

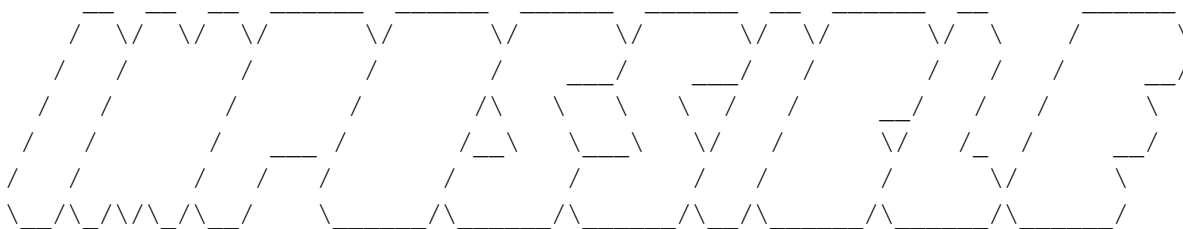
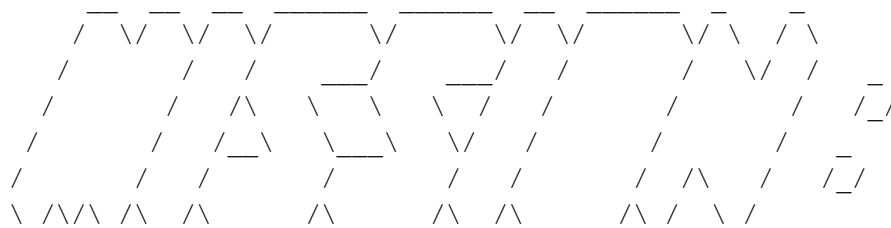
Mission: Impossible Ice Storm (Possible) Guide

by Duo Maxwell

Updated to v0.2 on Dec 28, 2000

This walkthrough was originally written for Mission: Impossible on the PSX, but the walkthrough is still applicable to the N64 version of the game.

Date: Thu, 28 December 2000 03:16:00



MISSION : IMPOSSIBLE ICE STORM WALKTHROUGH (POSSIBLE) v0.2
for Sony Playstation
by Stinger 3:16

This FAQ is for private and personal use. It can only be reproduced electronically, and if placed on a web page or site, may be altered as long as this disclaimer and the copyright notice appear unaltered and in full. This FAQ is not to be used for profitable or promotional purposes, etc. Please do not use this FAQ on your website without asking my permission first. And don't take some part or whole part of this walkthrough and put your names on it. I don't made this walkthrough for some damn plagiarist put their names on it. I work hard on making this walkthrough, so please don't rip-off my work.

Mission Impossible is (c) Infogrames and (c) Sony Entertainment.

****ATTENTION****

1. For Webmaster

If you want to post my faq in your site, please ask me for permission first. I guarantee that I will give you that permission. However, I have some terms that you must fulfill, which is :

- You don't sell it away or give it for some kind of bonus
 - You don't change anything inside my faq, that's including my name as the author and my disclaimer.
 - You must check for any new updates from <http://www.cheatcc.com> at least once in a month for a new games, or once in 2-3 months for an old games.
- That's all. I'm not asking much and it's not hard to do, so please do that.

2. For Reader

If you want to ask me a question, don't forget to put the game's name in the subject field. I had told this in author's note, but I keep receiving some mail without subject. It's not so hard to do that, right?

Oh yeah, never say this in your mail "Sorry to waste your time for reading my mail". You're NOT wasting my time. Trust me. I like reading your mail (except those a**holes that send me flames and hate mail) and helping you (if I can).

One last thing, from now on I will not reply any flames and hate mail. It's only a waste of time.

That's all. I hope you like my faq and can find some useful info.

=====
T A B L E O F C O N T E N T S
=====

- 01. R E V I S I O N H I S T O R Y
02. I N T R O D U C T I O N
03. B A S I C M O V E S
04. W A L K T H R O U G H : S U B P E N
05. W A L K T H R O U G H : T U N N E L
06. W A L K T H R O U G H : M A I N L A N D
07. W A L K T H R O U G H : G U N B O A T
08. P A S S W O R D S
09. A C T I O N R E P L A Y C O D E S
10. S P E C I A L T H A N K S
11. L I S T O F T H E D A M N E D
12. I M P O R T A N T N O T E
13. A U T H O R ' S N O T E

=====
01. R E V I S I O N H I S T O R Y
=====

VERSION 0.2 (28 Decemver 2000)
Minor update.

VERSION 0.1 (30 December 1999)
First release. Contain most of this walkthrough.

=====
02. I N T R O D U C T I O N
=====

This walkthrough is for the Ice Storm mission on Possible difficulty only.

=====

03. B A S I C M O V E S

```
=====
Up           Move up
Down        Move down
Right       Move right
Left        Move left
X           Jump
Square      Punch/Shoot
Circle      Crouch
Triangle    Select weapon
R1          View left
R2          Aim
L1          View right/Zoom in (on sniper mode)
L2          Change view/Zoom out (on sniper mode)
Start       Open menu
=====
```

04. W A L K T H R O U G H : S U B P E N

MISSION BRIEFINGS

Prior to your arrival, HQ dropped the equipment by plane. Due to bad weather they've scattered it around a bit. Luckily all items are tagged so you'll be able to track them easily thanks to your field scanner. First on your agenda will be to get our communication going, so I can guide you through the mission. To that end, Clutter will need to install the Automatic Frequency Scrambler near the Submarine antenna, while Doweey places a mine, just in case they decide to move out. You'd best avoid contact with the guards, as you're largely outnumbered. Make sabotaging the pump house high priority. The deal will take place in the secure area on the other side of the mountain. There's a tunnel running through it and from the top of the old communication building you should be able to jump on top of the trucks. Doweey will have to cut the security system wires to avoid detection while you're in there.

