

Aladdin FAQ/Walkthrough

by gabbo

Updated to v1.0 on Aug 22, 2005

This walkthrough was originally written for Aladdin on the NES, but the walkthrough is still applicable to the SNES version of the game.

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ASCII by arminjewell

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|           Aladdin for the NES           |
|           FAQ/Walkthrough by gabbo      |
|           Version 1.0                   |
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1. INTRODUCTION

Hello and welcome to my FAQ/Walkthrough for the game Aladdin on the NES. I found this game on a ROM (don't shoot me), while trying to find a game for niestnie's NES FAQ Completion Project. The project is basically just a way to get a good FAQ for each and every NES game. As I stated earlier, as I was searching for a good game to do, I found this one. I liked it, and decided to do one for it. There are basically two versions of this game. There's the pirated version, which I've been playing, and the original. They play very similar, apparently, except the pirated version has similar graphics to the SNES game. This game was only released in Europe, which explains why it's not very well known. But enough with my blabber. On with the show!

2. VERSION HISTORY

Version 0.1 - 5/31/04

Started the FAQ. Finished the Basics section, and got a good start on the Walkthrough. All the headers are completed.

Version 0.3 - 6/06/04

Worked on things some more.

Version 0.3 - 7/13/05

Remembered that I was supposed to finish this thing.

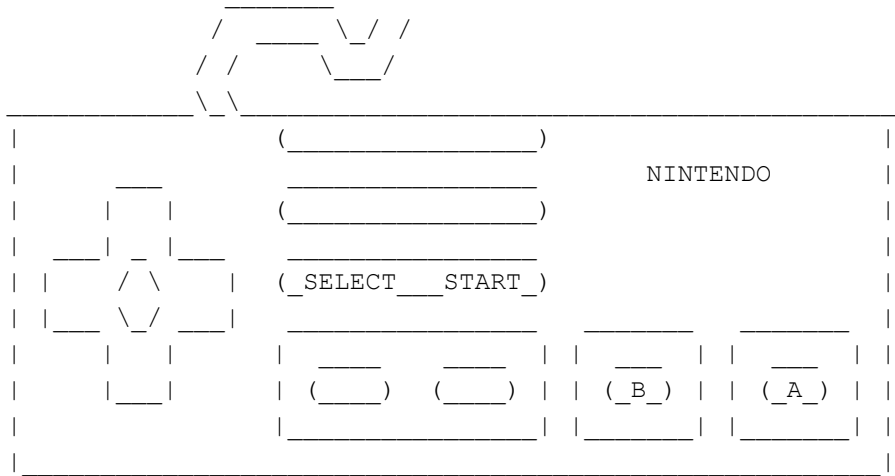
Version 1.0 - 7/16/05

Finished all the levels. Submitted to GameFAQs

3. BASICS

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                3.01 Controls
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Here's an ugly ASCII of the NES controller:



