

Tintin: Prisoners of the Sun Walkthrough

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The Adventures of Tintin
Prisoners of the Sun

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1) Introduction

This is a walkthrough for the SNES game of Prisoners of the Sun (Adventures of Tintin). It is me and my sister's first walkthrough, as you may notice, but bear with us. If you want to find a certain thing, just push CTRL and F, and type in whatever it is you want. Example: if you want to find The Newspaper, just type in 4p.

2) Opening Story

Deep in the heart of Peru, the Sanders-Hardima expedition finds what it was looking for: mummified remains of Rascar Capac! But, no mummy likes its tomb unearthed, so an illness hits all concerned. The curse . . .

3) Controls

Directional Pad: moves Tintin around, and helps push objects, and climbs ledges.

A: throws things like rocks, sticks, and bottles; also uses the higher paddle in the canoe, and presses switches.

B: jumps, shoots bullets (in one place only) also uses the lower paddle of the canoe, and also chooses the paper in The Newspaper level.

Y: makes Tintin move faster, plus throws crates or boxes.

X: pushes things (used along with the directional pad) and dodges punches (in one area) and changes between characters (also in one

area).

Start: pauses the game

4) Walkthrough

4a) The Museum

At the beginning, before you start the game, there is, if you wait quite a while at the title screen, a demo of gameplay. If you need to watch that, go ahead, but it's not a big help.

So, let's get started. Go ahead and push start, and after a brief introduction, you'll be in some kind of museum, and Professor Cantonneau has been attacked! Gasp! Oh, the horror. You need to tell Doctor Midge!

Push up to enter the door you're right in front of, and then head to the right. You are blocked by a huge case! No, you can't just climb on top of it or smash it away (sigh), but what you can do is go around it. Genius!

Push up to be in the background of the screen. Right here, at least, you are safe from the wandering man in blue. If he hits you, you lose health: the little scroll on the left upper side of the screen rolls up. So, avoid him!

Right after him will be a man, in the background, that is in white. He will hurt you, too! Why? Don't ask. Just hitting these toxic people will make you die. So, quickly push down when you can. Remember, you have limited time, so hurry! You can run (and have a bigger jump) with Y.

The next thing you have to avoid is the person with a child, and, yes, that red toy she has can hurt you, so keep your distance.

Just keep progressing right, avoiding the people by moving up and down the screen. After the second person and child, there is a gold statue. It cures you of one hit.

Make sure you time it right to avoid being hit by the child's toy, and head right more.

There is a door at the end of the passageway: go through it. You will find yourself in a dark room. On the wall is a flashing switch. Hit it with the A button, and the room lights up, but only for a limited time, so run! Avoid the spikes poking out of the boxes. There are two boxes that kind of stick out from the rest of the background. Always keep an eye out for items like these.

The first box, you will need to place on the spikes, or you'll never get across, so push down next to it and pick it up. You can either throw it with Y or place it gently down with down. The second box is needed to get up to the tall box, so put it down next to it and run and jump (press Y in case you forgot.) Make your progress by jumping over boxes and more spikes, finally getting to a door and leaving the storage area.

There is a man in black who tells you where the good doctor's office is, so make your way to the right, dodging more people by moving up and down the screen. Go through the door.

Yeah, we've found Doctor Midge! Unfortunately, he's fallen asleep. The plot thickens! He's caught the illness as well. Leave and head back the way you've come, dodging the many people again.

You'll find two men in black (they're everywhere!) at the door that you came through to get to this area. You tell them about Midge, and then you, the ever faithful errand boy, have to tell Tarragon.

Travel through the left, as you can't go back through the door, dodging two guys this time. It's a bit difficult but all about timing. Hopefully, you'll make it through the door without getting hit. In Tarragon's office is a man in green telling you he'll introduce you to

him, and that's the end of the first level.