TEAMS

Ethan Hunt : Reintegrated in the IMF and cleared of all suspicion. New leader of the IMF.

Candice Parker : Promoted to action agent status as she has proven her courage and wits in the line of fire during the Mole Hunt. Stationed in a submarine positioned off the coast. Will supervise satellite video communications and be in constant radio contact with the team.

John Clutter : Back in action with Ethan. Nice to have the old team working again! Professional mountain climber and cold weather enthusiast. Specialized in radio systems and explosives. Participated in the successful Arctic Shield Mission in the North Pole.

Andrew Doweey : Back in action with Ethan. Nice to have the old team working again! Ex-marine colonel, one of the finest triggers in the agency. An inestimable ally for his electronic skills and knowledge of alarm systems.

OBJECTIVES

Get the AF Scrambler
Get the mine
Get the explosives
Get the gas injector
Get the RC Detonator
Sabotage the pump house

Regroup on Comm building
 Find wirecutters
 Bring Clutter AFS and mine

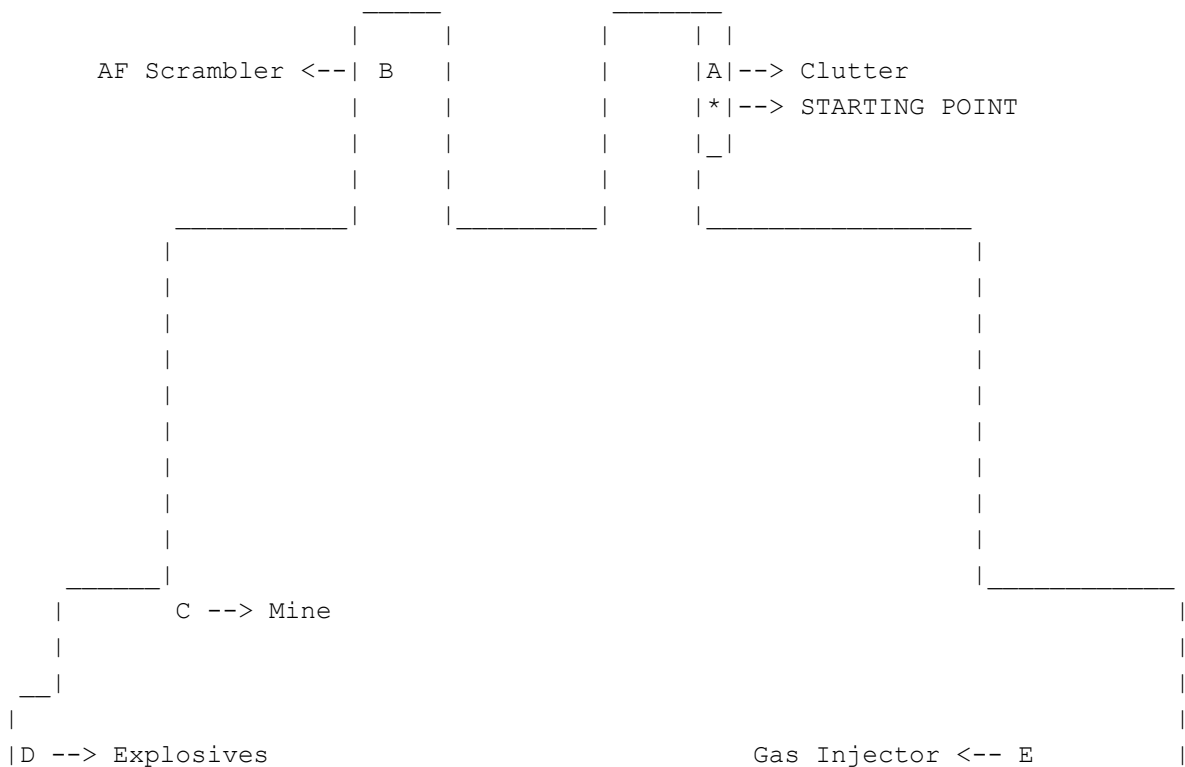
EQUIPMENT

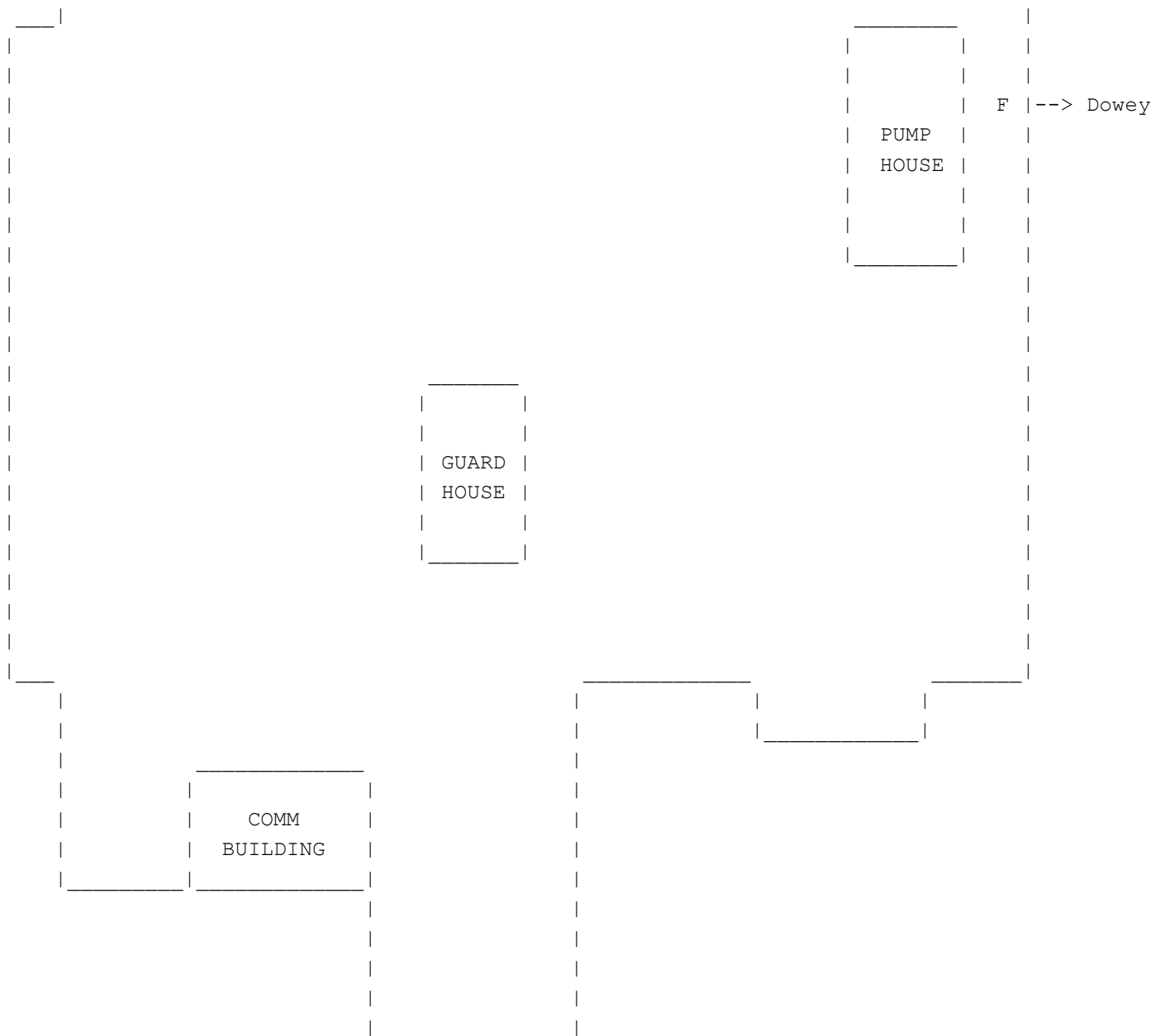
Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.
 7.65 Silenced : Very silent, very deadly. No IMF agent would risk death without it.
 9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.
 UZI : Popular black market item. Compact, automatic, frequently seen in criminal circles and major motion pictures.
 Gas Injector : Very powerful and compact spray device. Used in closed areas can render almost an entire army unconscious in seconds.
 Explosives : Combined with radio controlled detonator makes for great fire works.
 Detonator : Standard equipment. Radio controlled, requires no special installation.
 Mine : Standard IMF Sabotage device. Detonation can be set on contact, depth or height.
 AF Scrambler : When installed near an emitting device makes IMF communication completely undetectable.

WALKTHROUGH

