

Street Fighter II: Special Champion Edition FAQ/Move List

by Beautiful Affair

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Street Fighter II: Special Champion Edition
For the Genesis
FAQ/Move List

By Ryan Harrison
rharrisonfaqs(at)gmail.com

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1. Guide Opening

The opening.

1.01 - Version History

Version 1.1 - 01 January 2006 - New layout and updated copyright notice for the new year.

Version 1.0 - 26 October 2004 - The first fully finished version of this FAQ.

Version 0.8 - 09 June 2004 - The first posted version of this FAQ. The Move List is complete. What's still to come is info on the warriors and tips on fighting as and against the characters.

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1.02 - Introduction
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Street Fighter II is a 2D fighter platform (also released for SNES) in which you pick one of 12 fighters and compete in a grand tournament to crown the best fighter of all. Also, if you have an extra controller, you can play with a friend in a variety of different modes. There's a lot of fun to get from this game, it's a true classic fighter game and easily one of the best for the Genesis. Enjoy!

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2. Game Overview
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Basics of SFII.

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2.01 - Story
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(Taken from the instruction manual)

Twelve fighters from across the globe have come together to face one another to see which of them has the strength, skill and courage to be crowned champion. Each fighter has mastered different skills and special moves, but it will take more than brute strength to defeat the others and earn the title of Grand Master.

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2.02 - Controls
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- D-Pad - Control cursor in menus and options; move character (Up to jump, Left/Right to move backwards and forwards, Down to crouch)
- Start Button - Select and confirm choices in menus; select a character with differently coloured attire; change from punches to kicks or vice versa
- A - Select a character; perform a weak punch/kick
- B - Select a character; perform a medium punch/kick
- C - Select a character; perform a strong punch/kick

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2.03 - Basics
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Choosing Your Game

You can select either Champion mode or Hyper mode. In Champion mode you can play through the original Street Fighter II. Hyper mode is an improved version in which attire is coloured differently, some fighters have addition moves, and you can set your battle pace. No stars will put it at normal speed, while eight stars is the fastest.

Game Settings

In the options screen, you can choose the stipulations for matches. The following list are what you can edit for battles.

Difficulty: When playing against the computer, you can decide on how tough you wish your matches to be. Also, the difficulty at which you beat the game determines the type of ending you will get to see. Read the Cheats and Secrets section for more info.

Time Limit: Do you want to have your fight last for 99 seconds or to keep on going until there is a KO? The choice is yours.

Controls: Edit the buttons for each of the moves to use.

Throws and Holds

All characters have at least one throw or one hold. To perform these, press the controller towards your opponent and when the two characters are touching, hit a medium/strong punch/kick button. A throw will toss the opponent across the arena causing a fair amount of damage, while a hold will keep the opponent still and repeatedly attack them. Guile, Chun Li and Vega can do throws in mid-air.

Multiplayer Mode

In vs. Mode, you and a friend can compete against each other using 2 characters of your choice in a battle. Whoever wins 2 out of 3 rounds is the winner.

Another mode is what is known as the Group Mode. In Match Play mode, you can pick the amount of fighters and matches, and whoever gets the most victories overall is the winner of this mode. In Elimination mode, you can have a series of fights with a choice of a certain number of characters. After one character is KO'ed, the fighter who won will face the next character on the other player's list. After one entire team is wiped out, the other team wins.

Double KO

In some cases when two fighters have low health and both hit each other to end a round, this can result in a Double KO and can possibly lead to a fourth round (aka Final Round). A victor will not be declared for the round in which there was a Double KO.

Bonus Rounds

There are three of these bonus rounds to play in the game while you play against the roster. For every three characters you beat, you will play a bonus round. You will have to destroy a car within 40 seconds, demolish a load of bricks within 40 seconds, and destroy 20 barrels within 20 seconds. Help on how to do this can be found in the Hints and Tips section.

After a Round

Once you win a round, you will have a couple of extra sets of points to be added to your score in the 1-Player Game mode. They are the following.

Time: For each second you have left on the timer, 100 points are added to your score. This is only displayed if you have the timer enabled.

Vital: How much energy you have left in your energy bar after the round is finished. The more energy, the more points. If you score a 'Perfect' (winning the battle without losing any energy), you will get 30000 points. If you score a 'Perfect' against Balrog, Vega or Sagat, you'll be rewarded 50000 points. For beating M. Bison with a perfect, you'll score 80000 points.

