





```

      /-----\
     /   Area 1-1   \
    /-----\
 |-----|
 |         |
 | Falling Star Space |
 |-----|
 |         |
 | Items: Heart Vessel |
 | Charaboms: Sharkun  |
 | Cards: Jettters Card |
 |-----|

```

Follow the path and blow up the star containers on your way to collect items if you want to raise your stats. You'll come to a meteorite blocking the way, so throw it a bomb to blow it up. Cross the river and keep following the path until the path stops at a river. Throw a bomb on the other side of the river next to the meteorite. It will explode and make a bridge so you can cross. Continue to follow the path and at the end of the path, blow up the meteorite to reveal a shaft. Jump in to reach the area above.

Here you'll need to blow up the big container at the right of the house with a Big Bomb (set a bomb, lift it with A, and hold A until it's big) to make a bridge. You can now cross to the next area. Follow the path to a spaceship. Kick a bomb on the ramp of the spaceship to make it explode inside and clear the way. Keep following the path and at the end there will be two shafts. Go in the one at the end of the small passage.

In the next area, blow up the meteorite to make it fall on the water spout below. Go down and grab Sharkun, your first charabom! It allows you to swim in the water from specific areas. Head down to the river and use Sharkun. Swim to the left until you arrive at the end of the river. Go on the land here and jump in the shaft at the right to reach another area. Blow up the star container here to get a Heart Vessel.

Go back to the river and this time, swim to the right. Go on the land behind the waterfall, then up the slope in this area and into the shaft at the left. You should now be on a frozen river. Follow the path up until you see a meteorite on the ledge at the left of the path. Throw a Big Bomb at it to make it fall and crush the ice blocks in the river below. Go back to the shaft to return to the river and swim to the right. Now that the ice is gone, you can go further down the river. Watch for a waterfall at the end and climb it up with Sharkun Level 2 or higher. In the alcove at the top you'll find a Jettters Card.

Go back to the frozen river once you have the card. As you go up the path, you'll notice a water spout at the right. Grow a Big Bomb and throw it on top of the water spout. If timed correctly, the bomb should explode and make the meteorite move. Then, keep following the path to reach the top of the frozen river. Go at the end and blow up the small meteorite in the ground to reveal a water spout. Do as before, throw a Big Bomb on the water spout to make the meteorite above explode. This will clear the path so you can go face a boss.

He can be defeated easily, simply avoid his attacks and set bombs near him each occasion you have. The Big Bombs make more damage so you can defeat him with 4 hits. After the fight, you can leave the area.

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      / Area 1-2 \
     /           \
|-----|
|           |
| Row Row Row Away |
|-----|
|           |
| Items: Heart Vessel |
| Charaboms: ---      |
| Cards: Hige Hige Card |
|           Hige Hige Card |
|-----|

```

Start by going in the river with Sharkun, then on the next land and jump in the shaft to reach another area. Follow the path here to reach another shaft. Then, step on the green switch here and a bridge will appear. Cross the bridge, then throw a bomb on the yellow switch on the other side to raise the bridge. Cross it, then there will be several paths you can take.

Start by jumping in the shaft here and once in the next area, go in the water with Sharkun and swim to the left in the passage to reach another area with an iceberg in the center and water spouts. Go on the iceberg and blow up the star container to get a yellow Hige Hige Card. Then, go back in the water and swim to the central area where the boat is. Go on the land behind the boat and jump in the shaft here.

You should now be on top of the boat. Blow up the red switch here to raise a bridge. Then, go back down to the water and go on the boat where the enemies are. Blow up the spaceship on it by kicking a bomb into it, then go on the land on the other side and jump in the shaft here. You'll end up on the tower next to the boat. Cross the bridge and blow up the container to get a Heart Vessel.

Then, go back in the water again and go on the land at the right of the tower. Blow up the big boulder here with a Big Bomb. It will reveal the path at the right. Follow it and behind the spaceship, go up the slope and go right to see an igloo with a yellow switch inside. In the last world of the game, you'll receive the charabom Youno (Unicornos) which you'll need here. Once you have it, come back here later and use the remote control to move the bomb between the crates and place it on the switch to raise a bridge leading to a red Hige Hige Card. You'll need to use Youno at Level 3.

Then, go back to the area with the boat and go on the land at the right of the boat (behind). There are 2 shafts here. Go in the second one at the left to reach an area with a water spout. Throw a Big Bomb on top of it to make the bomb press the red switch above when it explodes. Half of the bridge will raise. Go on that part of the bridge and throw a Big Bomb on the red switch on the iceberg below. The other half of the bridge will raise. Cross the bridge and jump in the shaft to end up on the iceberg. Go in the water using Sharkun and pass under the bridge to leave the level.

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      / Area 1-3 \
     /           \
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|           |
| Mermaid's Bowl |
|-----|
|           |

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```

|Items: ---|
|Charaboms: Sparkun|
|Cards: Lightning Card|
|      Lightning Card|
|_____|

