

Skull & Crossbones FAQ/Walkthrough

by SSJ4Kain

Updated to vFinal on Jul 13, 2007

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Skull & Crossbones - FAQ/Walkthrough.

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Walkthrough Version: Final.

Last Updated: 7/13/07.

System(s): NES.

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= Table Of Contents =

| [I. Introduction] [INTR1] |

| [II. Current Updates] [CURUP2] |

| [III. FAQ (Frequently Asked Questions.)] [FAQ3] |

| [IV. How To Play] [HOTOPT4] |

| A. Controls [CONTR4.1] |

| B. Moving Around [MOAR4.2] |

| C. Power Ups & Objects [POUOB4.3] |

```
| D. Tips & Tricks . . . . . [ TITR4.4 ] |
|
| [ V. The Walkthrough ] . . . . . [ THEWA5 ] |
| A. The Story . . . . . [ THESTO5.1 ] |
| B. One Eye's Ship . . . . . [ ONEYS5.2 ] |
| C. Pirate's Ship #1 . . . . . [ PIRSH5.3 ] |
| D. Castle Keep . . . . . [ CASK5.4 ] |
| E. Pirate's Ship #2 . . . . . [ PISHI5.5 ] |
| F. Far Eastern Castle . . . . . [ FAEC5.6 ] |
| G. Pirate's Ship #3 . . . . . [ PIRSH5.7 ] |
| H. Medusa's Lair . . . . . [ MEDLA5.8 ] |
| I. Wizard's Lair . . . . . [ WIZLA5.9 ] |
| J. Ending . . . . . [ ENDI5.10 ] |
|
| [ VI. Analyzing The Enemy ] . . . . . [ ATE6 ] |
|
| [ VII. Secrets ] . . . . . [ SECR7 ] |
|
| [ VIII. Credits ] . . . . . [ CRED8 ] |
|
| [ IX. My Words ] . . . . . [ MYWO9 ] |
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=                               Table Of Contents                               =
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NOTE: I've added a Search Engine into all my FAQs now. To use this, if there's something you wish to find instantly in my FAQ, in the above table, on the left is the name of a section or sub-section. To the right is a weird code, like GOK5.1. Basically, if you wish to go to the section where I tell you about Goku under The Playable Characters Of The Story, on your Keyboard, hold Ctrl and then hit F and a window will open. Type in GOK5.1 and hit Find Next. It'll bring you to that section instantly. The code to reach the Table Of Contents is just that: Table Of Contents. I hope this makes browsing my FAQs easier for you. Enjoy!

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=====
= I. Introduction . . . . . [ INTR1 ] =
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Hello there and welcome to Kain Stryder's FAQ for the NES game, Skull & Crossbones. It's your typical Pirate game, with collecting booty, saving a girl and sailing off into the horizon...or something. Although not the best game out there, it's simple enough that it's long overdue for a Walkthrough. Anyway, this guide is to NOT be on ANY other site, except for GameFAQs. I do NOT want to see this ANYWHERE else, unless I say so. Please do not edit or claim this guide in any way, shape or form, because I worked hard on it and I hate to see people claim things that aren't theirs to begin with and say they created them. Please just use this as a source and nothing more. Now, with that said, let's get on with the guide. Enjoy!

Update: This Walkthrough is now available at IGN, Neoseeker and any other sites I've allowed via E-Mail to host this file. If I did not give you permission to host this FAQ on your site, then you're hosting it illegally and if you're reading this on a site with any variatin of "cheat" in its name, please notify me so I may take the necessary action. Thanks.

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= II. Current Updates . . . . . [ CURUP2 ] =
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7/13/07 - I've completed the walkthrough and everything else as much as I possibly can and marked it as the Final version. If I ever need to update it again with corrections or reader submitted information, I'll do so, but until then, it's complete. So, enjoy!

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= III. FAQ (Frequently Asked Questions.) [FAQ3] =
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There are none...yet. If I get any, I'll add some up, so start E-Mailing me so I can add to this area!

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= IV. How To Play [HOTO4]=
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- A. Controls [CONTR4.1]-

Well, here's the controls for the game. Thankfully they're as basic as you can get.

