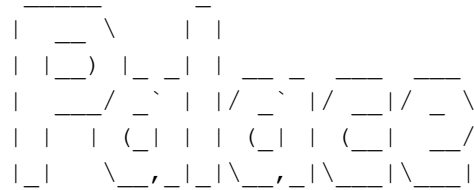
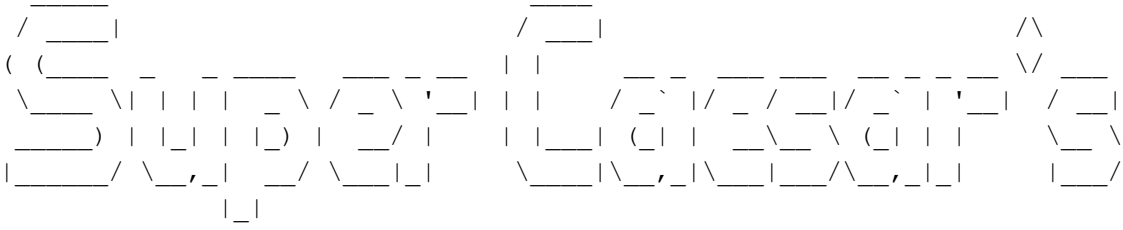


Super Caesars Palace FAQ

by KeyBlade999

Updated to vFinal on Feb 7, 2012



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O-----O
|           Super Caesar's Palace           |
|                An FAQ                    |
|                    By KeyBlade999        |
|                                           |
|                Total Size: 60.8 KB       |
|            Current Version: Final        |
| Previous Update: 7:38 PM 12/27/2011    |
|                                           |
O-----O

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-1. Donations*****SCP-1*****

While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

0. Contents*****SCP0*****

Section Title	CTRL+F Tag
-1. Donations	**SCP-1**
0. Contents	**SCP0**
1. Intro	**SCP1**
2. Version History	**SCP2**
3. Legalities	**SCP3**
4. Start-Up	**SCP4**
5. Blackjack	**SCP5**
6. Red Dog	**SCP6**
7. Roulette	**SCP7**
8. Craps	**SCP8**
9. Video Poker	**SCP9**

10. Slots	**SCP10**
11. Keno	**SCP11**
12. Horse Racing	**SCP12**
13. ATM Stuff	**SCP13**

1. Intro*****SCP1*****
 And here comes another completion project FAQ. This is among the first of the many FAQs submitted for the SNES FAQ Completion Project on the GameFAQs message boards, originally begun by IceShield. We have many FAQs to go, but we will get there.

Anyhow, get ready for some gambling and such. Enjoy!

2. Version History*****SCP2*****

Final - *drumroll* That is three SNES FAQs. Yay - I'm done, here.

~~ Start-End Time: 2 hours, 15 minutes.

~~ File Size : 35.4 KB.

~~ Time of Update: 10:54 PM 10/7/2011.

- Update made via submission of Red Dog chances of winning.

11:59 PM 11/6/2011

- "Corrected" the CTRL+F codes: SPC was meant to be SCP, the initials

of Super Caesar's Palace. :P 7:38 PM 12/27/2011

3. Legalities*****SCP3*****

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

4. Start-Up*****SCP4*****

Once you insert the game cartridge into your dusty ol' SNES, turn on the power. You should eventually come to a sign. Press Start to advance to the title screen; press it again to come to the start-up ATM menu.

Here, you can "reload a file" by inputting a password into the "Quickashier"

part, then clicking on the button next to "Enter Password". If you do not have a password, click on "New Account", input a name, read some stuff, then write down the password given. Said password may change - please note this.

And so, you can begin play. A new account will start with \$2,000 and no high roller status.

5. Blackjack*****SCP5*****

Begin by making your bet, placing it, and pressing Y.

You and dealer each get two cards. Your two are shown; only one of the dealer's is. Your goal is to get to 21 or as close to it as possible. You do so by adding the values of your cards, as shown below.

Card	Card's Value
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
J (Jack)	10
Q (Queen)	10
K (King)	10
A (Ace)	11 (if other cards' total is <11) 1 (if other cards' total is = or >11)

If you have a 10-value card and an Ace at the start, you get a Blackjack, which is famous in casinos for the saying "Winner, winner, chicken dinner." But, all kidding aside, your total payoff is 2.5x the original bet (where your profit is equal to 1.5x the original bet).

