Resident Evil 2 Spoiler-Free Walkthrough

by Adam3k3 Donate

Updated to v1.5 on Dec 7, 2015

This walkthrough was originally written for Resident Evil 2 (1998) on the PSX, but the walkthrough is still applicable to the N64 version of the game.

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5. FAQ
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Note: I updated this FAQ in 2015 fixing and adding information without changing the layout too much. More information is covered making this more helpful to new players.
As it says: Spoiler-Free! This Walkthrough is not a step by step, or in-depth. It's simple walkthrough that will push you a little through the game. If you need step by step walkthrough, see other Resident Evil 2 FAQs.
Well, It's my first Spoiler-Free FAQ, I may do more, but right now this will work fine. Many people are wondering why am I doing a FAQ for an old game? The reasons are:
Resident Evil 2 is one of the best games.Just recently it was remade on GameCube.I like writing gaming FAQs.At the end, all I hope is that you enjoy and respect my work.
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 Updated FAQ Format Added in-depth Zombie info Added Weapons chart Added a missing enemy Added Items section Added Game Modes Added a new Q&A Corrected grammar and spelling mistakes Added my updated info
Version 1.00 (December 28th, 2005) . Remade and finished the FAQ.
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1.3. Game Modes[MOD] +=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=
. Easy Mode

As the name suggest, enimes will do reduced damage and take less hits.

Recommended for new players. . Normal Mode Normal mode is the standard difficulty. Enemies will take more hits and do more damage. . Arrange mode (Resident Evil 2: Dual Shock Edition) Gives you special weapons from the start as well as explain puzzles solutions in a file. . Randomizer Mode (N64 only) Randomizers ammo and health items locations. . Nightmare Mode (PC & Dreamcast only) The hardest difficulty in the game. Enemies take twice the hits while you can die from 3 to 4 hits. Finishing this mode gives you extra score that goes toward achieving the A rank. 2.3. Controls.....[CON] X Button: Takes Items/Action Square Button: Run Triangle Button: Show Map Circle Button: States/Items Screen L1 Button: Nothing L2 Button: Nothing R1 Button: Aim Weapon R2 Button: Nothing Start Button: Pause the game Select Button: Settings Note: This is the default set up, you can change it in settings screen. 3.3. Health Chart.....[HLC] You have 3 health states, etch time you take damage it reduce little from it if you take to many damages you will die. Note that you also lose speed in moving if your stats change. Here are all the stats: Normal.....Runs at full speed in good health. Caution......Runs a little slower than normal speed, your health is about to get into the danger zone.

Danger......Walks slowly, you may die at any hit now.

There are 2 types of healing items:

Herbs:

There are 3 types of herbs that can be found, each one has a different effect. You can also mix them for better results, here is a chart:

Herb Colour Healing power

Health Spry

This spry will bring you to the perfect health. Note that using this item will prevent you from achieving the S rank.

4.3. Enemy Chart......[EMC]

. Enemy Name: Zombies
Damage Size: Normal

Effective Weapon: Everything

Zombies are the main enemies of this game. They tend to walk very slowly giving you more than enough time to kill them provided you have enough ammo. Every weapon apart from the knife will do the job easily. Getting surrounded by a group or in tight spaces will be much harder so avoid getting trapped or cornered.

Dodging Zombies is a good idea when your low on health or planning to save bullets for a worse situation. Run toward them changing direction at as you approach them giving them little time to react. Works in corridors as long as your fast enough and at full health. Dodging Zombies while on danger is not recommended unless needed.

Standing from a midrange distance and firing using the Handgun is the best way to deal with them. Disposing of a group is better done using the Shotgun (close distance).

