

Phantasy Star Online Mag Guide

by noZedive13

Updated on Jul 14, 2001

PHANTASY STAR ONLINE

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MAG GUIDE

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typed by noZedive13

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most information from
PSO Jazz + PSO Star Light

People ripping off my guide, whatcha gunna do...

For starters I'm going to place their screen names,
email addresses, web page addresses, and contact info
on how to get them in trouble.

Blakerz | o2clan@hotmail.com | <http://www.geocities.com/o2ps/>

Note: This person has since removed his plagiarism.

Skyler Sutter | ssutter@san.rr.com | <http://psoworld.cjb.net>

Contact: abuse@tripod.com about plagiarism TOS violation

Another Note! Big 'Oops' on my part. I was giving out my
AOL instant messenger information but my program was set
so no one could contact me. DOH! So, if you've tried to
contact me and couldn't, please try again. I apologize
for this oversight.

No, I do not have any other instant messaging program.

I'm not an AOL subscriber (I got a cable modem. BBA!).

It's just that I feel the others try to do what AIM does
and fail.

AOL Instant Messenger can be downloaded free from their
website (<http://www.aol.com>).

Authors Note: I was really trying to avoid this but it has
come to my attention that a number of websites are posting
this FAQ on their page without my permission.

My personal stance on the subject is that, I really don't
care as long as:

- a) This FAQ is posted UNchanged.
- b) I am notified of when and where the FAQ will be used.
- c) The most current version is used. This is available from
gamefaqs.com or you can email me asking to be sent the
most current version.
- d) If I request that my FAQ be removed, please do so.

I don't think these requests are unreasonable. Email
regarding any questions. I thank anyone who makes a place
in their website for my FAQ.

Also, it should go without saying, that you can't use info
from my FAQ for use on your own MAG FAQ. I'm not trying to
'corner the market' or anything, but I hate to see rehashed
information, especially when it's mine! If you'd like to see
something done with the guide, please make a suggestion
instead of putting your own spin on my guide and crediting
me in a few words at the bottom somewhere.

Subscribe to the MAG Guide! If you send me your email address,

you can have a the latest version of the MAG Guide emailed to you as soon as they're available.
How this works: I will send a confirmation email within 48 hours to the email address that has been provided. As soon as the subscription is confirmed, you will be added to the list. Email me at any time to unsubscribe.

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UPDATES

04.07.2001 - Added some misc stuff
Key above evolution chart
(For morons)

03.14.2001 - New PSov2 info!
(Who gets what and when)

03.06.2001 - Added Mag Cell details
Fixed special MAG names

02.24.2001 - Added new note to top
Added new 'tricks'

02.23.2001 - Added Kama to feeding
Deleted Opa Opa error
Added images link
(MAG evolution)

02.21.2001 - New tricks added
More info added
(What does it all mean?)

Subscription information

02.20.2001 - Added a bunch o' stuff

02.19.2001 - MAG names corrections
Photon Blast info added

02.12.2001 - MAG names corrections

02.11.2001 - MAG cells

02.08.2001 - Guide created

WHAT'S TO COME

Specific info for MAG benefits.

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MAG EXPLANATION

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MAGs start out as a little drone that floats over your characters shoulder. They will help your character out more than you'll ever know. Everyone has a MAG and you should take care of yours.

They add important stat bonuses to your character.

As you take damage their photon blast gauge fills (see upper left corner of screen). Your gauge will also fill as you deal damage. Special Photon Blasts can then be used which your MAG has learned through evolution.

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MAG EVOLUTION

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Your MAG will evolve as it gains levels. The way it evolves depends on what you have fed it. There are three major levels of MAG evolution. These evolutions take place at level 10, 35 and 50. When you complete a major evolution, you will gain a photon blast. There are particular photon blasts awarded for evolving your MAG into specific forms.

Your MAG will start out as a shape which you cannot change. I believe this form is the same for all characters and section ID's.

At level 10 your MAG will take a unique appearance to your character type. You will get a different looking MAG for Force, Hunter, and Ranger.

At level 35 your mag has the ability to evolve into 3 different forms. This depends on which major stat is highest.

At level 50 your MAG's evolution is based on the relation of the major stats to each other. There are up to six different combinations, but a couple combinations can yield the same results.

Your MAG can change shape during the second or third level. Every five to ten levels your MAG is able to change if one of the factors of the

evolution has changed.

The major stats are power (POW), dexterity (DEX), and mind (MIND).

