

Super Mario Kart FAQ/Walkthrough

by Crazyreyn

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S U P E R M A R I O K A R T

Super Nintendo Entertainment System
FAQ/Walkthrough, Version 1.0
Last Updated - 15/04/2006
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Thank You.

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INTRODUCTION

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Hello and welcome to the Super Mario Kart FAQ/Walkthrough. This guide will tell you the game basics, how to use the items efficiently and the shortcuts to all the courses. The game is the start of one of the most popular racing and Mario franchises ever, and is still very playable today.

Hope you enjoy using the guide,

- Matt

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Searching -

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1. VERSION HISTORY

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| Version 1.0 - 15/04/2006 |

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The first version of the FAQ, everything is complete!

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2. GAME OVERVIEW

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This section provides you with an overview to playing the game, with tips,
kart and character data and how to use the items more efficiently.

2.01. Basics and Game Modes

This is just a quick lowdown of the game basics and general main menu that
you are presented with. If you are looking for a more in-depth explanation of
the Game Menus, then refer to the relevant section not too far down from here.

Game Screen

This is the standard game screen in Grand Prix mode. This may vary according
the Mode being played.

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- 1 - Racing Screen
- 2 - Map Screen
- 3 - Item Held
- 4 - Lap Time
- 5 - Character Position
- 6 - Coins and Continues

Grand Prix

Located in the Single Player menu, this is the main mode of the game. Here
you race in cups in differing CC classes, where you can unlock more characters
and carts, and generally have a good go at the courses. There are two CC
classes - 50CC and 100CC, plus 150CC (you have to unlock this) and
within these are 3 Cups, each with five courses to race in (you can unlock
a forth cup - the Special Cup - see the Secrets section). With these five
courses you are awarded points according to the position you come in. After the
four races your points are totted up and if you get the most points
you win.

Time Trials

Here you can just race on the course of your choice, practice up and set a best time. You can save ghosts so you can race yourself again later. When you have finished a race hold L, R, Y and press X and the course you've saved the ghost on will turn yellow. If you want to race it again, hold L and R and press B over the course. Thanks to the GameFAQs codes and secrets page for this.

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2.02. Controls, Karts, Driving Techniques and Tips

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Controls

Here are the controls for the game.

D-Pad	- Move kart
A	- Use Item
B	- Accelerate
Y	- Brake / Reverse
X	- Look behind
L	- Jump / Drift
R	- Jump / Drift
SELECT	- N/A
START	- Pause Game

Karts

Each of the characters is configured into a different weight class. They are set into the following -

Lightweight - Yoshi, Peach, Toad, Koopa Troopa

Middleweight - Mario, Luigi

Heavyweight - Bowser, DK

For new players, middleweight is recommended as it has the best all-round stats. Then I would advise choosing one of the others according to your player style - lightweight karts have high acceleration and easier turning but get knocked off the road easier, while heavy weight has low acceleration yet a high top speed, rubbish turning but can knock other characters out of the way easier. Play around with the different characters and see who suits you best.

Driving Techniques

Rocket Start

This performs a boost as the race starts, very handy for getting the advantage straight away. To do it, at the opening count down (red, red,

green) press and hold A between the two reds. If done right, you'll boost away. Takes a bit of practice but once you've got it it's an invaluable technique.

Drift

You can drift by holding down the L or R button when going around corners. It allows you to take sharper corners without loss of speed, so is good for many of the game's courses. To start it, turn and press R to set the direction, and you can also adjust the direction of the drift slightly by using the analog stick as you go anyway.

Throwing Items

When you are using certain items, such as shells and bananas, you can throw them in front or behind you by pressing up and down respectively. You can launch green and red shells behind you and throw Bananas ahead of you.

Driving and Item Tips and Tactics

Here are some additional item and driving tips that might come in handy. Feel free to submit any of your own!

