

9. Enemy Shot Chart
10. Rankings
11. Bosses
12. Herb Mixing
13. Credits
14. Contact Info

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1. INTRODUCTION

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I'm doing this Leon Scenario 2 Guide for some reasons. One is that I absolutely adore Resident Evil 2, and the Nintendo 64 version is better than the PlayStation version, IMHO. Secondly, Leon has the more challenging Scenarios than Claire, and I like that as well. And lastly, Leon's Scenario 2 is the toughest Scenario in the whole game of Resident Evil 2, because of they nasty Tyrant and such. Also, there are only _2_ guides for the Nintendo 64 version of Resident Evil 2, and none of them are complete (one of them covers Claire's Scenario 2, and the other covers mostly Leon's Scenario 1....and that's it). So enjoy this guide, where I walk you through the game, although I don't get very much in-depth, since most of you gamers out there already know about the world of Resident Evil 2 by now...Oh, and I will also point out the Locations of all of the 'special' EX Files that are exclusive to the Nintendo 64 version of this great game.

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2. Legal Stuff

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Cabin Key on it and run through it, and make your way to the back stairs of the Police Station, near some stairs.

Use the stairs to find the entrance to the Police Station, and enter the hallway full of crows. Grab any herbs here, then work your way to the main balcony, overlooking the main floor (the one with the statue). Run up to the Emergency Ladder, activate it (lower it), and run to the other end of the path to find the Unicorn Medal. Now make your way downstairs and to the main floor with the statue (use the Emergency Ladder).

Once down here, run up to the desk and take the Shotgun here. Now use the Unicorn Medal on the large statue to get the Spade Key from it. Unlock the blue-ish door here, because you will need to get through it later. Head back upstairs to the second floor, and use the hallway of crows to get to the Squad Room, and get the Valve Handle from inside. Return to the crow hallway, and exit back outside to the wreckage. Use the Valve Handle on the on the broken water valve to put out the fire on the crashed helicopter. Take the Shotgun Shells from the now-gone fire, then re-enter the Police Station.

Run through the hallway of crows again, and avoid the Tyrant, but you might take some damage, so use some Herbs. Exit the hallway, and make your way through the area where the crashed helicopter crashed inside the Police Station. Avoid the Lickers as best as you can (or you can use your Shotgun), then enter the room at the end of this hallway. Inside here, grab the Blue Card Key from inside, then go back downstairs to the Main Hall with the statue.

Use the Blue Card Key on the main computer on the desk where you got the Shotgun to unlock some doors. Now head through the doors nearest to the statue. Pass by the Licker or kill him, your choice, and follow the hallway until you get to the Briefing Room. Inside here, go to the back of the room and use your Lighter on the fire place to reveal the Red Jewel. Now continue down the hallway and go up the stairs at the end, and follow the hallway at the top of the stairs until you get to a statue puzzle. Just push the statues on the two greyish areas on the ground so that they face the main statue. This will cause another Red Jewel to come loose. Take it.

Now go through the next door to the right of the statues, and enter the S.T.A.R.S Office. Inside here, take the Magnum out of the Locker. Leave the room, and continue down the hallway, and go through the door. Here you will find Sherry Berkin. She'll leave quickly, so search the dark hallway for some Ammo and the Diamond Key. Leave the way you came in here, and make your way to the Library, which is on the other side of the Police Station. Intentionally fall through the floor and you will now have to solve the shelf puzzle:

S1: Right

S2: Right

Take any herbs in here, then you will get a Plug from solving the Puzzle. Now go back to where you first found Sherry, but on the way go into the Locker Room, get the Heart Key and the Green Herb. Now return to the room back where you got the Blue Card Key, near the Lickers.