. Enemy Name: Lickers
Damage Size: Normal/huge

Effective Weapon: Shotgun, Magnum

Found in the police station and in later parts. These creatures crawl and attack with their claws and long tongs. They can also crawl on walls. The Handgun is not very efficient in killing them since you will need allot of bullets and space considering they move very fast. Using the Shotgun or anything higher (although a waste) is recommended. Two to three Shotgun shots will most likely put them down. You can even shot them as they crawl on walls making them fall. A Licker will fall on its back when shot with a

powerful weapon then roll back. You will know if its dead as it will make a sound as well as fail to roll back on its legs.

Be careful as Lickers can kill you with one hit if you're on critical or danger.

. Enemy Name: Zombie Dogs Damage Size: Normal/Huge

Effective Weapon: Hand Gun, Shotgun, and Magnum.

Zombie Dogs are fast and pose a threat when in groups. Found in the basement of Police Station, a single dog can be killed with a Handgun by firing on it repeatedly. Using the Shotgun is recommended when in groups as long as they are near each other. You can also fire once with the Shotgun then finish them off with the Handgun saving ammo.

. Enemy Name: Crows

Damage Size: Small/Normal Effective Weapon: Everything

Found in some places like the down part of police station. If you see them from a distance shot them, don稚 come close or they will fly making it difficult to aim at. The damage done is not huge but can add up by repeated attacks considering they are always in groups.

. Enemy Name: Spiders
Damage Size: Normal/Poison

Effective Weapon: Shotgun/Magnum

Found in sewers. be careful when fighting them or you will get poised. Using the Shotgun is a good idea since Handgun takes allot of bullets and time to kill them. They spit poison so keep your distance. You can also shoot them off the walls.

. Enemy Name: plants
Damage Size: Normal/Huge

Effective Weapon: Shotgun/Magnum

The mutated plants move very slowly but can hit you from a distance as well as spit acid. Using the Shotgun will kill them quickly unless you don't mind waiting and firing from a long distance using the Handgun.

. Enemy Name: Bosses Damage Size: Huge

Effective Weapon: Shotgun/Magnum and anything higher.

Not spoiling anything, the Bosses are though in this game. Make sure to keep at least one healing item with you all the time as well as a secondary weapon with enough bullets besides the Handgun. Using anything lower than the Shotgun is not recommended as they can take allot of damage and move fast. Getting too close is also dangerous. Fire a few shots and run away.

. Knife

Damage Size: Small

Character Specific: Both

The default weapon for both characters. The Knife itself is not a huge damage dealer and is dangerous to use as you need to be very close to the enemy putting yourself at risk. Use it only when out of ammo or store it away.

. Handgun

Damage Size: Normal Character Specific: Both

The Handgun will be your most used weapon in the entire game. Plenty of ammo and an overall balanced weapon that can take down every enemy in the game. Works great at both close and long ranges making it a good choice to dispose of enemies without risking direct attack.

. Shotgun

Damage Size: Huge

Character Specific: Leon

The Shotgun is an excellent weapon for crowd control as each shot spreads across damaging nearby enemies. You can blow Zombie's head by aiming up as he approaches. Works on all type of enemies provided you keep close to mid range for best results as firing from a long distance has little to no effect.

. Bow Gun

Damage Size: Normal

Character Specific: Claire

Exclusive to Claire, this weapon replaces the Shotgun but sadly is not as powerful. Never the less, the firing speed and distance make up for power. The Bow Gun shoots arrows at incredible speed. You will need more than a single arrow to kill Zombies or other enemies, but you can basically fire from any distance keeping yourself safer.

. Grenade Launcher Damage Size: Huge

Character Specific: Claire

Another exclusive weapon for Claire, the Grenade Launcher fires different types of shots depending on equipped ammo. A single shot will kill most of the smaller enemies and are effective against bosses. Firing from a distance is recommended.

. Sub Machine Gun
Damage Size: Normal

Character Specific: Leon

This weapon is a one time use as you can't find any ammo. ?The fire rate is insane, but a single shot is not that effective. Recommended for bosses. Fire from a distance.

. Desert Eagle
Damage Size: Huge

Character Specific: Leon

The most non-special powerful weapon. Can kill most enemies with a single shot and is recommended for bosses. Fire from a mid-range for best results. The ammo is rare so save it for when you really need it.