D-Pad - Moves your Pirate around. Holding the Up Button and hitting the A Button to jump makes you perform a Super Jump. Holding the Down Button and hitting the A Button allows you to drop down below through a platform.

Select - Brings up your Booty Room, letting you see your current Score, Weapons and Treasure Collected, as well as letting you switch between your Weapons.

Start - Pauses the game. If you hit the Up or Down Buttons, you can cycle through your current Weapons. Note: If you're playing with a friend, hitting the Start Button on Controller 2 will add them into the game as Red Dog. Both your screens will be split in half and you both can play together and neither share Continues, however, if your friend enters in late to the game, they're unable to start fairly with their Ranking, so keep this in mind. Player 2 will start with only 3 Cutlasses, though.

B Button - Attacks with your Cutlass, Dagger, Gun or Fist.

A Button - Allows you to Jump.

- B. Moving Around [MOAR4.2]-

Well, this is pretty simple to explain, so I'll get it over with. The game's your basic platformer, just walk around, kill Enemies and move on, really.

For the menu explanation, you have a small menu at the bottom of the screen displaying One Eye (or Red Dog if you're Player 2), your character's name, a number with either a Cutlass, Dagger or Gun representing how many of that Weapon you have remaining, a clock showing how long you have till you lose the Stage and finally, your Health. Everytime you take damage, this goes down and when it hits 0, you lose a Continue. You restart where you left off, but run out of Continues and it's Game Over.

Next, you have the Bounty Room. To the left are 8 boxes and to the right are 5. The 8 boxes to the left are for Treasures and hidden Weapons. As for the 5 boxes to the right, the first 3 are for your Cutlass, Dagger and Gun, the next is for a Super Fist that allows you to switch to your Fists and fight, otherwise, you can only use your Fists if you run out of all your Weapons. (The Super Fist isn't even THAT good...it's a 1 shot Weapon and you can't keep using your Fists after...ugh.) As for the last slot, it's the Homing Missile Weapon, which fires out at ALL Enemies on the screen. Good for crowd control, but you get this via the S Power Up if you're bare handed quite frequently.

Following this, you have the Rating system, which at the end of the game, gives you your Final Score and Ranking. Collecting Treasure/Weapons in each Stage gives you x points based on how many Treasure/Weapons are therein. Then you have Continues Left, which are your Lives. There are no real Continues in this game, as if you lose all your Lives, it's officially Game Over and you need to restart all over. Finally, you have your player's name, his Health and Time Remaining for the Stage you're in. Simple, huh?

Lastly, there's the Stage Select and the Game Over screens. Merely highlight a Stage and click it to proceed and as for the Game Over screen, you'll see your Final Score/Ranking and 0/100 of how well you hurt the Wizard. Basically, after some Boss Battles, the Wizard will appear and you'll literally have 1 second to hurt him before he throws you away. As far as I can tell, despite the game telling you to hurt him whenever, this really doesn't do much...even fighting him at the end of the game made it seem like it did nothing and when you clear the game, you get 100/100 on him, so...yeah. Anyway, that about covers this section.

- C. Power Ups & Objects [POUOB4.3] -

Alright, here's the overview of all the Power Ups and types of objects you'll encounter in the game.

Cutlass - Picking this up gives you 3 uses of a Cutlass.

Gun - Picking this up gives you 3 uses of a Gun.

Dagger - Picking this up gives you 3 uses of a throwing Dagger.

Super Fist - Picking this up gives you 1 Super Fist. Very useless...but, it's found in the Crow's Nest on the Pirate Ship #1 Stage.

Bubble Blower - A rather odd...Weapon. Found in the Castle Keep Stage, on the last platform before you drop to fight the Executioner.

Bubble Blower #2 - A rather odd...weapon. Found in the Far Eastern Castle Stage, on the thin air below where you drop down to reach the Kung Fu Master's Room.

??? - Not sure on the final box and what the Weapon is, as I never found it. If you have, feel free to drop me an E-Mail and I'll credit you.