If you or the dealer go over 21 (22+), the one who went over (busted) loses.

Otherwise, after you receive both cards, press L to stay with what you have (stand), or press R to get another card (hit). The dealer, who cannot hit above 18, I think, will then deal his hand. Whoever doesn't bust or the one with the best hand wins. If you win, you get a profit equal to your bet.

You also have the option to double. In doing so, you need to put a bet less than or equal to your initial bet next to your original bet. This gives you one card and one card only. The dealer deals his hand, etc. If you win, both bets

receive the correct amount of money. If you lose, you lose both bets.

If you end up with two equal-value cards, you can play two hands at once. Do so by placing a bet equal to your original bet about one inch to the right of the initial bet. The hand splits into two other two-card hands. You may split once more if desired/possible. Each hand plays separately and is not affected by the others.

If the dealer shows an Ace, you may buy insurance (I rarely do). To do so, you place a bet less than or equal to ONE HALF of your original bet on the insurance line. If the dealer does have blackjack, the insurance is paid 2:1. If not, you lose that bet and the hand continues as previously described.

For once, I can give tips:

- Whenever the dealer shows a card, assume the other is a 10-value, as it is four times more likely to be such versus other cards.
- Never buy insurance. Out of the 13 other possible cards (not counting suits), 9/13 (~69.23%) will not deal blackjack.
- Never split 10's. Always splits Aces and 8's.
- If you know the counting cards technique, don't use it. Too much is unknown, after all.

6. Red Dog*****SCP6*****

Red Dog is a game of "in-between". Begin by placing down your bet and pressing Y.

Two cards will show up. Your goal is to have a card in-between these numbers. Once the first two cards are shown, you may double (bet an amount less than or equal to your first bet by placing it next to the initial bet) if you want to. A third card is dealt. If it is between the first two in value, you win. If not, you lose.

Here are some odds for winning, in case if you are curious. All percentages are rounded to four decimal places (the nearest ten-thousandth). Aces are ones, Jacks are elevens, Queens are twelves, and Kings are thirteens. Differences are calculated using absolute value (if it is negative, it becomes positive).

First Card	Second Card	Difference	Chance of Winning
Ace	Ace	0	0%
Ace	2	1	7.6923%
Ace	3	2	15.3846%
Ace	4	3	23.0769%
Ace	5	4	30.6792%
Ace	6	5	38.4615%
Ace	7	6	46.1538%
Ace	8	7	53.8461%
Ace	9	8	61.5385%
Ace	10	9	69.2308%

0	0	0	0	0
Ace	Jack	10	76.9231%	
0	0	0	0	0
Ace	Queen	11	84.6154%	
0	0	0	0	0
Ace	King	12	92.3077%	
0	0	0	0	0
2	Ace	1	7.6923%	
0	0	0	0	0
2	2	0	0%	
0	0	0	0	0
2	3	1	7.6923%	
0	0	0	0	0
2	4	2	15.3846%	
0	0	0	0	0
2	5	3	23.0769%	
0	0	0	0	0
2	6	4	30.6792%	
0	0	0	0	0
2	7	5	38.4615%	
0	0	0	0	0
2	8	6	46.1538%	
0	0	0	0	0
2	9	7	53.8461%	
0	0	0	0	0
2	10	8	61.5385%	
0	0	0	0	0
2	Jack	9	69.2308%	
0	0	0	0	0
2	Queen	10	76.9231%	
0	0	0	0	0
2	King	11	84.6154%	
0	0	0	0	0
3	Ace	2	15.3846%	
0	0	0	0	0
3	2	1	7.6923%	
0	0	0	0	0
3	3	0	0%	
0	0	0	0	0
3	4	1	7.6923%	
0	0	0	0	0
3	5	2	15.3846%	
0	0	0	0	0
3	6	3	23.0769%	
0	0	0	0	0
3	7	4	30.6792%	
0	0	0	0	0
3	8	5	38.4615%	
0	0	0	0	0
3	9	6	46.1538%	
0	0	0	0	0
3	10	7	53.8461%	
0	0	0	0	0
3	Jack	8	61.5385%	
0	0	0	0	0
3	Queen	9	69.2308%	
0	0	0	0	0
3	King	10	76.9231%	
0	0	0	0	0
4	Ace	3	23.0769%	