. Spark Shot

Damage Size: Normal

Character Specific: Claire

A mid-range weapon that fires sparks. Does normal damage but is slow to fire. Use it on weak enemies. One time use as there is no ammo to be found.

. Flamethrower

Damage Size: Normal

Character Specific: Leon

Best used at close range. This weapon burns enemies at a close range. No ammo is available making it a one time use. Good to use on normal enemies.

. Special Weapons

Special Weapons are available after achieving the S/A Rank. You will pick one of them on a normal play in particular scenario.

. Weapon Parts

Weapon Parts are used to upgrade some weapons making them more powerful. They are not openly available and needs to be found using non-story related keys.

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. Keys

Keys are a big part of the gameplay. You find them hidden around and are used to unlock rooms allowing you to progress further. Most of the keys are removed fro your inventory after usage.

. Item Box

Item Boxes are mostly found in safe rooms. Storing an item in one Item Box will make it automatically available in all other Item Boxes.

. Typewriter

Typewriters are used to save your game and are mostly found in safe rooms. Ink Ribbons are needed to save each time.

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4. Walkthrough		
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- . From the start, run passed all zombies and into the shop.
- . Pick up everything, and stand behind the left (to the door) desk.
- . Get the Shotgun/Bowgun and exit.
- . Run to the end of the alley, pick the Handgun bullets and exit through the newly opened gate.
- . Go up and get the Handgun bullets in the trash near the exit door.
- . Kill the zombies, get the Handgun bullets and exit.
- . After entering through the station's gate, grab the green herb near the right stares.
- . Enter the Police Station.
 - 2.5. Police Station.....[POS]
- . Go through the upper left door.
- . Use the card key on the computer, get the Map to the right of it, and Handgun bullets.
- . Enter trough the left door, get the memorandum and exit trough the other door.
- . Follow the path toward the first enemy. Kill it and exit trough the north door.
- . Keep going until you come to a door on the right. Enter it.
- . Use the lighter on a picture in the other part of the room and get the red jowl. Get the bullets from the table.
- . Exit and keep going north until you come to another door.
- . Turn to your left and keep going toward the stares. Climb up.
- . Solve the simple puzzle by pushing the statues to face the opposite wall.
- . Get the read jowl and exit trough the door ahead.
- . Enter through the first door on your way.
- . Go forward and get the emblem.
- . Make your way back to the main hall and use the emblem on the big woman statue and get the key.

- . Return to the room where you fought the licker for the first time and open the door on the left.
- . Push the mini ladder to the end, get up and get the Crank
- . Return all the way up to the second floor and open the last room.
- . Go to the middle of the walk way and open the ladder.
- . Now got through the left door.
- . In this room go up the stares and walk till you come to the wall, the ground will collapse and you will fall down.
- . Go to the portrait on the wall and memorize it.
- . Now go to the corner and press the switch.
- . You will be back in the room with shelves and switches: you must line them like in the early portrait you saw.
- . If done correct the portrait will fall giving you a Bishop Plug as Leon or a stone as Claire.
- . Exit trough the double door to the hall, kill the zombies and enter the last door to the right.
- . Pick up the small key, place the Bishop Plug in the item box and exit through the other door.
- . Go trough the right door.
- . Continue walking toward the end door. Watch out for the crows.
- . Go to the right of the burning helicopter and get down the stares.
- . Make your way to the warehouse.
- . Get the Valve Handle and exit the way you came. Warning: never open the other door.
- . Get back to the burning helicopter and enter through the passage on the left.
- . Use the wheel, get the ammo under the helicopter and exit.
- . Run all the way back to the room just before the corridor.
- . Now enter through right door that you couldn稚 enter.
- . Get the key on the left statue than use the 2 red jowls on both statues to get the King plug as Leon or peace of stone as Claire.
- . Go back to the corridor with crows and enter the first door you come to.
- . Get the 3 Green Herbs here and exit trough the down door.
- . Kill every one and get to the mini room. Enter the locker code found in police memorandum, and get ammo and map.
- . Exit the room. A group of zombies will attack, kill them and go through

the last door.

