

# SD F-1 Grand Prix FAQ

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## SD F-1 GRAND PRIX FAQ

### Introduction

SD (Super-Deformed) F-1 Grand Prix is a karting game based on mostly the 1995 Formula 1 Season and the Japanese Grand Prix series, released only in Japan. It was released in October 27th, 1995 for Super Famicom. In the game you race with animals drawn in anime style who represents real life pilots from the 1995 F1 Season. The game has a lot of resemblance to Nintendo's flagship karting franchise, Super Mario Kart but it provides more complex game modes and racing experience. However the game lacks the complexity of the controls (like Power Sliding, Hopping or Drifting) so the only way is finding the fastest line around the corners and the tracks (just like in real F1).

### Menu/Game Modes

After the title screen, press start and there will be 4 options in the main menu.

[Yellow] 1 Player Mode (1 プレイ)	[Green] Best Times (ベストタイム)
[Red] 2 Player Mode (2 プレイ)	[Blue] Options (オプション)

### 1 PLAYER MODE (1 プレイ)

As its name says it's the single player part of the game. After selecting this you can pick 3 game types: Crash Race, World GP and Time Attack.

#### 1. Crash Race

Crash Race is really similar to SMK's GP Mode: you have to race against the AI controlled drivers in a series of races (called rounds here) and you can use items against your opponents. Every round consists 5 races and at the beginning there are 4 rounds (Europe, Asia, Africa, North America) shown on the world map. After beating all of them World Round will be unlocked and if you beat that one too, Paradise Round will be unlocked as well. The point system is like in F1 (10 pts for 1st, 6 pts for 2nd, 4 pts for 3rd, 3 pts for 4th, 2 pts for 5th and 1 pts for 6th). But there is a very big difference compared to SMK: based on your performance you will receive money after each race and before every race you can buy upgrades (engine, tire, body) for your car. The given amount depends on 2 things, on your finishing position and how many enemies did you hit with items during the race (you will receive a red diamond for each hit). After finishing off a round you can use your saved up money in the next one so don't waste it just because it's the last race. Oh and one more thing: you can't save between races so if you screw it up you have to restart the whole round.

#### 2. World GP

In this mode you can play through the 1995 F1 season. Same point-system as in Crash Race but here there are 16 races, each of them based on real life tracks and after the 16 races who has the most points wins the world championship title. Every GP starts with a qualifying session where you have to complete 2 laps starting from flying start. 10 drivers compete in World Championship but only 8 can participate in the race session so you have to finish at 8th place or above in qualifying (finishing on 9th or 10th place is almost impossible even on hard mode so don't fear). Compared to Crash Mode in World GP there are no items except blue turbo tokens (will be explained later in this faq) and there isn't shopping, it's all about who is the fastest.

#### 3. Time Attack

Every racing game has a time trial mode and in SD F-1 it's called Time Attack. After selecting your driver you can decide you want to race on World GP tracks (ワールドモード) or Crash Race tracks (クラッシュモード). You have to finish 5 laps on your selected track and after finishing them you will get the result screen. One the top half you will see your lap times and combined time. On the bottom half the best 5 combined time will be shown and the fastest lap. After that the game gives you 4 options: change driver (ドライバーチェンジ), change course (コースチェンジ), retry (リトライ) or end (おわり).

### 2 PLAYER MODE (2 プレイ)

In SD F1 you can play multiplayer up to 2 players. After picking this mode you can play in 4 different modes: Crash Race, World GP, Dogfight and VS Match.

#### 1. Crash Race

Same as in 1 Player Mode.

#### 2. World GP

Same as in 1 Player Mode

#### 3. Dogfight

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Dogfight is much like Battle Mode in Super Mario Kart but with few difference. The first is here you have to destroy other players car not popping balloons or something like that. When you are in the game at both racers' icon there will be a red bar. That's your HP and who's one hits the 0 first that player loses. The second difference is that in Dogfight your car gets permanent boost so the whole game is really fast and like an air fight combat. And the final one: if you have no items still can cause damage by pressing the A button with which you can use your mounted cannons and with the cannon you can destroy the opponent's mines, bombs, homing missiles etc. After selecting your drivers you have to pick one of the four battle arenas. When you picked the arena you will have to set up 3 settings on the next screen. First is handicap (ハンデ), where 1 is the highest advantage and 5 is the highest disadvantage. Higher your disadvantage enemy attacks will cause more damage. The second one is the time limit (タイム) from 60 sec up to 180. And with the third option you start the game (ファイト). After the fight you will see the head to head results and you will have the same choices as in Time Attack (change driver, change arena, retry and end).