In here, approach the statue towards the back, and use the 2 Red Jewels on it, and you will receive another Plug. Head downstairs to the Interrogation Room to find another Plug (it's in the only unlocked door in the 2-door hallway). Leave the room, and enter the Press Conference Room. Use your lighter to light the 3 torches in here:

- 12
- 13
- 11

Light them in that order. This will allow you access to the Gold Cog. Grab it, and avoid the Tyrant as you leave the room. Now follow the hallway down to the stairway that leads down to the Police Station storage area (basement). Follow the corridor, and go into the electrical room, and make your way to the back of the room. Restore the power by solving this switch puzzle:

U- Up
D- Down

Switches:

U	D	U	D	U

If you did this right, power will be restored to the Police Station. Return back upstairs, and make your way to the second-floor of the Police Station, and go to where the inner-wreckage was, and into the hall with Chief Iron's office. Enter his office, and grab the Crank from inside the office, then leave the room. Make your way to the third-floor of the Police Station, and into the Gear Room.

Use the Crank on the hole near the stairs to lower them, and climb up them. Now use the Gold Cog on the empty slot in the gears to reveal a hidden switch. Flip the switch, then approach the newly-opened door. Grab the Plug from inside here. Return downstairs and to the basement, and go into the Garage past the electrical room.

In here you will meet Ada Wong. Agree to help her push the truck out of the way to save Ben, and go through the door to get to Ben's cell. Speak to him, then take the Manhole Opener from the shelf near his cell. Now go back the way you came, and use the Manhole Opener on the Manhole near the dog kennels. Go down the ladder. Make your way through the sewers, and go into the open room where there is a door that uses the Chess Plugs to open it.

Search the room, then exit it to find Ada again. This will start a small quest where you play as Ada. Move into the area with the boxes, and move them so that they are all lined up. Go up the stairs and hit the switch to activate the water. The boxes should have made a bridge to get to the other side of the room. Just search the area with Ada to find some Ammo and the Club Key. Now go back to where you met Leon.

She'll give Leon whatever she picked up, including the Club Key. Go back the way you came, and go past the Garage, and through the Watchman's hall, avoid the dogs, and enter the Autopsy Room and get the Red Card Key. Leave the room and enter the Weapons room by using the Red Card Key on the lock and take the Side-Pack. Now return back up the the third-floor of the Police Station, and back into the Gear Room. Take the Knight Plug if you haven't, then drop into the vent and you will drop back into the basement with the cells.

Go back to Ben's cell and see if he's there. You will find out SHOCKING REVELATIONS in the story...but I won't ruin anything for you. After ALL of the coversation and mucky stuff, go back through the sewers and to the room with the Plug-Powered door is. Once in here, you will have to face a mutated William Birkin. Just dodge his attacks (he is rather slow), and blast him with your Shotgun till he drops. Once he is down for the count, run past him and place all four of your Chess Plugs into the door. The door should unlock. Enter it.

Run through the sewers, and ride the nearby elevator to another hallway, and then follow that hallway to find Mrs. Birkin. She'll shoot you, so someone will have to take over for you to find Annette. You will now take control Ada. Follow Annette through the hallway and throught the sewer, and up the ladder and through the large fan. Soon enough, you will find her. After the long cut-scenes, Ada will "take care" of Annette. Use the ladder that is nearby, and go across the bridge to re-gain control of Leon again.

Head back to the control room with all of the dead bodies (near where Ada shot Annette), and get the Wolf Medal from the bodies. Go to the large bridge in the sewers near you, and use the Valve Handle to lower it. Run across the bridge, then use the Valve Handle again to raise it for later. Continue along through the corridor, and if you DID NOT kill the alligator here, just release the steel cansister on the left hand wall, and shoot it when the Alligator picks it up to kill him. Enter the dump room beyond the alligator hallway to meet Ada again. Now climb the ladder and search the dead bodies to find the Eagle Medal.

Return to the large fan that you passed through earlier with Ada. Now it's going fast. Use the Valve Handle to stop the fan so you can pass it. Climb the ladder and go through the fan to the other side of the sewer, and use the Eagle and Wolf Medals on the control panel near the waterfall. When the water stops, go through the newly-found door.

Find the switch to the cable car, and activate it. Now enter the car and use it to get to the Factory. Inside, you must fight parts of Birkin again. Don't shoot him at all. Just let Ada blast him and he'll leave in time. Once the cable car stops, exit it, and light the flare with your lighter to reveal the Weapons Box key. Grab it, then enter the Factory. Follow the hall to the left, then at the end go right to find a dead body. There are some Shotgun parts on it, so take them. Go through the nearest door, and follow the path until you reach a fork in the road. Go left and up the ladder at the end to get some Ammo. Leave the room and head into the monitoring room. You will find the Control Panel Key in here. If you look at the monitors, you will see that the Tyrant is coming your way, so use the Magnum to kill him. Grab the Magnum Rounds off of him, then leave the room. Return all the way back to

the Save Room where Ada is, and use the Control Panel Key on the panel near Ada.

