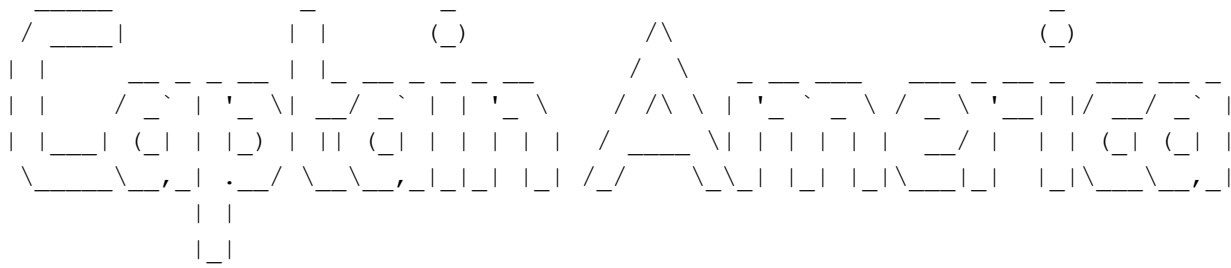


Captain America and the Avengers FAQ/Walkthrough

by merc for hire

Updated to v1.5 on Aug 21, 2015



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1. Version History

Version 1.0- 1/26/05: I started this FAQ/Walkthrough.

Version 1.5- 1/27/05: I finished this FAQ/Walkthrough.

2. Controls

- A -(In Game) Jump
 (In Menu) Confirm a highlighted option
- B -(In Game) Use weapon
 (In Menu) Exits out of menu
- D-Pad -(In Game) Moves character. Changes aim of shield or bow
 (In Menu) Moves between options
- Start -(In Game) Pauses the game
 (In Menu) No use
- Select -(In Game) Opens menu with Change, Highscore, and status meters
 (In Menu) Exits out of menu

3. Characters

Captain America

Real Name: Steve Rogers

Abillities

Shield Throw: Press B

Floating Shield: After jumping with A press down on the D-Pad to put the shield below yourself and if you are on water you will float.

Cover: Cover your head by pressing up on the d-pad.

Tackle: Double press left or right to tackle.

Hawkeye

Real Name: Clinton Francis Barton

Abilities

Bow Shot: Press B

Punch: When close to an enemy press B repeatedly.

Diagonal Shot: Press Up and Left or Right on the D-Pad to shoot diagonally in that direction.

4. Walkthrough

"You're in trouble Avengers!"

"HAHAHAHAHAHAHAHA"

"Charleston is being attacked! Go check it out!"

"Rodger, Wasp"

"You'll gain more power by collecting power-stones scattered in the cities."

"There's a force shield over every exit of the city. You'll have to collect key crystals hidden throughout each stage to break through!"

"Thanks, Wasp!"

4.1 Tampa

For this level you play as Captain America. Move forward and throw your shield at the orange capsule to have it drop stars. Jump onto the tree stump and throw your shield at the capsule. Move to the right and defeat the soldier. Stand on the higher edge where the soldier once was and jump and kick the capsule at the left high up on the trees. When you hit it a crystal drops out. Continue to the right until you reach another capsule at the edge of the cliff above the water. Punch it to get another crystal. Jump off the cliff and land on the island between the two cliffs. Punch the capsule on this island to find another crystal. Jump onto the ledge on the right and jump again onto the higher ledge. Move to the edge of the higher ground until you can see a capsule to your right above the ground. Throw your shield at it for it to drop a crystal. Jump down to the lower level and go to the left to reach a capsule. Hit it and a heart will appear on the higher level. Keep going right to reach a lower level with a capsule on it and a rocket soldier. Kill the rocket soldier then hit the capsule and two glowing balls will appear. Get them and Exit will appear on the screen. Jump on the tree stump after the capsule to find yet another capsule to the right. Throw your shield at it and a crystal will appear. After this capsule is another capsule high in the trees. Move under it and onto the higher ledge. Jump and kick the capsule for it to drop a heart. Beneath the ledge is another capsule. It drops a heart. Return to the higher level and move to the edge on the right to see a platform that moves. Time your jump and then jump onto it. Keep jumping across the platforms to reach the other side. Above the

first platform is another capsule it drops a crystal. Past the platforms is the exit.