- Make sure that you always have at least one coin on you. If you don't have any then you'll just spin out each time another racer touches you.
- Coming off the track or hitting a wall slows you down to a literal crawl. So don't do it.
- If you are gonna cut out some of the track, subsidize the slowdown with a drifting mini-boost or better yet, a mushroom.
- Placing bananas by item boxes means there's a chance they could drive in to them. Same goes with bridges.
- If you are neck and neck with an opponent and coming up to item boxes, drop back slightly so you are a position behind them and grab an item. As in first place you cannot pick up red shells, doing this method could bag you one so you can take them out and take a substantial lead. Although this is incredibly annoying and cheap its a sure fire winner especially if you are on the final lap.
- Again like the above, if you are in a very close race then drop back a few positions and grab an item box. As items are based on position and not proximity, you could get something like Thunder or star.
- Unlike other Mario Kart games, red shells just go straight toward the racer in front, and don't follow the track. Ensure that you can see your opponent, and is in your line of sight, before you fire.
- If you are gonna use a red shell then wait for them to get a slight lead, otherwise the red shell will just fly straight past them.

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2.03. Items

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Pick up an item box in a race and you'll get an item. But do you know how to use it properly and to it's full advantages? If not, read on... Note that I have put How to Use and Defending Against. The How to use part is tips on how you can use it, while the other is what precautions you can take in order to avoid or minimize the impacts of the said item if others have it.

Banana

How to use - Press A to drop this banana skin on to the track. When a kart slips on to it they will slide out of control for a second or two. It will remain on the track until someone slips on it or until it is destroyed (by a shell for example). Try and place bananas on parts of the track where most racers will go on to them such as thin ledges, the insides of tracks, in front of boosters and item boxes.

Defending Against - If you see a banana on the track, common sense tells you to avoid it (well at least I hope it does ;D) so try and drive around it if you can - you can also blast them away with a shell.

Green Shell

How to use - Press A to fire this forward in a rather linear fashion to hit other karts and cause them to spin out of control. Rather handy, but it's quite hard to hit other karts with. Better still is that you can fire them behind you by holding down on the stick, and if they are close enough then chances are they'll have little chance of getting out of the way in time. Green shells can bounce off walls a few times before being destroyed, so if you are in a narrow tunnel or area firing one off and escaping could do a spot of damage.

Defending Against - Avoid shells hitting you as you'll spin out of control. Rivals too can fire shells behind them so if you are tailing them remember this also.

Red Shell

How to use - Press A to fire it ahead of you, where it will home in on the nearest kart and cause them to spin out. Sadly unlike the other counterparts these don't home down the track, they just go straight toward the next kart, so if they are around the corner they'll just smash in to the wall. Make sure they are in your direct line of sight before hitting the A button. Some extra points to be said though; don't fire when they are too close as it'll just whizz by them, and the shell can hit corners so fire it in a reasonably open area. It can also hit bananas and other shells and get destroyed, but if that occurs then you're unlucky. Like green shells, you can fire it backwards (L+Down) and dangle it behind you. It WILL NOT home in if you fire it backward, but rather go in a straight line like a green shell would. I advise that you keep a red shell handy at all times for defense and for regaining a position if you've just been taken.

Defending Against - There is not much you can do to defend against a red shell apart from trying to get another item to defend against, like a Star or Ghost.

Mushroom

How to use - Press A to boost your karts speed for a second or two. This is really handy for gaining a few places, and most of all for skipping sections of the track like corners or tacking advantage or certain shortcuts better. Just remember that you can't really stop once you've used the boost (say if suddenly realised you were going to go into a banana or off the track)so keep an eye out of where you are going to boost into.

Defending Against - Not a lot you can do here. I guess you could time a ghost to steal their mushroom, but others you'll have to let 'em be.

Boo Hoo Ghost

How to use - Press A to send the Boo to steal items from other characters. Your kart will also turn invisible and impermeable to damage as well. When using the Boo, think what you need it for. For example if you are using it to steal an item, check your opponents screens (in multiplayer only I'm afraid) to see what items each opponent has so you know what possible items are up for grabs. Wait until you get a decent item then use it, and with some luck you should get it. Otherwise using it to stop damage is very helpful as well - such as avoiding red shells or lightning.

Defending Against - You should hear when a ghost is being used, so if you do you *might* not get your stuff taken, but then again you might so decide if you want to use your item in case of the latter.

Thunderbolt

How to use - Press A to make all other karts shrink in size, causing them to slow down. Not only this you can run over the other karts to squash them and delay them for a few seconds, so if you see any then go out of your way to run them over. Shrinked karts won't make big jumps, even boost ones, so if you can time it around them that's an advantage to you.

