

Hello gang! Your good friend Zoop here, telling you that I am not shutting down shop! Despite rapid rumors that are circulating, I am not going to stop FAQ writing, and I thought that proof was needed. Despite recently being hired by IGN.com to write strategy guides professionally, I wanted to prove to my readers, friends, and the occasional stalker that I will not quit writing! Slow down? Maybe. Quit? Of course not!

In this FAQ, you will find everything in a tidy little order. In the Introduction, I will name off where everything is, and update my readers on what is up with me. Hey! You're reading this now! In the Contact Me section, you will be informed on how to... well, contact me. Next up is the Story section, which was taken from the original instruction manual. Thanks Sony! In the Controls section, you will receive a full list of controls on the PlayStation controller (dual shock matters not, as this was one of the earlier PlayStation games). In the Driver Profiles section, I will give a paragraph per driver. In the Vehicles section, I will list the stats, as well as the pros and cons to each vehicle. In the Stages section, I will describe the best hiding spots, easy retreat locations, and more to help you defeat every enemy! The Cheats are exactly that. The Credits are for those that have helped me, and the Disclaimer is legal yarble.

If you have any feedback, please e-mail me. I tend to answer every e-mail I get, unlike most FAQers, and try to help you out in the best possible ways, unless your questions are answered in the FAQ. So try looking through the guide before sending anything my way!

Keep it real,

-David "Zoop" McCutcheon

If you need me for anything whatsoever that IS NOT covered in the guide, and that means SEARCHING THE GUIDE by pressing Control and F together and typing out what you are looking for, and then hitting enter. But as long as it has to do with the game. Sorry, but I don't feel like hearing about how cute your kitten is if I don't really know you, yanno? Actually, kittens are cute... Ahem. You can contact me via e-mail, or sometimes IM. I check my e-mail several times a day; so don't hesitate if you have a question! But please read the long paragraph below my contact info.

E-Mail address: ZoopNOVA@aol.com
 AIM: Zoop NOVA

Please only e-mail me if it's something you do NOT see in the guide. Try to look for it; if it's not there, feel free to e-mail me.

If you don't know how to e-mail me, just simply bring up a new, unwritten mail (this varies with different services. It should say

"Write Mail" on the button, though) and write out my e-mail address. For the subject, copy and paste this: Twisted Metal PS1 FAQ. In the body of the mail, write whatever you like, even hate mail! Just one request: Only e-mail in English. Any foreign language e-mails will be discarded. Sorry, I'm not smart enough to know a second language. I don't care what you send, but positive feedback is always nice. But if you're into the hate mail thing, I can dig that, too.

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::: ::: ::: ::: SECTION II. - STORY ::: ::: ::: :::
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This is taken directly from the instruction manual. Thanks to the writers of the instruction manual for this information.

"You can remember that night as clear as this one. Six months ago, somewhere between midnight and morning, your computer signaled an incoming e-mail on United Internet System. When you saw the name of the sender, CALYPSO, your eyes glazed over with visions of your greatest fantasy, your ultimate desire. And then, when you read the message, you knew that this dream was within your grasp. The message, flashing in red, simply said: WILL YOU DRIVE?

Once a year, the legendary Calypso, a man who dwells beneath the streets of LA, holds the TWISTED METAL competition. The contest takes place all around the Los Angeles area and calls upon vehicles of every kind to battle to the death. The one driver still alive at the end of the night is granted any request---any prize he asks for. There are no limits on price, size, or according to some, even reality.

Your special invitation from Calypso has given you the chance to do battle in Twisted Metal. This is where all of your skills, all of your luck, and all of your guts, are put to the test. This is where life and death decisions occur every instant. This is where the Grim Reaper lurks around every corner, waiting to strike. And this is where the ultimate dream can come true. Welcome to the big time... WELCOME TO TWISTED METAL!"

For your information, the actual winner of the first Twisted Metal Competition is Outlaw. This further progresses into Twisted Metal 2: World Tour's storyline.

