

Sabrina the Teenage Witch FAQ/Walkthrough

by iamnothing

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SABRINA THE TEENAGE WITCH - A TWITCH IN TIME

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AUTHOR'S NOTE

"How 'bout that Teenage Witch Sa-brine-a?" - The Bloodhound Gang

This is the most unprofessional FAQ I've done since the first version of my Fear Effect guide. Here's why:

I don't know what it was. I was standing around my local Fred Meyer when Skid Row's "I Remember You" came on, kids were fighting over who was going to play Conker's Bad Fur Day, and I was actually having trouble figuring out whether to buy Banglio-i or Sabrina the Teenage Witch - A Twitch in Time. Somehow I walked out the store with a six of Smirnoff Ice, a 12 of Henry's Dark and Sabrina. So now, here I am, a...few...Smirnoff's later and thinking about kicking into the Henry's and wondering if it was the magic of Sebastian Bach's whiney-screechy voice combined with the fact that I'd passed up going to play Perfect Dark with friends so I could go home and play Unreal Tournament on the net with friends (I hate split-screens, but I love my friends...the horrors of being me), but somehow the game appealed to me. I'm getting Banglio-i tomorrow since this game was...less than I expected. Though not much.

Anyway, if you're a Melissa Joan Hart fan, I'd recommend FHM over this game. She's hot...her PSX double is not. If you're a Sabrina fan, it ...can... be fun. If you're a platformer fan, you'll be happy that the controls don't mock Tomb Raider, though it is reminiscent of Prince of Persia 3D for the PC... And Rascal for the PSX... Oh, stop the torment, please...

But I digress. If you're stuck, I have a complete walkthrough with all the secrets and every nook and cranny documented. There weren't that many.

BTW, thank God for spell check.

GENERAL INFORMATION

**** DO NOT PLAY THIS GAME ON YOUR PLAYSTATION 2!!! ****

It will not show you some of the menus (like entering the worlds and selecting the section of each one). I've toggled the emulation speed and the texture enhancements but it didn't fix the problem.

Okay, first of all, you never need to use any spells. The only reason that they're there is because some corporate mogul said "it's a Sabrina game! Put in spells!!!" So they're there...but you never have to use them. I didn't the first time through.

Second, see the enemies just standing around? If you get close enough, you'll trigger them to attack. Don't get that close. Just shoot your Sparkly Spell at them and you'll kill them from a distance.

See those enemies that are moving? Most of them (except for the many variations of RUNNING MAN) cannot be killed and are just there to annoy you and avoid. There are ones that you can't kill that will charge you, though. These are *really* annoying.

Uh...follow the path. All the levels are linear and I can't imagine anyone missing any of the items or power ups. Not a single one is hidden...

CONTROLS

D-PAD or Left Analog Stick
Move Sabrina

X
Jump

Square
Sparkly Spell. This is the only attack you need.

Circle
Useless spells that don't work on the enemies you want them to work on.

Triangle
Useless camera-look feature. It's a pain and none too revealing.

R1 / L1
Rotate through the useless spells that you'll never use.

R2 / L2
Rotate the useless camera. It's easier to just face her in the right direction and let the engine figure out how to view the situation.

STORY

Salem was trying to get his file from the Witches' Council and broke a clock to release Chaos. Now Sabrina has to save the day while dressing up in ridiculous outfits and fighting stationary enemies.

WALKTHROUGH

Here's a complete walkthrough for the horror that is Sabrina the Teenage Witch : A Twitch in Time.

=== THE COSMIC COG =====
After the intro that should have been live-action rather than bad FMV (they have an animatronic cat in the TV show!), you meet Diva, who will sell you clothes for 100 gems. Unfortunately you don't have any gems and need to go to

the Stone Age to get them. Enter the Stone Age portal. It's the only one you can enter. Press X (I don't know why it needs confirmation before starting since it already sucked you in)...

=== THE STONE AGE : THE TAR PITS =====

Run down the path and you'll be introduced to the "look" button (triangle). Get the gems (5) and go down the next path to be introduced to the "jump" button (X). Jump the log. Get the gems. You won't be introduced to the "sparkly spell" button (square). Shoot the Flower Demon from Hell with it. Get the gems (12) and kill the other Flower Demon From Hell. Get the Spell Book. It'll tell you how to use "Really Sparkly Spells" (circle) while you're doing this. This gives you the Squish-a-Rama Spell. Get the next Spell Book down the Path to send them "up-up-and-away!" Shoot the Flower Demon From Hell and then shoot the box if you were damaged to get a heart to restore your life meter. Get the gems (20). Enter THE MAW!!!