```

To defeat Mermaid Bomber, first run around the arena to avoid the small enemies and drop bombs around to get rid of them. When Mermaid Bomber goes in the center of the arena, throw her a Big Bomb. You can also stun her before/after her attacks with Big Bombs. Repeat until she is defeated. You will receive the Charabom Sparkun at the end of the fight.

Lightning Card 1: Defeat her within 3 minutes.

Lightning Card 2: Hit her with a Big Bomb while she's in the center.

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      /-----\
     /   Area 1-4   \
    /-----\
|_____||_____||
|       ||       ||
|   Piped Pipes   ||
|_____||_____||
|       ||       ||
|Items: Heart Vessel|
|Charaboms: Kai-Man|
|Cards: Hige Hige Card|
|_____||_____||

```

Follow the first pipe until you arrive in a room with 2 enemies and a green switch on the floor. Step on the switch to open the door and go in with Sharkun. Ride up the current to reach the next room. Once there, walk to the next room with a spinning fan in the center. Let the current carry you into the pipe at the right and step on the green switch. Then, use Sharkun to ride up the current to the top of the pipe and blow up the container here to get a red Hige Hige Card.

Then, ride down the current to be back in a room near the beginning. Go up the pipe in this room and in the next room, kick a bomb in the hole in the wall the farther you can to make it explode on the red switch. This will open the door so go in the pipe and blow up the container here for a Heart Vessel.

Go back down the 2 pipes to be back in the room from before and backtrack to the room with the green switch at the beginning of the level. Go up in the pipe here to be back in the room just before the one with the spinning fan. Grow a Big Bomb and throw it in the room with the fan to make it stop. Cross the room and go in the pipe on the opposite wall. You'll find Kai-Man!

Follow the pipe until you arrive in a room with another spinning fan. When in the small pipe, throw a Big Bomb to the fan to make it stop. Then, cross the room and go in the next pipe. Go up the pipe and destroy the fans with Big Bombs when they are stopped. Once in the room at the top of the pipe, step on the green switch to open the door and go in the pipe to reach the next room. Continue to the next room to face a boss.

Try to avoid him when he starts spinning, then throw a Big Bomb behind him to catch him off guard. Repeat until he is defeated. Then, blow up the fan blocking the exit with a Big Bomb and leave the level.









dock along the shore. Go on it and wait for the raft. When the raft passes next to you, get on it and cross to the other side of the river. Then, go left and jump over the platforms on the river with Pommy. Follow the path until you reach the exit.

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      /-----\  
     /  Area 2-3  \  
    /-----\  
   /-----\  
  /  Electric Ring  \  
 /-----\  
|-----|  
|-----|  
|Items: ---|  
|Charaboms: PomyuDragon|  
|Cards: Lightning Card|  
|      Lightning Card|  
|-----|
```

To defeat Thunder Bomber, throw him bombs or Big Bombs after each of his attacks. He's pretty tough, you'll probably need some practice. Use Kai-Man at Level 3 to raise your defense. Make sure you have obtained all the Heart Vessels from the previous levels and that you are at full health. At the end of the fight, you will receive Pommy Dragon (PomyuDragon).