Get the AF Scrambler. Get the mine. Give the AF Scrambler and the mine to Clutter. Get the explosives. Get the gas injector. Then Candice will tell you that the a guard have found the RC Detonator. Now the RC Detonator is inside the guard house. Go there and take the RC Detonator. Go to the pump house. Doweey will contact you. He tell you to find a wirecutter for him. He will be waiting behind the pump house. Go inside the pump house. In the end of the pump house, take the wirecutter and set the explosives. Go outside and gove the wirecutter to Doweey. After that, use the detonator to explode the pump house. Candice will told you to go to the Comm. Building. Go there. To reach the top, you must climb the crates. When you have arrive on the top, kill the enemies. After the scene, jump into the truck.

MAP





=====

05. W A L K T H R O U G H : T U N N E L

=====

MISSION BRIEFINGS

You'll have to place explosives to blow up the tunnel so the link will be cut between the two sections of the base. There are eight main support beams anchored to the walls. Set the explosives on the anchor bolts. Careful not to bump your head on the ceiling.

TEAMS

- Ethan Hunt : Reintegrated in the IMF and cleared of all suspicion. New leader of the IMF.
- Candice Parker : Promoted to action agent status as she has proven her courage and wits in the line of fire during the Mole Hunt. Stationed in a submarine positioned off the coast. Will supervise satellite video communications and be in constant radio contact with the team.
- John Clutter : Back in action with Ethan. Nice to have the old team working again! Professional mountain climber and cold weather enthusiast. Specialized in radio systems and explosives. Participated in the successful Arctic Shield Mission in the North Pole.
- Andrew Dowey : Back in action with Ethan. Nice to have the old team working

again! Ex-marine colonel, one of the finest triggers in the agency. An inestimable ally for his electronic skills and knowledge of alarm systems.