"If you clear the city stage where Hawkeye is You'll get to switch place with him."

"Roger, Wasp"

4.2 Miami

Move towards the hole in the ground exosing water. Jump over it and kick the capsule to get a crystal. When you reach a series of platforms you are going to have to jump onto each one to the top to reach another capsule with a crystal inside. Jump from the building on the right to the building on the left. Hit each capsule all over the top of this building to recieve crystals. On the left side of this building near the middle of it is a grey door. Press up while standing in front of it to enter the room. Go through the exit at the bottom right of the screen.

4.3 Mississippi River

From your starting point move to the right and jump onto the higher ledge. Jump and kick the capsule that is high above where you started to find a crystal. Next go into the water and hit the capsule thats below the higher ledge. It drops another crystal. Past the higher ledge is another capsule with another crystal inside. Jump over the treestump and hit the next capsule to find a heart. Continue to the right and jump over the next treestump. In the capsule after it is another crystal. Continue to the right until you reach a small piece of land after a waterfall with a capsule on it. Hit it to get a crystal. Jump onto the next island to the right. On the next island is another capsule. Hit it to get another crystal. Continue to the right until you come to the first moving platform. Stand on it until you move below a capsule. Shoot it and a energy ball will drop. Get it and the exit will appear. Move all the way to the right and out the level exit. Before the exit is another capsule with a crystal inside.

"If you clear the the city stage where Cap is, you'll get to switch places with him."

"Roger, Wasp."

4.4 New Orleans

Move foward and hit the capsule to get a crystal. A large man will drop down from the sky and will throw barrels at you (reminds me of Donkey Kong). He is your first boss. He has three main attacks. First is that he will charge at you. His second attack is that he shoots barrels out straight at you. His final attack is that he puts a barrel above his head and then throws it at you. The only way to inflict damage to him is by running up to him right when he puts the barrel above his head then destroy the barrel so that it blows up in his hands. After two hits like this his armor blows up and a smaller, orange man appears. He will keep running back and forth shooting. Keep shooting untill he blows up. After he dies a new enemy will appear. This guy is fairly easy. He has three main attacks. First he shoots fireballs out. Secondly he will set a

part of the ground on fire. His last attack is that he will do a sliding attack. These are all easy to block so just keep shooting at him until he dies. After your last hit to him he will turn into flames and begin to hop around. Avoid him to the best you can or he will hurt you.

After the fight move to the right until you see a platform with a capsule on it. Jump onto the ledge and hit the capsule to get a crystal. Climb to the top of the building and then jump to the building on the left. On the far left side of this building is a gray door. Press up when standing in front of it to open the door. In the next room hit the capsule next to the door to find a crystal. Go to the top left of the room and hit the capsule to get the crystal that opens the exit. Return to the street. Go to the tunnel at the far right of the screen.

"Watch out!"

"The thing moving on the map is a trap of a totally different dimension!"

"Roger, Wasp."

4.5 Montgomery

Move forward and avoid the electric walls surrounding the door. Jump onto the ledge above the door and hit the small circle turret. It will spin and stop at a diagonal angle. It will shoot at a box disabling the electric wall. Now you can go through the door. There's nothing of any importance in there..yet. Go to the right and drop down to the bottom when you come to a hole. When going down you should see an on switch on the right, next to a ledge. Hit the switch and then go back to the beginning to the room with nothing in it. With the lights on there are two capsules revealed. The top capsule drops two energy balls that open the exit. Now return to that room down below where you hit the on switch. Go to the left down here to reach another door blocked by an electric wall. Above the door is another one of those doors you will have to hit it several times so that it shoots to the top right. This will destroy another box that will disable the electric wall. Go through the door now. In this room are two capsules the top one drops a crystal. Return to the room with the on switch. Now it's time to explore the right side of the room. Go along the hall at the bottom of the room to come to some bars and moving platforms. You will have to get to the top right of the room to reach the exit.

"Hit the left or right direction key twice to have Cap make a running tackle."