Leave and go back outside to the lift, and hit the button next to it. Enter the lift. Grab the Magnum Rounds from the back of the lift, and you will see Birkin injure Ada. Equip either the Custom Shotgun or Magnum, and go outside to fight Birkin again. Blast him with enough powerful rounds so that he stays far away from you. When he is down, go back inside the lift and you will see another cut-scene.

Leave the lift when it stops, and run straight into the Save Room. Save your game and dump whatever you need to. Now push the nearby box onto the lift elevator. Push it to the room with the other boxes so you can get this done fast. Now find the smaller elevator and take it down a level to find some Lickers. Run through the next room and into the room with the Main Elevator Power Switch. Activate it, then leave and go all the way back to the main elevator that you just activated. Use it, and kill the nekkid zombies here, and go down the corridor, and head through the right hand hallway, then go through the eastern door. Head left until you find another door, and go through it. Continue through the next door to find the Fuse Case, then use it on the computer here to get the Main Fuse. Go back to that fork with the power generator in the center, and use it on the generator. Now go through the west door instead.

Enter the B.O.W room and turn on the sprinkler system if you need to by using the computer, and then grab the Flamethrower from the locker here. Now also take the Lab Card Key from this room. Light that plant that is coming through the hole in the wall with your Flamethrower, and go into the hole to find a room with some ammo. Take it, then leave. Flip the nearby switch on the wall to open a shutter, and flame the plant-things. Go through the door that they were near, and go down the long ladder and go through the door at the bottom. Kill the Lickers in here, then go into the lab. Use the Weapon Box Key on the weapon box (duh), and you should get the Magnum Parts. Head into the inner lab and get the Power Room Key and Lab Card Key.

Head back towards the elevator, and into the Lab by using the Lab Card Key. Inside, blast off any bugs that are on the computer, and enter "Nemesis" (good choice, no?) as the user name, then use your fingerprints. Now head back to where you fought those Plants near the shutters, and enter your finger prints. Go back to the Main elevator and ride it to B1.

Return to the place where you pushed that crate from a while ago, and climb up it, and use the crates to get to the Power Room. Now Ada will help you get away from the Tyrant here. Grab the Master Key from the floor, then go to the area where Claire hid Sherry from Claire's scenario.

Now bring Sherry with you to the main elevator, and use the Master Key on the control panel at the back of it. Now you will be able to get to the emergency train. Go into the train to find the Platform Key, then leave the train and use the key on the outer gate near the train. Run onto the platform and take the 2 High Capacity Plugs so you can restore power. Now run through the door near the stairs to find the generator where you use these plugs.

6) Q: How many EX Files are there in this N64 version of RE:2?

A: There are approx. 16 EX Files to get.

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6. Tips

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These are the main tactics that you will need to follow EXACTLY in order to finish the game in under 3:00, the time it takes to earn the Rocket Launcher, as well as the Gattling Gun.