Homing Missile - Fires out Missiles that home in on all Enemies on the screen. Useful, but a one shot item, so save it for when you really need it. You'll get this constantly, however, via the S Power Up that floats

by on the screen if you're fighting with your Fists.

Rum - A bottle of Rum that gives you 1 Health.

Jug Of Rum - A jug of Rum that gives you 10 Health.

Grapes - A bunch of grapes that gives you 5 Health.

Fish - A Fish that gives you 15 Health.

Pirate's Head 1-Up - Gives you an extra Continue.

Hourglass - Gives you an additional 15 seconds of time.

Gold Cup - Counts towards giving you Cutlasses in the Booty Room after each Stage. Gives 1 Cutlass.

Money Bag - Counts towards giving you Cutlasses in the Booty Room after each Stage. Gives 2 Cutlasses.

Pile of Gold - Counts towards giving you Daggers in the Booty Room after each Stage. Gives 1 Dagger.

White Chests - Counts towards giving you Daggers in the Booty Room after each Stage. Gives 2 Daggers.

Green Chests - Counts towards giving you Guns in the Booty Room after each Stage. Gives 5 Guns.

Skull & Crossbones - Poison. If you touch this, you'll automatically die, so avoid at all costs.

Bone Piles - Touching these make them disappear and either Money, a Weapon or a Skull & Crossbones can appear.

P - Only will float by on the screen if you're using your Fists. Collecting this allows your next Punch to send your Enemy flying across the screen.

S - Only will float by on the screen if you're using your Fists. Collecting this allows your next punch to fire out Homing Missiles that kill anything on the screen. Very useful.

- D. Tips & Tricks [TITR4.4]-

- Hitting the Select Button brings up your Booty Room, where you can see your current Rating. This is a 0-100 base system that has no impact on the game, except to serve as a Ranking/Score system. Basically, in each Stage, you must collect all the items received from visible and hidden Bone Piles. This is pretty tedious, as the majority are hidden on invisible spaces, such as in thin air, below a platform that'd make you fall off and merely somersault back up or even on clouds, parts of the ship, etc, etc. Now, say you have 0/45. Well, this means there's a total of 45 Points to acquire in this Stage. Above this number is the Ranking, of 0-100. As you collect stuff, this goes up. Say the next stage is 45/106.

That means there's 61 Points. The problem is, if you miss anything, you're virtually screwed and can't really figure if you found everything in that

Stage, since, say, you went 44/45 or something. It just screws you up, heh. My suggestion is unless you're a die hard, just find what you can, as time's limited, Enemies are constantly repopping and taking up precious Weapons and Health and it's too much of a hassle to get everything. Do what you can and just beat the Stage and eventually the game. As a side note, once you clear the Boss in the Stage, you have all the time in the world to explore and collect anything you've missed, but be wary, as there's still Enemies about. This may not be worth it and sometimes, if the Wizard appears, (I'll note it in the Walkthrough.) you're screwed and can't anyway, so...take this as you will.

- Most Bosses, if you find yourself dry on Weapons, can be punched to death by crouching or getting onto a platform slightly above them and punching them. This worked for me on the last Stage's Medusa, the Kung Fu Master and the Executioner on the Wizard's Lair Stage. This won't always work, but in my Walkthrough, I'll offer it where it does work. Just don't get discouraged if you're relying on your Fists, as they're very reliable.

- The game lets you pick any of the 5 Stages in any order you wish, from left to right being easiest to hardest. I'd suggest starting off at hardest and going to easiest, as that's your best bet, since the first two Stages are a joke and easy to grab and conserve Weapons for the Wizard's Lair Stage, which you WILL need.

- All Enemies will respawn if you leave the screen they appeared on, so be cautious of this. However, this is required in order to fill the queue of Enemies needed to reach the Boss.

- Falling into pits does jack, as in, you lose no Health, nothing. So don't be afraid of diving into a pit or if you missed a Jump...the game's very lean on this aspect.