"Roger, Wasp"

4.6 Columbia

When you start keep moving right and hitting capsules along the way too get crystals. In the middle of the room is a platform low enough so that you can jump up to it to reach the higher up platforms. Jump up until you reach a platform that acts as an elevator. Ride it up then jump off and go to the left. Go to the platform on the left to get up to a higher platform. Walk along this platform to the left to reach the left wall with a capsule. Hit it to get a crystal. Go back to the previous platform and jump up to the next set of ledges. At the top ledge hit the capsule to get a crystal. Use the bar above the capsule to get up to another set of ledges. On the ledge next to the bar is a capsule. Hit it and get the crystal. Move to the platform on the right. Jump up the next set of platforms until you reach the very top. Move to the left to

find an electrified wall blocking the door. Jump onto the platform above and hit the button to disable the walls. Go through the door. In the room hit the two capsules and collect the items exit out of the room. Now go to the right side of the room. Hit the first capsule you come to on the right to find the energy ball that opens the exit. Continue to the right and jump over the wall.

"Cap'll avoid water and spikes by jumping and pressing the down-key."

"Roger, Wasp."

4.7 Charleston

Move towards the hole exposing rushing water. Above it is a capsule. While jumping over the hole kick the capsule to have it drop a crystal. On the other side move to the right until you reach another capsule. Get the crystal from it and continue going to the right. Move right until you come to the third building from the left. There will be ledges low enough for you to jump on them. The ledge on the left of the building has the two energy balls needed to exit the level. You can take some extra time to move all around the buildings for some extra items but theres is nothing important. When ready go to the exit at the far right of the screen. Instead of exiting to the world map you are brought to a strange room. This is another boss fight. There is an enemy in the room who will keep shooting at you when the lights are on and you will not be able to see him. Once you hit him once turn the lights back on and now he will be visible. This guy has two main attacks. When you first meet him he will stand on either the left or right side of the room and shoot at you. This can be avoided by jumping on to the high up ledge. His second attack is that he will jump from one side of the room to the other and when hes above you he will shoot at you from above.

"Even my defeat won't stop the plot! America's biggest city will be under the ocean by now!"

"What!?"

"Arrrrrgh!"

"Emergency! There's trouble in New York! Go at once!"

4.8 Pittsburgh

Move to the right and fall down into the hole. Drop all the way to the bottom of the screen. At the bottom of the screen move to the right. At the far right is the level exit. Its blocked by an electric wall so you now have two objectives. One is to find the energy ball and the off switch for the energy wall. Jump onto the ledges next to the exit and climb to the top. Time your jumps when you come to a moving platform. Keep jumping onto each platform until you come to a large ledge at the very top of the moving platforms. Up here will be a spike covered floor. Above the floor are some ledges that lead into the room above. Climb into that room. Once in the room go to the left to reach a door. Don't enter just yet. Instead continue going left until you see an on switch. Hit it to turn on the lights. Across from the on switch to the left on a ledge is the capsule that holds the energy balls needed to exit the level. Now to disable the electric wall. Return to the exit. The electric wall will now switch from the left side to the right side. Time your movements and exit out of the stage.

"Hit the left or right direction key twice to have Cap make a running tackle."

"Roger, Wasp."

4.9 Richmond

Move right and hit the two capsules. If you keep moving right another boss will drop down and attack. He only has two attacks. The first is that he will shoot out flames at you and the second is that he will do a slide attack. He will often jump to avoid your attacks. Hit him several times and he will burst into flames and begin jumping around. Avoid him or if he hits you he will do damage. Move to the right until you see an on switch. Hit it once and the ground will shake. Start your climb to the top by jumping from ledge to ledge. When you come to a door with an electric wall on each side wait for it to stop then run into the door. The bottom capsule in the room drops the energy balls needed to exit the level. Move to the left from the door until you come to a set of ledges leading into the room above. At the very top go all the way to the right to reach the level exit.

"Cap'll avoid water and spikes by jumping and pressing the down-key."

"Roger, Wasp."

4.10 Philadelphia

Move to the right and start your climb to the top of the building. Keep climbing until you reach the top. At the top left ledge next to the rope is a capsule that has the energy ball needed to open the exit. Keep moving to the right at the top of the building. When you reach the edge jump down to land on top of the exit. Jump onto the ledge to the left to be in front of the exit entrance. Go through the level exit.