Defending Against - If you get shrunk, then avoid jumps, even boost ones, as you won't make it. Instead just wait around before them until you regain your size.

Star

How to use - Press A to use the star, making you invincible, giving you extra speed and removing terrain slowdown. So when you have it, run in to other karts and through any obstacles in your way and take advantage of shortcuts and cutting corners as you won't slowdown. It's also handy to blast away the tiles in the Vanilla courses. A star lasts about eight seconds.

Defending Against - If you see someone using a star then they'll be brightly multi-coloured. Avoid touching them otherwise you'll get spun out and lose a good few seconds. You cannot use shells or other items against them in this state, so just wait until it's over and let 'er rip.

Feather

How to use - Press A to jump into the air, higher than you normally would on a normal jump. This is perfect for getting over barriers and wide gaps and could shave seconds off your time.

Defending Against - I guess you could steal one if you can or place a banana by shortcuts so it's harder to use, but apart from that there isn't much you can do.

Coin

How to use - Press A to get between 1-5 coins. Pretty pointless I guess, but remember to always have coins on you.

Defending Against - As there is nothing really offensive about this item, you can't defend against it.

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3. COURSES

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3.01. Mushroom Cup

Mario Circuit 1

Walkthrough - Turn left and head down the straight towards the pipe ridden corner. Drift towards the inside to avoid the pipes and collect an Item Box. Drift into this tight left, along a small straight and drift right, finishing off with a long left toward the check point.

Shortcuts - You can cut a portion of the track out using a mushroom over the large dirt area, just after the load of Item Boxes.

Other Tips - Placing items around the pipes will limit the room opponents can travel though, hindering their progress.

Donut Plains 1

Walkthrough - Drift right on to the bridge, followed by another driftable right turn. Go left and then drift right, nice and close to the mud, followed by nice and long left and right corners. Again drift these close to the inside, and that's a lap!

Shortcuts - After the right turn after the bridge, you can go straight on and miss the corner via the gap in the barrier. Use a mushroom through this to make full advantage of it.

Other Tips - As the bridge is thin, place a few items on there to hinder your opponents.

Ghost Valley 1

Walkthrough - Drift round the first left and go straight through the bendy section of track. Drift the left, drive over the bump and drift the next left. Be sure to drive over the next bump at some speed to make it over the gap in the road, right and around the next two bends to the checkpoint.

Shortcuts - After the second bump, the one that takes you over the gap, you can use a feather to jump the gap ahead to the thin path that skips the final few corners.

Other Tips - If you hit a tile at the edge it'll be destroyed, so you can be a bit clumsy on some of the tricky corners but on later laps watch out you don't fall out of the holes you've made.

Bowser Castle 1

Walkthrough - Drift round the first corner and through the Thwomps further down and drift the next left. Head down the straight, and drift right around the U bend to the next bumpy straight over the segments of lava, completely drift another bend to another bumpy straight, and do the same with the last few corners to the home straight.

Shortcuts - None.

Other Tips - Drive in-between the Thomps to avoid getting squashed. If you get hit then you'll be flattened!

Mario Circuit 2

Walkthrough - Drive straight through the middle of the S-bend (through the two pipes in the middle), drift the next two left corners, drive slow round the tight right, drift the right corner, and drift early around the corner before the speed boost over the road. If you boost on the left side you can go through the pipes around the corner to get on the inside a shave off some time.

Shortcuts - As you enter the S-bend at the start, use a star or mushroom straight across to the far side of the dirt.

Other Tips - If you use a mushroom at the speed boost jump you can get more height and skip the pipes out completely.

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3.02. Flower Cup
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Choco Island 1

Walkthrough - Head left of the flower and drift the corner, over the small bumps and straight through the S-bend. Drift the next left and

drive around the puddles in the road on these last few turns to the checkpoint.

Shortcuts - You can use a mushroom straight after the checkpoint to the right of the flower and round left.

- There are a few bumps around the puddles at the end, and if you use a mushroom before them you can jump over the barriers and cut out some of the track.

Other Tips - The puddles toward the end slow you down, so if you have a star or mushroom you can go straight through them and retain your speed.