It's crude, but it gets the job done. Here is each button, and it's function:

- ```
----- D-PAD -----
- Move character
- Hold left or right to run faster
- Press up while hanging to climb up
- Press down to duck
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- ```
----- A BUTTON -----
- Throw apple.
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- ```
----- B BUTTON -----
- Jump
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- ```
--- START BUTTON ---
- Pause
- Select option
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- ```
-- SELECT BUTTON ---
- Nothing
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Simple, no? Then lets move onto the actual game mechanics.

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 3.02 Game Mechanics
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This is game is very different from the Genesis version, in terms of Game Mechanics. Just like the SNES version, there is no sword, so it's only you and your apples. If you've played the SNES version, you should have no trouble getting used to these controls. Here's a rundown of everything you need to be aware of, to fully understand the game mechanics:

- Since you have no sword, you'll have to kill enemies a different way. You can throw an apple to stun the larger enemies, like guards and archers, and then while they're stunned, you can jump on them to kill them. Or, you can just





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4.02 Agrabah Rooftops
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When the level starts, jump on the 2 platform's above you, so you can kill the archer in front of the 3 barrels. After that, jump on the 3 barrels, and onto the wooden structure. Climb that structure to the top, and knock over the green vase that you find there, to get 3 apples. Then jump to the ground, and continue going right. Toss an apple at the oncoming guard, and jump on him to take him out. Pass the barrel at the top of the small hill, and continue on your way, until you see a set of stairs and a horizontal pole.

Climb the stairs, throw an apple at the guard, and jump on him. Continue going up the stairs, until you see another guard at the top. Kill him with your jumping skills, of course, and grab the 3 gems you see there on the stairs. When you're done with that, jump off the building to the right, straight down, while grabbing the next set of 3 gems. On the ground, knock over the green vase, and collect the roasted turkey, for some hearts.

Jump onto the platform just above you, and jump over and onto the archer on the stack of barrels. When he's taken care off, throw an apple at the next archer, jump onto the horizontal pole, swing off of it, and onto the archer. Then run down the sloped building, and jump onto the next horizontal pole. Watch out for the guard running up and down the other sloped building, and only jump off the swinging pole when he's at the bottom of the slope. When he's dead, grab the gems, go right.

This next part can be very frustrating. Either way, jump onto the second platform from the right, and throw an apple at the archer on the left. Quickly run over to him, and take him out, before he can wake up again. When he's gone, jump up to the platform above you, and grab the 1 UP that's in plain sight. Once you've got it, jump back down to the platform you were on, and jump over to the higher platform on the far right. Climb up the ascending set of platforms, while dodging the arrows from an archer ahead. Once you are on the platform in front of the archer, throw an apple at him, get a running start, and jump in him to take him down. Then you can go to the next platform above you, and finally onto the last set of stairs at the very top. Go down the stairs, while grabbing the gems, to reach the sign with an arrow on it, and the end of the level.

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4.03 Agrabah Nights
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You will start the level in a small alleyway, with just a green vase and a platform. First, knock over the vase, grab the bread, then jump onto the platform, and over onto the trampoline-like cloth. You'll be sprung up onto the roofs of Agrabah, at night. Walk to the left, grab the gems, then go right. As soon as you see a guard, throw an apple at him and jump on him. Afterwards, jump up the platforms, and collect the 2 gems at the top. Now you can jump down, onto the horizontal pole just below you. Once you're on it, jump off, onto the archer, and back onto another horizontal pole. Swing off of that one, grabbing the 2 gems, onto a platform.

Continue going forward, to the right, until you see an archer. Use your apple-jump combo to kill him. Then keep going right, and jump onto the next archer

you see, before he can even toss an arrow at you. Once he's done for, jump over the gap, still going right, and jump on the first guard that you see. Now you can jump to the right, over the next gap, onto the top of the 2 platforms. Swing off of the two horizontal poles, and onto one of the next horizontal poles to the right. Get off that pole, and get onto one of the three platforms in front of you. But before you continue, go down to the bottom of the three platforms, to find a bread. If you don't need it, don't even bother. Either way, get to the top of the three platforms, and onto the larger, fourth platform at the very top.