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2.04 - FAQs

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Q: What makes projectiles fire at different speeds?

A: The button you press to utilise them. For example, Ryu's Fireball requires any punch button to be pressed in order to fire it. If you press A, the fireball will travel slowly. Pressing B will make it move at a medium speed. The C Button makes it go fast.

Q: I can't do <insert move name here>. Can you help?

A: First of all, make sure that you are playing in the mode in which you are able to that certain move in. Also, if your controller's D-Pad is faulty and you can't control it very well, I'd suggest getting a new one. A 6-button controller can also help if you don't wish to switch from punching and kicking all the time.

Q: Which of the Hyper mode moves can I NOT do in Champion Mode?

A: Ryu's Air Hurricane Kick, E. Honda's Super Sumo Press, Blanka's Vertical Rolling Attack, Ken's Air Hurricane Kick, Chun Li's Kikoken and Air Spinning Bird Kick, Zangief's Super Double Lariat and Dhalsim's Yoga Teleport.

Q: Are there any differences between Ken and Ryu?

A: Only very minor differences. Ryu's special moves are generally more power based, while Ken's are speedier and also have a change in range. Ken also has a different throw.

Q: Hi, I'm from CheatCC...

A: Go away.

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3. Move List
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NOTE: The moves described here apply to directions when your character is facing to the right. If your character is facing to the left, you need to reverse the directions. So, for example, when facing to the right, to do Ryu's Fireball, you would press D, DR, R + any punch button. But if facing left, you'd press D, DL, L + any punch button. This rule applies to generally any move that requires the D-Pad to be pressed in order to utilise it.

NOTE: This is the key on which my Move List will be based. Remember it well.

UL U UR UL = Up + Left
 \ | / U = Up
L - o - R UR = Up + Right
 / | \ L = Left
DL D DR R = Right
 DL = Down + Left
 D = Down
 DR = Down + Right

[RYU] -----

Info

Date of Birth: 21 July 1964

Height: 5'10"

Weight: 150 lbs.

Blood Type: O

Nationality: Japanese

Special Moves

Fireball: Press D, DR, R + any punch button and Ryu will release a glowing blue projectile ball.

Dragon Punch: Press R, D, DR + any punch button and Ryu will leap into the air with a powerful uppercut.

Hurricane Kick: Press D, DL, L + any kick button and Ryu will spin through the air with a strong kick.

Air Hurricane Kick (Hyper mode only): Press D, DL, L + any kick button while airborne after jumping, and Ryu will perform the Hurricane Kick at a greater height.

Tips

Tips for fighting as Ryu: Ryu is a very well-rounded fighter with a good range of different attacks. His kicks and throws are superb so you should try to use these often. You can try to corner your opponent with a series of fireballs, and

try to fool other players by lashing out fireballs at different speeds. When an opponent tries to jump towards you with an aerial attack, counter with the Dragon Punch when they're in mid-air. It's the best scenario to use it.

Tips for fighting against Ryu: Remember that Ryu likes to use a series of fireballs if you're facing the computer so try to swiftly outmaneuver them. If he goes for a Dragon Punch and misses, be sure to use an air attack straight away. Try to keep your feet on the ground most of the time though. With quicker fighters like Vega you stand a good chance against Ryu.

[E. HONDA] -----

Info

Date of Birth: 03 November 1960

Height: 6'2"

Weight: 304 lbs.

Blood Type: A

Nationality: Japanese

Special Moves

Hundred Hand Slap: Press any punch button quickly and repeatedly and E. Honda performs a series of powerful slaps.

Sumo Head Butt: Hold L for roughly 2 seconds then immediately press R + any punch button and E. Honda will fly horizontally across the screen with a strong head butt.

Super Sumo Press (Hyper mode only): Hold D for roughly 2 seconds then immediately press U + any kick button and E. Honda will fly diagonally upwards then come down with a crushing blow.

Tips

Tips for fighting as E. Honda: E. Honda's brute strength make a match for most opponents, mainly the slower ones like Sagat or Zangief. Master his Hundred Hand Slap to perfection as it's a very good move to use. Also practise your timing with the Headbutt and Sumo press moves. Honda is only good in close-quarter combat so protection from projectiles are his main weakness, and he's very slow, so you'll be outspeeded by quicker opponents unless you are very experienced with using him.