MAG IMAGES!!!

For pictures of the different forms of mag eovlutions, please use this address:

<http://www.mindspring.com/~nozedive/mag/>

From there, click on the MAGs name to see a small representation of that MAG.

=====
FEED YOUR MAG
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Below are some tables with how certain items affect different MAGs.

Your MAG will get hungry three to five minutes since its last feeding or since your game began.

NOTE: The names were translated from a japanese Actual english names can (and will) vary until we get the exact english names figured out. So just look for something close and try an item.

Special MAGs have special diets. I don't have any solid data on these just yet.

MAGs: Ashvinau, Sumba, Namuci, Marutah, Rudra

Table with 8 columns: ITEM, DEF, POW, DEX, MIND, IQ, SYNC. Rows include Monomate, Dimate, Trimate, Monofluid, Difluid, Trifluid, Antidote, Antiparalysis, Soul Atomizer, Moon Atomizer, Star Atomizer.

MAGs: Apsaras, Vayu, Varaha, Ushasu, Kaitabha, Kumara, Bhirava, Kama

ITEM	DEF	POW	DEX	MIND	IQ	SYNC
Monomate	-5	9	-5	0	-1	1
Dimate	0	11	0	-10	0	1
Trimate	4	14	0	-15	1	0
Monofluid	-5	0	-5	9	-1	1
Difluid	0	-10	0	11	0	1
Trifluid	4	-15	0	14	1	0
Antidote	-5	-5	15	-5	-1	1
Antiparalysis	6	-3	0	-3	3	-2
Soul Atomizer	5	22	-5	-20	-2	3
Moon Atomizer	-5	-20	5	22	0	2
Star Atomizer	5	5	5	5	2	2

MAGs: Andhaka, Kabanda, Naga, Naraka, Bana,
Marica, Madhu, Ravana

ITEM	DEF	POW	DEX	MIND	IQ	SYNC
Monomate	-3	9	-3	-4	1	-1
Dimate	0	11	0	-10	0	1
Trimate	4	14	0	-15	0	1
Monofluid	-3	-4	-3	9	1	-1
Difluid	0	-10	0	11	0	1
Trifluid	4	-15	0	14	0	1
Antidote	0	6	9	-15	-1	1
Antiparalysis	0	-15	9	6	3	-2
Soul Atomizer	10	-20	-5	17	-1	2
Moon Atomizer	-3	17	8	-20	2	0
Star Atomizer	0	10	0	10	2	2

MAGs: Ila, Garuda, Sita, Soma,
Durga, Nandin, Yaksa, Ribhava

ITEM	DEF	POW	DEX	MIND	IQ	SYNC
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Monomate	-4	13	-5	-5	-1	1
Dimate	0	16	0	-15	1	0
Trimate	4	19	0	-20	0	1
Monofluid	-4	-5	-5	13	-1	1
Difluid	0	-15	0	16	1	0
Trifluid	4	-20	0	19	0	1
Antidote	5	-6	6	-5	1	0
Antiparalysis	0	-4	14	-10	1	-1
Soul Atomizer	5	17	-5	-15	-1	3
Moon Atomizer	-10	-15	5	22	0	1
Star Atomizer	4	6	4	6	2	2

MAGs: Varuna, Vritra, Kalki

ITEM	DEF	POW	DEX	MIND	IQ	SYNC
Monomate	5	10	0	0	0	0
Dimate	5	15	3	0	1	1
Trimate	8	20	6	-5	2	2
Monofluid	5	0	0	10	0	0
Difluid	5	0	3	15	1	1
Trifluid	8	-5	6	20	2	2
Antidote	0	5	14	0	1	0
Antiparalysis	0	0	14	5	0	1
Soul Atomizer	9	9	8	0	2	-2
Moon Atomizer	9	0	8	9	-2	2
Star Atomizer	14	14	14	14	3	3

MAGs: Surya, Tapas, Mitra

ITEM	DEF	POW	DEX	MIND	IQ	SYNC
Monomate	0	4	0	0	-1	0
Dimate	5	7	0	-5	0	1

Trimate	4	14	4	-10	1	2
Monofluid	0	0	0	4	0	0
Difluid	5	-5	0	7	1	0
Trifluid	4	-10	4	14	2	1
Antidote	0	0	5	0	3	-3
Antiparalysis	-5	-5	20	-5	0	2
Soul Atomizer	-10	8	5	8	-2	2
Moon Atomizer	7	6	-8	6	2	-2
Star Atomizer	7	7	7	7	2	2

