Bonus stage, get 99,999,999+

```
//-----\\  
//      JIRACHI BONUS      \\  
\\              Serenity!  //  
\\-----//
```

This bonus is quite hard to get! After a few Rayquaza bonus stages you get a slot,

there the Jirachi bonus is available. Jirachi appears only for some time,

it's not tough catching it and you won't be in any different screen.

You got to catch it in the normal Field (Ruby / Sapphire field).

It will be moving in the field you have to hit it twice or more to catch it!!!!

>> Note <<

- All the Bonuses have limited time periods like 3 minutes, etc.

The minor bonus stages such as Spheal, Sealeo etc stages have not been included.

They are available in the following next section - OTHER DIFFERENT STAGES.

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## 12. OTHER DIFFERENT STAGES

~~~~ HATCH

This allows you to hatch the egg present in the field.

Here hatching doesn't mean that you have to sit and hatch!

Ruby Field - In the Ruby field, there is a cave kind of thing with a egg on it. There is a cyndaquil guarding it. You have to hit the cyndaquil with the ball till it goes and bumps into the cave. Then once more hit it; this time the egg hatches with a Pokemon. To catch that Pokemon, just hit that pokemon 2 times. It will be moving all around the field. To get another egg, just send you ball into the cave once more, now an Aerodactyl comes flying and drops an egg; cyndaquil reappears.

Sapphire Field - In the Sapphire field, the egg is at the top of the field. To hatch it you must first send your ball atop and it again rolls and comes back in the other direction. This must be done at least 3-4 times. After that, just send your ball again, now the egg hatches giving you a quite cute pokemon out there. To catch that Pokemon, just hit that pokemon 2 times. It will be moving all around the field. To get another egg, just send your ball one more time, a new egg will appear.

There is no time limit in the HATCH mode, but if you take a long time, The pokemon goes back!

#### ~~~~ TRAVEL

Traveling means to change the location of the particular place you had started with in the beginning of the game or the place that you are presently playing in.

Sapphire field - To travel you need to hit the button to the side (where there is a nest kind of thing) in the field. For every hit, a Seedot appears in the nest. After a few hits, when three seedots appear in the nest you have to take a loop over the field. Now, an option appears asking you that if you'd like to travel press A button and if you'd like to cancel press B button. Press A button, a Volbeat comes and changes the scenario with a paint brush. Now, you are in a different place.

#### ~~~~ SLOT

People would obviously know whats a slot. It appears after some pokemon catches, bonus levels, etc. The slot can be accessed by completing the H-O-L-E in the bottom of the field near the ball saver. The list of the options available:

NOTE: It may differ because most of them change as only 6 appear

- SMALL
- BIG
- COIN 10+
- 30 SEC ball saver
- 60 SEC ball saver
- 90 sec ball saver
- Kecleon/Dusclops bonus
- Groudon/Kyogre bonus
- Jirachi bonus
- UPGRADE
- Max Up
- Coin 20+
- Coin 50+
- EXTRA, etc..



~~~~ BONUS CHALLENGE

In Ruby it is the Whiscash that carries you to this bonus level.  
In Sapphire, Pelliper takes you to this bonus challenge level.  
There are a 2 Sealeo and 2 Spheal.  
The two Sealeo are around a basketball goal kind of thing.  
The small Spheal appear in the icy water in the field.  
When the Spheal are climbing the ramp or whatever you call that thing,  
you have to hit them with the ball; they go thru it and then the Sealeo  
bounces the Spheal on it's nose and throws the Spheal into the basket.  
You can also send your ball, and then Sealeo throw it into the basket.  
At the end of this Bonus Challenge, the number of times the Spheal and  
Ball fell into the basket is counted and the score is analyzed.