Kill the guard you see there, and then jump off that platform safely onto a building. You will see a green floating platform. Ignore it, and keep going right, until you see 3 gems in a triangle formation, and another swinging green platform. Get those gems, jump onto that platform, and carefully jump to the next swinging platform. Once on that one, go to the third green platform, still being very careful. Now that you're on the last moving platform, jump onto the set of long stone platforms to the right, and climb them to the top.

At the top, you'll find a slanted clothesline and a flailing cloth. Jump onto this cloth, to grab onto it, and ride it to the bottom. Then kill the archer you see, and knock over the green vase to get a piece of bread. Now you can climb up the next set of stone platforms, and slide down another clothesline. Go right after that to get to the end of the stage.

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 4.04 BOSS #1
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Before the actual boss, you'll meet some guards. It's pretty straightforward. You'll also see some green vases with bread and turkey in it, to keep your health up. And you'll get some apples out of it as well. Then it's time for the first boss.

This boss is very easy, if you know what to do. When the battle starts, jump onto the barrel in front of you, and get to the top of the roof in the center of the stage. Then, carefully get as close to the left edge as possible, and wait for the boss to get under you. He will then swing his sword downwards, and pause. As soon as he does, walk off the edge, onto his head. Watch out, though, because he will then swing his sword all around him, in fury. Use this time to get back on the roof, and in your position. The only time you can hit him, is when his sword is not above his head. Do this until the man is dead, and you can walk off the stage to the right.

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 4.05 Cave Part 1
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Now for the cave portion of the game. You'll start off with a pit of spikes in front of you, and a stalactite hanging from the ceiling. Grab onto this stalactite, and treat it like a horizontal pole in the other levels. But don't hang on it too long, or else it will break and you will fall. Once you get past that, traverse the next pit of spikes with the stalactite, and jump over the gap you see afterwards. Go down the slope, and jump onto the two stalactites over a larger pit of spikes, to get to the other side.

Jump onto the platforms above you, and climb them to the top. Kill the bats

however you see fit, and go to the left at the top to see a blue vase which holds a piece of bread. Then get your butt over to the other side, and continue to the right, going down the sloped rock surfaces. At the bottom, get the 3 apples from the blue vase, and keep on truckin' to the right. Toss an apple at the scorpion climbing up and down the wall, so you can hold onto that ledge, and climb up it.

Go past the bat and the gaps in the ground, until you see a blue vase. Knock it over, to unveil a gold scarab. The only way to get it is by jumping off the bat that flies over the large hole, and getting it that way. It's risky, so don't even bother if you don't have a lot of confidence. But if you're a risk taker, then go for it. Either way, jump over the gap, to the ledge on the other side. Kill another scorpion with an apple, as it climbs on the wall. Jump onto that ledge, and continue forward.

Jump past the flying bat, and onto a thin rock surface. In the SNES version, this ledge breaks apart as you walk on it. For some reason, it doesn't do that in this version. So simply walk across it, avoiding the many bats and scorpions. At the end, you will have to jump off of that small stalagmite coming from the ground, to reach the stalactite on the other side. It's frustrating, but it can be done. Be careful, and be sure to get a good running start before attempting it. Anyway, swing off that stalactite, onto another one, and off that one, to get to safe sweet land.

Continue forward, and drop down the gap that has two gems leading down it. You'll land in a treasure room, full of gold. Avoid the skeleton guards (they can't chase you) and shoot apples at the walking swords. Keep going to the right until you see the wonderful arrow sign at the end.

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 4.06 Cave Part 2
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There are two ways to do this level. There's the easy way, and the hard way. For the easy way, simply get onto the floating raft, go towards the edge of it, and as you fall from it, grab onto the edge of it. Now you can just ride the raft while hanging from it through the entire level, without having to deal with a single bat. I recommend this way of doing it, since it's pretty useless to do it the hard way, and actually go through the level the way it's supposed to be played. So cut a few corners, and do it the easy way.

At the end of the raft ride, you'll have to climb up a steep rock surface, while avoiding the falling boulders. It's not too complicated, so do that. Then get to the arrow sign at the end.

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 4.07 Cave Escape Part 1
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This level automatically scrolls to the left, so you'll have to keep up with it. Go to the right, and jump over the lava pit. Easy. Then jump on the rock in the next lava pit, but be careful since a stream of lava will make the rock go straight in the air. Jump off of that rock, and keep going, until you see a stalactite. Swing on that stalactite, and land on the thin rock pillar.