"If you go North to ports-mouth, you'll find a big power-stone mine."

"Roger, Wasp."

4.11 New York

Jump from pillar to pillar to the right, hitting any capsules you come to along the way. When you come to some spikes jump over them and aim for the pillars in between the spikes. Keep jumping from pillar to pillar until you come to a stopping point. You will be unable to continue to the right until you defeat enough enemies. When enemies stop appearing continue to the right. In the next part you will have to avoid the spikes again by jumping to each pillar and avoiding the enemies. Keep moving to the right until you enter a new area.

This is another boss fight. You can't touch the ground or you will be injured. Stay on the platforms while avoiding the enemies shots. Every once and awhile he will do a stomp attack that will drop the ledges into the firey ground. Stop him before he can totally submerge the ground or you're dead. Once he's destroyed some dialouge is shown.

"You destroyed Ultron!"

"Mandarin! Where are you keeping Iron Man and Vision?!"

"I won't tell you yet. I'll let my men keep you busy for a while."

"Salt Lake City is being attacked! Go check it out!"

"Roger, Wasp."

"You'll gain more power by collecting power-stones scattered in the cities."

"There's a force shield over every exit of the city. You'll have to collect key crystals hidden throughout each stage to break through!"

"Thanks, Wasp!"

4.12 Omaha

As soon as you start you will have to fight several enemies before you can continue to go right. At the next building jump from ledge to ledge to reach the roof. Jump to the building on the left and go through the door on the far left side of the building. Go into the room and at the top right corner of the room is the capsule that has the energy ball need to exit the level. Exit the room and go to the bottom right of the screen to get to the exit. If you want to hit any more capsules beware of the white capsules because they are actually bats.

4.13 Dallas

This level is hard. If you fall off any of the platforms its instant death. Make your way to the right until you come to a moving platform. Jump on it and before you are about to move right hit the capsule so by the time you get to the capsule the energy ball will fall and you will catch it without losing it in the fire. Continue to the right until you reach the exit.

4.14 Phoenix

Move to the right and make your way past the acid and the spikes. Once you past the spikes there is a door. Wait for the electric wall to disappear before entering the room. In the room are two capsules. After hitting them both exit the room and continue to the right. Along the way you should see an on switch. Destroy it and the electric wall above will be disabled. Return to where the spikes were and jump onto the ledge above where you were just at. Move to the right past where the electric wall once was. In between where the electric walls generated is a capsule with the energy balls needed to open the exit door. Continue to the right. The exit is at the bottom right of the room.

4.15 Denver

Go right. You will eventually come to a cliff. Jump off and land in the water. You will have to continue by walking through the water. Continue to go right until an enemies ambushes you. You will have to defeat them until you can once more go right. If one of the flying guards is to far out of reach above you

when you are Captain America then stand on the tree stump and do a kick attack to hit him. When you come to a large waterfall and a set of platforms there is a capsule above where the first platform moves to. You will have to time your jump well in order to hit the capsule because the platform moves very fast. When you hit the capsule it drops the energy ball needed to exit the level. Continue going right.

4.16 Salt Lake City

Oh no its the Donkey Kong man! As soon as the level starts you have another boss fight, and its against the dame guy again. He has the same attacks so just hit the barrel when he is holding it. Once his armor is destroyed a smaller man appears and begins shooting. Keep hitting him until he dies while at the same time avoiding his shots. Once he dies the flamethrower enemy reappears keep hitting him until he bursts into flames. Avoid him while he is in flames because if he hits you you take damage. Once all three are defeated jump onto the ledge and move to the right. Avoid the green water because its acid. Use the ledges to get to the other side. On the other side hit the on switch to destroy it. Climb to the top on the left side so you are at the same level as the platform moving left to right. Jump on to it and ride it over to the platform that appears and disappears. Time your jump so that you land on it when it is visible. Quickly jump onto the solid ground to the right. Move to through the hall and then hit the on switch when you come to it. Go back to where the green acid once was. It will be gone now. Move to the right and go through the green door if you want a crystal. Continue down the hall to the right. Stop when you come to a floor of spikes. Use the platforms to get to the other side and go past the three turrets and hit the capsule to get the energy ball to open the exit. Continue to the right and go through the exit.