- Periodically, you'll see a number pop up above an Enemy. This represents a percent of Enemies left you must defeat in order to reach the Boss of that Stage. This also is used to show how much Health is left on a Boss when you damage them.

- If you ever run out of time in a Stage, it's automatic Game Over. No Continue is used, nothing. Be VERY careful of this, especially if you're trying to get all the items in a Stage.

- Hitting the Start, Select, B and A Buttons at the same time will reset the game at any time if you wish.

- Whenever you die, you gain an additional 15 Seconds of time and all Hourglasses reappear to be collected again.

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= V. The Walkthrough [THEWA5] =
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- A. The Story [THESTO5.1]-

Well, from what the game describes, you're a Pirate trying to acquire this Wizard's Powers, as well as your Princess that's been kidnapped. So, we have your basic damsel in distress, go save her while getting rich and powerful...and being a Pirate! Well, that's the story and with that, onto the game!

- B. One Eye's Ship [ONEYS5.2]-

Well, the game just pits you on your Ship the second you start, with your Princess just pointing to the right. There's 2 Mummies here, just make quick work of them and collect the Power Ups you see and feel free to explore for the hidden ones, as they're not hard to find. Remember, try jumping on clouds, the skulls on your Ship's Flags, etc. Get use to the controls and a feel for the game, as this Stage is VERY short, as soon as you walk right, you'll see a pink Ship and going onto that and to the right a bit will make the Wizard appear. Shoot him a few times if you can, but honestly, don't bother unless you think it'll do something. After this, he'll kidnap your Princess and you'll see a small cutscene, followed by your Booty Room, where you'll get Weapons for the Treasure you collected.

Now, you can do any of the next Stages in order, but they're listed in the Walkthrough here from left to right as they appear on the screen. I HIGHLY suggest you start from Medusa's Lair, the far right and work your way left, otherwise you're going to be unable to beat the game when the Wizard's Lair opens up.

- C. Pirate's Ship #1 [PIRSH5.3]-

Note: Collecting all the Treasure in the Stage opens up a Pirate's Head 1-UP at the end of the Stage. Also, hidden on the Crow's Nest is a Super Fist. It's a 1 shot Weapon and not that strong...also, gathering a majority or all the Treasure in the Stage gives you another Pirate's Head 1-UP above where you fought the Captain.

A straight forward Stage. Just collect the Power Ups, find the hidden Treasure/Weapons and kill the Pirates and Rats here. Pretty easy. Once you've killed enough Enemies, an arrow will point you to the right and you can fight the Captain. He'll most likely ambush you, so spam your attacks and kill him as fast as you can. Once he's dead, you can explore the Stage at your leisure and collect any hidden Treasure/Weapons. To clear the Stage, collect all the items that popped above the Captain while avoiding the Skull & Crossbones.

- D. Castle Keep [CASK5.4] -

Note: On the last little platform just before you drop down below to fight the Executioner, jump over and there's a hidden Weapon, what I'm calling a Bubble Blower. This thing can be used as an emergency Weapon, so save it for when you really need it. Very nice. Also, the room before the Boss, where you see a bunch of Shields on the wall, above the very first Shield you come across is the Homing Missile, a nice Weapon, but a 1 time use unless you're bare handed and pick up an S. Anyway, you MUST collect all the Treasure/Weapons in this Stage before the Boss, as after the Executioner dies, the Wizard will appear and blast you away.

Basically, just collect the Power Ups and kill Enemies until you're allowed to move on. Avoid the new Cannons that are about, which when they flicker, they're about to fire a Cannonball which will hit you. Otherwise,

you can run in front of them. Also, the little red spike balls you see flying at you here and there, avoid them, as the Wizard is throwing his magic at you. Once you reach the end, you'll have to fight the Executioner and afterwards, the Wizard will pop up and blow you away, completing the Stage for you.