#### 4. VS Match

Staying at the comparison to SMK, VS Match is totally like Match Race but SD F1 has a really exciting expansion. When you pick VS Match mode the game will give you two choice: Match (マッチ) or Relay (リレー). If you pick Match that's the regular mode, Player 1 and 2 pick 1-1 driver and races against each other. But if you pick Relay (as its name suggests) Player 1 and 2 has to form a 4 driver team by picking driver after each other. Based on the picking order every driver has to complete 1 lap and the fastest team wins. Regardless which one you selected you have to decide: you want to race on World GP courses (ワールド モード) or Crash Race courses (クラッシュ モード) just like in Time Attack. In Relay changing drivers is a bit tricky: when you are about to finish a lap, your next driver will wait at the starting line. You have to "drive into him" in order to change driver. If you miss the change do not start the next lap because it won't count, best you can do is turning back and trying hit your next driver again. Before the race you have to set up handicap as well and after race you will have the same 4 choices (change drivers, change course, retry and end).

#### BEST TIMES (ベスト タイム)

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As the name suggests you can check the best times completed in Time Attack. After choosing between World GP and Crash Race courses (as usual) you can check the best 5 combined time and the fastest lap for each course.

#### OPTIONS (オプション)

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There isn't so much to say about it, because this part is mostly in english. At Game Level you can set the difficulty of the game (that influences of the level of the AI drivers and the top speed of the cars), on default it's on medium (middle picture), left picture is the Easy settings while right one is the Hard settings. In Key Assign you can change the button layout (if you are not satisfied with the default one). The order is from top to bottom: Accelerator, Brake, Item, Boost and "Barcan" (cannon). Data Erase deletes all of the saves if you want to start the game from the beginning again. In Sound Mode you can decide you want to hear the sounds and music in Stereo or Mono, Music Test for listening to the commentator sound tracks and the Exit is....well... goes back to the Main Menu.

### Controls and Driving Techniques

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#### BUTTON LAYOUT (on default)

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**D-Pad:** Turns left and right / Navigates in Menu

**Select:** Changes camera view in game, every press switches to the next view. On default you view the car from behind (as in any other karting game), after that there is 3 top view (far, closer, closest), then a TV view (always changes camera position corner to corner just like in a live coverage) and finally a map view.

**Start:** Pauses the race. When the game paused if you press ABXY simultaneously, you will retire from race.

**B:** Accelerate / OK in Menu

**A:** Using Boost in World GP and Crash Race / Using Cannon in Battle Mode

**Y:** Brake / OK in Menu

**X:** Cancel in Menu

**L:** Does nothing

**R:** Item

#### ROCKET START

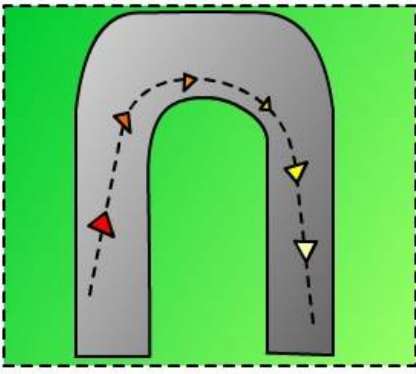
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Now that's a part that really hard to learn. Rocket starting in SD F1 is way harder than in SMK because the method I found right for some drivers, doesn't work with others always or not at all. But I will tell you this method: first, wait until lamps appear. Then the commentator will start to say something like "*mamonaku starto desu*". After he finished the *mamonaku* word but before the first lamp lights up keep pressing the B button. If you started to press too early, your rear tires will spin off and you will lose the momentum and some positions. If you press too late, nothing will happen and you will start with normal speed. But as I said before, it doesn't work for everyone because (in my opinion) the right timing depends on the characters Torque rating. For example that method always works with Mika who has 3 in Torque. So maybe for characters with lower torque you have to start press a bit earlier and with higher torque a bit later. Sooner or later you could decide by the sound of the engine that you will overaccelerate or not.