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::: ::: ::: ::: SECTION III. - CONTROLS ::: ::: ::: :::
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- / STANDARD \
- ~~~~~\
- Directional Pad Up ----- Acceleration |
 - Directional Pad Down ----- Reverse |
 - Directional Pad Left ----- Turn Left |
 - Directional Pad Right ----- Turn Right |
 - Start Button + Left ----- Toggles HUD Displays |
 - Start Button + Up ----- Toggles HUD Displays |
 - Start Button + Right ----- Toggles HUD Displays |

Select ----- Pause |
R1 Button ----- Toggles Weapon |
L1 Button ----- Toggles Weapon |
R2 Button ----- Machine Guns (Can Overheat) |
L2 Button ----- Uses Weapon |
Square Button ----- Acceleration |
X Button ----- Sharp Turn |
Circle Button ----- Reverse |
Triangle Button ----- Turbo |
_____ /

::: SECTION IV. - DRIVER PROFILES :::

Here you can find a list of short profiles containing the license plate IDs and personalities of the drivers of the playable vehicles in the game. List is A-Z, as always. Enjoy.

/ ANGELA FORTIN \

License Plate ID: GN4HYR
Vehicle: Pit Viper

For your information, Angela has the same last name as Jennifer Fortin, one of the 3D Graphics Designers from SingleTrac Entertainment. As the same exact way as her Pit Viper plays, Angela Fortin is a spunky broad that is out for one thing in the Twisted Metal competition: the money. The moolah. The dough. The c-notes. The cash money. Whatever you call it, Angela wants it... or does she? Merely wanting wealth out of any wish that could suit your fancy seems shallow...

/ AGENT STONE \

License Plate ID: TRSTN01
Vehicle: Crimson Fury

For your information, Agent Stone was used as a name the third time around in Twisted Metal Black. That Agent Stone controlled Outlaw, as sadly, Crimson Fury did not appear in the game. Agent Stone is on an absolute top secret mission from out of nowhere, and plans on retrieving the same exact data that Warthog's Commander Mason is looking out for. Interesting plot twist.

/ BRUCE COCHRANE \

License Plate ID: DRYVBY
Vehicle: Thumper

For your information, Bruce Cochran (minus the "E" at the end) was a tester for the game at Sony. Bruce Cochrane is a young street punk from the city of Los Angeles, and he is out to get rid of the madness in his neighborhood. So what better way to stop violence than join in the Twisted Metal competition and cause MORE destruction?

/ C A P T A I N S P E A R S \

License Plate ID: TYMTRPR
Vehicle: Road Kill

The driver to Road Kill, Captain Spears, comes from the future. He wishes to take back all of the pain and suffering he caused his troops from his past, which is our future, I suppose. Regardless, Captain Spears is on a mission to extinguish the guilt that has been burning him alive ever since the terrible incident occurred.

/ C H A R L I E K A N E \

License Plate ID: ORTOLMN
Vehicle: Yellow Jacket

Charlie Kane plays a major part of the storyline in the Twisted Metal series that streams secretly through the next two installments of the series (Twisted Metal 2 and Twisted Metal Black). Charlie Kane has entered the competition looking for his son, who vanished nearly 20 years previous. Once he wins the competition, he intends to find his missing boy...

/ C O M M A N D E R M A S O N \

License Plate ID: UESUVA
Vehicle: Warthog

For your information, Commander Mason has the same last name as Technical Direct (SingleTrac Entertainment) Mike Mason. Commander Mason, the driver to the army tank Warthog, is out on a personal mission from the United States Government to find a missing item from a recent plane crash in the Arizona desert sea. Considering the mission is from the United States Government, and it was from a crash in the middle of the blazing desert, I think we can all realize what this relates to...

/ D A V E & M I K E \

License Plate ID: KILRGRN
Vehicle: Hammerhead

Despite the major pot reference as a license plate, the duo of Dave and Mike are not complete boneheads in any regard. After all, they did manage to steal a gigantic monster truck, and not just any drug abuser could pull that one off. Dave and Mike simply joined in on the Twisted Metal competition for the thrill of the kill. In a monster truck. Boy, these high school dropouts give us a bad name.

/ M R . A S H \

License Plate ID: STNSPWN
Vehicle: Darkside

Who knows exactly who or what Mr. Ash is, per se, but we do know that he has, at the very least, come from the depths of Hell to claim his prize after the hard-earned victory over the other competitors. What exactly are his motives for entering the tournament? Just look at his picture and you can tell that it will not be a pretty picture in the end.

/ M R . G R I M M \

License Plate ID: SOLTAKR
Vehicle: Mr. Grimm

Mr. Grimm is both the name of the motorcycle that is driven by the man, and the man that is driven by the motorcycle. Think of Ghost Rider, only as the actual Grim Reaper, and you have Mr. Grimm. Now what would the Grim Reaper want with entering a contest where he has to kill the people AND take their souls? Well, I guess he does that already, now doesn't he?

/ N E E D L E S K A N E \

License Plate ID: ISKREEM
Vehicle: Sweet Tooth

Needles Kane is the main character of the Twisted Metal franchise, and is a very disturbed young man. Escaping from the mental ward, Needles Kane is out to win the competition in hopes of regaining the ultimate prize that will likely set his mind at ease, at least for the moment: his best friend. Just who, or what, is Mr. Kane's best friend...?

/ S C O T T C A M P B E L L \

License Plate ID: DHEDGIE
Vehicle: Spectre

For your information, Scott Campbell (in real life) is the producer of


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=====  
-----|Crimson Fury|-----  
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Statistics\_____  
-----\  
Special Weapon Power ----- ** |  
Speed ----- ***** |  
Handling ----- ***** |  
Armor ----- * |  
-----/
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~~~~~~

- P \ - The fastest vehicle in the game.
- R \ - Best handling in the game to escape everything. Literally.
- O \ - The perfect "Hit And Run" vehicle.
- S / - Can escape ped fire if your health is low due to speed.