- E. Pirate's Ship #2 [PISHI5.5] -

Note: Right where you start, drop down to get a Super Fist.

Well, this is another easy Stage. Just collect the Power Ups and Treasures/Weapons and kill enough Pirates/Rats till you can fight the Boss. Be warned, there's no Wizard here, but you can't back track, due to you fall down quite a bit to reach the Captain. You will cap out your Score before reaching the Captain, so find everything before then. Once you're ready, kill the Captain, as he's pretty simple, just uses a Cutlass to attack. Once he's dead, collect the Power Ups above him while avoiding the Skull & Crossbones and you'll complete the Stage.

- F. Far Eastern Castle [FAEC5.6] -

Note: On the second Window, in the middle, is a Homing Missile. Also, a Bubble Blower #2 can be found directly below the platform you fall down to reach the Kung Fu Master's Room. Simply fall down to the thin air below to find it.

Well, here's the first real difficult Stage, in terms of a LOT of Enemies and a ton of things to collect, but little time. I suggest highly you ignore the Treasure/Weapon hunt and get what you can and just press on for the Boss. Now, be careful of the Ninjas, as they're very deadly and come in packs. Also, the Kung Fu Master is one of the Bosses you can beat with your Fists if you're at that point. Simply stand below him on a platform and just punch away, he'll never touch you. Again, a somewhat hard Stage, but this is nothing compared to the last two you'll be coming up against.

- G. Pirate's Ship #3 [PIRSH5.7] -

A somewhat easy Stage, but the constant Cannons and Barrels, plus the slippery walkways make this a huge pain. You're also short on time, so focus first on killing Enemies, then the Treasure/Weapons, since there's no Wizard for this Stage. Once you clear a way to the Captain, kill him, as he's pretty simple, just has a Cutlass and quickly falls to your might. Afterwards, go ahead and scout for anything you've missed and when you're ready, collect the Power Ups the Captain left to complete the Stage.

- H. Medusa's Lair [MEDLA5.8] -

Note: The Wizard will appear after Medusa dies, so you can't go back to collect any items you may have wanted.

Well, here's the second hardest Stage in the game. This Stage has new Enemies, as well as a short time limit, so be on guard. Basically, all but

a few Enemies are Skeletons, which can hide in the ground, pop up briefly to hurt you and disappear again. It's very annoying, but do what you can. To clear this Stage, as in, reach Medusa's Room, you need to go all the way to the right and climb up and jump across clouds, all while avoiding Demons and Skeletons. Once you manage to reach Medusa, she fires lasers from her eyes why stirring her pot. This is another Boss you can get in close to, punch, duck, punch, duck, etc to win, otherwise, just use Weapons to down her. Once she dies, the Wizard will appear and zap you away, clearing the last Stage. Now, the path to where the Wizard is hiding opens...

- I. Wizard's Lair [WIZLA5.9] -

Note: Be careful of the constant red spike balls throughout the Stage.

Well, here's the final stretch. Basically, there's no hidden anything here, so just kill the Enemies till you can move on. When you can, be ready to fight the Executioner and once he's down, the Wizard will appear to stun you only this time, then you can move on. There's 3 new Enemies here, a Skull, Bat and Mudman, none are dangerous, really. After you clear the next wave, be ready to fight the Kung Fu Master again, with the Wizard appearing once more to stun you after. Continue on and kill even more Enemies and you'll be able to fight Medusa again. Dispatch of her and the Wizard will appear again, then you'll be able to move onto the final room.

You'll come across your Princess and the Wizard, as the Wizard attacks you. This has got to be the easiest Boss in a Video Game, ever. He can't hurt you unless you blindly run into him, all he can do is annoyingly stun you and hope your time runs out. Make short work of him and enjoy your ending.

- J. Ending [ENDI5.10]-

Well, the ending's...different. Enjoy the dancing scene, with your Final Score and Ranking. For a piece of mind, here's the Official Ranking, found at the starting cutscene of the game:

- 100 - Captain.
- 95-99 - Swashbuckler.
- 90-94 - Buccaneer.