4b) Tarragon's Mansion

A strange crack of lightning hits the house, and you have to avoid a yellow ball of it. Avoid it by crawling (push down and right at the same time), as it messes up the house, Tarragon's jacket, and flies around a man in a chair, picking him up and blocking the top way. There's only one way to go: under the table, crawling. Watch out for falling lamps and books, shaken loose by the ball of light. Go slowly to see them coming. Jump over a fallen bookshelf, and head towards the end, exiting the door. There is another fallen bookshelf to the right and another gold statue to replenish your health. Keep crawling slowly but quickly. The timer is still going. Exit the door at the end.

Crawl again to avoid the light, going towards the left, and still keep a watch out for falling materials. Once you get to the door, go through it, and then the ball of light will take the mummified body of Rascar Capac.

A warning is spoken that the desecrators will be punished. Ooh, scary.

Outside the mansion, Calculus decides he wants to wander around and picks up a bracelet. Head to the right. Under the tree, on the second branch, push up to climb on to it. Jump to the left branch, and then carefully run and jump to the one right above that. Do not bother with the thin branches as they will break and fall right out under you.

Jump from that branch (running) to one on the right and then pull yourself up by pushing up. (Note: not every part of the tree can be used to pull yourself up, just one section.)

You will see a bloody handprint, and then you will see Calculus' umbrella on the ground. Do not jump from there as it will hurt. Jump back to the other branch and down to the ground.

Jump over the branch on the ground, because, for some reason, that hurts you. Must have tangled your foot or something and broke it. Bypass the bush by pushing up, and then once you get to the umbrella, you will see the captain, telling him that Calculus has been attacked and urging him to go after them. Right after that, quickly run to the right and push up, as bullets will fly. Push X to switch between you and the captain, and make your way to the right by doing that.

Either jump over the bullets or dodge them by going up to the top screen. Make sure you don't switch to the captain when you are in the line of fire. Head to the right, jumping over the branches. Make sure you pick up the stray branch (press down) on the ground. It won't hurt you.

After a while, the captain says to go without him, unless you fire his bullets by pushing B, stopping the bullets from flying. Use them too much, and he says he's out of ammunition, and you're free of him a lot earlier.

Then you say you want to disarm the gunman, so run to the right, making sure you dodge the bullets quickly. When you get to the building, run up to the door and press A, ending the level.

Note: if you get rid of the captain, it makes it a lot easier to dodge the bullets, without him pulling you back.

4c) The Car

You have to get to the docks, so in a high-speed drive (not very safe), you are driving. Avoid the cars and motorists. It's as simple as that. If you see one on the right side, most of the time they'll stay there, and vice versa. The trucks go slow, though, so watch out.

4d) The Docks

On this stage, there will be a foreground as well as a background, so use that accordingly. At the beginning, is a group of barrels with spikes on them. Jump on the first one, and then push Y to jump over the spikes. Avoid the man carrying a plank, and go to the background and jump or avoid the parcels being thrown at you.

Jump over the broken barrel, and quickly avoid the background guy carrying a bag and the next guy carrying a plank. A lot of work is being done here, and no one cares if you get hurt. That's a good law to remember in life, too.

At the end, jump on the crate right before the train. Push up to climb to the top of the train. To the right is a gap with more spikes. Run and jump past. If you need health, there is a gold statue to the left. Otherwise, run and jump again over the second gap with spikes.

Behind the crates in the background, to the left of the man working on the train (keep him in mind), hidden, is an extra life. Come to the front ground right under that man and walk past. There will be two more men to avoid. After them head right, and there will be steps of sorts made from crates. Head up there, jumping, unless you need health, then go underneath. Watch out for the man throwing barrels!

To the right, on top of the crates, there will be a man who operates the crane. He says his crane is broken, and he needs his tools.

Remember the guy working on the train? That's where you need to go next, so head left. Just hurry, as time is still ticking. There are more steps in the background. At the top, run and jump to the train cars. Watch out for the coal dropping crane, and then jump over the spikes. Also, watch out for the gaps between train cars, as it will send you back to the middle-ground, and then you'll waste too much time getting back. The man will give you tools at the end. Head back to the right, until you reach the same place where the man who operates the crane is.

He'll lift the crane's end so you can run past to the right. There is your dog, Snowy, and he has found Calculus' hat.