Wait for the screen to go over, so you can see what's in front of you, then



jump over the lava pit in front of you, avoiding the fireball that comes out of it. Jump over the next few lava pits, until you see a large stalagmite appear from a larger lava pit. Get a running start, and jump on that stalagmite, and off it, onto the higher ledge above you.

Go forward, and jump onto the high stalactite on the ceiling. Jump off it, onto a safe platform. Then go right a little bit, and jump on another stalactite. And another. And another. You will soon see a large gap, with a ledge that is higher than you. Avoid the fireball, and jump across it. Now you'll have to jump down, onto a smaller platform, in the middle of a large lava pit. Carefully do that, and then jump back up to another high ledge, avoiding the fireball. Now you can safely jump down onto a large ledge at the bottom.

Keep up with the screen, walking across the safe platform. Jump over a small lava pit, with a fireball. Knock over the red vase, and try to grab the gold scarab. Continue to the right, and jump onto the thin rock pillar in the middle of the lava pit. Then get a running start, and jump over a larger lava pit, onto a small platform in the lava. Jump off that platform onto a slightly larger one. Now jump onto the small rock in front of you, and wait for the lava to shoot that rock into the air, and keep it there. Then get on the rock platform ahead.

You'll see another small rock in the lava pit, so get on that one, and jump onto the low thin rock pillar ahead. Get a running start, and jump onto the higher thin rock pillar. Then safely jump onto the next rock platform. From there, get onto yet another small rock, wait for it to get elevated into the air, and jump onto the stalactite in front of you. Jump off that, onto another rock platform. Go forward, and jump onto another thin rock pillar. You will then see another one of those small rocks. Wait for it to get elevated, and jump onto it, and off of it, onto another thin rock pillar. Do that same thing again with the next obstacle. Now from there, jump onto another small rock below you, and jump from that onto a large rock platform, and the end of the level.

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4.08 Cave Escape Part 2
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I can't really give you a walkthrough for this level. You are flying on your magic carpet, above the lava, and flying through small tunnels while avoiding a consistent stream of falling boulders. Just a few pointers for this level:

- ALWAYS keep yourself on the far left side of the screen. This way, you won't be touched by a single boulder, and you can fully see what is in front of you.
  
- The level goes from light orange rock backgrounds, to dark orange, to purple. The level ends after the long straight tunnel in the purple rock region.
  
- Be patient. Stay on the left side of the screen. This level is fairly easy compared to the last level. Don't make it harder than it should be.

Just traverse the rock tunnels, and escape with relative ease.

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4.09 Genie's Lamp 1
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Go to the right, from the start, and jump from one cloud platform to the next, avoiding or jumping onto, the flying pots. When you get to the part with the flying Genie heads above you, you can simply walk under them, then jump to the next blue platform. You can jump on the pot here to get some apples.

Now you'll have to jump onto the Genie's head at this point, to get to the other side. Go forward after that, until you see another Genie head flying vertically up and down. Jump on it, get the gems that are above you, then jump onto the next blue platform, being aware of the flying pot at the bottom. Continue forward, throwing an apple at the next flying pot. From there, you should see a set of two Genie heads, one flying vertically, and one flying horizontally. Jump across them (the pattern isn't too complicated), and get onto the cloud platform with Genie's hand under it.

Get onto the down-sloping blue platform, and go on it until you see Genie flying over you. He will then help you out by showing a series of platforms for you to jump on, in order to get across the large gap. There will either be a cloud platform or a ring tied to some balloons for you to swing on. Once you're on the other side, you may proceed.

Go across the cloud platform and the blue platform, then jump over a flying pot to land on another cloud platform (platform platform platform). Jump from one cloud platform to the next, until you see a Genie head floating up and down. Get onto it, then get onto the Genie head next to it. Jump off that one, to reach the end of the level.

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 4.10 Genie's Lamp 2
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Once you start, go forward, and jump off (or swing off, from the bottom of) the Genie balloon to reach the purple platform, all the while being aware of the flying pot. Next, you'll have to either jump continuously on top of two Genie balloon, or swing continuously from two Genie balloons. The first one is easiest, but if you do that one then I suggest waiting a bit for the balloons to get higher in the air before executing, and be sure that you get good jumps from balloon to balloon, by pressing B right when you land on it. After you've done that, you should land on a golden platform.