-----  
13. TERM MEANINGS

In this section, the meanings of the various options (or things)  
available in the Pokemart and slot have been mentioned.

| =====NAME=====    | =====USE=====                                 |
|-------------------|---|
| 30 sec ball saver | Your ball gets saved for 30 sec               |
|                   |   |
| 60 sec ball saver | Your ball gets saved for 60 sec               |
|                   |   |
| 90 sec ball saver | Your ball gets saved for 90 sec               |
|                   |   |
| Ball Upgrade      | To ball gets upgraded to the next level       |
|                   |   |
| Bonus Challenge   | You get to go to the Bonus challenge          |
|                   |   |
| PIKA              | You also get a Pichu to bounce back           |
|                   | The ball near the flippers at the bottom      |
|                   |   |
| EXTRA             | Get another ball (in the bottom of the screen |
|                   | Near the score there is a ball like symbol    |
|                   | With a number beside it, which indicates the  |
|                   | Number of balls you get to have,              |
|                   | This rises to a value +1 with the EXTRA.      |
|                   |   |
| SMALL             | Get a small bonus small no. of points         |
|                   | (300 to 900 and above)                        |
|                   |   |
| BIG               | Get a large number of points                  |

-----  
14. POKEMON LIST

The Pokemon are from Ruby/Sapphire version.

- Trecko
- Groyle
- Sceptile
- Torchic
- Combusken

Blaziken  
Mudkip  
Marshtomp  
Swampert  
Poochyena  
Mightyena  
Zigzagoon  
Linoone  
Wurmple  
Silcoon  
Beautifly  
Cascoon  
Dustox  
Lotad  
Lombre  
Ludicolo  
Seedot  
Nuzleaf  
Shiftry  
Taillow  
Swellow  
Wingull  
Pelliper  
Ralts  
Kirlia  
Gardevoir  
Surskit  
Masquerain  
Shroomish  
Breloom  
Slakoth  
Vigoroth  
Slaking  
Abra  
Kadabra  
Alakazam  
Nincada  
Ninjask  
Shedinja  
Whismur  
Loudred  
Exploud  
Makuhita  
Hariyama  
Goldeen  
Seaking  
Magikarp  
Gyarados  
Azurill  
Marill  
Azumarill  
Geadude  
Graveler  
Golem  
Nosepass  
Skitty  
Delcatty  
Zubat  
Golbat  
Crobat

Tentacool  
Tentacruel  
Sableye  
Mawile  
Aron  
Lairon  
Aggron  
Machop  
Machoke  
Machamp  
Meditite  
Medicham  
Electrike  
Manectric  
Plusle  
Minun  
Magnemite  
Magneon  
Voltorb  
Electrode  
Oddish  
Gloom  
Vileplume  
Bellossom  
Dodou  
Dodrio  
Roselia  
Gulpin  
Swalot  
Carvanha  
Sharpedo  
Wailmer  
Wailord  
Numel  
Camerupt  
Slugma  
Magcargo  
Torkoal  
Grimer  
Muk  
Koffing  
Weezing  
Spink  
Grumpig  
Sandshrew  
Sandslash  
Spink  
Skarmory  
Trapinch  
Vibrava  
Flygon  
Cacnea  
Cacturne  
Swablu  
Altaria  
Zangoose  
Seviper  
Lunatone  
Solrock  
Barboach

Whiscash  
Corphish  
Crawdaunt  
Baltoy  
Claydol  
Lileep  
Cradily  
Anorith  
Armaldo  
Igglybuff  
Jigglypuff  
Wigglytuff  
Feebas  
Milotic  
Castform  
Staryu  
Starmie  
Kecleon  
Shuppet  
Banette  
Duskull  
Dusclops  
Tropius  
Chemicho  
Absol  
Vulpix  
Ninetales  
Pichu  
Pikachu  
Raichu  
Psyduck  
Golduck  
Wynaut  
Wobbuffet  
Natu  
Xatu  
Girafarig  
Phanpy  
Donphan  
Pinsir  
Heracross  
Rhyhorn  
Rhydon  
Snorunt  
Glalie  
Spheal  
Sealeo  
Walrein  
Clamperl  
Huntail  
Gorebyss  
Relicanth  
Corsola  
Chinchou  
Lanturn  
Luvdisc  
Horsea  
Seadra  
Kingdra  
Bagon