#### CORNERING

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Corners up to 90 degrees are piece of cakes and you can drive through them with full throttle. But hairpins need a bit different cornering if you don't want to drift and lose a lot of speed. First of all, you should always start these turns on the outside. As you approach the turn release the accelerator and as the turn starts aim your car to the inside. After that when you exit the turn start accelerating again. I will link a picture about how should it look like from top view:



## CORNERCUTTING

Usually in racing games going off-track comes with a big speed drop. But in SD F1 this slowing effect isn't so big like in SMK. So going off-track for 1-2 sec only drops around 5-10 kmh which isn't a big deal. On Easy and Medium difficulty it's not a necessary skill but in Hard Mode cutting corners are lifesaver because that's the only method to build up (or keep up) a lead or closing up to an AI driver. And obviously it doesn't work on street circuits or on circuits with covered by walls, water or void, only on regular circuits.

## DRIFT / SPIN

Drift is the worst thing that can happen in a race. As I mentioned before, your car starts to drift when you enter too much speed into a corner. Every car starts to slide if that occurs and it comes with a drastic speed drop but some drivers with high Grip rating can keep that turn for a bit more (but not forever). The other danger of the drift is if you hit a drifting driver both of you will spin out off the track. Normally spin is a phenomenon only in Crash Race: when an item hits a car that car starts to spin and if you hit a spinning car you will spin off as well.

## Skills and Drivers

### Skills

Every driver's performance based on 4 stats: Speed, Torque, Grip and Weight.

**Speed:** Self explanatory that refers to the driver's top speed he can reach in a straight and it depends on the difficulty of the game as well. On Hard difficulty, with the lowest rating (0) the top speed is 245 kmh and with the highest rating (5) it's 250 kmh so the difference isn't drastic but noticeable between cars.

**Torque:** That shows how fast a driver reaches his top speed. High torque rating is always good but it comes really handy on slower courses where there are lots of turns and on street circuits. Plus at the start or at recovering from a crash, cars with higher torque has a big advantage.

**Grip:** As earlier said, higher grip means you can turn with faster speed without sliding. Maximum grip doesn't mean you won't slide at all but you can keep up higher speed for a bit longer time in a corner than drivers with lower grip.

**Weight:** weight only matters when two drivers hit each other. Drivers with higher weight rating tends to push aside lighter drivers plus the heavier drivers cause more damage on collision than the lighter one (but both of them receive damage).

### Regular Drivers

There are 10 drivers from the 1995 (and some from the 1994) season of F1.

#### TEAM MCLAREN (MP 4/10)



**Name:** Mika Bouwa

**Based on:** Mika Hakkinen

**Skills:**

Speed \* \* \*

Torque \* \* \*

Grip \* \* \*

Weight \*

Mika is a typical all rounder, he could adopt to every type of courses. With the 3 speed and 3 torque rating he is capable to put up a good fight on street and normal circuits as well. Plus his 1 weight gives some protections against ram tactics.

#### TEAM BENETTON (B 195)

**Name:** Wolf Shubarut



**Based on:** Michael Schumacher

**Skills:**

Speed \*\*\*\*\*

Torque \*\*\*\*\*

Grip \*

Weight \*\*

As the champion of '94 and '95 he could be considered one of the best drivers in the game. With 4 speed, the difference compared to 5 speed drivers is not tangible and 5 torque is absolutely dominant. Only downfall is the 2 grip which means he is a bit slow in corners but the high torque rating gives him an incredible fast corner-exit speed.

**Name:** J.J. Bihto

**Based on:** J.J. Lehto

**Skills:**

Speed:

Torque: \*\*\*\*\*

Grip: \*\*\*\*\*

Weight:



He benefits from the Benetton engine with 5 torque and with the 5 grip, he is a slow course specialist. On street courses like Monaco, Phoenix or Adelaide J.J. is absolutely a beast. However on fast, full throttle tracks like Monza his 0 speed is really a disadvantage plus 0 weight makes him a prime target for ramming.

**TEAM FERRARI (412 T2)**

**Name:** Jean Giannip

**Based on:** Jean Alesi

**Skills:**

Speed \*\*\*\*\*

Torque:

Grip:

Weight: \*\*\*



Jean's (and the Ferrari engine's) biggest asset is the maximum speed. That makes him the fastest and best speedster in the game... until a corner comes. Man, these cornering skills are a bit on the low-end. Without torque and grip cornering, with him is a bit like walking on the razor edge: struggling to find the fastest but still safe speed around the turn. Plus his minimum torque gives a slow ass corner exit speed. Speaking of weight, his 3 rating makes him absolutely resistant against ram tactic plus he can use that tactic moderately.