OBJECTIVES

Find explosives
Sabotage anchor bolts

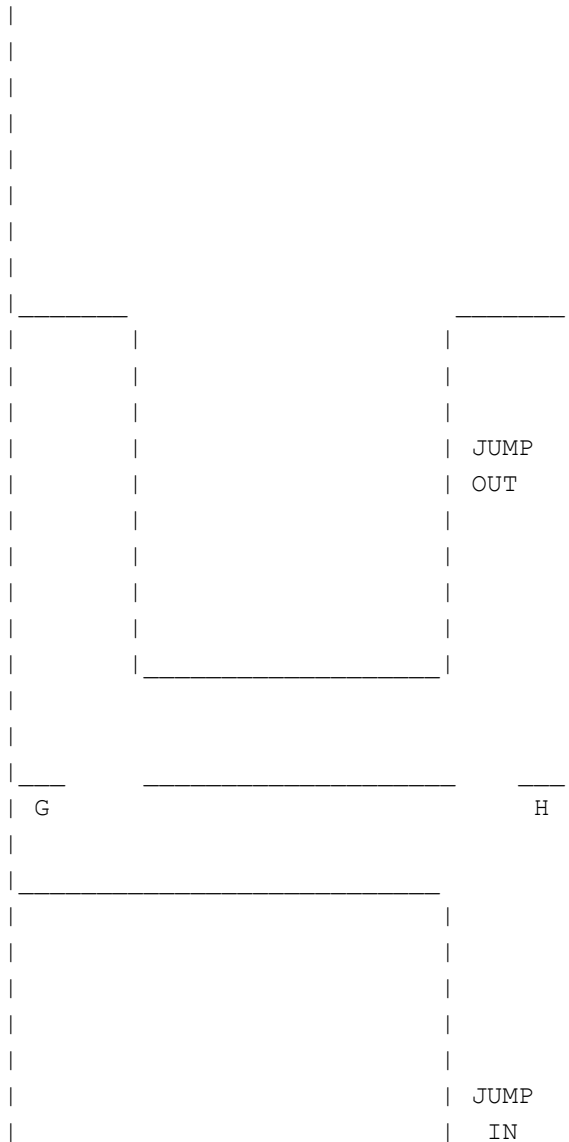
EQUIPMENT

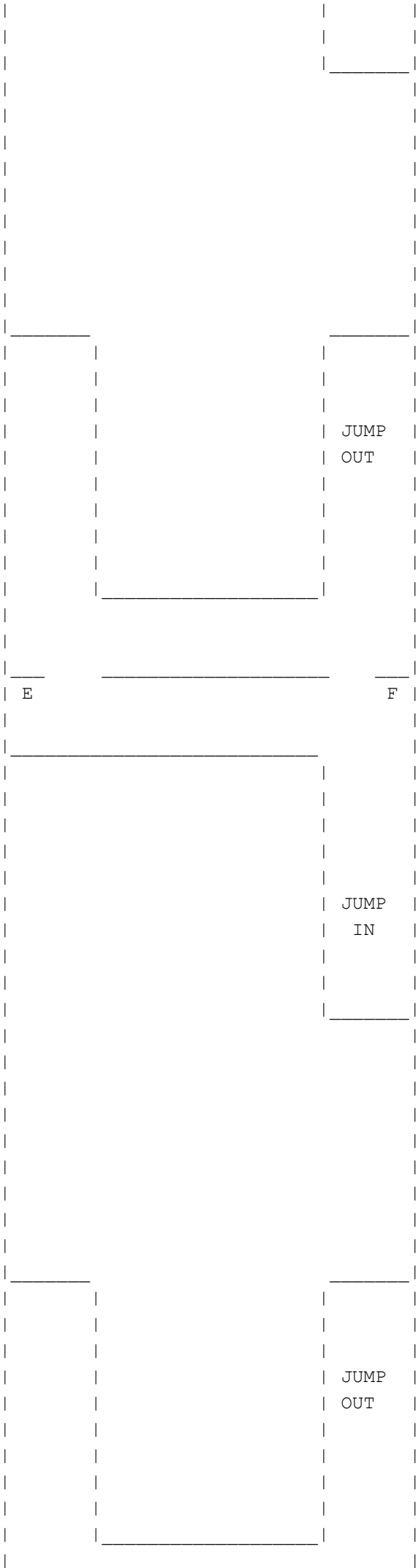
Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.
Nightglasses : Useful on sabotage missions where power outages are frequent.
7.65 Silenced : Very silent, very deadly. No IMF agent would risk death without it.
9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.
Explosives : Combined with radio controlled detonator makes for great fire works.
Detonator : Standard equipment. Radio controlled, requires no special installation.

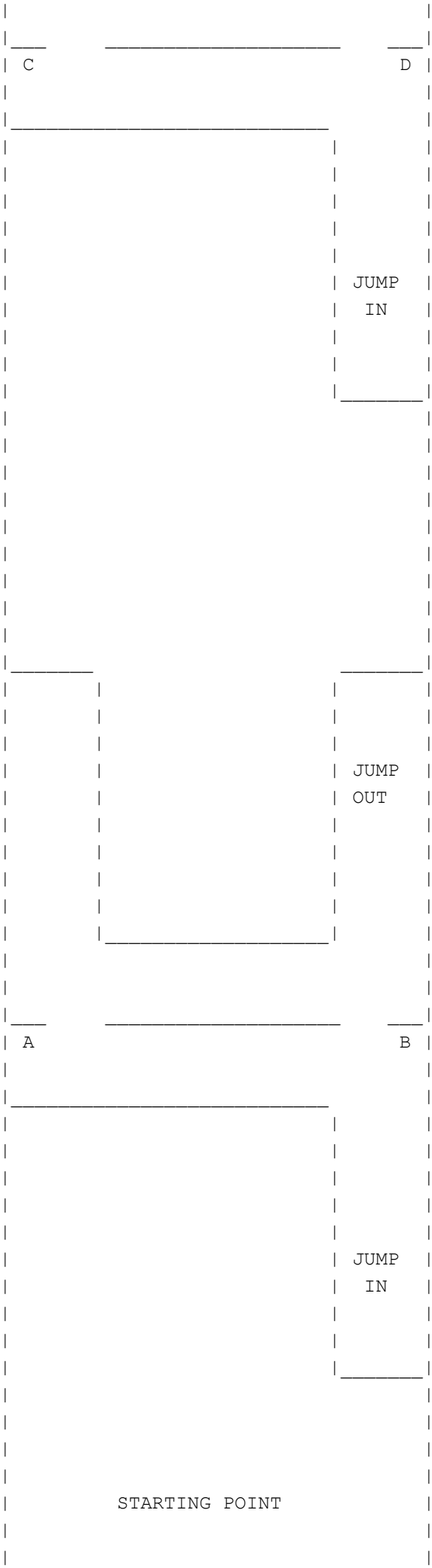
WALKTHROUGH

Jump into the platform. Take the explosives. Now, in every platform there are two anchor bolts. One in each side. Set the explosives there. There are four platform, so there are eight anchor bolts so must sabotage. If you want to move to another platform just wait for the truck to pass, then jump into the truck.