From there, you'll jump off another Genie balloon, onto another golden platform, then after that you'll do the same thing, until you reach a down-sloping purple platform. Go down it, throw an apple at the flying pot, then jump to the next purple platform. Now you'll need to throw another apple at the flying pot in front of you, so you can safely swing on the hanging post. Yes, you can swing on that weird golden spade-looking thing hanging from the sky. Now do so, to land on another purple platform, with another golden stick hanging from the sky directly above it.

Next, you'll have to jump off two balloons, onto a golden stick, then onto a purple platform, then onto another balloon, and finally landing on a purple platform, all the while avoiding a set of reddish spikes on the ceiling. It's not as hard as it sounds, so you should be able to do it. Now you can go forward, jumping off the pot or the stick coming from the ground, onto another golden platform. Then jump off the stick in front of that, onto a taller golden platform, and then jump off the Genie balloon in front of that. You'll land on a purple platform.

From there, jump onto a balloon and a golden stick, until you reach a purple platform with a blue pot on it. This pot holds a scarab, so get it by releasing it, then jumping on the hanging golden stick to the right of it. After that, you'll have to avoid a cyclone that moves up and down, so you can reach a small purple platform. These platforms go up, like a staircase, so jump from one to the next. At the top, you can jump down, to a lower purple platform. Swing across the hanging stick, onto another platform, then jump over to a platform just above that. The cyclones are still there, and they're a pain in the butt, so just take it easy, don't rush it, and you should do fine.

Continue till you reach a golden platform, then jump off that to reach a lower purple platform. Kill the flying pot, then jump to a purple platform, then to a golden platform, then again to another purple platform. Run across this, then jump off it onto a flying pot, then onto a golden stick, and finally landing on the platform that holds the end of the level.

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 4.11 Genie's Lamp 3
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You'll start off by having to jump across a series of small, light-brown boxes with faces on them. They will fall shortly after you land on them, so you'll have to almost literally run across them, then jump to the next, run, jump, run, jump. A few times you'll be blocked by a red column hanging from the sky, so just wait on the far left corner of that square, wait for it to fall, then run across it, jump, and continue the cycle. At the end you'll have to jump off a Genie balloon, onto a golden platform.

Jump off the golden platform, and you'll soon find yourself in another box run like before. Except this time you'll have to jump off Genie balloons in between boxes. You'll soon reach another golden platform, this time being smaller. Then you'll have to start another all over again. It's short though, and you'll end up on a bigger golden platform. Continue forward, until you see a blue spiral-looking thing. You'll have to jump on it, then off it, like a spring. They're pretty easy to handle, so it shouldn't be much of a problem to jump across the set of them, before coming upon another 3 boxes, and a golden platform after that. From there, continue to another box-challenge, with blue springs. At the end of it is another golden platform, this time holding the arrow sign we all know and love.

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 4.12 Pyramid 1
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Even though there isn't a single pyramid in the entire Aladdin movie, they decided to throw one in the game. It's dumb that they did (the Genesis Aladdin game didn't have to add in stupid levels), but I have to cover it anyway.

Start off by jumping on and over the two small platforms in front of, onto a river of sand. Now, the sand will probably be the toughest thing about the level. It'll move in whatever direction it wants, and you'll have to follow it. Continue past it, over the sand bats that come out of the ground, over a small pit, up some stairs, and onto a high level with a cobra head right above it. Now, you can jump onto the cobra heads by jumping off the bats first, so keep that in mind.

From that point, continue downward, past some more bats, until you see an archer on the ground. Carefully jump on him without landing in the pit, and then grab the piece of bread on the platform to the right of where he was. Still being careful, jump up to a platform that holds two pots. One has some apples, while the other has a scarab. Go on after that, and you'll see a river of sand that slopes down. Climb up it, go past it, jump on the swinging platform, then kill the archer.

After that, you can jump on some ascending sand platforms, up to a platform that holds the end of the level (easy enough...).

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 4.13 Pyramid 2
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Immediately from the start of the level, you'll meet some flying pots, that will jump up and down. Throw some apples at them, then climb up the sand river until you see some grey sticks coming from the floor and the ceiling. They will try to crush you, in a very simple pattern, so simply jump through them. After that, you can continue up a very steep set of stairs covered in sand. Not too difficult. At the top and to the left, you'll see a 1 UP, so do the right thing and grab it. Go right from there, and you'll see a pot. Knock it over for some apples.