MAGs: Mag

ITEM	DEF	POW	DEX	MIND	IQ	SYNC
Monomate	5	40	5	0	3	2
Dimate	10	45	5	0	3	2
Trimate	10	45	5	0	3	2
Monofluid	5	0	5	40	3	2
Difluid	10	0	5	45	3	2
Trifluid	15	0	10	50	4	3
Antidote	5	10	40	0	3	2
Antiparalysis	5	0	40	10	3	2
Soul Atomizer	15	30	15	25	1	3
Moon Atomizer	15	25	15	30	1	3
Star Atomizer	25	25	25	25	5	5

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WHAT DOES IT ALL MEAN?
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You feed your MAG and colored bars grow and shrink.
Fun to watch, but here's what it means.

First, there are stat boosters and MAG boosters.
Your MAG gets personal bonuses with SYNC and IQ.
These stats keep your MAG happy and allow it to
give you bonuses at special times.

There are four scenarios and four rewards. Most MAGs are different from each other and have different rewards for the different situations. I will narrow these down eventually, but here's a quick list of what you might happen and when it would happen:

Situations: Entering a boss fight, filling Photon Blast gauge, being reduced to below 10% HP, or Death.

Rewards: Filling up HP, Invincibility, Shifta and Deband, Resurrection (only after death, duh)

These stats are REALLY hard to manage while raising your MAG. My suggestion would be to worry about these when you've already fully raised your MAG.

The higher your SYNC is, the faster your photon blast Gauge will fill.

The higher your IQ is, the more likely a bonus will be to appear, and it will make the bonus last longer.

SYNC will max at 120%

IQ will max at 200

The most important stats for a MAG are the bonuses give to you:

DEF raises your defense, each level of defense translates to one defense point towards your base defense power (DFP)

POW raises your attacking power, each level translates to two points towards your base attacking power (ATP)

DEX raises your accuracy, each level translates to half a point towards your base attack accuracy (ATA)

MIND raises your magic, each level translates to two points towards your base (MST)

NOTE 1: MAGs will not raise a stat above your character's limit. So, if you've maxed out your stats with leveling and materials, a MAG becomes only useful for photon blasts and maybe a fashion statement.

NOTE 2: Raising MIND will do nothing for an android since they can't learn magic.

When a particular stat reaches 100 points, it will gain a level. You only get bonuses based on full levels and not points.

Every time a stat gains a level, it adds to your MAG's level. Your MAG has a maximum level of 200. This means you better pump up a mag stat while you can.

Example:

You will max out after having these stats:

20 DEF / 125 POW / 30 DEX / 25 MIND

If you wanted to give your MAG more of one stat and you're at 200, TOO BAD.

Feeding your MAG an item that lowers the points of of a certain stat, will only delete the points on that level. You cannot undo a level.

=====
RAISE YOUR MAG
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One of the most common questions I see on the gamefaqs message boards are, "What should I feed my MAG if I'm a (character type here)."

Example 1

So you're a ranger and you want your shots to be more accurate and be more damaging; pump up the POW and DEX.

Example 2

Force character? Pump up DEF for some much needed protection.

Either your can add to your characters strengths or work on sme of their weaknesses. It's up to you.

=====
PHOTON BLASTS
=====

Mmm...Photon...;erm, heh. Photon Blasts are cool. They do A LOT of damage and can really help you out in a tough spot...assuming it's fully charged.

A MAG can only learn three photon blasts so be careful not evolve it into something with a lame blast. If your MAG evolves a fourth or fifth time, you will not get that MAGs photon blast. You are stuck with the first three you learn.

Here's the list of which MAG learns what:

Ashvinau, Kama, Sita, Bhirava, Marica,
Marutah, Mitra, Garuda

Pilla - Says that it only takes out flying enemies, but it actually beats the snot out of anything around you

Apsaras, Andhaka, Kalki, Soma,
Durga, Nandin, Bana

Estlla - Flipper 2099 will take out anything infront of you

Ila, Vayu, Kabanda, Kaitabha,
Tapas, Naga, Namuci, Madhu

Mylla & Youlla - Twins that cast shifta and deband...whoopie

Ushasu, Varaha, Kumara, Sumba,
Surya, Naraka, Yaksa, Rudra

Golla - Bullwinkle comes out of nowhere and hits one enemy for huge damage

Vritra

Leilla - Casts resta...so why not just
use resta?