He will run, and you have to follow, fast, or else you will die. There are the normal things to dodge and jump over, but this time you have a bit of a time limit, so keep a close eye on what's coming. Remember, you can pause it if everything is going too fast. At the end, there is a girl with the hat, and she tells you where she found it. End of level.

4e) The Ship

Don't worry about the black cat walking around. It's harmless. The first thing you should do here is head left, dodging the poncho wearing man by staying in the front-ground. Go into the door under the staircase (it's in the middle-ground). Head left and hit the red switch, and the engines will be running.

Go back the way you came until you get to the staircase. Go up it, but watch out for the man in blue, as he will arrest you and that will mean instant death. Avoid him by waiting until he passes to the left, and go behind him, and then push up again, letting him pass again. Quickly run in the left door. There will be another switch inside. Push it with A, and leave, avoiding the man in blue again. Then head downstairs, and look! The crates blocking the door have moved up. Go in that door.

Inside is another dark room, with two piled up crates. You can push these. Push X, and lean against them, but watch out for the poncho wearing man: he can hit you even up here. There is another crate that

blocks your way hidden behind the green bar; push it as well, then head more right, entering the door, still watching out for that guy who is still walking back and forth.

Go up the stairs to the right. You'll come out in the bunk room, but there is a bottle of . . . something. Grab it (push down), and head to the right, hiding between the bunks to avoid another poncho wearing man.

Go in the door at the end, then head immediately left to get an extra life. Then avoid another poncho wearing man by getting in the foreground. Go out the door, and head up the stairs right above you. There will be the ship cabin, and a blue man inside it. Go near and press A to throw the bottle into the cabin, bringing the man out. Before he gets all the way, press up and wait for him to pass, then getting inside the cabin. Press the switch, and then avoid him again. Down to the right is a golden statue, by going into the foreground and then back again. If you don't need it, good job, and so go towards the left. The door was once blocked by crates, but now it's not, so go in.

To the left are two areas, one guarded by poncho guy and the other by blue guy, both avoided by hiding in the foreground. Getting past all this, you will finally reach a room with Calculus asleep in bed. But . . . despite all your precautions you are still caught. End of level.

4f) The Swim

This part is pretty straight forward. Just avoid the bullets and wait for him to swim to the boat. That's it. You can get a small clue on where the bullets will end up by the shine before they land.

4g) The Train

The train's coupling is broken, so now you're on a runaway train. Jump over the luggage as it slides from left to right, and keep an eye out for glints on either side of the train, as they are extra time, and you need it. That's about all you have to do for this-easier said than done, we know. Always stay inside when tunnels come or they'll knock you clean off. Also avoid cactuses and signs. Get every single time addition, or you will run out!

4h) The Market

Watch out for the camels in the area, as their spit hurts. Run left, and jump over a bag with sticks. Run under the falling pot, and it shouldn't hit you. Push up twice to enter the background and then enter a new area. Push up again when you enter, to be in the background of this new place. Then go left, jumping over a broken pot. When you hit the foreground, dodging the man, Tintin will ask if the lady has seen Calculus. She has not. Either follow the guy and dodge him, by staying in front of a break in the gates to the left, or wait for him to come back, and go in front. Ignore that break in the gates and still go left. Jump over the dog, and then jump up the hay bales. Go into the background to avoid the guy, and continue left.

Avoid the pot by running under it again, and then jump over the dog. When you get to the end, go up twice to enter a new area. In the mid-ground, grab the hay (press down). Get to the far end as possible before the spikes and throw it (press Y) to jump onto and get across. Then turn around, push down to grab that same bale and head right, putting it down in front of the huge block to jump on top of it.

Grab the next bale, and fall down, putting it at the base of the next one. Jump up to the right. Jump over the spikes and the dog. Then, be very careful here. You do not want to fall down and be at the

beginning again. This is a very large jump, and you have to push the jump right before the end or you won't make it, and then jump across spikes after that. Then there are more spikes. Be careful! Push up twice at the end to exit.

A man is hitting a child, and then when Tintin intervenes, he tries to hit him. This is the only way he can hurt you, as you can run right through him. Dodge his punches while facing him with the X button, and the man will instead hit the wall, whining in pain afterwards. Do this four times, and he will run away. Follow to the right. The kid will then tell you he knows where your friend is. End of level. If you need a golden statue, there is one at the end.