Beyond that you'll see some small cobra heads floating around in patterns. They act like anything that you'd jump off, so do so. This really shouldn't be a difficult obstacle, so just breeze right through it. At the end you'll find a pot with a chicken in it, that'll recover all you health. Get it, then continue onward.

You'll soon find a new enemy we haven't seen yet: a sword-throwing guy. He'll throw two swords at you horizontally. An apple throw each will knock out both swords, so do that then jump on the guy. After that you'll see more cobra head jumping obstacles. These are harder than the last ones, but shouldn't be THAT hard. At the end you'll see another set of crushing grey sticks. Past that you'll see another sword-throwing guy. And past that you'll find the end!

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 4.14 A Whole New World
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This is basically just a bonus game for you to go through. No enemies. No obstacles. Just you and Jasmine. On a moonlit night. Feelin' the love? No? Good. Cause it's a dumb game that really isn't worth the time. I guess it could be a good breather level, though. So just sit back grab your girlfriend, and grab some gems (video game gems).

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 4.15 Jafar's Palace 1
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The beginning of the level is straightforward. You'll see some archers, so knock them out. You'll also see Iago, the parrot, throwing down some skulls.

Avoid them with ease. Go on till you see a big thug guard. Kill him, then you'll see some silver cobra heads moving around in a pattern. These are regular platforms, but things to jump off, so just get on them, and get across to the other side. Past that you'll find a sword thrower. Knock him out, then move on, down some stairs. Kill the archer on the pedestal thingy, and grab the 1 UP in your reach.

From the top-right-most pedestal you can jump down onto a swinging stick in the middle of the wall. Get on it, and jump to the next one in front of it. Doing so will knock out another sword thrower. Swing from that stick to a pedestal above it. And from there, jump down onto a platform. Be careful of the sword-thrower. You can swing from the stick above, onto his head, so do that. He'll be hiding a pot with a piece of bread inside, that'll heal one of your hearts.

After that you can jump onto another pedestal that's next to some spikes. To get over them, just jump to the stick just below it, and swing off that. Afterwards, you'll see a metal ring at the top and a baseball looking thing floating near it. What you'll have to do is wait for the moving cobra head to move below the baseball, then grab onto the ring. This'll make the cobra head change it's path. When you see the cobra head again, jump on it, and it should follow the top path. Avoid the flying pot, and jump onto the pedestal. There'll be a pot with a chicken in it. Beyond that you'll see another baseball and a moving cobra head. Now the key to this one is to jump on the cobra head **AS SOON AS YOU SEE IT!!** This will make things easier. Get on it, and follow it to the end of the level.

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 4.16 Final Boss
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Go forward, grabbing the apples in the pot, and get ready for the final boss fight.

For the whole fight, basically, Jafar will float in the air above you. He will do a few things from there. He will either swoop down at you, shoot down a bunch of electric blasts, summon four jumping pots, or shoot down a staff to the ground that you sends out electric currents on either side. Now your goal is to jump on top of Jafar. You can do this during his swoop, where you'll have to time it just right as he reaches the lowest point of his swoop. Or you can do it when you shoots down the staff, by jumping over the current, then waiting for him to swoop down after that. The staff will basically tell you where the lowest point of his swoop will be, so use that to your advantage. His other two attacks are easy to avoid. Just stay to the far left or right during the lightning one, and then jump on all the pots during that one. After 9 or so thumps to the head, Jafar will be locked up inside a black lamp, until Disney decides to open it up again for a sequel.

CONGRATULATIONS!! You've beaten the game! Now enjoy the lame ending!!

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5. CONTACT ME

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If you REALLY want to ask me a question or something (I don't know why you would) then you can contact me via e-mail at

gabbo13666[at]yahoo[dot]com

Any e-mails with attachments will be ignored (viruses, yo), so be smart! I'll try to solve your troubles as best I can. No guarantees, though...

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## 6. SPECIAL THANKS/LEGAL STUFF

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Credits go to...

- CJayC, since any good FAQ wouldn't be complete without thanks to the big man himself.
- Nintendo, for making good...stuff.
- Disney, for sometimes managing to make good video games based on their good movies.
- Queen, for giving me something good to listen to, instead of the crappy in-game music this game has.

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