- . Kill everyone and enter the first door you come to.
- . Get the Cord off the table and the Rook Plug behind or a stone as Claire. Exit.
- . Enter the next room to the right.
- . A licker will be here, kill it, get the small key and exit.
- . Get back to the room with a stairs that brings you to the room where you had to push the statues to get the red jowl.

As soon as you enter go through the north door.

- . A large group of zombies will be here, kill them all. Get the plastic bomb as Claire and exit trough the other door.
- . Get the Green Herb and enter the mini office. Inside a zombie cop will attack, kill him, get the key and detonator as Claire. Exit trough the other door.
- . Make your way up, trough the left door, and into the next room. As soon as you enter use the small key on the drawer and get the part. Attach it to your Handgun.
- . Make your way back to the main hall. Enter the left door (to the main door).
- . Enter the first door on the left. Head north and enter through the left door.
- . Get the Herbs if you like and continue to the shutter switch, use the Cord on it. Go down the stares.
- . Kill the dogs here and enter the right side power room.
- . Get the Green Herb and go to the Control Panel. You have to set the correct power volt. If you haven稚 figured it out the solution is: up, up, down, up, down. Get the map to the right and exit.
 - ---The next section is covering Leon**痴** way---
- . Enter the last door to the right, the one that says Parking next to it.
- . Push the van and enter the enter through the door.
- . Go to the last door, get the ammo on the table and enter through the door.
- . Get the Manhole Opener and exit.
- . Enter the door that is in the middle of the corridor.
- . Never go to the cages, instead go to the lid and use manhole opener. Get down.
- . Be careful not to get poisoned by the spiders. Get to the stairs and climb up.

- . Enter the room to the left, get all 3 plugs that you have and exit.
- . Enter the other room. Here go to the panel near the other door and set all 3 plugs you have. Exit the way you came.
- . Go trough the door. Get to the mini elevator, get the shotgun ammo, head back, and enter the other door.
- . Take the map and get down. Push the boxes and line them in one line. Head up again and use the lever to fill the water. Walk on the boxes to the other side and get the key.
- . Head all the way back to the first room.
 - ---The next section is covering Claire痴 way---
- . Head to the last double doors on the north.
- . Continue till you come to the hole, get down.
- . Enter trough the door on the left. Store anything you don稚 want/save and exit.
- . Head to the mini elevator and go up.
- . Get to the other door.
- . Take the map and get down. Push the boxes and line them in one line. Head up again and use the lever to fill the water. Walk on the boxes to the other side and get the key.
- . Head all the way back to the first room.
 - ---Continue with both character---
- . Head to the underground hall. From here go trough the medical double door room.
- . Get the Red Card key and exit as fast as you can.
- . Use the card on the panel near the weapons storing room and enter it.
- . Get all the ammo and head to the locker. Here you will find a Machine gun and a Side Pack, you can take them or save any of them for the other character. Exit.
- . Exit the hall up the stairs. Enter the room behind.
- . Get the Shotqun ammo from the locker and a Magnum behind, exit.
- Exit the corridor through the other room. Again exit through the other room.
- . Go through the back door. Run to the last door here and enter through.
- . Use your lighter on the thing near the statues, now press the switches on the statues in this order: 12, 13, 11. Get the Cogwheel and exit.

- . Make your way to the third floor by going up from the double door room on the second floor.
- . Enter the room that is on the other side of the balcony.
- . Use the Crank on the hole to bring down the staircase, climb up and use the Cogwheel on the machine and the door will open revealing the Knight Plug or the Blue Stone.
- . Now ether go to the door that you had to input the plugs in playing as Leon or go to the room that was on fire, the one you have to input the stones on the door playing as Claire. Input what you have depending on whom your playing as and get down. Make sure you have good weapons with you like the Shotgun and some ammo.