4i) The Cliff

Zorrino is kidnapped, and you have to find him. This part is tricky, so keep on your toes. The cactuses can hurt you, but not all of them, so just take it slow but quick. The dark green solitary ones can't hurt you, but most of the others can. When in doubt, crawl past them. Jump to the right cliff protrusion, and then jump over the cactus and the sharp rock. If you want to go through a lot of trouble for an extra life, head down and left, but as it is a lot of perfect jumps and falls, it's not really worth it, but it's your call.

Otherwise head to the right. Fall down right below the end, and then jump to the left, ignoring the one to the right, as it falls right down onto a cactus. Once you're to the left, jump to the right cliff, and down to a boulder. Jump on top of that, and it will go rolling. Avalanche! Okay, not really. It just protects you from the sharp rocks.

From there, small jump (don't hold the Y) to the right, so you won't go back up. Go to the right, being careful of the sharp rocks (these cactuses will only hurt if you jump, so walk past). At the end will be another boulder; send it flying as well. This time, however, do not jump at all: just run off the side, and you'll pass the sharp stuff easily.

You see a gold statue: get it if you need to. Fall down. Now, this part is a bit tricky, so easy going. There is a man who will capture you and end this life, so watch out. He will come all the way to the green cactus but not further, so you're safe enough there. What you need to do is draw him over to it, and then carefully jump onto the ledge before he heads back, and jump over his head, QUICKLY pulling yourself up the bottom ledge of the next cliff.

Then there is a rock to jump on and block him off, if you do it fast enough. Otherwise, you'll have to avoid him on the next part, too. Jump from that cliff, to the next, and then push (X with right) the rock down the cliff. From the top, jump on its top, and then carefully run and jump to the top of the next cliff. If you miss, you'll have to do it again.

Jump up to the right, avoiding the rock and then the cactus. To the right is a big cactus that, once again, only hurts if you jump, so walk off the cliff side gently to fall right below onto another. If you want an extra life, jump to the left, lightly holding left, to fall on a boulder that smashes a floor out to the extra life, and then push up and climb the left cliff. Jump to the left and jump to the right where the group of cactuses are. Careful in that jump, because if you overdo it you will hit the cactuses. Crawl past, and then jump to the right. If you need a statue, get it, and then fall down right below the other cliff (watch the cactuses below). It's not too big of height, so it won't hurt you.

To the right you will pass rocks and cactuses. On the second cliff, make sure you don't fall, because there's another guy who will end your life instantly. Jump from that cliff to the next, up again to

the rock. You can knock it off if you wish, but we find it easier to just jump as high as you can to the right, then quickly pulling yourself up the nearby ledge (push up). Climb up again, and head left a bit.

Run and jump twice to the boulder, and jump on it to send it to block a bunch of sharp rocks. Use it as a stepping stone to the right small cliff. Right above it is another small cliff. Push up to climb it and then carefully jump to the right, aiming to land right on that small cliff. Keep moving with a big jump, as below you is another guy who will take you prisoner. Push up to get to the cliff right past him, and then run and jump to the boulder, so you can stop the Indian. Jump high to the right, to land next to a llama with Zorrino on his back. End of level.

4j) The Condor

Your ever faithful dog has led you into another fine mess. You're now being carried around by a condor. Use the directional buttons up and down and right and left to avoid being hit by the cliffs and branches. Keep an eye for the golden statues on the way and an extra life as you go down to the ground. End of level.

4k) The Avalanche

I guess we should have stopped pushing those boulders . . . a giant snowfall is after you. Run, and jump over rocks and icy spots. The latter will make you slip into rocks. Near the end you'll have to avoid giant snowballs rolling after you. That's about it.

4l) The Jungle

You have to help Zorrino to cross, as he can't jump by himself . . . or really do anything by himself. The first step is to jump across the two logs (don't fall in the mud), and grab the branch lying on the ground (push down). Bring it back to the left, and place it in the gap, so Zorrino can cross. He'll wait for you to do this, at least here he will.