Tips for fighting against E. Honda: Remember that E. Honda can't use any projectiles, so while he tries his Hundred Hand Slap on you, quickly fire something at him to do some vital damage if you can. Also remember to keep away from the corners

as you're in serious danger if E. Honda corners you with a Hundred Hand Slap. Learn how to dodge or counter his headbutt move, and with quicker fighters you have the upper hand against him in terms of quickness and agility.

[BLANKA] -----

Info

Date of Birth: 12 February 1966

Height: 6'5"

Weight: 218 lbs.

Blood Type: B

Nationality: Brazilian

Special Moves

Electricity: Press any punch button quickly and repeatedly and Blanka will surround his body in electricity. Should your opponent touch you in this state, they will be severely damaged and knocked down.

Rolling Attack: Hold L for roughly 2 seconds then immediately press R + any punch button and Blanka will fly horizontally across the screen with a fairly strong roll.

Vertical Rolling Attack (Hyper mode only): Hold D for roughly 2 seconds then immediately press U + any kick button and Blanka will fly diagonally upwards and then straight down with a fairly strong roll.

Tips

Tips for fighting as Blanka: Using Blanka's strong physical attacks and his electricity technique are the key to victory. His moves are similar to those of E. Honda's, so look in Tips in E. Honda's move list for additional help. Use the electricity when opponents try getting to close or with aerial attacks. Blanka is also quite quick but is also a little tricky to control. Be sure to practise his moves often.

Tips for fighting against Blanka: In similar fashion to fighting E. Honda, keep in mind that Blanka is vulnerable to projectiles so try to use these whenever possible, and remember to be ready to block at any time. Blanka is very tricky to outmaneuver so use your agility at all times against him.

[GUILE] -----

Info

Date of Birth: 23 December 1960
Height: 6'1"
Weight: 191 lbs.
Blood Type: O
Nationality: American

Special Moves

Sonic Boom: Hold L for roughly 2 seconds then immediately press R + any punch button and Guile will release a strong projectile energy wave.

Flash Kick: Hold D for roughly 2 seconds then immediately press U + any kick button and Guile will quickly jump into the air, performing a backflip kick.

Tips

Tips for fighting as Guile: Although Guile's attacking and speed is also quite average like Ryu, he's only got two special moves. Fortunately they work in many situations, but take a while to prepare to perform. Use the Sonic Boom to corner your opponents, and the Flash Kick when the opponent tries to attack from the air. Guile's throwing is also one of his specialities, so try softening your opponent with some hard punches, kicks and throws.

Tips for fighting against Guile: Counter Guile's Sonic Boom with other projectiles if you can. Guile is quite a tough opponent, so the main things to keep in mind when facing him are to NEVER try to attack from the air (in which case he'll simply Flash Kick you) and to keep any eye out if he gets too close as his deadly throws are something to watch out for. If you have a quicker fighter, try outspeeding him.

[KEN] -----

Info

Date of Birth: 14 February 1965
Height: 5'10"
Weight: 169 lbs.
Blood Type: B
Nationality: American

Special Moves

Fireball: Press D, DR, R + any punch button and Ken releases a glowing blue projectile ball.

Dragon Punch: Press R, D, DR + any punch button and Ken will leap into the air with a powerful uppercut. While Ken's Dragon Punch is not as strong as Ryu's, it covers a greater distance.

Hurricane Kick: Press D, DL, L + any kick button and Ken will spin through the air with a strong kick. While Ken's Hurricane Kick is not as strong as Ryu's, it hits more times.

Air Hurricane Kick (Hyper mode only): Press D, DL, L + any kick button while airborne after jumping, and Ken will perform the Hurricane Kick at a greater height.

Tips

Tips for fighting as Ken: See Tips for fighting as Ryu.

Tips for fighting against Ken: See Tips for fighting against Ryu.

[CHUN LI] -----

Info

Date of Birth: 01 March 1968

Height: 5'8"

Weight: (She won't tell)

Blood Type: A

Nationality: Chinese

Special Moves

Lightning Kick: Press any kick button quickly and repeatedly and Chun Li performs a series of powerful kicks.

Whirlwind Kick: Hold D for roughly 2 seconds then immediately press U + any kick button and Chun Li will glide across the screen with a strong kick attack.

Kikoken (Hyper mode only): Press L, DL, D, DR, R + any punch button and Chun Li will fire a blue projectile ball.