Lightning Card 1: Defeat him within 3 minutes.  
Lightning Card 2: Stun him after his thunder attack.

```
      /-----\  
     /  Area 2-4  \  
    /-----\  
   /-----\  
  /  Fly Fly Fly Away  \  
 /-----\  
|-----|  
|-----|  
|Items: Heart Vessel|  
|Charaboms: Pox|  
|Cards: Jettters Card|  
|      Hige Hige Card|  
|-----|
```

Use PomyuDragon to jump over the platforms. There will be 2 paths you can take. Start by going in the right one and you'll arrive in a grass area. Go on the vine here and follow it. Blow up all the containers on your way to find a Jettters Card in one of them. Then, keep going and you'll be back at the beginning of the level.

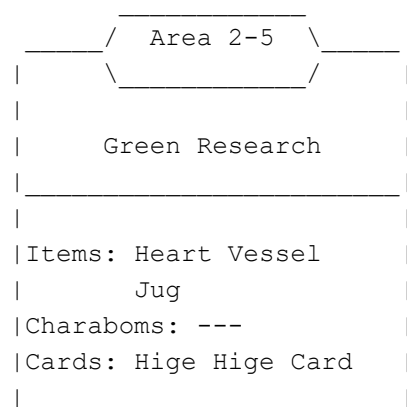
This time, go in the left path. Keep following the yellow bolts to arrive in the area at the leftmost side of the level. Blow up the red switch here, then go on the blue spring to reach another area. Here, blow up the 2 red switches, then go on the blue spring to be back in the previous area next to a spring. Go on that spring to reach yet another area. Do the same here to reach the last area with the charabom Pox.

Then, blow up the red switch here to raise a purple bolt nearby. Use Pox to

cross the purple rope and you'll be back in the first area. Follow the vine here to go back to where the paths splits and take the other path this time. Jump on the purple bolt to reach a new area. Go right and you'll notice some platforms below. Throw a bomb at the yellow switch on the lowest platform to raise the purple bolt. Get on it to go down and blow up the container here to find a Heart Vessel.

Then, go back up and blow up the red switch. Go on the spring to reach the next area and go to the end of this area. Cross using the red and blue bolts and go right. Use Pommy at Level 3 to jump over the gap here. Blow up the containers to get a red Hige Hige Card.

Then, cross back and go to the end of the area. Cross using the red and blue bolts again, then use Pox to cross using the ropes. Blow up the red switch here, then go on the spring to reach the boss area. Throw him four Big Bombs after each of his dash attacks and exit the level.



Go straight and use Pox to cross the rope when the tentacles withdraw. Then, go in teleporter 1 to reach the next area. Go in teleporter 3 here. Then, go straight and go in teleporter 5 to reach a grass area with many teleporters. Start by going in the teleporter with no number in the corner behind the electric wire. Blow up the container in the next area to get a Heart Vessel. Then, go back to the grass area and go in teleporter 7 to reach a desert area.

Switch to Max and blow up the big door. Get the Jug in the container behind. Then, go back to the desert area and go in the teleporter to go back to the grass area. This time, go in teleporter 9 on the other side of the water. Go in teleporter 11 here, then in teleporter 13 to reach the next area. Here, go to the other side of the room and defeat all the enemies by blowing up the 2 telescope things first. Then, go in teleporter 15.

Use Sharkun to cross the water, then at the other side you'll see a purple bolt. At the end of the game when you'll have the charabom Youno, come back here and use the remote control to maneuver a bomb in the small passage in the wall at the right and blow up the red switch at the left to raise the bolt. Do this twice, then blow up the purple bolt and cross. You'll find a yellow Hige Hige Card in the container on the other side.

Then, go in teleporter 17 to reach the next area. Here, go on the ropes at the left with Pox and go left to enter the Bomb Merge Device. You'll get the Aqua Bomb. Then, go on the rope again to exit the level.