~~~~~~

- C \ - High speeds can cause terrible impacts if crashed.
- O \ - Special Attack suffers from maxed Speed and Handling.
- N \ - Easily crushed by ramming.
- S / - Hard to control with choppy frame rates, at times.

~~~~~~

```
=====  
-----|Hammerhead|-----  
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```

```
Statistics\_____  
-----\  
Special Weapon Power ----- ***** |  
Speed ----- * |  
Handling ----- ** |  
Armor ----- ***** |  
-----/
```

~~~~~~

- P \ - Ramming Special Attack is the easiest to pull off.
- R \ - Special Attack is amongst the best in the game.
- O \ - Armor can withstand close and long ranged combat.
- S / - Great against Minion.

~~~~~~

- C \ - The weak speed will allow even the lightest of cars to kill.
- O \ - Special Attack can easily be wasted by accident.
- N \ - With low health, you can easily die from ped fire.
- S / - Not good against crowds of vehicles, despite holy armor.

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=====
-----|Mr. Grimm|-----
=====

Statistics_____
-----\
Special Weapon Power ----- ***** |
Speed ----- **** |
Handling ----- *** |
Armor ----- * |
-----/

~~~~~

- P \ - Toughest Special Attack in the entire game.
- R \ - One of the fastest vehicles in the game.
- O \ - Can escape tough situations with ease.
- S / - Perfect in long ranged combat.

~~~~~

- C \ - Weakest armor in the game.
- O \ - Bad at closed-in combat.
- N \ - With low health, you can easily die from ped fire.
- S / - Difficult to connect with Special Attack.

~~~~~

=====  
-----|Outlaw|-----  
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Statistics\\_\_\_\_\_  
-----\  
Special Weapon Power ----- \*\*\* |  
Speed ----- \*\*\* |  
Handling ----- \*\* |  
Armor ----- \*\*\*\* |  
-----/

~~~~~

- P \ - The ideal beginner's vehicle.
- R \ - Enough speed to hold its own against fast cars.
- O \ - A good Special Attack that can be used easily.
- S / - Perfect in mid range combat.

~~~~~

- C \ - Confusing Special Attack.
- O \ - Bad at distanced combat.
- N \ - Bad handling can amount to trouble when escaping.
- S / - Better in groups than one-on-one.

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=====
-----|Pit Viper|-----
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Statistics_____

-----\
Special Weapon Power ----- **** |
Speed ----- *** |
Handling ----- ** |
Armor ----- *** |
-----/

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- P \ - A very good Special Attack.
- R \ - A very good overall vehicle.
- O \ - Very little, and can escape ramming situations.
- S / - Has enough speed to slip by enemies in large areas.

~~~~~

- C \ - Very difficult to connect with Special Attack.
- O \ - Bad at closed-in combat.
- N \ - With low health, you can easily die from ped fire.
- S / - VERY vulnerable to ramming, when hit.

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=====  
-----|Roadkill|-----  
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Statistics\\_\_\_\_\_

-----\  
Special Weapon Power ----- \*\*\*\*\* |  
Speed ----- \*\*\*\* |  
Handling ----- \*\*\* |  
Armor ----- \* |  
-----/

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- P \ - The vehicle is fast enough to get out of tight spots.
- R \ - A good overall vehicle.
- O \ - Moderate Special Attack can be put to good use.
- S / - Really good for both ranged combats.