**Name:** Gerty Bunny

**Based on:** Gerhart Berger

**Skills:**

Speed \*\*\*\*\*

Torque

Grip \*

Weight \*



The another (and in some point of view the better) speedster of the Ferrari. Gerty still has the maximum top speed as Jean but at least he has 1 Grip which makes him a bit faster around the corners than his teammate. However 0 Torque is still a big downfall on slower tracks. And as for Mika: with 1 weight he can defend himself against ramming opponents.

**TEAM WILLIAMS (FW 17)**

**Name:** Debby Batty

**Based on:** Damon Hill



**Skills:**

Speed: \* \* \*

Torque: \* \* \* \*

Grip: \* \*

Weight: \*

A bit from the mold of Mika, Debby is an all-rounder as well. But his 3 speed and 4 torque (and mostly that torque rating) makes him a bit faster than Mika and can compete against the two Ferrari and Wolf. The higher torque rating comes with a lower grip, but the dropping in grip from 3 to 2 isn't really noticeable, so he is on the 2nd place of the best drivers' podium along with Mika.

**TEAM TYRRELL (T 023)**



**Name:** Chuu Kamikaze

**Based on:** Ukyo Katayama

**Skills:**

Speed: \*

Torque: \* \*

Grip: \* \* \* \* \*

Weight:

Japanese F1 game can't be real without Japanese driver and in that case it's Chuu. Chuu is a bit like J.J. but in a "balanced" version. Has the 5 grip which makes him really fast in the corners but unlike J.J. he has 1 speed. Still with that, competing against the top tier is a bit difficult (because the low torque rating) and needs a some corner cutting and other tricks. Chuu as the lightest driver in the game is really endangered by heavy ramming drivers.

**TEAM JORDAN (J 195)**



**Name:** Barry Rebato

**Based on:** Rubens Barrichello

**Skills:**

Speed \*

Torque \* \*

Grip \* \* \*

Weight \* \*

After Team tyrell the skill-level drops a bit with the newbie team of Jordan. Barry's stats look really like Chuu's ones (especially the same 1 speed-2 torque combo). But the 3 grip is a significant drop which means Barry perform average in the straights and the corners. And here comes my driving tips really handy: Barry is the first driver who needs a lot of corner-cutting if you want to win a race or finish on the podium.



**Name:** Edo Irvan

**Based on:** Eddy Irwine

**Skills:**

Speed \*

Torque \*

Grip \* \* \* \* \*

Weight

There isn't much difference between the two Jordan driver because they are on the same level. The decision comes down to one thing: you want to race a better accelerator pilot with worse turning ability (Barry) or a worse accelerator with better turning (Edo). Top speed is the same so on fast courses Edo can keep up with his teammate and with his better grip he could even surpass him. On slow courses it's absolutely a draw (maybe Barry wins with a bit) because what Edo wins with high grip he loses on the other hand with lower torque. For Edo the same rules apply as for Barry: corner-cutting!

**TEAM SAUBER (C13)**

**Name:** Andy Bear

**Based on:** Andrea de Cesaris



**Skills:**

Speed

Torque

Grip \* \* \* \* \*

Weight \* \* \* \* \*

And here we have our resident slug. These speed and torque ratings doesn't catch the eyes at all. The deal with Andy is his maximum grip and weight ratings which needs a different racing strategy. The first part is corner cutting (but that you already knew). But the second strategy tip is the strangest: Andy's 5 weight makes him absolutely dominant in that skill class and he can cause lots of damages by colliding a lot. So in practice the aim with him is hitting the cars as many as possible when they are trying to overtake you (or you try to overtake others). But be careful, collisions will cause damage to your car too so drive through the pit stop (blue zone at the starting line) when you need it. 5 grip is a big asset too, but with 0-0 speed and torque you can't

benefit from it really much.

## SECRET DRIVERS

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After beating the 4 basic rounds in Crash Race, in the World Round you have to face 3 new drivers based on legendary ex-pilots and if you win against them too a final challenger awaits you...

### TEAM WILLIAMS (FW 14/15)

**Name:** Professor Aran (the falcon)

**Based on:** Alain Prost

**Skills:**

Speed \* \* \* \* \*

Torque \* \* \* \* \*

Grip \* \* \* \* \*

Weight

Actually these stats are what we could expect from a 4 time champion. Wolf was the best between regular drivers but in the all driver category Aran overtakes him (but still on the 2nd place). Cutting a long story short: Aran is same as Wolf but with way higher grip rating which compensates his "lack" in torque. But everybody have weaknesses and with Aran it's his weight.