0	0	0	0	0
4	2	2	15.3846%	
0	0	0	0	0
4	3	1	7.6923%	
0	0	0	0	0
4	4	0	0%	
0	0	0	0	0
4	5	1	7.6923%	
0	0	0	0	0
4	6	2	15.3846%	
0	0	0	0	0
4	7	3	23.0769%	
0	0	0	0	0
4	8	4	30.6792%	
0	0	0	0	0
4	9	5	38.4615%	
0	0	0	0	0
4	10	6	46.1538%	
0	0	0	0	0
4	Jack	7	53.8461%	
0	0	0	0	0
4	Queen	8	61.5385%	
0	0	0	0	0
4	King	9	69.2308%	
0	0	0	0	0
5	Ace	4	30.6792%	
0	0	0	0	0
5	2	3	23.0769%	
0	0	0	0	0
5	3	2	15.3846%	
0	0	0	0	0
5	4	1	7.6923%	
0	0	0	0	0
5	5	0	0%	
0	0	0	0	0
5	6	1	7.6923%	
0	0	0	0	0
5	7	2	15.3846%	
0	0	0	0	0
5	8	3	23.0769%	
0	0	0	0	0
5	9	4	30.6792%	
0	0	0	0	0
5	10	5	38.4615%	
0	0	0	0	0
5	Jack	6	46.1538%	
0	0	0	0	0
5	Queen	7	53.8461%	
0	0	0	0	0
5	King	8	61.5385%	
0	0	0	0	0
6	Ace	5	38.4615%	
0	0	0	0	0
6	2	4	30.6792%	
0	0	0	0	0
6	3	3	23.0769%	
0	0	0	0	0
6	4	2	15.3846%	
0	0	0	0	0
6	5	1	7.6923%	

6	6	0	0%
6	7	1	7.6923%
6	8	2	15.3846%
6	9	3	23.0769%
6	10	4	30.6792%
6	Jack	5	38.4615%
6	Queen	6	46.1538%
6	King	7	53.8461%
7	Ace	6	46.1538%
7	2	5	38.4615%
7	3	4	30.6792%
7	4	3	23.0769%
7	5	2	15.3846%
7	6	1	7.6923%
7	7	0	0%
7	8	1	7.6923%
7	9	2	15.3846%
7	10	3	23.0769%
7	Jack	4	30.6792%
7	Queen	5	38.4615%
7	King	6	46.1538%
8	Ace	7	53.8461%
8	2	6	46.1538%
8	3	5	38.4615%
8	4	4	30.6792%
8	5	3	23.0769%
8	6	2	15.3846%
8	7	1	7.6923%
8	8	0	0%
8	9	1	7.6923%

8	10	2	15.3846%
8	Jack	3	23.0769%
8	Queen	4	30.6792%
8	King	5	38.4615%
9	Ace	8	61.5385%
9	2	7	53.8461%
9	3	6	46.1538%
9	4	5	38.4615%
9	5	4	30.6792%
9	6	3	23.0769%
9	7	2	15.3846%
9	8	1	7.6923%
9	9	0	0%
9	10	1	7.6923%
9	Jack	2	15.3846%
9	Queen	3	23.0769%
9	King	4	30.6792%
10	Ace	9	69.2308%
10	2	8	61.5385%
10	3	7	53.8461%
10	4	6	46.1538%
10	5	5	38.4615%
10	6	4	30.6792%
10	7	3	23.0769%
10	8	2	15.3846%
10	9	1	7.6923%
10	10	0	0%
10	Jack	1	7.6923%
10	Queen	2	15.3846%
10	King	3	23.0769%

Jack	Ace	10	76.9231%
Jack	2	9	69.2308%
Jack	3	8	61.5385%
Jack	4	7	53.8461%
Jack	5	6	46.1538%
Jack	6	5	38.4615%
Jack	7	4	30.6792%
Jack	8	3	23.0769%
Jack	9	2	15.3846%
Jack	10	1	7.6923%
Jack	Jack	0	0%
Jack	Queen	1	7.6923%
Jack	King	2	15.3846%
Queen	Ace	11	84.6154%
Queen	2	10	76.9231%
Queen	3	9	69.2308%
Queen	4	8	61.5385%
Queen	5	7	53.8461%
Queen	6	6	46.1538%
Queen	7	5	38.4615%
Queen	8	4	30.6792%
Queen	9	3	23.0769%
Queen	10	2	15.3846%
Queen	Jack	1	7.6923%
Queen	Queen	0	0%
Queen	King	1	7.6923%
King	Ace	12	92.3077%
King	2	11	84.6154%
King	3	10	76.9231%
King	4	9	69.2308%

King	5	8	61.5385%
King	6	7	53.8461%
King	7	6	46.1538%
King	8	5	38.4615%
King	9	4	30.6792%
King	10	3	23.0769%
King	Jack	2	15.3846%
King	Queen	1	7.6923%
King	King	0	0%

7. Roulette*****SCP7*****

Roulette is a game of luck, in which you bet that, on a roll of one number out of thirty-eight, your bet will satisfy on of the conditions on the board.