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- C \ - Bad handling makes for tough positions to be put in.
- O \ - Has a rough time against heavily padded vehicles.
- N \ - Despite good armor, is vulnerable to ramming.
- S / - Difficult to connect with Special Attack.

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=====
-----|Spectre|-----
=====

Statistics_____

-----\
Special Weapon Power ----- **** |
Speed ----- ***** |
Handling ----- **** |
Armor ----- * |
-----/

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- P \ - Special Attack can go through walls.
- R \ - A very devastating speed freak vehicle.
- O \ - Can escape tough situations with ease.
- S / - The unchallenged vehicle in long ranged combat.

~~~~~

- C \ - One of the weakest armors in the game.
- O \ - Bad at closed-in combat.
- N \ - Easily destroyed when rammed by larger vehicles.
- S / - Very weak when faced with multiple enemies at a time.

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=====  
-----|Sweet Tooth|-----  
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Statistics\\_\_\_\_\_

-----\  
Special Weapon Power ----- \*\*\*\*\* |  
Speed ----- \* |  
Handling ----- \* |  
Armor ----- \*\*\*\*\* |  
-----/

~~~~~

- P \ - A terrific Special Attack.
- R \ - One of the best solo attackers in the game.
- O \ - Average rammer, for a big vehicle.
- S / - Strong against ramming.

~~~~~

- C \ - Cannot escape easily at all.
- O \ - Bad at closed-in combat in groups.
- N \ - Awkward controlling with both sluggish speed and handling.
- S / - Difficult to connect with Special Attack.

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=====
-----|Thumper|-----
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Statistics_____

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-----/

Special Weapon Power ----- ***** |
Speed ----- ***** |
Handling ----- ** |
Armor ----- ***** |
-----/

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- P \ - A great, well balanced machine. Possibly the best.
- R \ - One of, if not the, most effective Special Attacks.
- O \ - Speed is good enough to outgun the big boys.
- S / - A sure-fire when in closed-in combat.

~~~~~

- C \ - Mediocre handling may prove a problem with the Special.
- O \ - This lowrider is prone to ramming from the side.
- N \ - Has trouble catching up with Spectre/Crimson Fury.
- S / - Difficult to connect with Special Attack.

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=====  
-----|Warthog|-----  
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Statistics\\_\_\_\_\_