Ravana, Ribhava, Varuna

Farla - Snake winds around your character and
hits everything around you

=====
WHO GETS WHAT AND WHEN?
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Only certain characters will get specific MAGs.
So, like Pokemon, you would have to trade in order
to get some MAGs. You must be of a certain character
type (hunter, ranger, force) and a specific section i.d.

Having your MAG evolve depends on a number of
different factors. Normal MAGs will evolve based on
level and alignment of stat boosters.

The three stat boosters used in all general MAG
evolution are POW, DEX, and MIND.

Section IDs:

Your Section ID is located under your character type when
you hit start. There are two groups of Section IDs who
get the same MAGs per character type.

Section IDs / Type A:

VIRIDIA, SKYLY, PURPLENUM, REDRIA, YELLOWBOZE

Section IDs / Type B:

GREENILE, BLUEFULL, PINKAL, ORAN, WHITILL

==GENERAL MAG EVOLUTION CHART==

For all the evolutions below to work, your defense must
be below 44. There are three MAG evolutions experienced by
Force characters that only happen after a DEF level of 45
and they are listed below. To our knowledge, they are the
only exception.

» KEY

> = greater than

+ = and

» HUNTER

Level	Section ID	MAG Name	ALIGNMENT
Level 10	BOTH	Varuna	N/A
Level 35	BOTH	Rudra	POW > MIND + DEX
Level 35	BOTH	Marutah	DEX > POW + MIND
Level 35	BOTH	Vayu	MIND > POW + DEX

Level 50	A	Varaha	POW > DEX > MIND
Level 50	A	Bhirava	POW > MIND > DEX
Level 50	A	Ila	DEX > POW > MIND
Level 50	A	Nandin	DEX > MIND > POW
Level 50	A	Kabanda	MIND > POW > DEX
Level 50	A	Ushasu	MIND > DEX > POW
Level 50	B	Kama	POW > DEX > MIND
Level 50	B	Apsaras	POW > MIND > DEX
Level 50	B	Garuda	DEX > POW > MIND
Level 50	B	Yaksa	DEX > MIND > POW
Level 50	B	Bana	MIND > POW > DEX
Level 50	B	Soma	MIND > DEX > POW

» RANGER

Level	Section ID	MAG Name	ALIGNMENT
Level 10	BOTH	Kalki	N/A
Level 35	BOTH	Surya	POW > MIND + DEX
Level 35	BOTH	Mitra	DEX > POW + MIND
Level 35	BOTH	Tapas	MIND > POW + DEX
Level 50	A	Kama	POW > DEX > MIND
Level 50	A	Bhirava	POW > MIND > DEX
Level 50	A	Bhirava	DEX > POW > MIND
Level 50	A	Kama	DEX > MIND > POW
Level 50	A	Varaha	MIND > POW > DEX
Level 50	A	Apsaras	MIND > DEX > POW
Level 50	B	Madu	POW > DEX > MIND
Level 50	B	Kaidabha	POW > MIND > DEX
Level 50	B	Kaitabha	DEX > POW > MIND
Level 50	B	Varaha	DEX > MIND > POW
Level 50	B	Kabanda	MIND > POW > DEX

Level 50 | B | Durga | MIND > DEX > POW

» FORCE

Level	Section ID	MAG Name	ALIGNMENT
Level 10	BOTH	Vritra	N/A
Level 35	BOTH	Sumba	POW > MIND + DEX
Level 35	BOTH	Ashvinau	DEX > POW + MIND
Level 35	BOTH	Namuci	MIND > POW + DEX
Level 50	A	Naraka	POW > DEX > MIND
Level 50	A	Ravana	POW > MIND > DEX
Level 50	A	Ribhava	DEX > POW > MIND
Level 50	A	Sita	DEX > MIND > POW
Level 50	A	Naga	MIND > POW > DEX
Level 50	A	Kabanda	MIND > DEX > POW
Level 50	B	Marica	POW > DEX > MIND
Level 50	B	Naga	POW > MIND > DEX
Level 50	B	Garuda	DEX > POW > MIND
Level 50	B	Bhirava	DEX > MIND > POW
Level 50	B	Kumara	MIND > POW > DEX
Level 50	B	Ila	MIND > DEX > POW

*The following Force evolutions are special. The DEF level must be level 45 or greater.