Ghost Valley 2

Walkthrough - Drift around the first wide U-Bend and drive left round the corner. Stick to the left to go around the barrier and go right, and then right left right quickly making sure you exit wide on the right to avoid the gaps in the track. Finish off my drifting the final corner to the checkpoint.

Shortcuts - After the first few corners there is a corner where the barrier sticks out and you have to turn right; instead you can use a feather and use the small path there as a means to go through this corner.

Other Tips - As said in the walkthrough, toward the end after a few quick corners exit wide on the right turn to avoid the hole in the track.

Donut Plains 2

Walkthrough - Drift this first long left corner, onward and start to drift the next left but slow down and carefully drive through this lake side S-bend as it's tight and full of Monty Moles. As you exit there's a sharp hairpin right, stick close left round the corner that follows the avoid the Monty Moles, and continue onward and drift around the wide right turn. Drift tight on the inside of the final corner to avoid the Monty Moles at the outside to finish at the checkpoint.

Shortcuts - None.

Other Tips - The Monty Moles are a pain. There are various holes over the course which the Moles jump from - you can drive over them fine if no moles are present, but if one jumps out they'll stick on you until you use an item to get them off.

Bowser Castle 2

Walkthrough - Drift the first right angled corner and stick on the right side of the track and over the lava pit and drift the U-bend that follows, avoiding the Thomps. As you exit cut right where an arrow will be pointing on the track. The route left is a shortcut that requires a mushroom, so read about that below. Otherwise drift left after the arrow, down the straight and drift on the inside of the next corner when the Thomps aren't coming down. Drift left and quickly right, where you'll come to a plaza like

section where you are offered two routes around a square segment. Take the outside as it allows you to drift round around it. Drift the right turn to a bumpy lava straight with two paths; either side is good but remember that they form into one later down. After drift close to the inside to be on the finishing straight.

Shortcuts - After the first U-Bend there's an arrow pointing onward on the track. Just to the left of this is a road with the word 'STOP' on. Use a feather to jump the lava to cut one of the straights.

Other Tips - Again, avoid the Thomps as best you can.

Mario Circuit 3

Walkthrough - Drift right, drive around the two left corners and drift right on the exit to a tight right surrounded by pipes and a straight. This ends in a really tight hairpin so stick to the right and drift close to the corner and wide again (but make sure you don't hit the pipes as you exit the corner). You can drift the next wide bend around to the S-bend which has to be taken with care, finishing with the final driftable corner.

Shortcuts - None.

Other Tips - None.

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3.03. Star Cup
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Koopa Beach 1

Walkthrough - Drift round the immediate right and drift straight through the middle of the islands that go slowly right round. Head straight through the light section of water, drift the corner as you return to land to meet a vegetated section. Drive around the left side and finish by drifting right through the small island and back to where the checkpoint is.

Shortcuts - Just before the first section of water you can turn right and head straight across to the far corner and over a small island along the way, which has a item box on.

Other Tips - Stay on the light segments of water at all times; the dark areas will cause you to sink instantly.

Choco Island 2

Walkthrough - Drift left, then drift left then right to a thin path through several piranha plants. Drift right to a massive mud field, where on the left is an island with some item boxes. After is a load of bump ramps scattered everywhere, and if you are in a light kart you'll go flying, so try and remain on the ground at all times (you can't jump them, either). After the item boxes stay on the right side to miss most of them here, and

finish with a drift to the right and race to the check point.
Shortcuts - Straight ahead from the start is a gap in the barrier, which can be made via a mushroom skipping out the first two or so turns.
Other Tips - Use a mushroom or star over the mud sections.

Vanilla Lake 1

Walkthrough - Drift right, straight on, drift the next right and through the pipes that follow. After are several ice tiles that block the path; try your best to drive through them but if you hit one then it'll be destroyed for further laps anyway. There is another line after, then turn right and stick on the right to avoid the cracks and navigate your way through the field of tiles. Stick on the inside turn that follows to avoid the pipes and the sticking out barrier both on the outside that follows to the checkpoint.

Shortcuts - None.

Other Tips - One of the tougher tracks in the game.

