

Capcom Mini-Game 2 Gauntlet V 1.0 by Atma-Stand/Wandering Shadow



Foreword and Rules

Capcom has made a great deal of mini-games for their various titles. Most of these have a great deal of replayability and content. Some have much less content. That is where this Gauntlet comes in. Due to the brevity of the two minigames found below, they have been combined under one document. Now, the general win condition to this Gauntlet is that you need only complete one minigame to succeed. However, should you wish, you can complete both minigames for special rewards discussed towards the end of the document.

There is a caveat if you wish to take both minigames. While your purchased perks may be carried over to either mini-game, your items will not. This is because the two mini-games have wildly different weapons and goals that the player must account for despite sharing a similar gameplay layout. So, returning to our usual rules, as this is a Gauntlet, you will be stripped of all Non-Body Mod perks, powers, and items. You will start with +0 Battle Points (BP) and/or +0 Oni Points (OP)

Resident Evil: Battle Game Rules



Several new features were added when Resident Evil 1 was ported over to the Sega Saturn. Of these, the most interesting was the Battle Game mode. A precursor to the Battle Game appearing in Resident Evil 2 and the much more well-known Mercenaries mode, Battle Game would see players choosing between either Chris or Jill and clearing 15 stages of enemies to get a high score. Now, I am asking if you would be willing to do the same.

The win conditions for the Resident Evil: Battle Game are simple. You need to clear various stages in selected rooms of the Spencer Mansion, reach the final stage known as the Mystery Zone, and destroy the final boss. There are fifteen stages in total, so it shouldn't be too challenging, right? Now, the loss condition for this Battle Game is also simple. You need only die within any of the rooms and to any of the enemies in order to lose, in which event you will either be sent to the other mini-game in this document or back to your warehouse. As a final note, don't worry about yourself if you were bitten and scratched in a way that would lead to a T-virus infection. If you were exposed, any traces of the virus will be purged from you and your possible companions upon completion of the mini-game.

Resident Evil: Battle Game Perks

- **S.T.A.R.S. Worthy (FREE)** – You wouldn't come to this little game if you didn't know what you were doing. For this background, your 'backstory,' if you so will, will include several years of experience within the Raccoon City Police and the United States military. Outside of the physical and mental conditioning you have attained from this, your military experience can manifest here in one of two ways.
 - The first is that you were once a United States Air Force serviceman. Whether you were discharged from the Air Force on good terms or not, you have the training and qualification to easily pilot and handle United States Military aircraft that were in service before July of 1998.
 - The second is that you were a member of the United States Army who was head-hunted by Delta Force. Taking part in their six-month Operator Training course, you have become highly trained in bomb detection and disposal.
- **Eagle Eyed (-100 BP)** – You're a damn fine shot, you know that? You are so good at it that you easily have what it takes to compete in a Police Department's intramural shooting competition with a variety of weapons and be able to take home a trophy or two! Simply put, you are an absolute dead-eye shot and can apply those skills to any conventional ballistic weapon you can get your hands on.
- **Master of Unlocking (-200 BP)** – Not everyone who joined the force came from clean backgrounds. You, for example, had a relative known for thieving. This relative of yours

was more than happy to teach you the tools of the trade. As such, over the course of many years, you became a master with lockpicks, allowing you to easily bypass locks on doors, chests, drawers, and other similar items provided you have just a simple lockpick.

- **Golden (-400 BP)** – Battle Game is infamous for two enemies. While I won't touch one of those enemies yet, the other is far more important here. In the final room, known as the Mystery Zone, you will encounter a T-002 with golden skin. Beyond a simple aesthetic change, this Tyrant sports twice the strength and durability of its original counterpart. And now, so do you. You will find that your durability is double that of what your body should have without appearing physically different than normal, save for one difference. The golden coloration of the Gold Tyrant has become yours as well. This more natural version of this coloration can manifest through either your eyes, hair, or skin. You may even choose all three if that interests you. No one will react to your new golden hue as anything negative, which will be considered normal.