**Name:** King Lion

**Based on:** Nigel Mansell

**Skills:**

Speed \* \* \*

Torque \* \* \*

Grip

Weight \* \* \*

Thick eyebrow and moustache... you can't mistake on who Lion is based. Though counting as ex-pilot at the time (actually he participated on 2 races in 1995 with McLaren), Lion's stats don't seem so legendary. Maybe because the only one championship title or the big part of active-suspension in '92, his stats are really mediocre. Staying at comparison, Lion is totally like Mika but without grip at all. I shouldn't tell it: without grip, cornering with Lion is really hard only his 3 torque rating compensates a bit, but still with that he is a bit behind the Mika-Debby duo in the power-ranking.

### TEAM LOTUS (L 99T)

**Name:** Sa Nakaji

**Based on:** Satoru Nakajima

**Skills:**

Speed \* \*

Torque \*

Grip \* \*

Weight

More like the most notable F1 driver of Japan than a legendary ex-pilot but he deserves this spot (especially in a Japanese F1 game). At least the programmers didn't make him better than he was in real life. Nakaji's only weapon his 2 speed rating, which makes him faster than the half of the pilots but still needs a lot of trick against the top tier. 1-2 torque-grip combo is really miserable and that downfall makes him really weak in the corners.

## TEAM MCLAREN (MP 4/6)

**Name:** Prince Phoenix

**Based on:** Ayrton Senna

### Skills:

Speed \* \* \* \* \*

Torque \* \* \* \* \*

Grip \* \* \* \*

Weight \*

After beating the trio, you will unlock the Paradise Round and - filled with a lot of symbolism - Prince Phoenix descends from heavens to challenge the player for an ultimate showdown on his own tracks. Based on the tragic 3 time world champion of F1, Phoenix should be considered the best driver in the game. No pint in speaking of his maximum torque and speed ratings which make him the fastest car at the start in straights and around the corners. Plus his 4 grip maybe isn't the best rating but still way above the average which makes him insanely fast in the turns.

## Items

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### ON COURSE ITEMS

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#### Boost Tokens

In World GP and Crash Mode you can collect blue tokens which will fill up step-by-step your blue Boost Bar (under the red HP Bar). As soon as it hits the maximum with pressing the A button you can unleash that boost power. If it happens you car will turn into a supersonic jet-plane and you speed will raise rapidly up to 300kmh! In the same time your Boost Bar will drop drastically as well but you are still able to pick up tokens for keeping up your boost for a bit more so it needs some tactic when and where to apply your boost.

#### Bomb

Basic item which have two purposes: first if you are really close you can hit the driver in front of you (because bomb has a very limited range), second is if you toss it to the raceline, pass it and hope chasers are going to hit it.

#### Rocket

A homing missile which hits the driver in front of you if it's locked on him. For locking on target you have to driver in a straight section and the rocket will do its job (even following in corners, avoiding walls etc).

#### Tornado

In my opinion the most useless item in the game. Tornado makes you jump which sounds cool, but on landing you will lose a lot of speed so use it only against rockets or it's really necessary. The interesting thing is if you use a Tornado as soon as you hit a jump bar you will perform a super jump and with that you can take a really big shortcut.

#### Magnetic Mine

A really tricky one. Place behind you and if a driver drives into it the mine will stuck on his car and dragging him back and slowing like hell for a few sec.

#### Oil Barrel

Same as Banana Heel in SMK. Place behind you and makes spin the opponent's car if it hits the barrel.

#### Mortar

Mortar works a bit like Bomb. When you shoot it it will fly with a big trajectory and place 3 mortar grenades on the road forming a roadblock. Just like at the Bomb you can form that road black before the car in front of you or shoot it to the raceline, holding up drivers behind you.

#### Star

Its function is the same as in SMK. Using star makes you invincible and gives some temporary speed boost for a few sec. Others can't hit you but you can make them spin by colliding with their car. Star is usually placed on hardly reachable part of the track (off the raceline)

#### Hourglass

Just like the star it's really hard to reach. Hourglass stops other drivers for 3 sec but at the end of the time they will keep their speed. When they are "frozen" you can hit other drivers with items.