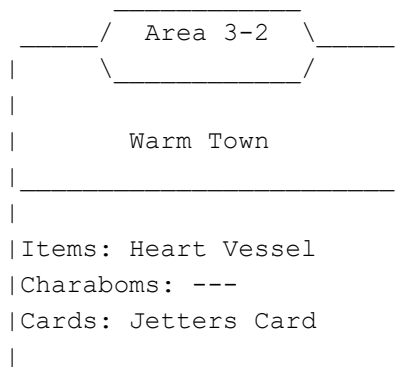


barrel at the right.

Back next to the house, go right past the house and cross on the moving blocks to reach the next area. Step on the green switch in the small house here to stop the volcano. Then, go on the blocks with a wooden platform and a red switch on nearby. Throw a bomb on the switch to stop the other volcano.

Then, cross on the hardened magma and you'll be back near the starting area. Follow the path going straight and left and cross on the moving blocks. Then, cross on the magma and defeat the enemies here to free Ceedrun at the right. Then, go right and cross on the moving blocks here too, then go straight and left, cross the wooden bridge, go left and use the see-saw to get on the mountain. Use the other see-saw to get on top of the mountain and step on the green switch to stop another volcano.

Then, use the other see-saw to go up again. Here, use PomyuDragon on the small ledge at the left to fly up to another mountain with a Heart Vessel on. Then, go back down and go back to where you were. Cross the bridge, then use the see-saw to go up to the top of the mountain and use PomyuDragon to fly to the boss area. Throw him Big Bombs and avoid his attacks, then leave the level.



Start by going to the other side of the first part of the town and throw a bomb at the red switch on the other side of the pit to lower the bridge. Cross it, then right and cross the long footbridge. Look around the house in this area to find a breakable door. Blow it up with a bomb, then use the see-saw to get on the roof of the house. Use Pox to get on the rope and follow the leftmost rope to end up on the other rooftop. Drop down in the center and blow up the containers here to get a Heart Vessel.

Then, go back up on the roof, cross back the rope, and drop down in the previous area. Go to the north extremity of this part of the town and go behind the house here. Continue to the place with the trees and blow up the weird looking tree to clear a passage. Use the see-saw here to get on the ledge with the grass at the right. Drop down in the middle and step on the green switch to raise some platforms further ahead.

Now, go back to the main street of the town where you lowered the bridge and at the end of the street, you can now cross using the platforms and place a bomb on the yellow switch here to raise more platforms. Quickly cross to the house and cross the spa to exit the level.

If you're wondering about the Jettters Card in this level, come back here later on when you have the charabom Youno. Go in the north-west corner of the town to see a small maze. Use Youno to control a bomb through that maze and blow up the red switch at the end to raise platforms. Cross using these

platforms to reach the container with the Jetters Card inside.

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      /-----\  
     /  Area 3-3  \  
    /-----\  
   |               |  
   |  Temple of the Flame  |  
   |-----|  
   |               |  
   | Items: ---          |  
   | Charaboms: Battrra  |  
   | Cards: Lightning Card |  
   |       Lightning Card |  
   |-----|
```

To defeat Flame Bomber, run around the arena to avoid his attacks and try to stun him with a Big Aqua Bomb once you get an opening. He is quite hard to hit because he moves a lot, but try to have of the water balls from the Aqua Bomb hit him. You can also use Kai-Man for more defense.

Lightning Card 1: Defeat him within 3 minutes.

Lightning Card 2: Hit him with an Ice Bomb (once you have it).

```
      /-----\  
     /  Area 3-4  \  
    /-----\  
   |               |  
   |  Volcano Climbing  |  
   |-----|  
   |               |  
   | Items: Heart Vessel  |  
   | Charaboms: Dorako    |  
   | Cards: Hige Hige Card |  
   |-----|
```

Go on the first level of the mountain and go right. Go around the mountain until you reach the back where you'll find Dorako. Then, go back to the beginning and this time go around the mountain by the left side. At the back you'll find a see-saw, use it to reach the second level of the mountain.

Follow the path to the right until you come to a another see-saw. Use it to go up to the third level. Then, follow the path to the left until you find a green switch at the end. Step on it to raise some blocks. Go back up to the ledge above and cross using these blocks.

Follow the path and use the see-saw to go up. Then, go right and down the slope to cross the orange bridge. Here, blow up the walls of the mountain's side at the left where the enemies are coming from to reveal an opening with a container. Blow it up to get a Heart Vessel.

Then, go back to the top of the mountain and use PomyuDragon on the ledge next to the slope leading to the bridge to fly up to a platform with a container on. Blow it up to get a green Hige Hige Card. Then, go back to the mountain top and enter the house here. Defeat all the enemies inside using