Kill the Flower Demon From Hell down the left path and get the gems (24). Go down the right path and talk to Salem next to the Big Zipper. Go down the right path and get the gems (28) and open the chest by shooting a "sparkly spell" at it. Get the Egg, gems (32), and Spell Book (Shrink).

Head back down the left path and notice the weird looking thing. We'll call it the Triceratops of Mass Destruction. Go down the left path and get the gems (36) and the egg (stealthily ignoring the Triceratops of Mass Destruction. Get the Spell Book (Upsy Daisy) and the gems near (40) where the egg was. Jump over to the next section where you see the Triceratops of Mass Destruction running around in circles. To your right is a place to return the ???, which is currently in the ???. Follow the path, getting the gems (44) and opening the box with a sparkly spell. Run up the path to the Big Zipper to talk to Salem while getting the gems (48). It's time to head into the swamp lands.

Jump over the tar pits and get the gems (56). Kill the Flower Demon From Hell and get the 1UP and Life Heart from the box. Run down the path and get the gems (60) while avoiding the Baby Mammoth. Head down the right path, getting the gems (66), the Magic Book (Ice Sickle) and the Egg. Head back and take the left path to where the Baby Mammoth is standing in the center of the area. It'll charge you. Avoid it by jumping and get the gems (70). I tried all the spells on it and none of them worked, *sigh*. Enter the Big Green Zipper and Save.

=== THE STONE AGE : CAVEMAN VILLAGE =====

Jump over the river and zap the Ooga-Booga with a "sparkly spell." Get the gems (80) and continue down the path, killing the next Ooga-Booga and getting more gems (90) from the central platform near the water and on the sides. Make sure to get the Spell Book and Egg as well (Shrink). Kill the Flower Demons From Hell along the left path, getting gems (97), and killing Flower Demons From Hell.

Go down the hill and kill the Ooga-Booga and get the heart from the box. Climb back up, avoiding the Baby Mammoth and jump the water, getting the gems (104). Climb down the cliff and get the Spell-Book (Flibbity-Rabbit). Climb back up and head down the path. Get the Heart Piece from the chest after killing the Flower Demon From Hell and picking up more gems (118). You can use Salem as a checkpoint if you want. Avoid the door (you need the costume) and head up the path to get more gems (136) and kill the Ooga-Booga. Jump through the Big Green Zipper (to access the Volcanic Caves easily) and then return to the Cosmic Cog.

=== THE COSMIC COG =====

Buy the buy the Cave Chick costume. Go back to the Volcanic Caves now that you're dressed like a Cave Chick. She just looks better that way. Not much better, but hey...

=== THE STONE AGE : VOLCANIC CAVES =====

Run forward and kill the Flower Demons From Hell. Get the gems (48) and Spell Book (Ice Sickle). Jump over the lava and kill the Ooga-Booga. Get the Heart from the chest. Continue down the path to the next area, collecting all the gems (54) and killing the Ooga-Booga. Use Salem as a checkpoint. Go down the left path, getting the Spell Book (Squish-a-Rama) and the gems (60). Kill the Witch-Doctor Ooga-Booga. Kill the Flower Demon From Hell and get the Spell Book (Upsy Daisy). Get the egg and the gems (70) in the area. When you come to a path branch to the right along the wall, ignore it and finish getting all the gems (78) and the Spell Book (Flibbity-Ribbit). Head back to the path and take it. Get the gems (82) and use Salem as a checkpoint.

Jump up on the ledge (avoiding the ice) and kill the Witch-Doctor Ooga-Booga. Get the gems (88), the Spell Book (shrink), and the 1UP. Go around the ice (if you want the egg, you seem to have to jump at it from the side and get hurt a lot) and get the gems (92) and Heart from the box after killing the Ooga-Booga and Flower Demon From Hell. Get the gems and the Spell Book (up-up-and-away) and DON'T fall in the pit. Jump the ice and continue down the path.

Uh...avoid the extremely slow-moving rock that comes out of the wall and get the gems (102). Shoot the chest from a distance and run to exactly where the chest was to avoid the two Triceratops of Mass Destruction. Get the gems (106) and continue down the path. Jump down to the ground near the Big Green Zipper.

=== BOSS BATTLE : BOB THE BOWLER =====

...Uh, this is the easiest boss I have ever fought in any game. He "bowls" rocks at you extremely slowly. You should never get hit or have to use any of your special magic. Just shoot him with a sparkly spell after he bowls. Hit him about five times to destroy him.