The next mud has a stump to the right. Jump to it, and then get on the right side, pushing it back to the left (X and left). Once it's gone far enough to cover the mud, Zorrino will cross.

This next part is a little tougher. There is a seesaw branch across a rock. Get to the end of it, letting it fall, and the other end allows Zorrino to cross. Time it right, and get to the other end, so he can walk up the raised side to cross. Otherwise, he will fall into the mud, and end of turn.

A new mudpit is blocked by a solitary stick, and Zorrino can't climb or . . . do anything for himself. Jump over it, and then run back to the left, as a wild boar will come running into the stick, knocking it over so Zorrino can cross. Watch out for the boar, jump over it, as it will come back. Luckily, Zorrino is invincible.

The next pit has a branch hanging over it, so run to the right and press up next to the lower branches to get up, jumping to the left to make it fall. Zorrino crosses again.

There is a fallen tree. There is a stump, but don't push it from the left. Go to the ground and go back left in order to push it from the right. Once you do, the tree will fall, and Zorrino can cross, because, remember, he can't climb or do anything for himself.

Run in front of him now. Don't worry, he's safe for the time being. An anteater is after two trees with ants in between. The ants can hurt you so jump over them. You need to get behind him on the right

and herd him towards the ants, until he eats all of them. If done right, Zorrino will come and cross after the ants are gone. There is a time addition and a gold statue in the background to pick up next.

When the next fallen tree comes, just jump on the lighter colored part to make it fall, so Zorrino can have a path to walk on.

On the next tree, wait until he gets to the end, and then jump on the tip. It will fall, giving him more of a path, because he can't fall either, it seems. He can only walk to the right.

On the next fallen tree, there is a lighter colored spot to jump on again. Now, come on, this is ridiculous! Why can't Zorrino just walk past this obstacle? Okay, thanks for letting us get that out. Move on to the right.

There is a branch covering two rocks. The first part of this is simple enough: jump on it to make it fall, but then Zorrino will just stand on one of the rocks, waiting. You have to run ahead and go to a place where another boar is running back and forth. On his second run back, he will hit the tree, or something, and a branch near the top will fall. Grab it (push down), and use it to block the gap between the two trees so you can get across, and then grab it again. Place it between the two rocks where Zorrino is. Grab the stick again and put it in the same gap you did before, so Zorrino can cross that. Onward.

Watch out for the boar by jumping over it, and then he'll run to the right and be gone. Then Zorrino will yell, "Watch out!"

A giant snake wrapped around a tree (at least it's not on a plane) will be trying to eat you both. There are rocks on the ground. Time your getting them to avoid the snake's lunges, and then push A to throw the stone, but make sure its not lunging when you do or you'll miss. There is a golden statue to the far right if you need it. After about eight hits, it will curl up. If you want, there is also a stick before a giant mudpit to the right, and you can use that stick to throw at the snake as well.

4m) The Canoe

This a straightforward and almost peaceful board, as you waft leisurely downstream. Of course, then you have to worry about the rocks, branches, and crocodiles! Avoid them by pushing up or down. You can pull back to the left by pushing left, and go faster a bit by pushing right. You can also attack with the paddle: push B to attack lower and A to attack higher.

4n) The Waterfall

At the beginning, jump to the right cliff protrusion, but don't jump again. Instead fall right to beneath you, and then jump over the sharp rocks that way. Go to the right, and jump over rocks, past the giant log, and jump over the gap. Then pull yourself up by pushing up, the rock protrusion above you, and right before the big waterfall basin. Note: you can swim in that water.

Jump back to the left on top of these cliffs, and watch for falling rocks. Go carefully. Some lightly colored rocks will fall out under your feet if you don't move off them quickly.

You'll end up on a log cliff. Climb up both log cliffs (remember to run and jump) and then jump to the right, over gaps, then falling down on the horizontal log to get more time. Go back to the left, pushing up to climb up, and then jump to the left, and go that way by jumping to the top. On the left edge of that cliff you're on now is a big flat rock.