## CRASH RACE SHOP

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As I said before in Crash Race you can spend money between races for upgrading your car but applying an upgrade lasts only for a race. There is 3 type of upgrades: Engine, tire and Body.

**Engine:** Hi Speed engine increases your maximum speed by 15-20 kmh. Balanced engine gives you a moderate +5-10 kmh top speed upgrade and increases your torque rating. Torque engine maximizes your Torque rating.

**tire:** With Special tire you don't have to slow down in corner at all because there isn't any drift at all. With Hi Grip your grip will be maximized but still if you go too fast will experience some drift. The Drift tire is the biggest question because that's a totally useless upgrade because you will slide in every corner.

**Body:** Heavy body makes your car absolutely resistant against collisions by reducing the received damage by a lot. Medium gives you some resistant too (but not as much as Heavy) and gives one "star" to your torque rating. Light body maximize your Torque rating but makes your car's body weaker against damage.

## Tracks

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### WORLD GP

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#### 1995 Season Tracks

Based on real life tracks from the '95 F1 Championship (except Hungaroring which was left out the game for some reason).

##### 1. Brazilian GP - Autodromo Jose Carlos Pace, Sao Paulo



2. Argentine GP - Autodromo Oscar Alfredo Galvez, Buenos Aires



3. San Marino GP - Autodromo Enzo e Dino Ferrari, Imola

4. Spanish GP - Circuit de Catalunya, Barcelona

5. Monaco GP - Circuit de Monaco, Monte-Carlo

6. Canadian GP - Circuit Gilles Villeneuve, Montreal



7. French GP - Circuit de Nevers Magny-Cours, Magny-Cours

8. British GP - Silverstone Circuit, Silverstone

##### 9. German GP - Hockenheimring, Hockenheim





10. Belgian GP - Circuit de Spa-Francorchamps, Stavelot



11. Italian GP - Autodromo Nazionale Monza, Monza



12. Portuguese GP - Autódromo do Estoril, Cascais



13. European GP - Nürburgring, Nürburg



14. Pacific GP - TI Circuit Aida, Aida



15. Japanese GP - Suzuka Circuit, Suzuka



16. Australian GP - Adelaide Street Circuit, Adelaide

#### Extra Tracks

The game has 4 bonus maps. These courses are based on real life tracks as well but were not part of the '95 Championship (ex-F1 tracks) + 1 NASCAR Track.



17. USA GP (1989-1991) - Phoenix Street Circuit, Phoenix



18. South African GP (1967-1993) - Kyalami, Midrand



19. Japanese GP (1976-1977) - Fuji International Speedway, Oyama



20. Daytona International Speedway, Daytona Beach

#### **CRASH RACE**



As I said before there is there is 6 rounds in the game and every round consists 5 tracks. Special Crash Mode tracks and World GP tracks are mixed in every rounds.

### America Round

#### **1. Daytona International Speedway**

See World GP tracks

#### **2. Grand Canyon Course**

#### **3. New York City Course**

#### **4. California Park Course**

#### **5. Phoenix Course**

See World GP tracks

### Asia Round

#### **1. Hong Kong City Course**

#### **2. Great Wall of China Course 1**

#### **3. Fuji Circuit Course**

See World GP tracks

#### **4. Great Wall of China Course 2**

#### **5. Suzuka Course**

See World GP tracks

### Europe Round

#### **1. Monza Course**

See World GP tracks

#### **2. Aegeas See Course**

#### **3. Estoril Course**

See World GP tracks

#### **4. Lillehammer Park Course**

#### **5. Etna Volcano Course**

### Africa Round



#### **1. Savanna Course 1**





**2. Kyalami Course**

See World GP tracks

**3. Savanna Course 2**

**4. Sahara Desert Course**

**5. Kilimanjaro Course**

**World Round**

**1. Gobi Desert Course**

**2. South Pole Course**

**3. Mediterranean Sea Course**



**4. Kilauea Volcano Course**

**5. Monaco Course**

See World GP tracks

**Paradise Round**

**1. Sky Course**

**2. Milky Way Course 1**

**3. Sky Castle Course 1**

**4. Milky Way Course 2**

**5. Sky Castle Course 2**



**DOGFIGHT**

**1. Concorde Field**

**2. Hawaii Field**

**3. Victoria Desert Field**

**4. Great Wall of China Field**



**Credits**

The FAQ was created by SerialKiller92 (if you have any questions or want to tell me something important about the game just send me an e-mail to kashim92@gmail.com)

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