"Oh Poo..."

Uh-huh...Whatever...

Get the Piece of the Clock (Sagittarius) and jump into the Big Green Zipper.

=== THE COSMIC COG =====

You can now enter the Egyptian World...oooooooooo... I'd recommend changing back into your other clothes for now.

=== ANCIENT EGYPT : DESERT CANYON =====

Run up the ramp and avoid the Magic Camel's spray by jumping while getting all the gems (8...hey, where did the rest of my gems go!?!?). Continue down the path, collecting more gems that will just disappear when you go to another level (12). Kill the Mellon Lobbing Egyptian and jump the water. Get the gems (16) and the Spell Book (Ice Sickle) from over the ravine. Beware of the prickly plants. Get the gems near the Magic Camel (20) and head down the path, collecting more gems (24) as you go and killing another Mellon Lobbing Egyptian... Stand at the top of the ledge and kill the other Mellon Lobbing Egyptian from a safe distance. Jump down and get the Gems (36). Jump on the slab in the middle to get the Spell Book (shrink). Jump up and use the checkpoint.

Head down the path, getting the gems (40) and killing Egyptians. Notice that there's a sarcophagus that's not where it's supposed to be. Get the gems (44) as you jump the water. Get the Spell Book (Flibbity-Ribbit) and the Scarab. Jump down and across to the path. Get the gems (48) and the Spell Book (Squish-a-Rama). Break the crate for a heart and jump down to the lower area. Jump up on the ledge by the bridge, cross the bridge, getting the gems (50) and

get the dino skull. Sparkly Spell that Mellon Lobbing Egyptian from the bridge. Then jump down and talk to Salem.

Jump across the water, getting the Heart from the box, the 1UP and the Scarab. Get the gems (54) while avoiding the Magic Camel. Jump the water and continue down the path, avoiding yet another Magic Camel and collecting more gems (62). Kill the Fat Egyptian and steal his scarab. Get the Spell Book (up-up-and-away) and kill the next Fat Egyptian. Cross the natural bridge, getting the gems (66) and the Heart, only to kill...da-da-dum, another Fat Egyptian. Continue up the path and get the last Gems (70) before entering the Big Green Zipper.

=== ANCIENT EGYPT : EGYPT(IAN) VILLAGE =====

Run forward firing away Sparkly Spells and avoid the camel. Jump a bit and your spells should auto-target the damn Mellon Lobbing Egyptians. Get all the gems (80) from their ledges and jump down to get some more and the Spell Book (Flibbity-Ribbit) along the pathway. Kill the Fat Egyptian and get his Scarab. Kill the Skinny one and get the Spell Books (Upsy Daisy and up-up-and-away) and the gems (88). Talk to Salem.

Climb the ramp near the Magic Camel and kill the Fat Egyptian. Jump the water and get the gems (96) and Spell Book (Ice Sickle). Head down the path, avoiding the prickly plants and getting the gems (100) and the Spell Book (Shrink). Kill the Skinny Egyptian. Jump across the water, getting all the gems (104) and the 1UP. Continue down the path to the Big Blue Door and get the gems (108). Jump the pit and kill the Fat Egyptian. Jump the pit and get the Heart from the box. Get the gems (116) and talk to Salem.

Take the small hallway. Kill the Skinny Egyptian and get on the boat, getting all the gems (120) and the Spell Book (Squish-a-Rama). Jump to the floating block and to the ledge. Head down the hall, getting the gems (126) and killing Running Midget. Head to the right and jump the pit for a scarab. Head to the left and kill Running Midget. Climb up the ramp. Jump up on the bricks and kill the Fat Egyptian. Jump along the blocks, getting the gems (136) and the heart from the chest. Enter the Big Green Zipper.

=== ANCIENT EGYPT : TOMB CONSTRUCTION SITE =====

Move forward, getting the gems (146) and the Spell Book (Ice Sickle) while killing Running Mummy. Kill the Skinny Egyptian and jump up on the ledge, killing Running Mummy. Get the gems (162) and the Spell Book (shrink). Kill the other enemies and get the Scarab and gems (166). Then talk to Salem.

Enter the small hallway and shoot the Skinny Egyptian. Get the gems (176) and the Spell Book (Squish-a-Rama). Enter the next room and kill the Fat Egyptian and the Skinny one. Get the gems (180) and the Spell Book (Flibbity-Ribbit). Get the gems (182) and talk to Salem.