```
|Cards: ---|
|          |
```

This boss can be a bit tricky to defeat. First, equip Kai-Man, then using the Ice Bombs, throw Big Bombs under him when he stops. Avoid his attacks and try to stay away from him by running around and after each of his attacks, he will usually stop so quickly throw him a Big Bomb. You can also stun him when he lands on the ground. He'll loose 1 heart each time you hit him, so repeat until he is defeated.

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|-----/ World 4 \-----|
|\\////////////////////|
|//////////////////// UnderWorld \\|
|-----|
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|-----/ Area 4-1 \-----|
|\\////////////////////|
| All That Glitters |
|-----|
| Items: Heart Vessel |
| Charaboms: --- |
| Cards: Hige Hige Card |
| Hige Hige Card |
|-----|
```

Go straight and blow up the crystals to pass, then throw a Big Bomb at the big crystal at the left to blow it up. Go in the new passage and throw a Big Bomb at the big boulder. Continue to follow the path until you arrive at a pit. Throw a Big Bomb next to the boulder on the other side and the boulder will fall in the pit so you can cross. Then, blow up the crystals at the right to pass and throw a Big Bomb at the big boulder on the green platform. It will crush the big crystal below.

Then, go in the path at the left with the 2 small houses and throw a Big Bomb at the boulder on the other side of the pit. Then, kick a bomb in the left house to move the boulder to the right. Use it to cross and follow the path until you arrive in an area where your partner will tell you "If only ToughGuy was here...". You can't do anything for now, but in a few levels when you'll have the charabom ToughGuy at Level 3, come back here and from the highest edge, throw a Big Bomb at the boulder on the other side of the gap to make it fall in the pit. Then, cross using that boulder and blow up the container on the other side to get a green Hige Hige Card.

Then, keep following the path and blow up the boulder, then continue and blow up the other boulder at the left. When you'll have ToughGuy at Level 3, go at the edge of this area at the right and use Pommy to jump over the pits. Then, go at the end and jump over the other pit. Use ToughGuy here to throw a Big Bomb at the other side of the pit to make the boulder fall. Use Pommy to jump to the boulder and blow up the container here to get a yellow Hige Hige Card.



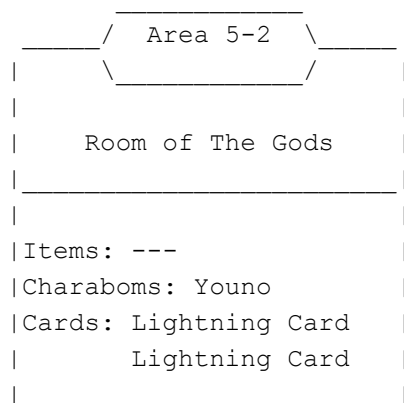






other side of the pit. Then, go left and use Sharkun to cross the water. Go straight and ring the bell. Go through the door and there will be another statue here. Play the mini-game, then choose the right way.

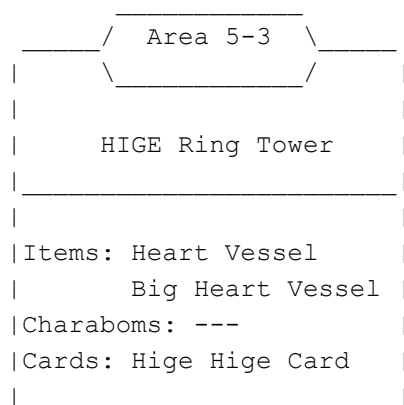
Follow that path and go right around the structure here. Step twice on the 2 green switches, then go up the first slope and step on the green switch here twice. Then, go down the slope and go up at the top of the structure. Blow up the vase in the middle to get a Jetters Card. Then, go back down and on the other side of the area, use Max to blow up the door. Place a bomb near the bell here and start running in direction of the exit before the bomb explodes and rings the bell. You should have enough time to reach the door before it closes.