To place a bet, find a coin you wish to bet by pressing A, press B over the coin, then press B over the desired destination. You can make multiple bets. Press Y to begin.

Here is an chance system denoting which bets have which the chance of being right on a fair basis. Please note that all percentages are rounded to the nearest one-thousandth of a percent.

Bet	Probability	Chance	Odds of Winning
00	1 in 38	2.632%	37 to 1
0	1 in 38	2.632%	37 to 1
1	1 in 38	2.632%	37 to 1
2	1 in 38	2.632%	37 to 1
3	1 in 38	2.632%	37 to 1
4	1 in 38	2.632%	37 to 1
5	1 in 38	2.632%	37 to 1
6	1 in 38	2.632%	37 to 1
7	1 in 38	2.632%	37 to 1
8	1 in 38	2.632%	37 to 1
9	1 in 38	2.632%	37 to 1
10	1 in 38	2.632%	37 to 1
11	1 in 38	2.632%	37 to 1

0	0	0	0	0
12	1 in 38	2.632%	37 to 1	
0	0	0	0	0
13	1 in 38	2.632%	37 to 1	
0	0	0	0	0
14	1 in 38	2.632%	37 to 1	
0	0	0	0	0
15	1 in 38	2.632%	37 to 1	
0	0	0	0	0
16	1 in 38	2.632%	37 to 1	
0	0	0	0	0
17	1 in 38	2.632%	37 to 1	
0	0	0	0	0
18	1 in 38	2.632%	37 to 1	
0	0	0	0	0
19	1 in 38	2.632%	37 to 1	
0	0	0	0	0
20	1 in 38	2.632%	37 to 1	
0	0	0	0	0
21	1 in 38	2.632%	37 to 1	
0	0	0	0	0
22	1 in 38	2.632%	37 to 1	
0	0	0	0	0
23	1 in 38	2.632%	37 to 1	
0	0	0	0	0
24	1 in 38	2.632%	37 to 1	
0	0	0	0	0
25	1 in 38	2.632%	37 to 1	
0	0	0	0	0
26	1 in 38	2.632%	37 to 1	
0	0	0	0	0
27	1 in 38	2.632%	37 to 1	
0	0	0	0	0
28	1 in 38	2.632%	37 to 1	
0	0	0	0	0
29	1 in 38	2.632%	37 to 1	
0	0	0	0	0
30	1 in 38	2.632%	37 to 1	
0	0	0	0	0
31	1 in 38	2.632%	37 to 1	
0	0	0	0	0
32	1 in 38	2.632%	37 to 1	
0	0	0	0	0
33	1 in 38	2.632%	37 to 1	
0	0	0	0	0
34	1 in 38	2.632%	37 to 1	
0	0	0	0	0
35	1 in 38	2.632%	37 to 1	
0	0	0	0	0
36	1 in 38	2.632%	37 to 1	
0	0	0	0	0
1st 12	6 in 19	31.579%	13 to 6	
0	0	0	0	0
2nd 12	6 in 19	31.579%	13 to 6	
0	0	0	0	0
3rd 12	6 in 19	31.579%	13 to 6	
0	0	0	0	0
1 - 18	9 in 19	47.368%	10 to 9	
0	0	0	0	0
19 - 36	9 in 19	47.368%	10 to 9	

Even	10 in 19	52.632%	9 to 10
Odd	9 in 19	47.368%	10 to 9
Red	9 in 19	47.368%	10 to 9
Black	9 in 19	47.368%	10 to 9

8. Craps*****SCP8*****

For most of the bet-related stuff, the game says to refer to the game manual. Greeeat... I didn't get the manual, and I doubt you did. However, I would accept any info you can provide; see contact info in the Legalities section.

Anyhow, place a bet on some sections. Press Y to begin. If your money is on the Pass/Don't Pass lines, you roll. (Press B twice to do so.) Losing bets are removed and winning ones, paid.