- Do not save your game. I know this sounds a little extreme, but when you're attempting to beat the game in under 3:00, this is necessary. Every time you save your game, it deducts "points" from your overall ranking. For every time you save your game, it deducts 50 points from your overall ranking, and 1000 points for the first time you save your game.
- Do not use ANY First Aid Sprays. Using these will also bring your overall ranking down significantly. In order to earn an A rank, you are not allowed to use any First Aid Sprays.
- Using Herbs is alright, because this doesn't bring your rank down at all. But always use Mixed Herbs instead of a single herb because it conserves herbs and space in your inventory. The best combination of Herbs is a red, blue, and green herb; two green and one red herb; two green and one blue. Once again, NEVER use just a single herb unless it's absolutely necessary.
- Do not strive to pick up every box of Handgun Bullets you come across. You will need to pick up plenty of bullets, but you shouldn't need that many, because you will be killing zombies with your combat knife the most often, unless you are overwhelmed by zombies. DO NOT go out of your way to collect handgun bullets, because it just wastes time.
- Use the combat knife whenever you can. Using the knife saves you ammo. For example, whenever you drop a zombie to the ground that will be a "crawler" or isn't quite dead, quickly switch to your knife and finish him off. You should be able to knife to death any zombie after 5-6 bullets without getting touched at all every time. The downside to this is that it wastes time, but this can be overcome by...
- Avoiding confrontation whenever possible. It's always best to just avoid enemies whenever possible, unless it's a powerful foe like the Bandersnatch or Hunter, in which case you should immediately kill them off to save time.
- Only kill enemies that are in rooms that you will need to revisit later on. This way you save time because you won't have to kill them later, unless they re-spawn.
- Do not collect ANY files. They just waste precious time, and are useless.
- Only go to areas that you will need to go to. Going into other areas that are optional wastes time.

- Pick up any herbs you come across. Since you are only allowed to use Herbs, then you'll need as many as you can get.
- Never collect Ink Ribbons. This will waste time because you shouldn't be saving your game at all.
- Be prepared to spend some serious time with your Dreamcast. In order to get an A rank, you can't save at all, so you'll have to beat the game in one straight sitting.
- Skip ALL cut-scenes and FMV scenes. These also waste time, and will cause your rank to lower. Press start to skip these.
- Run. Every second you walk is another wasted second, and they all count. If you want to have good button control, get used to gripping the controller with your right hand so that your thumb wraps around the base opposite the trigger. Switch to button mode "C" in the options. Then you can always have the run button depressed, and be able to switch to your inventory without having to stop running. It's a little awkward at first, but once your pinky gets used to pulling the trigger it works much better than using one thumb for all four buttons.
- Avoid confrontation at all costs. Avoiding fights will save you plenty of ammo and health.
- Run a lot. Running around a lot will cause you to solve puzzles faster and will shorten the game time overall. Running also allows you to avoid enemies easier.
- Save some ammo. You should always save your best ammo (i.e: Acid Rounds, Magnum bullets) for later bosses and stronger enemies. Don't use your Magnum on zombies, or your Grenade Launcher on crows, and stuff like that.
- Try not to use First Aid Sprays. Using First Aid Sprays can also bring your overall rank down. Try to use herbs instead.
- Mix your herbs. Instead of using just one green herb, try mixing it with another green herb, or a red herb. This will reduce the space in your inventory, and will help you out immensely.
- Save your blue herbs. Blue herbs can only be used for poison, so pick up any that you can, and save them for later.
- Use your Inventory Box. Duh. Using the inventory boxes will allow you to store items for later, and will save you inventory space.
- Save your ammo. Duh.
- Save your herbs. Use them to mix with each other. Try not to use a single green herb.
- Save your larger weapons for later. Saving your larger weapons (like your submachine guns or grenade launcher) allows you to have them for boss fights, therefore giving you the edge in the boss fights.
- Only save your game if you really need to. This way you have less amount of saves, and your overall ranking will be better.

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9. Enemy Shot Chart

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Mutated Birkin: Outside the Lift to Lab area:

Equip either the Custom Shotgun or Magnum, and go outside to fight Birkin again. Blast him with enough powerful rounds so that he stays far away from you. When he is down, go back inside the lift and you will see another cut-scene.

How Much Ammo it Takes to Kill it:

Handgun Bullets: TONS of bullets
Bow Gun Arrows: TONS of arrows
Grenade Rounds: 10+ rounds
Flame Rounds: 10+ rounds
Acid Rounds: 10+ rounds
Magnum Rounds: 10+ rounds
Shotgun: 15+ shots
Automatic Guns: ???

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BLACK WIDOW:

These things are just like the giant spiders in the previous RE games. They are poisonous, so try to stay out of their way, and kill them quickly.

How Much Ammo it Takes to Kill it:

Handgun Bullets: 5-10 bullets
Bow Gun Arrows: 5-13 arrows
Grenade Rounds: 1-2 rounds
Flame Rounds: 1-2 rounds
Acid Rounds: 1-2 rounds
Magnum Rounds: 1-2 rounds
Shotgun: 2-3 shots
Automatic Guns: 1-3%

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CROWS:

The crows are replacements for the bats from the later RE games, and are just as annoying. You can try to kill them, but if you just use your lighter, they will stay away from you.