To defeat the Dark Bomber, start by avoiding his dark energy balls by hiding behind a pillar, then quickly throw him a Big Bomb to stun him. He'll also go in the center and attack you with lightning bolts, so throw Big Bombs under him when he is in the center. Then, he will start bouncing around. This is the hardest time to hit him since he always jumps. You can either try to stun him with a bomb, or drop bombs around and hope that one will explode when he is near. Then, he will become big and you won't be able to hold your bombs. Wait for him to stop jumping and as soon as he charges for his next attack, grow a Big Bomb and throw it at him. Repeat until he is defeated.

Lightning Card 1: Defeat him within 3 minutes (use Youno to speed things up).

Lightning Card 2: Hit him with ToughGuy as your active charabom.

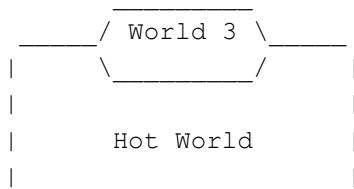


This level is hard to make a walkthrough for, but I'll give you some pointers. The goal in this level is to reach the top of each tower and press the switch









#### Area 3-1:

Hige Hige Card (blue) - Use Battrra Lv2 where the unreachable red switch on the bridge is to set down a line of bombs and blow up the switch. Cross and go right for the card.

#### Area 3-2:

Jetters Card - With Youno, go to the north west corner of the town and control a bomb through the small maze to hit the red switch at the end. Cross on the new bridge at the right then to get the card.

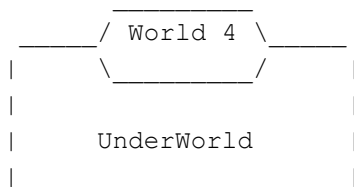
#### Area 3-3:

Lightning Card 1 - Defeat him within 3 minutes.

Lightning Card 2 - Hit him with an Ice Bomb (once you have it).

#### Area 3-4:

Hige Hige Card (green) - Use Pommy Dragon at the very top of the mountain to fly up to a platform with the card on.



#### Area 4-1:

Hige Hige Card (green) - Use ToughGuy Lv3 to throw a Big Bomb at the boulder on the other side of a gap, then cross to get the card.

Hige Hige Card (yellow) - After using Pommy to jump over gaps, use ToughGuy Lv3 to throw a Big Bomb at the boulder on the other side. Use Pommy then to jump and get the card.

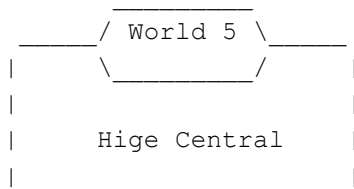
#### Area 4-2:

Lightning Card 1 - Defeat him within 3 minutes.

Lightning Card 2 - Hit him with a Hurricane Bomb

#### Area 4-3:

Jetters Card - In one of the room is a ledge in the corner where you need to use Pommy to jump to and get the card.



Area 5-1:

Hige Hige Card (blue) - After the first statue, go in the left path and in the next area, throw a bomb with ToughGuy at the yellow switch twice to raise the bridges, then follow the path below to get the card at the end.

Jetters Card - At the top of the structure after the second statue. Press the switches to raise the bridges and go at the top where the card is.

Area 5-2:

Lightning Card 1 - Defeat him within 3 minutes (use Youno to speed things up).  
 Lightning Card 2 - Hit him with ToughGuy as your active charabom.

Area 5-3:

Hige Hige Card (green) - On the first floor, go in the west tower and go up in the elevator. On the 2nd floor, go up again using the elevator still in the west tower. On the 3rd floor, go in the south tower and rotate the wall while you're not in the room until you can reach 2 vases. One of them has the card.