Shelgon  
Salamence  
Beldum  
Metang  
Metagross  
Regirock  
Regice  
Registeel  
Latias  
Latos  
Kyogre  
Groudon  
Rayquaza  
Jirachi

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## 15. TIPS AND TRICKS

-- When the ball is on the edge of the flipper, it easy to control it. If you hit the ball when it is on the edge of the flipper then it can be sent in the way you want it to go sleekly. You also need some timing and if you have control over the angle in which the ball is going then, it is very easy to control it (Rookies)

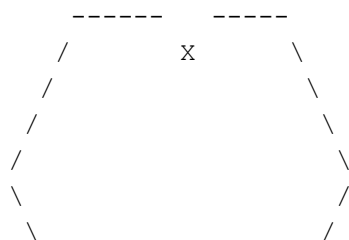
-- In the Dusclops bonus stages, hit the Dusclops only when it is walking otherwise it will whirl your Ball in.

-- In the Kyogre Bonus stage, when kyogre releases a freeze wave, to escape it just send your ball into the hole below the flippers. Like this you can avoid it (it works many a time). If ball gets frozen or gets stuck in the whirlpools, just press the Flipper buttons continuously, then the ball after a short time becomes normal.

-- Another way of avoiding Kyogre's freeze wave is that- When kyogre is about to produce a freeze wave, it shakes a little. That moment hit kyogre; it won't produce the freezy wave but directly produces Whirlpools!

-- In Groudon bonus stage, Groudon produces flames of fire around itself; just hit the fire with your ball. After few hits, it disappears. Similarly, hit the boulders with the ball to break them, as they will be your obstacles.

-- The best way to hit groudon or kyogre is to hit them from the top. Think this is the layout of the field; Y is the where the flippers are located. The X gives the position of Groudon/Kyogre; you can observe a space above the X i.e. above groudon/Kyogre there is some space. If you managed to hit them from there, it is very effective. Tilt the ball after every hit, so that it again hits GROUDON/KYOGRE.



\ /  
YYYYYYY YYYYYYY

-- To get Jirachi in the slot, after 2 rayquaza bonus stages, try the slots by completing the H-O-L-E. If you fail, then after every Rayquaza bonus, try the slot. Also, this becomes easier with the upgrade ball (which is above the ordinary poke pinball)

-- In the BONUS CHALLENGE, you get more number of points for the number of Spheal that have fallen into the basket.

-- When the Pokeball hits the first three lights at the top, press the button to move the light. It can also be moved by pressing A. This allows you for faster ball upgrade

-- Capturing three Pokemon in the same location unlocks bonus levels without getting a "Game Over" screen or changing to a different location before returning.

If this is accomplished a hole marked "Go To Bonus" will appear. Enter the hole to reach the bonus levels.

-- To reset the game, press Start, Select, A, and B at the same time (mentioned before also)

-- Once you upgrade the pinball to its highest form (Master Ball), Light up all of the Field Multiplier Lanes to get a special bonus!

-- In the game Tilting helps you to: adjust the direction of the pinball  
Tilting helps you save your pinball from going in the hole when the ball saver is not present (not always)

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16. COPYRIGHT INFORMATION, CONTACT

POKEMON (C) NINTENDO, CREATURES, GAMEFREAK, etc.

his Walkthrough/FAQ is copyrighted.  
(C) POO (pponakala@hotmail.com)

I made this guide simply because I had nothing to do that weekend, I know I'm not perfect though!  
I'm sure not all things there are to discover about.

Contact me via E-Mail regarding questions, etc.  
If you know any more tips & tricks contact me.  
And if I missed anything here, Pls let me know!  
I'm open for corrections.

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(mentioned in the beginning of the guide),  
Please e-mail me the URL of the site or the name of the site  
and e-mail address of the Webmaster.

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#### 17. CREDIT

NINTENDO for making such a nice game

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THANKS FOR  
READING!-----

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