Here is some more information, with credits going to the Microsoft Encarta Encyclopedia 2005 Edition, © 1993-2004 Microsoft Corporation.

"In play, dice are thrown from the player's hand or from a dice cup, and the total number of dots showing on the top of the dice at rest determines the value of the throw. The most popular dice game in the United States is craps, a form of the old English game of hazard. It is played with two dice. In craps the thrower makes a money bet that is covered by one or more opponents. If the first throw totals 7 or 11, the player wins, but if 2, 3, or 12 is thrown, the player loses. In any of these cases betting and throwing are repeated. If the throw totals 4, 5, 6, 8, 9, or 10, that number becomes the player's point, and throwing is continued until the same point is made again or a 7 is thrown. If the point is made, the player wins, but if a 7 is thrown, the player loses both the bet and the right to throw again."

9. Video Poker*****SCP9*****

Firstly, move to the lower part of the machine. Move your hand over the coin slot and deposit some coins by pressing B - you must insert 1 to 5 coins. The game begins upon either clicking "Deal" or inserting all five coins.

The goal is to create certain kinds of hands within two draws. You are shown a certain hand. If you want to keep cards from this hand, click the "Hold" button underneath those you wish to keep. Press "Deal" to get the second hand and any winnings you may have received.

Here is the scoring system:

Hand	Coins	Payoff
Pair of Jacks	1	1
	2	2
	3	3
	4	4
	5	5
2 Pairs	1	2
	2	4
	3	6
	4	8
	5	10

O-----O-----O-----O-----O					
3 of a Kind		1		3	
		2		6	
		3		9	
		4		12	
		5		15	
O-----O-----O-----O-----O					
5-Card Straight		1		4	
		2		8	
		3		12	
		4		16	
		5		20	
O-----O-----O-----O-----O					
Flush		1		6	
		2		12	
		3		18	
		4		24	
		5		30	
O-----O-----O-----O-----O					
Full House		1		9	
		2		18	
		3		27	
		4		36	
		5		45	
O-----O-----O-----O-----O					
4 of a Kind		1		25	
		2		50	
		3		75	
		4		100	
		5		125	
O-----O-----O-----O-----O					
5-Card Straight AND Flush		1		50	
(Straight Flush)		2		100	
		3		150	
		4		200	
		5		250	
O-----O-----O-----O-----O					
Royal Flush		1		250	
		2		500	
		3		750	
		4		1,000	
		5		5,000	
O=====O=====O=====O=====O					

10. Slots*****SCP10*****

When you find the machine, go down from the scoring menu to find the machine itself. Insert some coins into the machine by going to the coin slot and pressing B. You can have up to three coins of the value shown. Pull the arm down by hovering the cursor on the right side of the machine and pressing B.

There are two different machines: the Champion variety, and the Home Run one.

In Champion, you have the following score system:

O=====O=====O=====O=====O							
Emblem		Coins		Round		Payoff	
O=====O=====O=====O=====O							
Two Gloves		1		---		---	

	2	---	---
	3	1 - 4	1,000
		5 - 8	2,000
		9 - 11	3,000
		12	5,000

3 Red 7's	1	---	---
	2	---	---
	3	1 - 4	200
		5 - 8	400
		9 - 11	600
		12	1,000

3 Blue 7's	1	---	---
	2	---	---
	3	1 - 4	100
		5 - 8	200
		9 - 11	300
		12	500

3 Bells	1	---	50
	2	---	100
	3	---	---

3 Blue Bars	1	---	25
	2	---	50
	3	---	---

Any-Champ-Any	1	---	4
	2	---	8
	3	---	---
=====			
NOTE: To advance the round, get a Champ.			
=====			

The following score system is for Home Run:

Combination	Coins	"?" = ...	Payoff

7 - 7 - ?	1	Joker	300
	2	Double Jackpot	600
	3	Triple Jackpot	1,000
		Home Run	5,000

3x Bar - 3x Bar - ?	1	Joker	50
	2	Double Jackpot	100
	3	Triple Jackpot	150
		Home Run	200