How Much Ammo it Takes to Kill it:

Handgun Bullets: 1-4 bullets
Bow Gun Arrows: 1-6 arrows
Grenade Rounds: 1 Round
Flame Rounds: 1 Round
Acid Rounds: 1 round
Magnum Rounds: 1 round
Shotgun: 1 Shot
Automatic Guns: 1-3%

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LICKERS:

The Lickers are some S.O.B's. These guys were in none of the previous RE games, but you should still be able to beat them. The Lickers can kill you easily, so it's best to avoid confrontation altogether. They are fast and strong, so if you must kill them, kill them quickly with either a Magnum or Shotgun blast.

How Much Ammo it Takes to Kill it:

Handgun Bullets: 10-20 bullets
Bow Gun Arrows: 20+ arrows
Grenade Rounds: 1-3 rounds
Flame Rounds: 1-3 rounds
Acid Rounds: 1-3 rounds
Magnum Rounds: 1-2 rounds
Shotgun: 1-2 shots
Automatic Guns: 1-3%

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SMALL SPIDERS:

These are just like the ants, since they are small, and are a waste of ammo. Just run right by them and save ammo.

How Much Ammo it Takes to Kill it:

Handgun Bullets: 1-2 bullets
Bow Gun Arrows: 1-4 arrows
Grenade Rounds: 1 round
Flame Rounds: 1 round
Acid Rounds: 1 round
Magnum Rounds: 1 round
Shotgun: 1 shot
Dual Automatic Guns: 1-3%
Automatic Guns: 1-3%

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PARASITE:

The Parasites are able to latch on to you and feed off your health. The only way to get them off is to wait for them to get off, or blast them before they can get on you.

How Much Ammo it Takes to Kill it:

- Handgun Bullets: 1-2 bullets
- Bow Gun Arrows: 1-4 arrows
- Grenade Rounds: 1 round
- Flame Rounds: 1 round
- Acid Rounds: 1 round
- Magnum Rounds: 1 round
- Shotgun: 1 shot
- Dual Automatic Guns: 1-3%
- Automatic Guns: 1-3%

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PLANTS:

The tenticle comes out of the Labs ever so often, and will retreat after you shoot at it for a little bit. Can be dangerous, so keep your distance.

How Much Ammo it Takes to Kill it:

- Handgun Bullets: 10-20 bullets
- Bow Gun Arrows: 15-25 arrows
- Grenade Rounds: 1-3 rounds
- Flame Rounds: 1-3 rounds
- Acid Rounds: 1-3 rounds
- Magnum Rounds: 1-3 rounds
- Shotgun: 3-4 shots
- Flamethrower: 10%
- Automatic Guns: 1-3%

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ZOMBIES:

Your garden variety zombies, these are the living dead. Very common, the zombies can be dangerous when they are in groups. Avoid them to save health and ammo. There are several types of zombies in the game. Here are the one's that I've encountered:

- Naked Zombies
- Soldier Zombies
- Police Officer Zombies
- Scientist Zombies

How Much Ammo it Takes to Kill it:

Handgun Bullets: 5-8 bullets
Bow Gun Arrows: 8-12 arrows
Grenade Rounds: 1 round
Flame Rounds: 1 round
Acid Rounds: 1 round
Magnum Rounds: 1 round
Shotgun: 1 round
Automatic Guns: 1-3%

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ZOMBIE DOGS:

A different type of zombie, the zombie dogs are very fast. Stay away from them if you can, but if you have to fight, then you should just shoot them until they go down, then run away.

How Much Ammo it Takes to Kill it:

Handgun Bullets: 5-10 bullets
Bow Gun Arrows: 10+ arrows
Grenade Rounds: 1 round
Flame Rounds: 1 round
Acid Rounds: 1 round
Magnum Rounds: 1 round
Shotgun: 1-2 rounds
Automatic Guns: 2-5%

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Mutated Birkin: 1st Encounter:

Once in here, you will have to face a mutated William Birkin. Just dodge his attacks (he is rather slow), and blast him with your Shotgun till he drops. By the way, watch out for his swinging pipe, because that can cause tons of damage, and also beware of the little bugs that crawl all over you... they're parasitic.