Air Spinning Bird Kick (Hyper mode only): While in the air, hold D for roughly 2 seconds then immediately press U + any kick button and Chun Li will perform the Whirlwind Kick at a greater height. The only way you can get enough air time in order to pull the move is by bouncing against the edge of the screen.

Tips

Tips for fighting as Chun Li: Quickness is Chun Li's forte, and her Lightning Kick works well if you can corner opponents with it. If fighting in Hyper mode, use the Kikoken to do some potential damage to opponents who are vulnerable to projectiles.

Tips for fighting against Chun Li: Chun Li likes to attack from the air a lot, so if you have someone who can intercept

aerial attack they'll do well. Characters with stronger moves are also a good choice to use. Try throwing a projectile at her if she is stuck using her Lightning Kick.

[ZANGIEF] -----

Info

Date of Birth: 01 June 1956

Height: 7'

Weight: 256 lbs.

Blood Type: A

Nationality: Russian

Special Moves

Spinning Clothesline: Press any two punch buttons simultaneously and Zangief will spin around with a powerful clothesline move.

Spinning Piledriver: Press the D-Pad in a clockwise direction very quickly then press any punch button. Zangief will grab his opponent, leap into the air and come crashing down to earth with an extremely powerful piledriver.

Super Double Lariat (Hyper mode only): Press any two kick buttons simultaneously and Zangief will perform a quicker but stronger version of his Spinning Clothesline. While he is spinning he cannot be hit below the belt.

Tips

Tips for fighting as Zangief: Zangief is very strong, so against slower opponents his moves do very well. If a fighter tries to fire a projectile at you, you can perform the clothesline move so you are not hit by it. However Zangief is not very good against quick opponents who can easily get round him and attack, and he isn't good at countering other moves, so be aware if you choose to play as him.

Tips for fighting against Zangief: Quicker opponents always get the upper hand on Zangief if you know how to outspeed your opponents. Projectiles work well if he does not use his clothesline when you throw them at him. Remember to keep your distance from Zangief too, when close he can use one of his strong moves and deal a lot of damage.

[DHALSIM] -----

Info

Date of Birth: 22 November 1952

Height: 5'10"
Weight: 107 lbs.
Blood Type: O
Nationality: Indian

Special Moves

Yoga Fire: Press D, DR, R + any punch button and Dhalsim will fire a projectile ball of fire. Should your opponent touch it, they will be scorched and knocked down.

Yoga Flame: Press L, DL, D, DR, R + any punch button and Dhalsim will spit a cloud of flame. While not a projectile it is stronger than the Yoga Fire and also knocks the opponent down.

Yoga Teleport (Hyper mode only): To appear in front of your opponent, press L, D, DL + any two punch buttons to appear close to them, or L, D, DL + any two kick buttons to appear further away from them. To appear behind your opponent, press R, D, DR + any two punch buttons to appear close to them, or R, D, DR + any two kick buttons to appear further away from them.

Tips

Tips for fighting as Dhalsim: Dhalsim is very light and very slow so be aware of his jump as it leaves you in the air for a while, vulnerable to attack. Use the power of the Yoga Fire/Flame in good situations (mainly if the opponent gets too close). Dhalsim can stretch his arms and legs too, which is good if you are fighting at distance. In Hyper Mode, use the Yoga Teleport to fool your opponents and quickly capitalize.

Tips for fighting against Dhalsim: When he's in the air, don't hesitate to use some aerial attacks (Ryu's Dragon Punch or Sagat's Tiger Uppercut are good examples). Remember that Dhalsim is worse in close quarter fighting than he is with distance so use this to your advantage (but beware of his Yoga Flame attack). If he does this and misses he's vulnerable, so attack whenever possible.

[BALROG] -----

Info

Date of Birth: 04 September 1968
Height: 6'5"
Weight: 252 lbs.
Blood Type: A
Nationality: American

Special Moves

Turn Punch: Hold all three punch or kick buttons then release them. Depending on how long you hold the buttons will determine the strength of the punch. Balrog calls out a number when he performs the move. The higher the number, the further he will move and the stronger his punch will be if it successfully hits.

Dash Punch: Hold L for roughly 2 seconds then immediately press R + any punch button and Balrog will quickly rush across the screen with a damaging punch.

Dash Uppercut: Hold L for roughly 2 seconds then immediately press R + any kick button and Balrog will quickly rush across the screen with a damaging uppercut.