Level 50	BOTH	Andhaka	POW > DEX + MIND
Level 50	BOTH	Bana	MIND > DEX + POW
Level 50	BOTH	Bana	DEX > POW + MIND

==MAG ITEM EVOLUTION==

There are certain items that can be found which will evolve MAGs if the conditions are just right. One basic condition is that the MAGs level must be over 100. These items are VERY rare. These evolutions will not give your MAG a new photon blast. You can use a MAG Item to evolve even if your MAG is level 200. Special MAGs have special diets. I hope they're all the same...NO MORE RESEARCH! AH!

I know for a fact there are eight special evolutions or more. What I don't know is if all the ones I have listed below are correct. I'm not sure Chao belongs there.

MAG items can be found in small green boxes.

Yet to figure out: Can you use a MAG Item on a MAG Itemed MAG? ^_^ Will it turn into SUPER MAG?!

MAG Name	MAG Item	Section ID
Soniti	Cell of MAG 502	A
Churel	Cell of MAG 213	A
Preta	Cell of MAG 213	B
Pitri	Cell of MAG 502	B
Pian	Heart of Pian	BOTH + MAX(IQ + SYNC)
Opa Opa	Heart of Opa Opa	BOTH + MIND > 100
Chao	Heart of Chao	BOTH + ALL > 35
Robo Chao	Parts of RoboChao	BOTH + 2 STATS > 70

Note: I'm still working on correct names for special MAGs and items for evolutions.

Rumor: I could be wrong, but I don't think there's a Sonic MAG. There have been rumors flying all around about this. The japanese translation for the Soniti MAG is Sonichi. Since the word 'Sonic' is in the spoken translation this may have been confused.

SPECIAL NOTE: There is a new version of PSO coming out that contains all kinds of extras. Some of these are more MAGs! Some that have been discussed, are every system SEGA has ever created. Wether or not their portable systems will be available as MAGs, has yet to be disclosed. One of the pics of the new PS0v2 has the SEGA Master System on the back of a HUcast. Cool!
* Confirmed systems so far: Master System, Genesis, Saturn and Dreamcast.

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TRICKS
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Well, right now they're really aren't any true tricks, just little things you might not know

- SYNC TRICK

When you continue your game you MAG will start out with 5% less SYNC than when you quit. To keep this from happening, store your MAG with the bank lady.

* Yeah, I know, big whoop.

- GETTING ANOTHER MAG

So you've lost your MAG? Or you just want a new one? Well look no further than high level boxes! Yes, you can find an extra MAG in a box. I found one in the mines on normal. They are contained in small blue boxes.

* With extra MAG(s) in your inventory, you can raise more than one at a time for different purposes

- MAG COLORS

A MAG will have detail colors which match the color of the original owner.

* If I traded my kama who has red details, it will still be red. It will even keep that color through evolutions.

- RANDOM COLORS

If your character uses one of the hidden costume colors, there is not an official MAG color to match. Therefore, the MAG color will be randomly assigned.

* These hidden costumes are built into the game, why wouldn't there be MAG detail colors to match?

- REACH YOUR QUOTA

Certain weapons, spells, etc. have requirements you have to meet in order to use them. Since your mag adds to your stats you can pump up your MAG to help you reach these quotas.

* Using a pumped up mag, you could use some pretty powerful weapons/spells at really low levels. Perfect for making a second character!

- FIND A MAG CELL!

Mag cells 213 and 502 are reportedly only available in the forest on vhard. You can get these from Al Rappy which is a blue Rag Rappy.

*This is not the only thing an Al Rappy will drop, they can also drop a whole slew of crappy items. Or so I have been told because I have still, NEVER seen one. Talk about frustration. And about finding an Al Rappy during the quest "Fake in Yellow", it is probably not true. This is because all the enemies in quests are not randomly created. I'm working on new theory which states you can Teleport between room with Rappys and Pioneer II to make Al Rappys appear due to random respawning. Although I've tried this once already and didn't find a thing in 50 minutes.

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Frequently Asked Questions

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Below I've listed the answers to some questions which I think everyone can learn from.

Question: "If my MAG evolves into a form whose photon blast is the same as the previous form, can my MAG still learn a third photon blast?"

Example: I'm a Ranger and my Mitra learned the photon blast Pilla. I then had my MAG evolve into Bhirava which also learns Pilla. Can it still learn a third blast?