Resident Evil: Battle Game Items

- **Inventory (FREE)** – You will receive a hammerspace inventory to store up to eight items. Items stored within this inventory do not exert weight upon your person and can easily be removed or managed with little issue. Items that stack, like ammunition or throwable items, can be stacked infinitely.
- **Item Box (FREE)** – In the original game, a series of large chests could be used to store and retrieve various items of aid and importance. These boxes will now appear in the fifteen rooms comprising this battle mode. These boxes can seemingly hold an infinite number of items ranging from ammunition, weapons, medical supplies, keys, and useful tools.
- **Flamethrower (-100 BP)** – Designed by Umbrella and issued to the Spencer Mansion, this man-portable chemical flamethrower is fed through a fuel canister found just ahead of the trigger guard. While the flames produced by this weapon do not have much, if any, stopping power, the heat these flames produce is enough to grievously harm and kill many lesser to moderately infected and mutated BOWs found here. You will find this weapon in the Item Boxes with three additional fuel canisters.

The following two items are the two loadouts that either Chris or Jill will have during the Battle Game. Your Normal Mode and Hard Mode Gauntlet Rewards will vary depending on which loadout you choose. If you desire to receive the rewards from the other loadout, you may acquire them should you proceed to complete a bonus Challenge or by paying for the additional loadout.

*One of these loadouts can be taken for **FREE**.*

- **Redfield Kit (-200 BP)** – This Loadout, belonging to Chris Redfield, has more ammunition but slightly fewer medical items available. It contains the following items.
 - 1x Combat Knife
 - 1x Beretta 92FS
 - 1x Remington 870
 - 1x Colt Python
 - 10x 15 Round Beretta 92FS Clips
 - 49x Shotgun Shells
 - 48x .357 Magnum Rounds
 - 4x First Aid Sprays

- **Valentine Kit (-200 BP)** – This loadout, belonging to Jill Valentine, has more weapons available, an additional first aid spray, but less ammunition. It contains the following items.
 - 1x Combat Knife
 - 1x Beretta 92FS
 - 1x Remington 870
 - 1x Colt Python
 - 1x Arwen 37 Grenade Launcher
 - 5x 15 Round Beretta 92FS Clips
 - 35x Shotgun Shells
 - 36x .357 Magnum Rounds
 - 6x Explosive Grenade Rounds
 - 6x Incendiary Grenade Rounds
 - 6x Acid Grenade Rounds
 - 5x First Aid Sprays

- **Re-supply Boxes (-400 BP)** – The way Battle Game normally works is that the Item Boxes containing your various non-replenishing supplies appear between stages 1, 6, and 11. However, upon purchasing this item, you will find that the various Item Boxes will contain additional ammunition and medical supplies necessary for your survival. More importantly, Post-Gauntlet, you will discover these Re-supply Boxes outside of areas where important battles are about to take place. Like before, they will contain ammunition and healing items that will aid you in the upcoming fight.

Resident Evil: Battle Game Companions

The following companions can be purchased and follow you with their Loadouts into the other Minigame-Gauntlet found further below. However, they will only have the ammunition and

healing items they had on them when the Battle Game was cleared. I hope your partnership allows them to conserve more ammunition than otherwise.

These companion options will also receive their own version of the Reward options found below, depending on which difficulty you complete the Battle Game on.

- **Chris Redfield (-200 BP)** – Acting as the Pointman for the S.T.A.R.S. Alpha team, Chris Redfield was the team’s Sharpshooter and Co-Pilot. As such, this former US Airman will gladly assist you in the Battle Game. He will join you in the initial staging room with his dedicated loadout and the following perks.
 - S.T.A.R.S. Worthy (Air Force Variant)
 - Eagle Eyed

- **Jill Valentine (-200 BP)** – Acting as Rear Security for the S.T.A.R.S. Alpha team, Jill Valentine was the team’s Breaking and Entering Specialist. As such, this former Delta Force Operator will gladly assist you in the Battle Game. She will join you in the initial staging room with her dedicated loadout and the following perks.
 - S.T.A.R.S. Worthy (Army - Delta Force Operator Variant)
 - Master of Unlocking

Resident Evil: Battle Game Challenge

- **Round Two** – Not satisfied with the rewards below? Looking for just that extra bit of challenge? Don’t want to spend an additional 200 BP for the second loadout? That’s fair. So, then, I’d like to offer you a special challenge. Go through all fifteen stages of the Battle Game a second time. A pretty simple challenge, all things considered. However, I should advise you that if you intend to take this challenge, then you must be able to conserve your ammunition and healing items appropriately. If you do not, you may find yourself having to take down the Golden Tyrant with just your knife.