Tips

Tips for fighting as Balrog: Balrog is one of the stronger opponents and is also indeed very quick, making him one of the best characters to use. Mastery of his Dash Punch and Dash Uppercut can mean almost certain victory. Try to find out combos with him as a series of quick, hard punches can mean a quick victory.

Tips for fighting against Balrog: Balrog is a tough opponent and he can very easily and quickly outspeed you if you're not careful. Against the computer you can attack at the legs or use projectiles if you can - this comes most helpful if he tries a long range dash move.

[VEGA] -----

Info

Date of Birth: 27 January 1967

Height: 6'

Weight: 208 lbs.

Blood Type: O

Nationality: Spanish

Special Moves

Rolling Claw: Hold L for roughly 2 seconds then immediately press R + any punch button and Vega will lunge forward with a roll and strike with his claw.

Claw Dive: Hold D for roughly 2 seconds then immediately press U + any kick button and when Vega dives down press any punch button and he will open his fists up to perform a strong claw attack.

Air Suplex: Hold D for roughly 2 seconds then immediately press U + any kick button and when Vega dives down move the D-Pad towards your opponent and hit any punch button and Vega will grab them and slam them into the ground.

Tips

Tips for fighting as Vega: Vega's superior quickness is his major advantage all the other fighters. Use his claw dive and air suplex moves often as they come in very handy in many situations. Mastery of these moves is essential when using him. Vega has a very quick jump so he's hard to control in mid-air, so be aware.

Tips for fighting against Vega: Vega is very hard to outspeed and slower characters like Zangief will have no chance against him. You should try to learn how to counter his aerial moves (Guile's Flash Kick does the trick sometimes), but it also takes a little bit of luck as well.

[SAGAT] -----

Info

Date of Birth: 02 July 1955

Height: 7'4"

Weight: 283 lbs.

Blood Type: O

Nationality: Thai

Special Moves

Tiger Shot: Press D, DR, R + any punch button and Sagat will launch a red projectile.

Ground Tiger Shot: Press D, DR, R + any kick button and Sagat will perform the Tiger Shot at a lower height.

Tiger Uppercut: Press R, D, DR + any punch button and Sagat will leap into the air with a strong uppercut. Similar to Ryu and Ken's Dragon Punch, Sagat's stature allows him to reach a higher height.

Tiger Knee: Press D, R, UR + any kick button and Sagat will do a lightning quick knee attack.

Tips

Tips for fighting as Sagat: The good range of special moves Sagat has to offer makes him a good fighter. Use his Tiger Shot at any good opportunity to catch your opponent out with projectiles and the Tiger Uppercut if the opponent tries to approach you from the air. Sagat is slow however and his jump is terrible. However, powerful physical moves make up for this.

Tips for fighting against Sagat: Outspeeding Sagat is a technique you should definitely know. He likes to fire Upper and Lower alternating Tiger Shots, so learn how to evade them before you try an attack. Also watch out for his deadly Tiger Uppercut so

attacking from the air is not a good choice.

[M. BISON] -----

Info

Date of Birth: Unknown

Height: 5'11"

Weight: 254 lbs.

Blood Type: A

Nationality: Unknown

Special Moves

Psycho Crusher: Hold L for roughly 2 seconds then immediately press R + any punch button and M. Bison will quickly move across the screen surrounded in psychic flames. Should your opponent touch you in this state, they will be knocked down.

Scissor Kick: Hold L for roughly 2 seconds then immediately press R + any kick button and M. Bison will quickly jump towards his opponent with two strong kicks.

Head Stomp: Hold D for roughly 2 seconds then immediately press U + any kick button and M. Bison will fly towards his opponent's head. After he lands on their head and jumps up, press any punch button to follow up with a punch.

Tips

Tips for fighting as M. Bison: M. Bison is very strong, very fast and very skilled. Mastery of all of his moves can make you almost flawless as Bison's techniques are all very good. With Bison, you can outspeed and quickly capitalize on your opponent. Series of Psycho Crushers works best.

Tips for fighting against M. Bison: Bison is one tough nut to crack. One good tip to keep in mind is that he's vulnerable to projectiles when he uses the Psycho Crusher, and if you successfully block his Head Stomp attack, you can quickly hit him with an aerial move. Apart from that it may also take a bit of luck to outwit him.

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4. Hints and Tips

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- Know your special moves well

For each character, you should try to memorise their special moves and how to pull them off, as well as which mode you can use them in. Also think of good situations in which you can use them.