- As said in the walkthrough, if you hit a tile then it'll be destroyed for future laps.
- Try and use a star when going through the tiled section, making your work a lot easier.

Bowser Castle 3

Walkthrough - Drift left and move to the centre of the track quickly as it tightens up. Gain some speed to use the bumps over the lava and turn left immediately after the second to get round the corner. Next is an area of bumpy sections to the far side, so stick to the far left side to finish on the far left exit meaning you'll save a few seconds of time. Turn left straight away and down the thin straight, drift the wide U-Bend that follows and drive down any of the three paths down the following straight. Drift round this final bend and drive through the bendy track to finish.

Shortcuts - None.

Other Tips - None.

Mario Circuit 4

Walkthrough - Drift the first left corner and turn early for the sharp right afterward. Turn right and get ready for the sharp left, drift round left on the red inside of the track while not hitting a pipe and drive round the next corner to a wide straight. Be sure not to hit one of the four pipes on the way down and stay on the left to drift early and close to the hairpin that follows. Drive on down the slightly bendy lane, drift the corner, through the S-Bend and wide round the final bend to avoid the pipes.

Shortcuts - Before the final S-Bend you can use a mushroom to cut through the gap in the barrier to the right.

Other Tips - Plenty of tight corners and hairpins here, so make sure you practice your drift!

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3.04. Special Cup

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To see how to unlock the Special Cup, see the Secrets section toward the end of this guide.

Donut Plains 3

Walkthrough - Drive slow through this windy path to the bridge, ensuring that you stick to the left side to avoid the hole on the right. Drift right around to the next bridge and jump the gap toward the end. Brake and turn hard left after, drive slow down the path and drift round the inside of the bend to avoid the Monty Moles. Drive close to the insides of the S-bend like section at the end to finish at the checkpoint.

Shortcuts - None.

Other Tips - If you fall in to the water, you can drive out again before the Lakitu rescues you.

Koopa Beach 2

Walkthrough - Drift left until the item boxes are close, and do it again until you are close to the Cheep Cheep. This water section has both light and dark shades of blue; stay on the lighter shade as you'll instantly fall down the darker shade and have to get dropped back on again. Head down the right side to avoid most of the nasty parts and to sample one of the three item boxes. Drift round the rest of the corners now, until you reach the shallow bit of water that you can drive through, to the check point.

Shortcuts - None.

Other Tips - You can hit Cheep Cheeps with shells and other items.

Ghost Valley 3

Walkthrough - Drift the first right corner and stick in the middle and drift around the U-Bend at the end. Head straight down the middle of this jagged section and round the next corner close to the inside and onward sticking to the left to avoid the gap in the track. Drift right around the U-bend ensuring you come out on the left side to avoid the gap on the right; when you use the bump try and go down the left of the hole ahead. Head through the jagged section and round to the checkpoint to finish.

Shortcuts - None.

Other Tips - You could try using a feather on the gaps toward the end of the track.

Vanilla Lake 2

Walkthrough - Drive left around sticking close to the cracks and head through the pipes, jumping the crack if you can. After the next crack are blocks of tiles - there are small gaps between that you can drive down, so slow down and head through here. Jump the next crack sticking out and instead of dealing with the crazy cracked piped section on the left just plow straight the snow and through the barrier gap on the right. Drive around the outside of the tiles here to the checkpoint.

Shortcuts - Although I've counted it in the walkthrough, when you come to the major cracked and pipe section there is a gap through the right barrier; if you use a mushroom you can go straight through here without being bogged down in the snow.

Other Tips - Try and use a star when going through the tiled sections, making your work a lot easier.

Rainbow Road

Walkthrough - Head round the first right corner and drift the second and slow down a little for the next corner. Drift around the U-bend here and watch out as the track gets smaller as you exit. Drive through the Thowps at the end, slow down the next two corners and on the next straight the path splits into two; of you stick on the inside then you'll avoid the Thomps. Slow down for the final corner and watch out for the Thomps just afterward to finish at the checkpoint.

Shortcuts - None.

Other Tips - This course has no barriers, so take it slow round most corners.

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4. SECRETS

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Most of the following secrets are at the Mario Kart 64 Cheats page on GameFAQs.com.