- 80-89 - First Mate.
- 70-79 - Sea Dog.
- 50-69 - Scurvy Dog.
- 30-49 - Deck Swabber.
- 0-29 - Cabin Boy.

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= VI. Analyzing The Enemy [ATE6]=
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Here's a rundown on all the types of Enemies and even the Bosses you'll find in the game. They don't give Points or Rewards and the only thing that's beneficial to you in killing them, is allowing you to reach the Boss of that Stage.

Enemy Name: Archer.

Description: A typical Archer who fires Arrows at you. Moderate threat, just avoid and kill them quickly.

Enemy Name: Bat.

Description: A Bat that flaps about trying to swoop down and hit you. Easily defeated, but can be a pest at times.

Enemy Name: Captain.

Description: The Captain of the Pirate Ship. He uses a Cutlass and can easily make sure short work of you.

Enemy Name: Demon.

Description: A red Demon Bat that flaps about trying to swoop down and hit you. Easily defeated, but can be a pest at times.

Enemy Name: Guard.

Description: A large, dimwitted Guard that uses a Whip to attack you. Easily defeated, just stay out of his range and you'll be fine.

Enemy Name: Executioner.

Description: Your typical medieval brute who swings a Great Axe. Dangerous and should be killed at range if possible, however he rushes at you, so use your best Weapons to take him down before he does it to you.

Enemy Name: Kung Fu Master.

Description: An old man keen in the Martial Arts. Jumps around and fights with his body. Very deadly, fight him at range for the best advantage.

Enemy Name: Medusa.

Description: A woman who stirs a pot while firing lasers from her eyes. Easily killed for a Boss by attacking and ducking to avoid her attacks.

Enemy Name: Mudman.

Description: A creature made of Mud. It appear from the ground and swipes at you. Very easy to defeat and is a small threat.

Enemy Name: Mummy.

Description: Your typical mummy. Wrapped in bandages, they come at you trying to kill you. Pretty easy to kill again, just don't let them near you.

Enemy Name: Ninja.

Description: A typical Ninja that throws Shurikens or whacks you with Nunchuckus, as they somersault around. Pretty deadly, kill as fast as you can or else you'll be eating Shurikens for Dinner.

Enemy Name: Pirate.

Description: There's a few types of Pirates. Some come armed with a Cutlass, others throw Rum Bottles at you, some throw Daggers, some fire Guns and some throw punches. All of them are pretty weak and don't take much to dispatch.

Enemy Name: Rat.

Description: A pesky Rat that runs about jumping/biting you. Easily killed by walking over it or jumping on it.

Enemy Name: Skeleton.

Description: A Skeleton that hides under the dirt and pops up to attack you when you're far away. Can use a Cutlass, Dagger or it can punch you. Very dangerous, try to kill them as fast as you can, otherwise you'll be

in for a world of hurt.

Enemy Name: Skull.

Description: A bouncing Skull. It slowly bounces about and is easily defeated.

Enemy Name: Wizard.

Description: The man who kidnapped your Princess, he's actually incredibly weak. Lose to him and you're definitely no Pirate, heh.

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= VII. Secrets [SECR7]=
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None at the moment. If you have any, please send them to ssj4kain@aol.com.
Thanks!

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= VIII. Credits [CRED8]=
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Well, here's where I give credit to the ones that helped make this guide possible. Here's the following people I'd like to thank:

Tengen - The people that made this...game. Yeah >_>;

Myself - For writing this guide. Thanks for reading it and I hope it helped you in playing the game.

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= IX. My Words [MYWO9]=
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Thanks for reading my guide, first of all. I sure hope it helped you. If you wish to submit something to this guide, send it to ssj4kain@aol.com and label the subject as "Submit-Crossbones" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the subject as "Question-Crossbones" please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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