- Try to counter-fight

Not only should you try to outbrawl your opponent, you should try to outwit them. If they have a move that makes them lunge at you, try countering with a projectile, if your character can use them. Or if they try to jump towards you with an aerial attack, try moves that cause you to go upwards. Guile's Flash Kick and Ryu's Dragon Punch are good examples to use.

- Dizzy? Shake the cobwebs off

Sometimes if you are hit with a series of strong moves and get knocked down, your fighter will see stars and be unable to fight temporarily. To speed up the process of shaking the stars off, press Left and Right on the D-Pad as quickly as possible. Should you manage to get your opponent dizzy, capitalise and try to hit as many strong attacks as possible.

- Know your opponent's moves

If the computer or your friend tends to do the same moves in certain situations, try to think of strategies to take them out. If they have a tendency to use projectiles, use an air attack while they are vulnerable after firing one.

- Become a combo king

See if you can learn certain combos with certain characters. Not only will it make you better at knowing the ropes, you can also take more health from your opponent and have more chance of making them dizzy!

- Fight fire(balls) with fire(balls)

Should your opponent fire a projectile at you, fire one back if you can. The projectiles will disappear when they contact!

- Bonus rounds

Against the car and bricks, I suggest using strong kick moves. Bash half of the car/bricks away then jump over to the other side and finish them off. Against the car, you should use sweeps if you have to, but beware that not all characters' sweep moves seem to hit...strangely. When against the 20 barrels, use strong punches or kicks. Try hitting them when they bounce off the shelf and fall towards you.

- Practise, practise, practise!

Learn the best ways to attack with each character. Get to know their strengths and weaknesses, and figure out ways to win in battles. After all, it takes knowledge of each fighter to become a true expert at this game!

Damage the scenery

In certain stages there are items at the side of the screen. In Guile's stage there are some crates, Ken's stage there is a barrel and M. Bison's stage there are some statues. If you can knock your opponent into these you'll destroy them.

Different coloured warriors on the ceremony platform

When you beat the game you see your character on a platform with M. Bison in 2nd place and Sagat in 3rd place. If you beat the game with differently coloured attire, not only will you appear on the platform in that attire, but M. Bison and Sagat will also be in different attire.

Different endings

If you set the difficulty of the game between 1 and 3 stars, after you beat the Champion/Hyper game you'll get the cheesy "Why don't you try the harder difficulty level?" ending. If you beat the game at the difficulty of between 4 and 6 stars, the character you beat the game with will have their own story ending. If you beat the game on 7 or 8 stars, you get the ultimate Capcom credits ending.

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6. Guide Closing

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The closing.

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6.01 - Credits

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Steve "Psycho Penguin" McFadden

For being my best GameFAQs buddy. He has provided inspiration, motivation, help, tips, advice, everything I need in times of trouble or when the going has gotten tough. I tip my hat to thee, sir Steve.

Jeff "CJayC" Veasey, the IGN staff, and other sites whom have posted this FAQ

For hosting all my work and allowing me to become a much more recognised author.

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6.02 - Legal Disclaimer

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This FAQ is copyright (c)2004-2006 and exclusive property of Ryan Harrison. Everything contained in this file is my own info, unless it has been notified and credited as info from another source. This FAQ may ONLY appear on the following sites:

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6.03 - Contacting Me
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If you wish to get in touch with me regarding my work, whether you have any questions, comments or suggestions for this or any other of my FAQs, my E-Mail address is [rharrisonfaqs\(at\)gmail.com](mailto:rharrisonfaqs@gmail.com). Please make sure that your questions have been answered within the file before you send them, because I do not have time to look and reply to E-Mails that already have the solutions posted up, and you will likely not get a reply. If the file is complete and has a version number FINAL then you should definitely re-check before you send an E-Mail to me, otherwise then I'd be glad to help you out.

If you do send something helpful to me, then I will include in a future update of the file and I will give credit to you for whatever you have submitted. Please have a sensible E-Mail topic like "FAQ Question" so that I do not mistake it for something else and delete it. Thanks for reading and take care.

<http://www.gamefaqs.com/features/recognition/22792.html>

This file is dedicated to the memory of the late Chris MacDonald, who died on May 17, 2004. Rest in Peace.

<http://www.gamefaqs.com/features/recognition/85.html>

-END OF FILE-