-----\  
Special Weapon Power ----- \*\*\* |  
Speed ----- \* |  
Handling ----- \*\* |  
Armor ----- \*\*\*\*\* |  
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- P \ - Amazing armor that can withstand a lot of ramming.
- R \ - Special Attack is unique and useful.
- O \ - Very effective against Minion.
- S / - Very good for ramming enemies.

~~~~~

- C \ - Very bad speed that can barely get away from Darkside.
- O \ - When your health is slow, it's hard to escape from anything.
- N \ - Bad handling can set you off in awkward positions.
- S / - The perfect target for vehicles such as Pit Viper.

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=====
-----|Yellow Jacket|-----
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Statistics_____

-----\
Special Weapon Power ----- *** |
Speed ----- *** |

Handling ----- *** |
 Armor ----- *** |
 -----/

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- P \ - Talk about average. Everything is rounded out.
- R \ - Fast enough to escape danger.
- O \ - Special Attack is unique and worthy.
- S / - Rams decent, for a mid-sized vehicle.

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- C \ - Average, average, average. It excels in nothing.
- O \ - Not the best vehicle in solo combat.
- N \ - With low health, you can easily die from ped fire.
- S / - Difficult to connect with Special Attack.

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 ::: ::: ::: ::: SECTION VI. - STAGES ::: ::: ::: :::
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  |-----|
  |           [stage one]           |
  |           A R E N A              |
  |           [one on one combat]    |
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The Arena is a very small and linear stage where there is not much room to run, and definitely not a lot of room to hide. The best strategies for this tiny stage reside in hiding behind the big crates that fill the battlefield, and picking up as many weapons as possible to save a little bit of effort in the next stage. The enemy will likely strike you after you strike him/her, so take advantage with an early bombardment on the villain.

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  |-----|
  |           [stage two]           |
  |           W A R E H O U S E      |
  |           [three on one combat]  |
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Since there are three enemies in this stage for you to fight, you will have to eliminate them slowly, and separated from the pack. Much like a stealthy hitman, your job will be to spot them out when they are on their own, and slowly wear them down from scratch. If you are a small vehicle, try collecting some firepower and search around the town for an opponent. You will need to use a "Hit and Run" tactic, where you rush

forward, blasting away at them, and make a quick 180-degree turn. Repeat until your health is low, or you've defeated the enemy.

As for you bigger vehicle hogs, you will find that it is easy to attack the enemies separately here, as well. The sooner that you eliminate each vehicle, the better, and focusing your attention onto one enemy is a lot easier for the simplified kill than focusing on two enemies. While certain stages, such as the next one, are rather filled with enemies, this stage has four vehicles including you. Catching them in bundles is a slim to none chance, anyway.

As for atmospheres, I suggest using a nullified version of searching the outer walls of the area. The streets are big here, and you are isolated from the city itself, which is a great way to catch vehicles in solo patrol mode. If you need to go into the city for health, I'd suggest making the retreat near the movie theater area, as there tends to be less traffic here. Try taking alley shortcuts to reach destinations, as well.

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|           [stage three]           |
|           F R E E W A Y           |
|           [five on one combat]    |
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The Freeway is a very awkward stage in general, yet one of the best in the entire game that is hard to put into words. As you start the stage off, you will have a vehicle that will want to play chicken with you. Destroy it as fast as you can, as you will have four more enemies to fight soon after this.

The thing to remember regarding the Freeway level is the fact that it is hard to find enemy vehicles in large groups, which is very good, in most cases. The most dangerous vehicle on the course, universally, is Darkside. Between the constant freezing and ramming, especially if you are a smaller vehicle, you will be in constant danger around Darkside. With how hard the health recharge stations are to find in this one, save him for last if he is one of your opponents.

There are two sections to the Freeway: the finished section, and the section you can reach through the unfinished section. There are several different ways to find enemies, but considering this level is often confusing for the casual gamer, try following your map to find your targets, and remember that if it seems you should be finding them, you may even be on the wrong road then. Best of luck.

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|           [stage four]           |
|           R I V E R   P A R K   R U M B L E   |
|           [six on one combat]    |
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This is much like the Warehouse level, in which it takes place inside of a large portion of the city. There are several things of note here: the bridge, the ice rink, the sewer creek, the hidden alleyway, and more. If you are a light vehicle, do not get too caught up in all of the action in the middle of the city. If you are going up against a few medium vehicles or a few large vehicles, you can screw yourself up by simply getting into the heat of the battle. Need I mention that health recharge stations are a lot more rare in this stage than in the Warehouse?

If you are a bigger vehicle, this stage should be a field day! Just search the inner city, or near the bridge exits for some trouble in groups. You should encounter a couple of vehicles in a pack, fighting it out amongst them. Lay waste to their petty games, and their petty lives, by ramming them several times as you catch them off-guard. Bigger vehicles definitely hold an advantage over the smaller ones in this stage.

As for the atmospheres, there are several areas that you can use to your advantage. The most notable hiding places include the alley in one of the buildings where you go unnoticed by vehicles around 80% of the time, although take note that the pedestrians can still shoot you. Use this only when hiding from vehicles. There is the creek somewhat near the bridge that has a few weapons inside of it, as well.