Push it with X and left. It will fall down on top of sharp rocks. Use it as a stepping stone to get to the left. Be very careful here, as

any fall will send you back to the beginning. Jump, running, to the left, to end up on the cliff edge. To the left are a gold statue and more time. Go right, and then jump to a place where a fallen log is. It has a really tiny little cliff that you can't see very well to jump to. Push the log with X and right to get it far enough for you to jump to the next place. Keep jumping right, and if you go all the way to the bottom on the right (not anywhere else as you are too high to live if you fall), you will get more time, and more as you climb up ledges (push up) to the top. If you go to the top, there will be a gold statue. Right under that statue, jump to the left and you'll see rope. Pick it up with down. Then jump carefully back to the log you pushed, and this time head to the left, up the cliff. Jump to the left to pick up more time, and then head right, climbing each ledge (press up), until you reach a log. Push it with X and right, and then jump across the gaps. At the biggest gap, you will automatically string the rope up and start climbing across.

Unfortunately, ropes found under waterfalls aren't very sturdy and it gives out halfway across. There isn't anything you can do about this, and it denotes that this is the end of the waterfall. End of level.

4o) The Caves

Push up to climb, and then jump to the right. Push the rock with X and right, and then fall down after it. Jump over spikes to the right. In the background, there is a rock blocked door. Push it from the right, and enter the door. Go right, and push the rock (X plus right), and then cross it, jumping over the spikes. Crawl under the upper spikes. Jump over the water, staying on top. Be careful here. It might not kill you to fall, but it will waste your precious time.

Jump to the middle column and then again to the right to get more time. Get into the water and dive by pushing down. Go right through the wall to the right, and climb out of the water. Push up to get to the upper ledge, and then run and jump to get to the door. Head left, avoiding the spikes and falling rocks. Go left, until you fall through the floor. You can only see yourself through holes here. There are two golden statues. Crawl to the left. Under the left statue, press up twice, and go into the door to the left.

Go to the rock and push it (X and right). Jump high, and jump with running to the ledge above that. Jump to the right-it may be a bit tricky. Then to the right is a door in the background. Go through it. Jump to the door to the right: don't fall.

To the right, push up to go into the background, bypassing the rock wall. Head right more. Go into the foreground. Run past the bodies that have colorful ribbons blowing around on their heads. There will be a door that looks like the others, but it's completely gray, and it will be right before a door that will circle you around, so don't go past the completely gray one. Head into the background, and go near it. Then you will see the end of level.

4p) The Newspaper

The next part is a puzzle, and we will try our best to convey how to put it together. It shows how it's supposed to end up, but it doesn't last long. So, there are three piles of paper at the bottom. You can pick them up with B and move them. From the left, we will number them down. 1, 2, 3, and so on, then going to the middle and then to the end.

Where they are supposed to go looks like this:

A|B|C|D|E
F|G|H|I|J
K|L|M|N|O
P|Q|R|S|T
U|V|W|X

Alright, with us so far? Good.

Number 1 of the first stack goes on I.

2-J
3-F
4-G
5-H
6-E
7-A
8-B
9-L (this is the second stack now)
10-K
11-C
12-D
13-S
14-P
15-Q
16-W
17-X (starts the third stack)
18-M
19-N
20-U
21-O
22-T
23-R
24-V

4q) The Run

You are now going to die for your sacrilege. I hope you're happy. But Tintin says when he wants to die, and the day dawns, bright and cheery. Now, you have to run for your life . . . just to get to your execution. Ironic. Anyway, it's not too bad of level. You just have to avoid falling rocks, sharp spikes, and spears from the guards (they, themselves, do not hurt you, only their pointy weapons). You can hold back with left to see what's coming. Otherwise, it's just about jumping and avoiding harm. There are a few paths to choose from, one holding a golden statue (bottom) and one holding an extra life (middle), but it's your choice.

Congratulations, you have beaten the game. Yeah! Enjoy the ending. Now, if for any reason you want to make it easier . . .

5) Pro Action Replay Codes

Infinite Health 7E059B04
Infinite Clock 7F5B7F64

Note: we didn't create these codes, and we don't know where they came from.

6) Legal Things

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