3.5.	The	Sewers.															[SWR]
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- . Make your way to the big room with mini elevator. Before you get down push the wardrobe, get down using the stairs and get the ammo.
- . Get down using the mini elevator. Make sure to grab the Valve Handle.
- . If your playing as Leon you will need to follow the woman through the ventilation hole, after you meet with her run trough the only way. You will be in control with Leon again, keep running forward instead of climbing to the ventilation hole. To the left will be a dead corps with the Emblem. Get it, turn back and make your way trough the only available way. If your Clair do the same as above.
- . You will come to a bridge, use the Valve Handle to bring down the bridge.

 Make sure to move the bridge to its original position by using the Valve

 Handle again after crossing it. Get the available ammo and continue through
 the door to the next room.
- . As soon as you open the door, run back. Drop the Metal Canister attached to the left wall and wait till the alligator grabs it. Simply shoot it and it will explode killing it.
- . Run to the end, release the lock of the shutter by using the panel to the right, and enter.
- . Continue up then straight. Here run straight on the bridge and turn left. Grab the other emblem.
- Get back to the ventilation hole and use the Valve
 Handle to stop the fan. Go through it and into the other side.
- . You will be back at the beginning of the sewers. Make your way toward the door that leads to another room but make it fast because many zombies will wake up.
- . Dodge the spiders runing toward the panel next to the water fall. Use the two emblems on it and go through.
- . Run toward the other door. Get any Ammo here and enter the wagon.
- . Now you will have to shot an arm that comes from the roof. Watch for the falling dust, that means it will try to grab you from this spot. Shot it couple of times and it will be gone.

- . As soon as you get out, run toward the door but before you go trough use your Lighter on the machine next to it to reveal a key. Grab it and go through the door.
- . Now run till the path splits to left and right. Get any Ammo from right then go through the door on the left.
- . Again the way will spilt into right and left, this time though do the opposite. Get the Spark shot from the left then climb up the stairs on the right path.
- . Grab some powerful weapons with you, exit the control room and enter the train.
- . Use the key on the panel near the train.
- . Go out and fight the boss with the Spark shot or the Magnum. When done enter the train.
 - 5.5. Laboratory......[LAB]
- . Save the game, grab every green Herb and exit.
- . Run through the other door. Go through the left path.
- . Enter the last room to the left. Here get the Fuse Case and use it on the arm machine to get the Fuse.
- . Run back to the point where you can go either to the left or right and use the Fuse on the center machine to restore power.
- . Take the right way. In this room use the panel on the right to open the shutter on the left. Kill the moving plants and enter the last door to the right.
- . Grab the Lab key Card and the Flamethrower. Burn the plant and enter through the shaft to the next room. Get the Ammo and exit.
- . Run to the center power machine and take the left path.
- . Use the card key on the panel and enter the door. Get the Mo Disc and exit.
- . Return and take the right path. Go through the last door on the left.
- . Get down. Make your way to the big door but you may want to go straight to the item box in the next room first. Get every Health item and weapon you can carry and return to the big door.
- . Use the Mo Disc and enter. Enter through the other door.
- . Run to the end of the room and activate the elevator.
- . Shot the creator as soon as it falls a couple of times and it will mutate.

Try to stay a way from it while shooting. As soon as it begin to run toward you, run get away and repeat.

. Get down through the elevator and run straight.

Q: Other Resident Evil 2 ports?

A: PSX, DC, N64, PC, Game.com, GCN and PSN network.

Q: How do I get the special weapons?

A: Finish the game in under 2.30 hours without using the Health Spray.

Q: Where is the Special Key?

A: start the game on Normal and do not pick any item on your way to police station. Once inside the station's yard, head down and kill the special zombie that takes twice amount of bullets to kill. Once he is down, pick up the special key and use it to open the closet in the dark safe room.

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