Kill Running Mummy. Jump from block to block to get the gems (186) and the Spell Book (up-up-and-away). Kill the Skinny Egyptian and head down her hall. Kill all three of the Running Men and get the gems (198), heart, and Spell Book (jump on the central platform; Upsy Daisy). Enter the next room and kill the Fat Egyptian. Get the scarab and gems (206). Jump into the pit near the Big Green Zipper to fight Ra.

=== BOSS BATTLE : RA =====

Okay, he's *ALMOST* as easy as Bob the Bowler. He'll send a Mummy out at you. Avoid it until it disappears. Shoot him. Do this about five times. You shouldn't even get hit once unless you accidentally run into a mummy...and I doubt that will happen...

"What a bummer..."

My thoughts exactly...

You get (archer) piece of the Cog.

=== THE COSMIC COG =====
Talk to Diva to be able to access another outfit. I'd recommend returning to the Dino Skull in the Tar Pits and then heading to the Big Blue Door in the Caveman Village.

=== THE TARPITS : RETURN OF THE DINO SKULL =====
Just follow the normal path until you get to the first two Triceratops of Mass Destruction. Near the second one, you'll find the Dino Skull. Jump on it to get the Spell Book (Flibbity-Ribbit) and the Capricorn Clock Piece. Head back to the Cosmic Cog.

=== CAVEMAN VILLAGE : BIG BLUE DOOR =====
Jump from gear to gear, getting the Egg and the Taurus Clock Piece. Leave and head to the Cosmic Cog.

=== THE COSMIC COG =====
Now it's time to take on Old Japan! Whoo-hoo!!!or something.

=== MEDIEVAL JAPAN : FORMAL GARDENS =====
Get the gems (12) and the Spell Book (Ice Sickle) from the main area and head up the path. Kill the Ninja Dudes along the path and get the gems (20). Kill Running Geisha and get the gems (28), fan, and Spell Book (Shrink in a Blink) before talking to Salem.

Head down the path and get the gems (32). Kill the Ninja Dude. Notice that there's a spot for the Japanese Urn. You need to return here once you get it from ????. Get the Spell Book (Squish-a-Rama) and the gems (38) as you continue down the path. Kill Running Geisha and get the Spell Book (Flibbity-Ribbit). Get the gems (46) and jump over to the 1UP path. Kill the Monk and get the gems (50) and the fan. Talk to Salem.

Continue down the path, killing Ninja Dudes and getting gems (54). Get the Spell Book (upsy Daisy) after jumping the spikey stars. Continue and kill the Loping Ninja. Get the gems (62) and Spell Book (up-up-and-away). Keep going, killing Loping Ninjas and Running Geishas to get the their fans and gems (70). Jump in the Big Green Zipper.

=== MEDIEVAL JAPAN : JAPANESE FORTRESS =====
Jump the spikey stars and head up the ramp. Get the gems (78) and the Spell Books (Flibbity-Ribbit, Upsy Daisy) in the first room. Kill Sumo Dork from a distance and get the gems (82). If you stay along the path where the Loping Ninja is, you will find four gems (86). Kill him and the Sumo Dorks below. Head down, getting the gems (94), and follow the path. Talk to Salem.

Go past the Big Blue Door and get the gems (98) and Spell Book (Ice Sickle). Just keep moving on ahead, killing the samurai from a distance and getting their gems (110) until you find the Spell Book (Shrink in a Blink). Take the hallway nearby, getting the gems. Talk to Salem.

Follow the nearby passage and get the gems (122). Jump up on the nearby ledge and kill the Loping Ninja. Jump to the other ledge, getting the gems (124) and the Sphinx. Jump up to the next ledge, killing the Sumo Dorks and stealing their gems (128). Jump over the block and kill Running Geisha. Get the Spell Book (up-up-and-away). Get the gems (132) and the fan as you continue. Finally, something semi difficult. Don't get hit by the roly rocks (but kill

the Sumo Dork before you do so). Okay, it's not that difficult, but it's the hardest section of this level... Keep going... Get the Fan, gems (140) and heart from the box after killing the Monk. Jump in the Big Green Zipper.

=== MEDIEVAL JAPAN : MOUNTAINTOP TEMPLE =====

Get the gems (149) and head up the slope, killing the Floating Geisha, and continue down the path. Get the Spell Book (Flibbity-Ribbit) and the gems (153) after killing the Floating Geisha. Get all the gems in this area (164) and kill the Geishas. Head down the only other path and get the gem. Talk to Salem.