You will be in a new room. Move to the right and a boss fight will begin. You will fight a large man who looks like a wrestler. He will charge at you as his attack and he will do a jump to avoid your hits. Another threats is that the ceiling will drop rocks down ever so often. Once he is defeated he will call for help. Approach him and he runs away.

"It's too late. Crossbones is already gone."

"Man! Where in the world can Iron Man and Vision be?"

"Well at least I found out where Mandarin is. He's at Avenger's Park, located near Boise. I think Iron Man and Vision are held there."

4.17 Boise

Move to the right until you reach a floor of spikes. Before the spikes is a small gap in the floor above. Jump up here then jump across the spikes. On the ledge on the opposite side is a on switch destroy it and then go to the floor below and move to the right. There's a door on this floor. Inside are two capsules. Go back to the spiked floor and jump to the top. At the top move right and jump down to the floor below. Move left then to an electric wall. Jump over it and hit the capsule to get the energy ball to open the exit. As ride a platform up to the floor above the Donkey Kong man attacks again. Hit the barrel whenever its in his hands. After his armor is destroyed hit him until he dies. When he dies a flamethrower enemy appears. Kill him. Move to the right and you will have to fight several enemies before you can continue to the right. Now go to the right side. There will be a barred door. Above the

door is an on switch. Destroy it and the door will move. Go to the right and jump over the wall to reach the exit.

"The Quinjet's in Las Vegas. You'll be able to skip over cities with it."

"Thanks, Wasp!"

4.18 Las Vegas

Move to the right until you come to a door between two electric walls. Jump onto the ledge above the door and hit the circular turret until it shoots at the power box to the bottom right. This will disable the electric wall. There's nothing in the room right now so move to the right. You will have to fight that Donkey Kong Man again. Hit the barrel in his hand so it blows up while he's holding it. When his armor is destroyed keep hitting him until he dies. When the flamethrower enemy appears keep hitting him until he blows up into flames. Avoid him while he is like this or you will take damage. Keep going right to reach a hole leading down. At the bottom go onto the ledge above the bottom floor. Move to the left and hit the on switch to disable electric walls surrounding a door on the bottom. Move by the door to the left. Move left until you reach an on switch. Hit it to turn the lights on. Return to the ledge where you blew up the on switch for the electric wall. Along the way is a capsule. Hit it to find the energy ball needed to open the exit. Go down the hallway at the bottom right of the screen. You will have to fight a wave of enemies before you can continue to the right. Keep going right and jump onto the ledge above the spikes. When you reach acid jump onto the platform above the acid and jump to right before the gun on the ground can shoot you. The exit is to your right.

4.19 Portland

Keep moving to the right until you have to fight a wave of enemies before you can continue on. Shortly after moving right you reach another area where you have to fight a wave of enemies before you can continue on. Should a flying enemy fly out of your range jump and do a kick to hit them. With this wave of enemies defeated continue to the right. When you reach your first moving platform ride it until you are below a capsule. Jump up and hit it to get an energy ball to open the exit. Ride the platforms to the far right and to the level exit.

4.20 Avenger's Park

Move to the right until the carved out faces of the Avengers appear in the mountains. Enemies will begin to jump out of the faces and attack. The first enemy is a soldier. Nothing too tough. Next up is the guard with the flamethrower. You should know his attack patterns by now. Keep hitting him until he turns into fire. Next is Donkey Kong man. Keep hitting the barrels in his hands so that they explode in his hands and damage his armor. When his armor is destroyed he will begin to attack quickly. After him is the silver man from New York. Dodge his attacks and hit him hard. He seemed to have learned a new attack. He will jump into the air out of reach and fly back and forth shooting at you. If you move to the left or right side of the screen he will drop down and attack. When he does this dodge him and hit him.

"I never imagined that I could be defeated! UURRRGH! Even if you defeat me,

you won't get Iron Man and Vision back. They aren't on Earth anymore! HAHAAHAHA, URRRGGGHHH!"