MAP







MISSION BRIEFINGS

After protecting your backs by destroying the tunnel, Dowey will climb one of the towers with his sniper rifle. He'll be able to give you cover from there. Clutter will cut through the fencing to open a passageway over the canal as well as find some more explosives to blow the power plant. You'll have to find the accountant, assume his identity and acquire the detonators for the deal. Bring the case to Clutter, who will sabotage it. Once you've given the merchandise to the buyer, get out quick, as things are bound to get messy when they find they've been set up. Clutter and Dowey will be waiting on the gunboat for the getaway.

TEAMS

- Ethan Hunt : Reintegrated in the IMF and cleared of all suspicion. New leader of the IMF.
- Candice Parker : Promoted to action agent status as she has proven her courage and wits in the line of fire during the Mole Hunt. Stationed in a submarine positioned off the coast. Will supervise satellite video communications and be in constant radio contact with the team.
- John Clutter : Back in action with Ethan. Nice to have the old team working again! Professional mountain climber and cold weather enthusiast. Specialized in radio systems and explosives. Participated in the successful Arctic Shield Mission in the North Pole.
- Andrew Dowey : Back in action with Ethan. Nice to have the old team working again! Ex-marine colonel, one of the finest triggers in the agency. An inestimable ally for his electronic skills and knowledge of alarm systems.

OBJECTIVES

- Find explosives and plastic
- Sabotage power plant
- Cut off camera power
- Get accountant's ID
- Get briefcase from bunker
- Sabotage briefcase
- Bring briefcase to deal
- Blow away helicopter
- Escape on gunboat with Clutter

EQUIPMENT

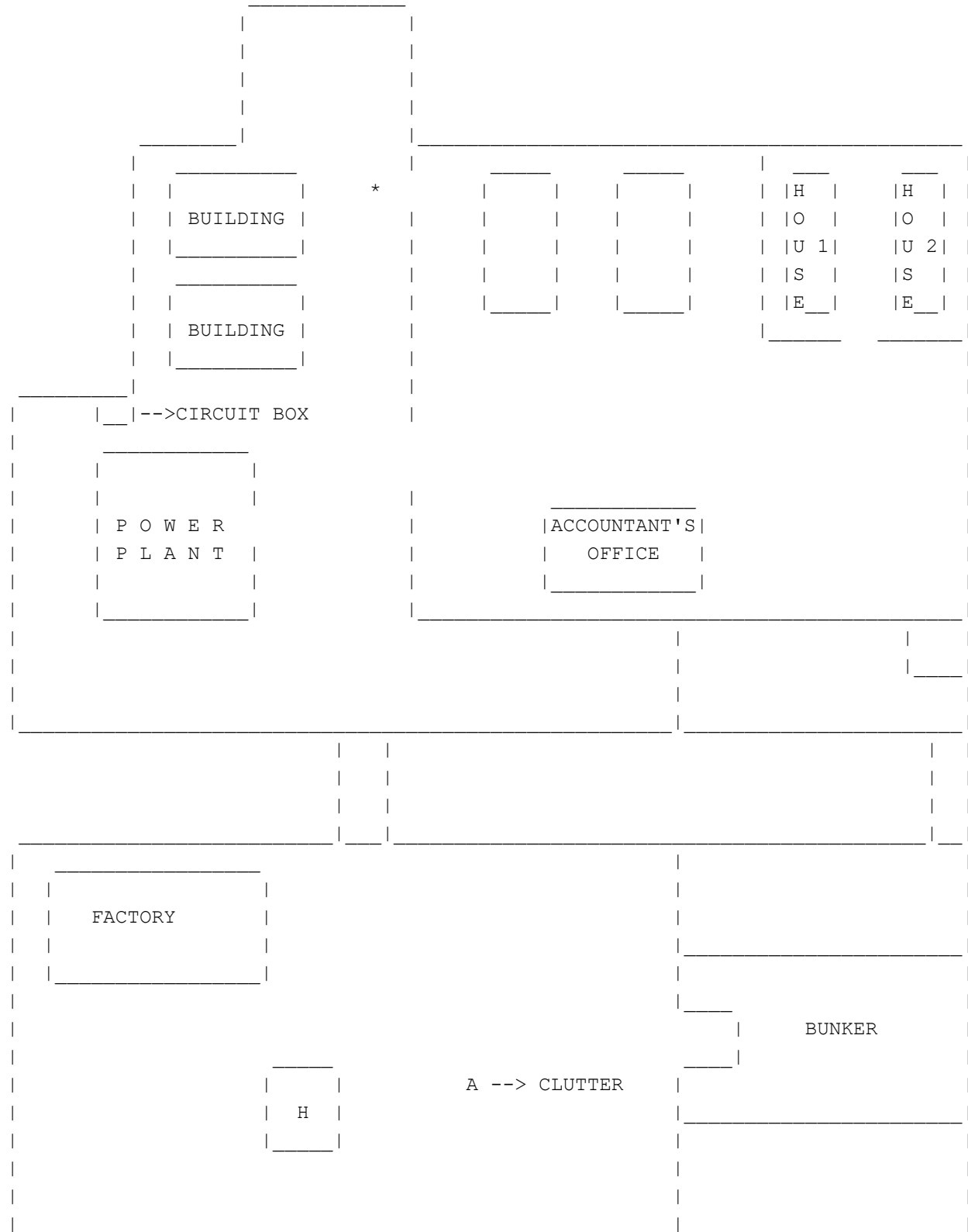
- Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.
- 7.65 Silenced : Very silent, very deadly. No IMF agent would risk death without it.
- 9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.
- Face Maker : The most useful IMF gadget of all. Foam cartridges will reproduce any face with 100% accuracy. Time and temperature can affect the duration of the mask. A lot of laughs at Langley Alumni reunion dinners.
- Explosives : Combined with radio controlled detonator makes for great fire works.
- Detonator : Standard equipment. Radio controlled, requires no special installation.
- Sniper Rifle : High precision rifle with very powerful telescope.
- Plastic xplsv : Can be used in minute quantities to blow away small equipment.