Answer: Your MAG can still learn a third blast, but not if it stays as Bhirava. You must change it from Bhirava into another MAG by switching the stat alignment before your MAG can no longer evolve.

Question: "I've noticed that there are force evolutions that are obtained when the DEF level is above 50. If I were trying to learn a photon blast from that particular MAG, how could that be accomplished?"

Explanation: If the DEF level is 45 or above, your MAG is definatly past level 50. It has already changed into it's third form and could have learned three photon blasts.

Answer: If you make your third MAG evolution into a MAG with the same blast as the second, then you will still have a space for that third blast.

Question: "I've heard about MAGs with levels above 200, how would one do this?"

Answer: Various cheating devices alter the game in ways that I'm sure no one notices immediatly.

Question: "Which MAG is the best?"

Answer: Well that would depend on what you meant exactally. A MAG is only as good as you make it. As far as special bonuses go, it's all what you like. So, in my opinion, there's no 'best MAG'.

Question: "What if there are two stats with the same level at time of evolution?"

Answer: The best way to answer this is; OH MY GOD!
LOOK BEHIND YOU! *nozedive runs away while you're distracted*

Question: "How long did it take you to write this guide?"

Answer: I wasn't keeping track. A while. ^_^

Question: "Where did you get all this information from?"

Answer: ...must I hit you? Look under "credits". duh.

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HELP!

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Still trying to find MAG Item evolution details.

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CREDITS

=====

List of people who helped make this FAQ possible:

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Japanese Websites

- Phantasy Star Online, Star Light
- <http://www.stream.gr.jp/pso/>
- Phantasy Star Online, Jazz
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Sites who provide this FAQ

- gamefaqs.com
- videogames.com
- tomeeboy.com/pso/
- Your site here! Email me!

MAG images coutesy of SEGA
Actual images were taken from
PSO Official Perfect Guide
by Versus Books

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WHERE TO FIND ME!
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Some have asked what's my level, where do I play, what kind
of MAG do I have...etc.

As of 04/07/2001:

- I have a Level 100 RAcast and a Level 54 HUnewearl
- I don't usually play in a certain place
- I have a Soniti MAG for my RAcast and... I can't
remember what my hunters MAG is...haven't played
in a week and a half (too much black & white)

Since this is usually where unsubscription information
is given, and this is something you can subscribe to,
I felt this needed to be added here.

Unsubscribe at any time by emailing me with your email
address and 'unsubscribe' in the subject line. You will
be immediatly removed, no questions asked.

OK, so this is unecessary and blah, blah, blah... but
i wanted some acsii art in here SOMEWHERE.

So, in thanks to sonic team:

```

.....
,,ijjffLLLLLLLLLffjjtt,..
.;;ffLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLffii..
; ;ffGGLLLLffffffffffffffffffffffffffffLLGGff,,
..ttLLLLffffffffffffffffffffffffffffLLLLGGGGii
,,ffGGLLffffffffffffffffffffffffffffLLLLLLLLffttii..
..tttiii,.;;ffLLffffffffffffffffffffffffffffLLLLjj,..
; ;GGLLLLLLffLLLLLffffffffffffffffffffLLLLLii

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;;GGfLLLLLLLLLfffffLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLL;
::LLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLL;
jjGGfLLLLLLLLLfffffLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLL;
,,LLLLLLLLfffffLLLLL;          jjLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLjj..
..ffLLffLLffLLtt          ,,LLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLff..
::ff,,iiLLLLLL,,          ::ffLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLtt
,,jj ,,LLLLff..          ;;tt  ffLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLL,,
;;jj ..ffGGtt          ffGG;;  jjLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLffLLjj
,,jj  jjGGii          jjLLtt  jjLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLtt;;,,::::
::jj  ::LLL,,          ttGGtt..ffLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLjj,,
.tt:::GGtt          ;;GGtt::ffLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLtt..
;;;  ffjj          ..tt;;iiLLLLLLLLLLLLLLLLLLLLLLLLLLLLffii..
..tt,,ttjj..          ,,ffLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLGGff..
;;LLfffffitti,,.....,,ffLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLGGtt
ttLLGGLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLL,,
:,,ttLLLLffLLLLLLLLLLLLLLLLLLLLLLLLLLLLGGLLLLLLLLLLGGLLLLLLLLtt
..ttLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLjjttiiiiiiiiittffLLGGLL:
,,ffLLLLLLLLLLLLLLLLLLLLjj;;:
...iitttttt;;:
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