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|Section 4 \_____
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F . A . Q .

Q: Is there a time limit in the game?? Time is counted on my file.

A: No, it's only a way to let you know how much of the game is done.

Q: How do I unlock the bonus world?

A: World 6 is unlocked by collecting all the Lightning Cards and defeating the boss of World 5. The "bonus world" is only a boss though.

Q: I can't pass the Hige Ring Tower level!! Help me.

A: Use Youno to rotate the rooms while you're in the passage between them. This should help you.



Game Basics

Basic 1 \

Controls

- L/R Button-----Move camera right or left
- Z Button-----Display Player/Special Bomb Selection
- Y Button-----Switch between Bomberman and Max
- X Button-----Switch active Charabom
- A Button-----Place bombs (hold A for Big Bombs)
- B Button-----Activate the active charabom's special ability (hold B  
when playing as Max for the Hyper-Plazma Bomb)
- C Stick-----Change the Special Bomb
- START/PAUSE-----Bring the Pause Menu
- Control Pad-----Change view (up/down) Bring area map (right/left)
- Control Stick-----Move character or select items in menu

Basic 2 \

Items

- Fire-Up-----Extends the bomb's blast area (size of the blast).  
The maximum blasting area is 5.
- Bomb-Up-----Increases the number of bombs you can set at once by 1.  
A maximum of 5 bombs can be set at once.
- Speed-Up-----The player's running speed goes up by 1 level.  
The maximum speed is 5.
- Big Heart-----Adds an amount of life equal to one big heart.
- Small Heart-----Adds an amount of life equal to 1/4 big heart.
- Big Heart Vessel-----Increases maximum life by 1 big heart.
- Small Heart Vessel---Increases maximum life by 1 small heart.  
There is one small heart vessel hidden in every area.

Basic 3 \

Special Bombs

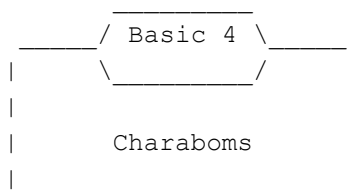
- Fire Bomb-----This is a regular bomb. You can make it into a Special  
Bomb by combining it with the special items.

Hurricane Bomb-----This bomb explodes into a Tornado and moves in a straight path, defeating even distant enemies.  
Bomb Synthesis Item needed: Pin Wheel

Aqua Bomb-----This bomb breaks into several water balls that fly after the enemy.  
Bomb Synthesis Item needed: Jug

Ice Bomb-----When this bomb explodes, a tall mass of ice forms, defeating airborne enemies.  
Bomb Synthesis Item needed: Snowman

Thunder Bomb-----When this bomb goes off, lightning will strike over a very wide area, defeating many enemies at once.  
Bomb Synthesis Item needed: Light Bulb



Sharkun-----You can swim in water and climb waterfalls.  
Found in: Area 1-1

Sparkun-----You can knock off enemies in the bomb blast's area.  
Found in: Area 1-3

Kai-Man-----Reduces the damage received from opponents.  
Found in: Area 1-4

Pommy-----You can jump at specific places.  
Found in: Area 2-1

Pox-----You can go through narrow passages.  
Found in: Area 2-4

PomyuDragon-----You can fly from specific places.  
Found in: Area 2-3

Ceedrun-----Puts a shield around you to block attacks.  
Found in: Area 3-1

Battra-----You can line up bombs.  
Found in: Area 3-3

Dorako-----Your basic abilities go up.  
Found in: Area 3-4

Elfan-----Stops movement of foes with an earthquake.  
Found in: Area 4-2

ToughGuy-----You can throw bombs further and stop kicked bombs.  
Found in: Area 4-3

Youno-----You can utilize the remote controlled bombs.



D i s c l a i m e r

Contact Info

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Notice:

- Include name of game in subject line -- this is not my only FAQ
- Do not call me dude, man, bloke, or whatever -- I am not.

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Visit me on Youtube! :)

<https://www.youtube.com/WishingTikal>

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