Shoot to activate it without fuse.

WALKTHROUGH

Go to the Bunker's roof. Kill the guards there. Go down and meet Clutter. You will receive the explosives and plastic. Now set the explosives on the power plant. Then set the plastic explosive on the circuit box. Shoot to blow it up. Now you can enter the accountant's office. Shoot him. Use the facemaker and take the accountant's ID. Go to the bunker. A guard will open the door. Enter the next room and use your ID card on the metal door. Take the briefcase. Give the briefcase to Clutter, who will sabotage it. Go to the factory and wait until the buyer come. After the deal, wait a while until the helicopter blow up. After the helicopter blow up, change to Dowey and shoot all the bad guys. After they all dead, change again to Ethan. Go outside and jump into the gunboat.

MAP



* = Starting Point

=====

07. W A L K T H R O U G H : G U N B O A T

=====

MISSION BRIEFINGS

Mission orders are to render the base useless. Destroy as many elements of the installation as possible during your escape on the boat. I'll see you then, all in one piece, I hope. Good luck, Ethan.

TEAMS

- Ethan Hunt : Reintegrated in the IMF and cleared of all suspicion. New leader of the IMF.
- Candice Parker : Promoted to action agent status as she has proven her courage and wits in the line of fire during the Mole Hunt. Stationed in a submarine positioned off the coast. Will supervise satellite video communications and be in constant radio contact with the team.
- John Clutter : Back in action with Ethan. Nice to have the old team working again! Professional mountain climber and cold weather enthusiast. Specialized in radio systems and explosives. Participated in the successful Arctic Shield Mission in the North Pole.
- Andrew Dowey : Back in action with Ethan. Nice to have the old team working again! Ex-marine colonel, one of the finest triggers in the agency. An inestimable ally for his electronic skills and knowledge of alarm systems.

OBJECTIVES

- Escape enemy base
- Destroy gas factory

EQUIPMENT

- Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.

WALKTHROUGH

Just shoot everything on sight. When Candice warned you about the mines, quickly shoot the mines (in front of you, in the water). Sometimes there is also another gunboat, shoot them. What you must destroy is the gas factory, located in the end of this base.

MAP

No map needed, you can't gone the wrong way.

=====

08. P A S S W O R D S

=====

MISSION	POSSIBLE	IMPOSSIBLE
LUNDKWIST BASE	--	--
SUBPEN	ABOMOUKPXTHG	JKLORKLSLVAD

EMBASSY FUNCTION	OGIIRPOLVRJL	NGDFQMIIPMOI
WAREHOUSE	OQJFJPPINMPI	NCDGEKIKPQQO
K.G.B. HQ	EHLJFPVUIJLP	FEEJGJUOQYDO
SECURITY HALLWAY	GDRSGPQQIUNN	FIELGQUWQWEB
SEWAGE CONTROL	GGMIFPQLIRLL	FDESFULQRDL
ESCAPE	GQNFPGPRIJMNI	FFEOGHUPQTEG
	IGPJITTLKRFL	MKFDHUJSXVGD
FIRE ALARM	IQHSKTLIVMMI	MMFFIGKTXLGF
<hr/>		
INTERROGATION	IJONINLJVNMI	OGMFLMOIVMJI
	IMCPKFLNVSM	ODMJMROLVRJL
	PBORMNSVLVBB	DHNSTMPQNUKN
CIA ROOFTOP	PMEKNNGNMSBM	DKNOOKPSUVKD
TERMINAL ROOM	PJENMNGJMNB	OMNINJPTNLF
ROOFTOP ESCAPE	KEFPNNHMOKCE	DNNNDNQPJNNPJ
<hr/>		
STATION	HDEGJORRKOFC	BHPSEMMQSUIN
TRAIN CAR	IGQLQOTOKYFO	BKPOFKMSTVID
	HDEOJGRRKOFC	AOPDQLMHSXHH
TRAIN ROOF	IGFDQGTOKYFO	BBPFQSMVSPHK
<hr/>		
SUBPEN	NGMSIRIIPMOI	GBIKKIQNISLM
TUNNEL	NQPIKRIUQJDS	GPIMKPQQIUNN
MAINLAND	NHPFIRIQPUDN	EHGNIHVSIVLD
GUNBOAT	FDHJKRUKQRDL	EKGQIOQTILLF
<hr/>		

=====

09. ACTION REPLAY CODES

=====

North American Version

Infinite Health	8008FE04 00FF
Infinite Ammo All Weapons	800454AA 2400
Unlock All Missions	8008FA8C 00FF
	8008FB10 FFFF

European and Australian (PAL) Version

Infinite Health	8008FC0C 0196
	8008FC1C 00FF
Infinite Time	8008FD7C 00FF
Infinite Ammo For Most Main Weapons	801F5812 0014
Infinite Fire Extinguisher	801F5820 00FF

Infinite Tazer	801F5832 0064	
Infinite Blue Spray	801F5852 0064	
Infinite Masks	801F5822 0063	

=====

10. S P E C I A L T H A N K S

=====

1. GOD for everything
2. My family and my dogs
3. Game FAQs for publishing my faqs
4. Cheat Code Central for allowing me to use their GameShark Codes. Thanks Dave.
5. My computer
6. You for reading my FAQ

=====

11. L I S T O F T H E D A M N E D

=====

I remove all the names inside my List of the Damned except the first two. From now on I will focused this Damned List only for those damn plagiarist.