Special Cup

Get gold on the Mushroom, Flower and Star cups at 100cc class to unlock another five tracks in the Special Cup. You can also unlock it by putting in codes; for the Grand Prix at the cup select screen press L, R, L, R, Lx2, Rx2. To unlock the cup in Time Trial, highlight the Mushroom Cup and enter L, R, L, R, Lx2, Rx2, A for it to appear at the bottom of the list.

150cc Engine Class

Get gold on the Mushroom, Flower, Star and Special cups at 100cc to unlock the 150cc engine class.

Smaller Characters

Holding Y and pressing A when selecting your racer at the character select screen makes your racer go small when you race. Although you are vunrible to getting ran over your speed remains.

Extra Continues☐-----

In Grand Prix mode, finishing three times in the same position gets you an extra continue.

Time Trial Camera Control

After completing a race in Time Trial, using the L and R shoulder buttons allows you to pan the camera round when watching the replay.

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5. FAQ'S

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Q. What is the best character to play with?

A. It all depends on your style of play - check the Karts section to see the difference in weight categories.

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Q. What kart and character do you race as?

A. I race with Yoshi, as lightweight fits my playing style and is one of the better Mario characters anyway. :)

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Q. What are the coins for?

A. If you have no coins and an opponent hits you, you'll just simply spin out, so be sure to have at least one coin on you. The more coins you have the higher your top speed, although you shouldn't concentrate on getting the coins to much as you should try and follow the racing line and shortcuts

as best you can.

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Any other questions, feel free to give me an email.

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6. CONCLUSION AND SPECIAL THANKS

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That's just about it, folks. I hope that this document has been of aid in one form or another, and that it has been easy to use. If you could, please either ask me questions, suggestions, comments or contributions at crazyreyn_faqs@hotmail.com. Also could you rate this FAQ so I could get some feedback. Thank you for reading.

+-----+
| Special Thanks to these who have contributed to the guide in some way... |
+-----+

CJayC (Gamefaqs) - For accepting this guide and for creating the best site on the internet. Thanks! <http://www.gamefaqs.com>
The site also supplied most of the cheats and unlockables, so thanks to them and their contributors.

IGN - For accepting this guide and for creating an awesome video games site. Thanks! <http://www.ign.com>

Nintendo - For creating a great Mario Kart game!

ASCII Generator - For producing the text ASCII for my Crazyreyn sig. Thanks, and is a great site if you need any ASCII text. <http://www.network-science.de/ascii/>

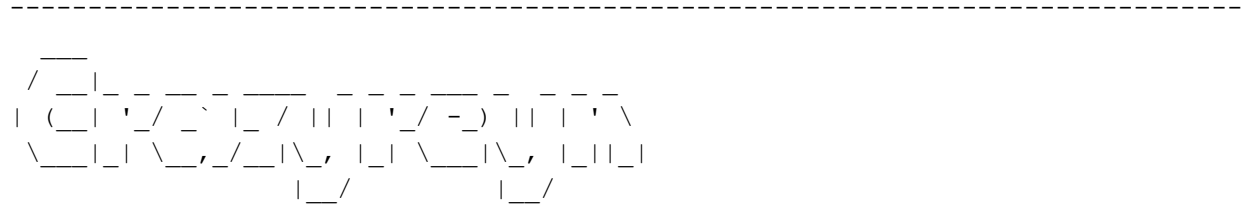
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| Special Thanks to these who are my good GameFAQS friends... |
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- Robert Lane (Lanerobertlane)
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- Ryan Harrison (RHarrison0987)
- Thomas Carter (Carter12)
- Duncan Hardy (Super Nova)
- Rebecca Skinner (Karpah)
- Martin Dale-Hench (Fox)
- Brian Sulpher (BSulpher)
- Trace Jackson (Meowthnum1)
- Richard B. (Gbness)
- Steve McFadden (Psycho Penguin)
- Chris Noonan (Merca)
- Colin Scully (me frog)
- Tom Hayes (THayes)

And everyone else at the FAQ Contributors board! Also a nod to the GameFAQS

UK board and v3, for being so damn funny and cool. :)

If I have forgotten you, then please contact me and I'll fix your name up here!



<http://www.gamefaqs.com/features/recognition/27600.html>

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