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|                [stage five]                |
|                ASSAULT ON CYBURBIA          |
|                [eight on one combat]        |
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This easily has my personal vote as the most innovative stage in any car combat game ever created. Now that we have that out of the way, allow me to say that this stage is still massive by today's standards, much less in the release of 1996. Now, for those strategies again...

For the lighter, smaller vehicles, you may like to try running and gunning down your enemies one at a time. Since your armor is weak, it will take a VERY long time trying to fight more than one enemy at a time, especially considering how many enemies there are. You will find yourself outnumbered, otherwise, and having to run to one of the many health recharge stations in the stage.

As for you big vehicle lovers out there, you can play your cards either way, although it is best to follow my advice given to the small vehicle players. Hey, even your big asses can get dominated at certain points in the level. Big vehicles do their best in the suburbs area of this very large stage, as to where the lighter vehicles do the best on the highway portion of the stage. Gotta love the view there, too. Mid sized vehicles do exceptionally well in the combat zone area that is seemingly out of place in this stage.

Speaking of which, inside of that combat zone area is a very nifty hiding spot. Just drive up to the side of the ramp near a corner, and slowly position yourself to drive onto the platform itself. You can hide from enemy missiles here, even the homing ones. As for the highway portion of the level, the roads zig-zag at parts, so bigger vehicles not only get outrun by the fast ones, they also lose more speed zig-zagging,

as well. As for the inner suburbs, they are straightforward for any kind of battles, hence why the bigger vehicles have a field day there. This is an easy stage to be so large and filled with enemies.

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|                [stage six]                |
|                ROOFTOPS                    |
|                [three on one combat]       |
|                [battle with Minion afterwards] |
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The area that you start the stage off in is a pure death hazard with how small the width is, so quickly go up the ramps to the main area where the very large black glasses structure. Direct your attention to it first, shooting it with your machine guns and Fire Missiles, if needed. If you are a bigger vehicle, ram into it to bust it open, and leave it be afterwards.

There are three enemies in this stage, so you can quickly eliminate a couple of them in die-hard combat right up on top, on this same platform. They will come to you, where you can blast them to Hell and back from here. If you need health, fall down below into the room where you just destroyed the glassed-in area, and go to the health recharge station.

Go through the tunnel here to break the glass window, and fall onto a rooftop with a ramp. Go up the ramp and zoom across to the next rooftop. Destroy the final vehicle here. Go NOT attempt to push the vehicle off of the rooftops, as it rarely ever works. With all three vehicles blown up, you only have one battle left to fight, and that is with Minion, the last boss.

Fighting Minion is no walk in the park, especially on the hard difficulty. Starting the battle off, fall into the hotel area again like before, and blow up all structures with the machine guns. Collect all of the weapons, and equip the Power Missiles. When Minion falls in with you, unload all of your Power Missiles into him, followed by all of your Fire Missiles. Retreat through the hall and to the next rooftop. Unload all of your Homing Missiles into him here, and retreat up the ramp and to the rooftop, where you should collect weapons and fall back in the hotel.

Repeat this process again three to four times to defeat Minion, and beat Twisted Metal! Watch your ending, and be merry.

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:::   :::   :::   :::   SECTION VII. - WEAPONS   :::   :::   :::
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Here is where you can find a complete list of weapons, including what each of them do! Your vehicle can hold a max of 30 assorted weapons at a time. Enjoy.

You're a hell of a webmaster. Also much thanks and love to my ghetto homeboy, Stephen Ng. This guy is terribly, terribly brilliant. What's up with "Eliminate down," anyway? And thanks to Chris Carle for giving me an opportunity at IGN Guides. I'm lovin' it! Check out Simpsons: Hit & Run, Freedom Fighters, and soon-to-be SSX3 over at IGN Guides, as they are more first three attempts.

All of the love and patience in the world goes to my girlfriend, Valerie Meerschaert. She puts up with me and the time it takes to make these silly FAQs and such. Although she won't allow me to play Disgaea in threats of breaking my arms. Oh well. Love you, Vally.

Thanks to Jen Langston, my girly friend. She is like the moon. Or a rainy cloud to make you feel like you're not the only one in existence on a crappy night. You're wonderful, hun. I doubt I could've ever reached this status without you. Thanks for the years. Mwa!

Special thanks to the guys over at TMAlliance.com, whom I got the cheats off of. If you need to know ANYTHING about Twisted Metal, the guys at TMA have got you covered. The developers of the games even drop by to say "Hi" sometimes. Friendly folks, they are.

Ohhh yeah, my GameFAQs crew. Thanks to Devin Morgan, Chad Steele, Tom Hayes, Brian Sulpher, Gobicamel, Colin Moriarty, Andrew Schultz, Happybuddha311, Andrew Testa, The Admiral, CVXFREAK, Vegita, Snow Dragon, Kain, BoboTheClown, SubSane, StarFighters76, Dan Gordon, Warhawk, krustster (omghi), AlaskaFox, Hang Me, Matt Hulbert, me frog, Masamune3, and many more. This is a specific thanks to you guys, as you're all sticking with me to the end with your support. I appreciate the positive response, but I did not leave for attention, hence no "Going Away" topic. You can still catch me on AIM, as you know, and I honestly thank you from the bottom of my heart for your ongoing support for my decision. Right now, the FCB is pure negativity, and my heart needs to be set on things that are more important than rumors regarding my personal life. I may return one day, and I hope you understand. In the least, this should prove to all of you that I will continue FAQing.

Oh, and go listen to the new Ben Folds EPs that you can find at awarestore.com. Go!

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:::   :::   :::   :::   SECTION X. - DISCLAIMER   :::   :::   :::   :::
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