1. Name : VEGA
E-mail : vdirect@bdg.centrin.net.id
Website : http://www.vegindo.com
He plagiarized my Dino Crisis walkthrough and sell it in his store.He sold it for Rp. 12.500,-. Although he has translate my walkthrough into Indonesian language, I can still recognize it. That stupid son of a ***** translate it words-by-words. The book's title is GAME GUIDE Volume 9. All the previous volume of that book is also ripping someone else's faq (especially from GameFAQs) and translate it into Indonesian.
For HS, the animal that I suspect responsible for that, I got few words for you :
F*** YOU BASTARD. HOW DARE YOU PLAGIARIZE MY WALKTHROUGH AND SOLD IT IN YOUR FILTHY STORE. ENJOY THAT MONEY WHILE YOU CAN. BECAUSE SOON I WILL MAKE YOU REGRET FOR BEING BORN INTO THIS WORLD.
For any of the reader that want to do me any favor, please send flames, hate mail, viruses, bomb, nuclear, or anything to his address.
2. Name : Game Station
E-mail : gameguys@bdg.centrin.net.id
Website : http://www.vegindo.com/gamestation
Address : Jl. Pungkur 155 Lt. 2, Bandung 40251.
He plagiarized my friend's walkthrough (also from GameFAQs), so I think that this animal is worthy enough to enter my Damned List. They publish it in Game Station, October 1999, 3rd week, volume 21, Rp. 3.500,-
For KSH, Sir Maul, Tik Tan, Ratu Bedak, Blue Beo, and anybody that I forgot to mention, I just want to say this : SCREW YOU ALL!!!!!! Someday I will visit your office carrying a BIG Shotgun, ready for blowing your f***ing brains out from your f***ing head.
Reader, please send this a**hole some 'nice' stuff.
3. Name : X-Boy a.k.a Pansy-Boy a.k.a X-Gay
E-mail : x-boy@gundam.com
This son of a ***** is the webmaster of that ****ting site (www.vegindo.com). He's the world's dumbest son of a ***** that I have ever met. In their

****ing messageboard, it says that we (faq author) are the same as the plagiarist, cause all we do is just finished the game and then write it down. Ha ha ha ha ha ha, what a good reason. Now you know why I said that he's the world's dumbest son of a *****.

If you said that we just finished the game and then write it down, why don't you do that by yourself, mother****er?!?!?! Why you have to ripp my faqs?!?!

For Pansy-Boy, Miss Maul, and the rest of your ****ing crew :

DIN PAPPA ҺR EN GRIS KNULLARE, SЃ KAN KNULLADE DIN MAMMA OCH HON FЄDDE DIG!

Dein Vater ist ein Schweineficker, darum hat er deine Mutter gefickt und ich in die Welt gesetzt!

Tu padre es un follador de cerdos, por eso follo a tu madre y hizo possible tu nacimiento!

tu padre es un cerdo, que se cogio a tu mama y naciste tu pendejo

hijo de toda tu puta madre te voy a matar y vas a sentir mi verga en la garganta hasta que te salga por el culo,,solo asi sentiras lo mismo que le hice a tu madre hijo mio bastardo.

jigoku eiku no wa.. omaega saki da. te vas a ir al infierno antes que yo pendejo

Bapaklu tukang ngawinin babi, maka ia kawin sama babi terus tuh babi ngelahirin elu. Dasar anak babi.

My last note for Damned #1, #2, and Damned #3

All of you will surely burn in hell for what you did, so enjoy that blood money while you can....

=====
12. I M P O R T A N T N O T E
=====

Hey, faq-makers, you should read this section. I just receive an e-mail and he told me that he has asking everybody who made a walkthrough (including myself) and I'm the ONLY one that answered. Have you all forgot the manner that your father and mother taught you when you were kids? If someone asking for your help and you can help him, then do so. If you don't want people to send you an e-mail then said so on your faq. Don't let people disappointed. I also have the same experience. I asked someone and he didn't answered me. I don't know if he's a busy man or not, but he didn't answered me. I'm very disappointed. Just because you have made a great faq, and a lot of people e-mail you, it don't make you a great man. What makes you a great man is your attitude.

And for myself, I guarantee that I will answer your questions, even if I can't answer it. And if I haven't answered your mail within a week, please mail me back, because maybe I don't read your faq, or something like that.

=====
13. A U T H O R ' S N O T E
=====

For those of you who want to send comments, questions, or information regarding this FAQ, don't hesitate to mail me.

Feel free to e-mail me about any mistakes or additions concerning this FAQ, but don't forget to mention the game's name in the "Subject" field.

If you read this FAQ not on these sites :