2x Bar - 2x Bar - ?	1	Joker	20

		2		Double Jackpot	40
		3		Triple Jackpot	60
				Home Run	80
O-----O-----O-----O-----O-----O					
	Bar - Bar - ?	1		Joker	10
		2		Double Jackpot	20
		3		Triple Jackpot	30
				Home Run	40
O-----O-----O-----O-----O-----O					
	?x Bar - ?x Bar - ?	1		Joker	2
		2		Double Jackpot	10
		3		Triple Jackpot	15
				Home Run	20
O-----O-----O-----O-----O-----O					
	Blue Line - Blue Line - ?	1		Joker	1
		2		Double Jackpot	4
		3		Triple Jackpot	6
				Home Run	8
O=====O=====O=====O=====O=====O					

11. Keno*****SCP11*****
 The true game of luck. Begin by going to the dollar values in the corner and selecting whichever value ticket you'd prefer - this is how much it costs. Then take to the grid and begin to cross off numbers.

Click "Done" to finish. You may buy multiple tickets. The results of the drawing are shown later on.

Here's the thing: there are 331,474,010,868 combinations of ten numbers. Not too good, no matter HOW MANY must match to win.

12. Horse Racing*****SCP12*****
 Firstly, you must place a bet. Select "Single Bets" to make a bet based on a win, place, or show bets. The horses of the current race are displayed as are their odds.

ABOUT ODDS: Say the odds are #:1. The greater # is, the less likely it is that this horse wins; however, the payoff will also be greater.

After selecting a horse, you can place a place, win, or show bet on it. Select "Done/Exit" to finalize your bets.

You can also make some exotic bets by selecting a Quiniella or Trifecta race from the Type-Of-Bet screen. A Quiniella is on two horses that you select, and you win if the selected horses come in either first or second place. Trifecta bets are for three horses finishing in the chosen order.

RANDOM TRIVIA: "Quin-" is a prefix for "five" sometimes, too. Hm.

You can also see horse stats by selecting "View Stats" from the main option screen. You can look at the stats for one of the four horses shown.

Using "View Races", you can see the results of past races.

Regardless of what happens, two things always apply to horse betting...

- You cannot make bets during a race, even if you haven't betted in said race.
- You will be told of the results later on, with you being paid off if it is so applicable.

13. ATM Stuff*****SCP13*****

Firstly, while in the ATM, you can set up another account, similarly to how you started. Hit the button next to "New Account", enter a name, and you soon get a password. You can also reload an old account - simply enter the password into the "Quickashier" section. To get another password for current progress in an account, use the "Password/Exit" option.

Additionally, you can also check your current balance, as well as play some scratchers for \$100 a pop. They are described below:

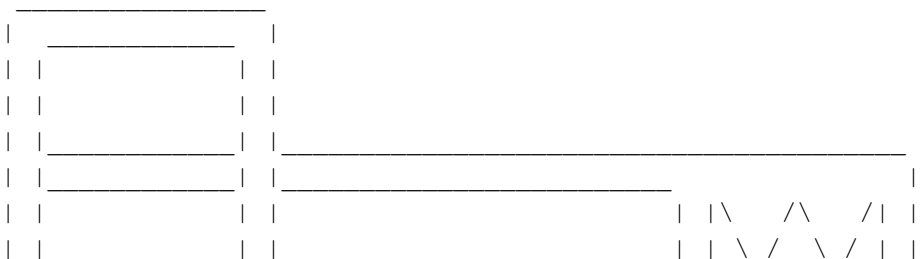
- 60-Yard Fight: Here, you are to scratch off one section of the six rows, bottom to top. You get the money uncovered, which will go up as you proceed. However, as you proceed, more bombs appear, which means you have more of a chance of losing. There is one on the first section, two on the second, and so on.
- Match Two: Here, you simply uncover number values (ranging from \$25 to \$2,500 I think) until you match two. You then receive that amount in money. However, if you uncover a bomb before doing so, you lose!
- Triple Jacks: Here, you uncover card representations in order to first get a hand higher than the dealer's. Then you can continue play to try to get one of the combinations in the top-right corner. You will lose upon uncovering a bomb, though!

When you lose or meet the minimum requirements, you can press B to uncover the whole card (loss only) or press Select to collect your current winnings.

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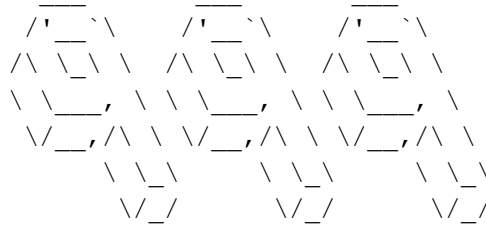
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KeyBlade999

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