Head down the path. Finally, something interesting: a dragon. Just avoid it and get the fan and gems (172) in this room. Kill the Sumo Dork. Continue along the path and down the slope, killing the Beehive Headed Guy and getting the gems (176). Talk to Salem.

Head up the slope, getting the gems (181) and down the hall. Kill the Geisha and the Beehive Headed Guy. Get the fan, Spell Book (Ice Sickle), and gems (198) in this room. Go down the hall to the left and kill the Geisha. Get the gems (209) and Spell Book (Shrink in a Blink). Climb into the DRAGON'S MAW(!!!) and get the gem (210). Jump down to fight...the Shogun Warrior...

=== BOSS BATTLE : SHOGUN MASTER =====

Okay, finally a boss that seems like a boss. The same strategy as the other bosses follows this one, but you have to time it so that you hit him right after he releases a Ninja and right before he ducks down. Five hits and he's toast. Basically, just stand in the middle of the room until he releases a Ninja. Then fire two sparkly spells and run from the Ninja. You'll hit him and most likely never be hit.

"I am defeated..."

.....No duh.

You get the Scorpio Clock Piece.

=== THE COSMIC COG =====

Talk to Diva to get access to the ...uh, medieval costume... I'd recommend changing and heading to the Desert Canyon where you replaced the Sphinx and then to the Big Blue Door in the Egyptian Village.

=== DESERT CANYON =====

Head past the first Salem Zipper and jump up on the Sphinx to get the Aeries piece of the clock. Head back to the Cosmic Cog and enter the Egyptian Village's Big Blue Door.

=== EGYPTIAN VILLAGE : BIG BLUE DOOR =====

It's just past the first Salem Gate. Get the scarab from the first cog and the Leo Clock Piece from the second. Exit and return to the Cosmic Cog.

=== THE COSMIC COG =====

We're living in the 90's...er, 2000's...we're living in the Wild Wild West... Dress up as Cave Chick before you go.

=== THE WILD WEST : THE BADLANDS =====

Run across the bridge getting gems (9) and the Spell Book (Ice Sickle). Avoid the wolves (annoying buggers, they are) and get the gems (29) and spell book (Shrink in a Blink). Get the Vase. Get the gems (41) and talk to Salem.

Head down the path and get the Spell Book (Upsy Daisy). Jump the gorge and head toward the tee-pees. Dodge the damn burro and get the gems (46). Jump the

ravine and kill the Grumpy Cowboy. Avoid the wolf and get the gems (52). Talk to Salem.

Head down the path and get the Spell Book (Flibbity-Ribbit). Dodge the tumble weeds and kill the Grumpy Cowboy. Head along the ravine, getting gems (70) and the horseshoe. Enter the Big Green Zipper.

=== THE WILD WEST : MINING CAMP =====

Climb the path, getting the gems (82) and killing the Annoyed Miners. Jump over the water and get the Spell Book (Upsy Daisy). Head down the path, getting the gems (94) along the way. Jump the logs and get the Spell Book (Flibbity-Ribbit) and the horseshoe. Kill the Annoyed Miner. Jump the rock and talk to Salem.

Continue up the path, getting gems (100). Avoid the wolf and kill the miners. Climb the steps and get the gems (104) and the 1UP and horseshoe from the annoying wolf. Jump down and head along the water for more gems (108) and up the side of the cliff. Kill the Miner and get the gems (112) and Spell Book (Up-Up-And-Away). Avoid the slow-moving mine cart. Talk to Salem.

Head up the path and avoid the annoying Coyote. Enter the Big Blue Door.

=== MINING CAMP : BIG BLUE DOOR =====

Jump over the gears to get the Horseshoe and the Gemini Clock Piece. Leave.

=== THE WILD WEST : MINING CAMP (CONTINUED) =====

Jump down to the ravine and get the gems (124) and the Spell Book (Ice Sickle). Run up the path, avoid the burro, cross the tracks and get all of the gems (140) in this area (while killing the Annoyed Miner). Jump in the Big Green Zipper.

=== THE WILD WEST : GHOST TOWN =====

Get the gems (148) in this area and kill the Goldust Dancer. Head down the path. Get all of the gems (168) and the Spell book (Flibbity-Ribbit) while killing the Creepy Ghosts. Now you need to run up the tracks, timing it so that you can exit the tracks along the way to avoid the mine carts. Get the gems (169) while doing this. Talk to Salem.

Continue up the path and kill the Fat Cowboy. Jump the fence and get the gems (188), the 1UP in the nook, and continue up the path. Shoot Running Cowboy from the plank. Continue along the ravine and into the ghost town, killing the Creepy Ghosts and the getting more gems (200). Talk to Salem.