- 01) GameFAQs (<http://www.gamefaqs.com/>)
- 02) Console Gamer (<http://www.console-gamer.com/>)
- 03) Absolute Playstation International (<http://www.absolute-playstation.com/>)
- 04) Playstation Network (<http://www.caratworld.com/psnetwork/>)
- 05) Cheat Code Central (<http://www.cheatcc.com/>)
- 06) Video Games Strategies (<http://www.vgstrategies.about.com/>)
- 07) Planet Web (<http://www.planetweb.purespace.de/>)
- 08) Hype.Se (<http://cheats.hype.se/>)
- 09) Game Revolution (<http://www.game-revolution.com/>)
- 10) Game Core (<http://www.videogamecore.com/>)
- 11) Xcheater (<http://www.xcheater.com/>)
- 12) PhatGames (<http://www.phatgames.com/>)
- 13) Spoiler Centre (<http://www.the-spoiler.com/>)
- 14) The Cheat Empire (<http://home.planetinternet.be/twuyts>)
- 15) Cheat Code Central (<http://www.cheatcc.com/>)
- 16) Survival Horror (<http://survivalhorror.com/>)
- 17) Games Blaster (<http://www.gamesblaster.com/>)
- 18) Gaming Addiction (<http://www.games.prohosting.com/>)
- 19) Diablo Page (<http://www2.50megs.com/neo667/diablo.html>)
- 20) Resident Evil Extreme (<http://rextreme.evilmgaming.net>)
- 21) PsxGamer (<http://www.psxgamer.com>)
- 22) SuperCheats (<http://www.supercheats.com>)
- 23) All Anime (<http://www.allanime.com>)
- 24) Adrenaline Vault (<http://www.avault.com/cheats>)
- 25) Blue Crescent's Page (<http://members.xoom.com/bluecrescent/credits.html>)
- 26) RPG Classics (<http://www.rpgclassics.com>)
- 27) Happy Puppy (<http://www.happypuppy.com/>)
- 28) Chi Phan's Page (<http://homepages.go.com/~chphan/Rpgdreamersindex.html>)
- 29) Bob Santos' Page (http://www.geocities.com/charmin_guy_011285)
- 30) Alternative Reality (<http://www.alternative-reality.com>)
- 31) DLH (<http://DLH.Net>)
- 32) Firesoft (<http://www.firesoft.net>)
- 33) Beyond Evil (<http://beyondevil.cjb.net/>)
- 34) Random Page of Crap (<http://www.geocities.com/frozen4lyfe/index.html>)
- 35) Nemesis' Page (http://www.geocities.com/i_am_nemesis_99/)
- 36) Boschamp's Page (<http://www.angelfire.com/games2/boschamp>)
- 37) Lugial2's Page (<http://www.geocities.com/lugial2/index.htm>)
- 38) Our Turf (<http://www.ourturf.com>)
- 39) Randar 83's Page (<http://www.geocities.com/randar84>)
- 40) Total Video Games (<http://www.totalvideogames.com>)
- 41) Cheating.De (<http://www.cheating.de>)
- 42) Cheat City (<http://www.cheatcity.com>)
- 43) Fei Yuki's Page (<http://feiyenkn.homepage.com>)
- 44) Web Spot (<http://silverqueen.cjb.net>)
- 45) Tim's Vault (<http://www.timsvault.com>)
- 46) Andrea Busia's Page (<http://www.ludus.it>)
- 47) Think Evil (<http://www.thinkevil.com>)
- 48) Gaming Planet (<http://www.gamingplanet.com>)
- 49) Games Angel (<http://www.gamesangel.homestead.com>)
- 50) Crosswinds (http://www.crosswinds.net/~hugegameplayer/www_smackdown/index.htm)
- 51) RPG Classics (<http://www.rpgclassics.com>)
- 52) GameCastle
- 53) RPG Legerdemain (rwartow.tripod.com)
- 54) Webcheats (<http://www.webcheats.de>)
- 55) XCheater (<http://www.xcheater.com/>)
- 56) Neoseeker (<https://www.neoseeker.com/>)
- 57) GameThrust (<http://www.gamethrust.com/>)
- 58) PC Game Review (<http://www.pcgamereview.com/>)

- 59) DC Guide (<http://www.dcguides.co.uk/>)
- 60) RPG DREAMERS (<http://www.crosswinds.net/~rpgdreamer>)
- 61) RPG-Vortex (<http://www.rpg-vortex.com>)
- 62) CheatPage (<http://www.cheatpage.com/>)
- 63) Wrestling Games (<http://www.wrestling-games.com/>)
- 64) Resident Evil Mania (<http://www.geocities.com/residentevilmania/index.html>)
- 65) GameSpot (<http://www.gamespot.com/>)
- 66) RPG Temple (<http://come.to/sashy>)
- 67) The Horror Is Alive (<http://go.to/TheHorror/>)
- 68) PSXCodez (<http://www.psxcodez.com/>)
- 69) RPGamer (<http://www.RPGamer.com/>)
- 70) RPGClassics (<http://www.rpgclassics.com/>)
- 71) Cheat Store (<http://www.cheatstore.de/>)
- 72) Games Domain (<http://www.gamesdomain.co.uk/>)
- 73) CHEATS CITY (<http://www.online1701.com/>)
- 74) CNET Gamecenter (<http://www.gamecenter.com/Faqs/>)
- 75) WarStoke (<http://www.WarStoke.com/>)
- 76) Mark Anido's Page (<http://www.geocities.com/webzage2/webmaster.html>)
- 77) Joe Chandler's (<http://www.angelfire.com/oh/residentevilishome/walkthru.html>)
- 78) Cheatmaster's Gamecheats (<http://www.angelfire.com/games/cheats48>)
- 79) Paladins of Light Guild (<http://www.pofl.org>)
- 80) Tipsncheats (<http://www.tipsncheats.com>)
- 81) RPG Informer (<http://www.rpginformer.com>)
- 82) The Gamer (<http://www.thegamer.com/>)
- 83) Totally RE (<http://www.totallyre.com/>)
- 84) Game United (<http://www.gameunited.com/>)
- 85) Stoneages RE (<http://angelfire.com/games2/rek>)
- 86) FaQ Headquarters (<http://tngn.staticzone.net/>)
- 87) GamePower (<http://www.gamepower.com/>)
- 88) United Gamers (<http://unitedgamers.staticzone.net/>)
- 89) Fresh Baked Games (<http://www.freshbakedgames.com/>)
- 90) DH Gaming (<http://dhgaming.freesevers.com/>)
- 91) ResidentFear (<http://www.residentfear.cjb.net/>)
- 92) PlayzoneWorld (<http://www.playzoneworld.com/>)
- 93) GamersWeb (<http://www.the-gamersweb.com/>)
- 94) BDGames (<http://www.bdgames.net/>)
- 95) <http://www.nonsologiochi.com>
- 96) Sjel's walkthrough page (<http://www.sjel.org/>)

Please tell me where you read it. And if you know someone who has rip-off my work, please tell me his e-mail address and where you read it, we will take care the rest.

Thanks for reading my FAQ and please send in any comments, questions, or informations!

This document copyright (c) 1999 - 2000 Stinger 3:16

This document is copyright Duo Maxwell and hosted by VGM with permission.