How Much Ammo it Takes to Kill it:

Handgun Bullets: TONS of bullets

Bow Gun Arrows: TONS of arrows
Grenade Rounds: 4+ rounds
Flame Rounds: 4+ rounds
Acid Rounds: 4+ rounds
Magnum Rounds: 4+ rounds
Shotgun: 7+ shots
Automatic Guns: ???

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Giant Mutated Alligator:

Continue along through the corridor, and if you DID NOT kill the alligator here, just release the steel canister on the left hand wall, and shoot it when the Alligator picks it up to kill him.

How Much Ammo it Takes to Kill it:

Handgun Bullets: 10-20 bullets
Bow Gun Arrows: 20+ arrows
Grenade Rounds: 1-3 rounds
Flame Rounds: 1-3 rounds
Acid Rounds: 1-3 rounds
Magnum Rounds: 1-2 rounds
Shotgun: 1-2 shots
Automatic Guns: 1-3%

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Tyrant: Train

After you have restored power, you must fight the Tyrant....again. Blast him with your Magnum, but try to save ammo. Try to waste as much time as possible, and after a while, Ada will toss you a Rocket Launcher. Aim it and fire that rocket into the Tyrant's ass. Try to save one Rocket...

How Much Ammo it Takes to Kill it:

Handgun Bullets: TONS of bullets
Bow Gun Arrows: TONS of arrows
Grenade Rounds: 10+ rounds
Flame Rounds: 10+ rounds
Acid Rounds: 10+ rounds
Magnum Rounds: 10+ rounds
Shotgun: 15+ shots
Automatic Guns: ???

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	green herbs	
G+G	50% health	
G+B	25% health and heals poison	
G+R	100% health	
G+G+G	100% health	
G+B+R	100% health and heals poison	
F.Aid Spray	100% health and heals poison	

How to Mix Herbs:

FIRST HERB	SECOND HERB	THIRD HERB	RESULT HERB
Green	Green	N/A	2x Green
Green	Blue	N/A	Green+Blue
Green	Red	N/A	Green+Red
Green	Green	Blue	2xGreen+Blue
Green	Green	Green	3x Green
Green	Blue	Red	G+B+R

Tips:

-From JL Lee:
I found out that the most cost-effective way is to mix dual-green herbs for most of Claire's part and green-red herbs for the first part of Chris', esp. when you're running away from Hunters/Sweepers. This way you'll end up with more than enough herbs for the whole game. (not very useful is it ^^;)

Condition Guide:

COLOR OF LIFE BAR	_CONDITION_	AMOUNT OF LIFE LEFT
Green	Fine	100% - 50%

Yellow	Caution	50% - 25%
Orange	Caution	25% - 10%
Red	Danger	10% - 0%
Purple	Poisoned	100% - 0%

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13. Credits

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Jeff "CJayC" Veasey- For creating the best web site on the planet, and for accepting all of my FAQs

Me- For making this FAQ! :p

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14. CONTACT INFO

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Shameless Self-Promotion: Other Strategy Guides by me:
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PLAYSTATION:

- Ape Escape
- Brave Fencer Musashi
- Crash Team Racing
- Fear Effect
- Gran Turismo 2
- Hot Shots Golf 2
- Legend of Mana
- Medal Of Honor
- Metal Gear Solid
- NBA Live 2000
- Need for Speed: High Stakes
- Tony Hawk's Pro Skater
- R4: Ridge Racer Type 4
- Rollcage
- Syphon Filter 2

NINTENDO 64:

- NBA Live 2000
- Mario Party 2
- Perfect Dark

DREAMCAST:

- Carrier
- Crazy Taxi
- Dead or Alive 2
- Hydro Thunder
- MDK 2
- Sega GT: Homologation Special
- Sega Rally 2
- Sega Swirl
- Resident Evil Code: Veronica

GAME BOY COLOR:

- Metal Gear Solid

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Franklin

One final word:

"Don't Do Drugs!"

~End of Document~