"What!? Not on Earth!?"

"They finally defeated Mandarin! Gotta tell the boss!"

"Wait! Crossbones! Gosh---huh? Boss?? Does he mean "Red Skull"?"

4.21 Portsmouth

Jump onto the ledge above the barred door and hit the on switch to open the barred door. Move past the once locked door. Move towards the spike floor and jump from ledge to ledge to the room above. Keep moving right until you reach a door with electric walls on both sides. Go past the door to the right and hit the on switch. Now go into the room and hit the capsule at the top of the room to get the energy ball to exit the level. Exit out of the room and go left and drop into the room below. Down here move to the right to reach the exit.

4.22 Houston

Move to the left to reach a platform that will bring you down. At the bottom floor move to the right until you come to some acid. Use the platforms to get by it. Move right until you come to some more acid. Ride the platforms to the top right corner of the room so that you are on a ledge above a door blocked by an electric wall. Move to the right on the upper platform to reach an on switch. Hit it to disable the electric walls. Enter the room. Hit the capsule at the top of the room to get two energy balls need to open the exit. Exit out of the room and go to the bottom right corner to reach the exit.

"Our final enemy is at the colony. Good luck!"

"Leave it to me!"

4.23 Colony

Whoo the last level! Move left and time your jump onto the quickly moving platform so that you don't fall into the acid. From that platform jump onto the one above. Ride it to the top so that there is a ledge you can jump onto on the right. Wait for another platform to come down. Jump onto it and ride it to the top. Jump onto the ledge on the left and wait for the disappearing platform to reappear. Quickly jump onto it and then onto the seperating platform and then onto the solid land on the left. Jump onto the quickly moving platform and then jump onto the disappearing platform. Jump to the left and wait for the next platform to reappear. Jump off to the right and move in for another boss fight. A turret will move around a track shooting lightning at you. Jump up and hit it to destroy it. Next fireballs will begin to attack you. They are homing so stand beneath where Crossbones is and right as the fireball is about to hit you, jump to the left and the fireball will hit the room Crossbones is in. When the floor breaks you will have to fight Crossbones. He will do a diving kick at you and will punch you. Avoid his attacks and hit him. With Crossbones defeated the Red Skull appears.

"You have done will, Avengers, but this time will be the end of you! Get back

to your planet, or I'll have to kill Iron Man and Vision!"

"Cap!! I've released Iron Man and Vision! All we have to do now is get rid of Red Skull!"

"Great job, Wasp! Did you hear that, Red Skull? Here we go!!"

"Argh! I guess I'll have to get you myself! Come on, Avengers! The power-stone isn't your only source! Watch this!"

This is it the final battle with Red Skull. He will gather power-stones to himself and will transform into a large monster. He has two attacks. The first is a diving kick. The second is he will begin to spin and kicking anything in his path. There's no real trick to this right. Just keep hitting him and dodging his attacks to the best you can.

"The Fight is over. Captain America and Hawkeye, who defeated many enemies and saved America. Iron Man and Vision, who made resistance while being captured. These four Avenger heroes are now given a short rest...A rest that will only last until the next.....fight!"

<----->
The End
<----->

5. Battle Mode

This is a menu for you and your friend to battle in. Player one can pick from Captain America and two other Avengers. While Player two can pick from three different enemies. You can then fight one another for fun.

6. Cheats

Game Genie Codes

- SZSULYVG = Infinite continues
- GPNXIUZA = Large power stones worth 20 points
- TPNXIUZE = Large power stones worth 30 points
- ZLNXIUZA = Large power stones worth 50 points
- ZAUZILPE = Small power stones worth 10 points
- OLNUNEOO = Infinite energy
- LSUPUELO = Hawkeye shoots arrows faster

- VYNXTXNN
- ZEEZAZPA = Faster Capt. and Hawkeye--one direction only

- SYNXTXNN
- LEEZAZPA = Even faster Capt. and Hawkeye--one direction only

7. Contact

Any tips, hints, secrets, suggestions, advice are all very much appreciated if you find something I don't have already here or you have a question without an answer already listed here then you can email me at (removed).

Any input will be greatly appreciated.

8. Disclaimer

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