Head down main street. Get the gems (204) and avoid the tumbleweeds. Kill the Creepy Ghost and the Harmless Harlots. Make your way out of town, avoiding tumbleweeds and killing the Fat Cowboys and getting gems (210). Avoid the burro and jump down near the Big Green Zipper to fight...The Rainmaker.

=== BOSS BATTLE : THE RAINMAKER =====

Okay...He's just like the rest...Stand in the middle and shoot sparkly spells. Avoid his dust devils (easy).

"Drat!" Yeah...drat me for buying this game...

You get the Scales piece of the Clock.

=== THE COSMIC COG =====

Buy another outfit from Diva. Yeah. Now you're Wild-West Melissa Joan Hart! Okay, let's return to where the vase was in the Formal Gardens.

=== THE FORMAL GARDENS =====

Just head past the first Salem Zipper and jump up on the vase. Jump up to the ledge to get the Anvil and the Pisces Clock Piece. Head back to the Cosmic Cog and enter the Japanese Fortress.

=== JAPANESE FORTRESS =====

Head just past the first Salem Gate and you'll find the Big Blue Door. You'll need to be dressed as Wild-West Melissa Joan Hart, though. Jump from gear to gear to get the fan and the Cancer Clock Piece. Now it's time to head back to the Badlands of the Wild West.

=== THE WILD WEST : BADLANDS =====

All you have to do is get past the first two Coyotes and kill the cowboy, jump on the anvil and up to the ledge. It's easy, and you get the Jug Clock Piece. Head back to the Cosmic Cog.

=== THE FINAL BATTLE =====

Okay, this is annoying. You basically have to match what he becomes. It's kinda like the slot machine from Super Mario Bros 3, though. Push X to choose what you will turn into. Here's a guide:

HIM	YOU
Mouse	Cat
Cat	Elephant
Elephant	Mouse

hit him about six times to kill him. You can't shoot him. You have to run him down. It's annoying. Whee. You just finished the last 8% of the game and get to watch more CGI that should have been motion captured (or from the cartoon at least).

Yay.....or something...

SPELLS

You never need to use these in the game. At all. I never pushed the Circle button at all when I went through it the first time. Spells (other than the Sparkly Attack) are useless. But here they are anyway.

Flibbity-Flibbity-Ribbit

Turns the bad guy into a frog.

Shrink-in-a-Blink

Shrinks bad guys.

Squish-a-Rama

This spell will squish enemies. Like, duh!

Ice Sickle

Stops enemies in their tracks. Strange since most don't move...

Upsy-Daisy

Shoots baddies up in the air. "Pretty funny, eh?" ...er, uh, no...

Up-Up-And-Away

Blasts them into space.

OUTFITS

Cave Chick

Allows you to go where Cave Chicks go in Medieval Japan. I don't get it either.

Nefertiti

Allows you to pretend you're a Queen and get in the Big Blue Door in the Stone Age.

Uh...Ninja...I guess...

Gets you in like Flint in the Wild West.

Wild-West Melissa Joan Hart

Gets you into places in Medieval Japan...

SPECIAL THANKS

CJayC and Shadotak

Thanks for putting up with my crap all this time. You guys rock. Get out, go to dinner, spend some QT and let the server rot for a few days. And don't let the cat just go where it likes...check your plants. There's something about potting soil that makes my ferrets dig in it and my cats...do their business there.

Dallas

Thanks for the Core gig. I still need to finish their stuff. I wish you hadn't gotten yourself kicked for GameFAQs, but I guess it had to go down sometime. Enjoy what you're doing now.

Everyone at GameFAQs

You guys and girls rock (yes, even the Perfect Dark *Social* board because you're my addiction). Even the ones that hate me and wish I wouldn't post in their topics cuz I suck and post irrelevant stuff. Oh well. I will eat you all like cotton candy kittens.

Melissa Joan Hart

For showing off her navel so much. Bellies are nummy.

I HATE YOU'S

Sebastian Bach and Skid Row

I think it was your unduly Devil Music influence that made me buy this game. I will kill you and your children. If AC/DC had been on, I know I would have walked out of the store with the right game in my hands.

Knowledge Adventure

The next time you make a game, USE LIVE ACTORS! Your FMV sucks, but at least the actors had good voice-overs! Use the animatronic cat, damn you! And Melissa Joan Hart rocks! It's weird seeing a badly modeled *thing* with her voice.