Resident Evil: Battle Game Rewards

The following rewards will be given to a Jumper should they complete a Battle Game with one of the Loadouts purchased. Any item received here will not need maintenance or repair. Should they be lost, they will reappear in your warehouse within a week.

- **Easy Mode Reward**
 - **Loadout Costumes** – For Completing the Battle Game on the Easy Mode, you will receive the various Alternate Costumes that were available to the character

whose Loadout you purchased in the “Items” section of this document from both the PS1 and Sega Saturn versions of Resident Evil 1.

- Normal Mode Reward
 - **Alpha Team Custom Samurai Edge Model** – For completing the Battle Game on the Normal Mode, you will receive one of the two Samurai Edges modified for either Chris Redfield or Jill Valentine based on which loadout you purchased in this document's “Items” section. You will also receive a personalized item that the two S.T.A.R.S. members had on them during the Spencer mansion incident.
 - **Chris Model** – Appearing similar to the Standard Samurai Edge, this variant has several more structural differences. The pistol has an extended slide-stop for improved handling and ergonomics, a silver plated trigger for decreased friction and improved trigger pull, a matte-blue colored slide that is corrosion resistant and cuts down on reflective glare, and the hybrid grips have been inlaid with a royal-blue version of the S.T.A.R.S. medallion.
 - In addition, you will also receive a specially engraved S.T.A.R.S. lighter. When used, items set on fire with this lighter will burn hotter and cleaner than they would have otherwise.
 - **Jill Model** – Appearing very similar to the Standard Samurai Edge, this variant has several more subtle differences. The pistol has three deviations: the slide retains a completely black finish to match the pistol's frame and controls, the original shortened slide stop has been reinstalled to prevent snagging when drawing in intensive situations, and the hybrid grips have been inlaid with a light-blue version of the S.T.A.R.S. medallion.
 - In addition, you will also receive a specialized Lockpicking tool. This tool can always be found on your person when needed, and the picks cannot be broken.
- Hard Mode Reward
 - **Bonus Weapon!** – The PC port was released shortly after the Sega Saturn version of this. This version of the game awarded bonus weapons to Chris and Jill should the player be able to get a high enough rank. For completing the Battle Game in Hard Mode and purchasing one of the two loadouts, you will receive one of two weapons that will aid you going forward.
 - **Light-Machine Gun** – When Resident Evil 1 is finished in under four hours, Chris will receive an FN Minimi with infinite ammo for subsequent playthroughs. You will receive a 5.56x45mm LMG of your choice with infinite ammo.

- **Submachine Gun** – When Resident Evil 1 is finished in under four hours, Jill will receive an Ingram MAC-10 with infinite ammo to use in subsequent playthroughs. You will receive a similar 9x19mm SMG of your choice that comes with infinite ammo.

Resident Evil: Battle Game Drawbacks

- **Saturn Style (+100 BP)** – The Sega Saturn was a console that wasn't as powerful as the PS1, and unfortunately for you, your vision of the Battle Game has been set to the graphics of the Sega Saturn version of Resident Evil 1. So, for the next few minutes of your battle-heavy time, expect to see the world with heavy color saturation, brightness, and generally poor graphics.
- **Partial Randomization (+100 BP)** – The Battle Game has fifteen stages with a set level of progression. That has mostly changed now, as stages 1-14 will be randomized for the duration of your time here. In a situation like this, it is best to plan accordingly for unexpected challenges and foes.
- **Easy Mode (+200 BP, Cannot Be Taken with 'Hard Mode')** – Not looking for a great challenge? Just want to blast creatures apart with big guns. I gotcha. Taking this drawback will set the Battle Game into Easy Mode. This means that enemies are less durable and powerful than their normal counterparts. Now, you may be asking, "Why am I getting points for taking this?" You see, by taking this drawback, you will lock yourself out of the Normal and Hard Mode rewards. If your personal enjoyment is worth the loss, then more power to you.
- **Hard Mode (+200 BP, Cannot Be Taken with 'Easy Mode')** – Looking for even more challenges? Well, I won't deny you your desires. By taking this drawback, you will notice that the various creatures in the Battle Game are stronger than they were before. They take more bullets to bring down, and their attacks do more damage than usual. Please be aware of the fact that should you take this drawback, you will not receive the rewards for Easy Mode.
- **WESKER!!! (+400 BP)** – Remember how I said earlier that Battle Game had two infamous enemies? Well, a zombified version of Albert Wesker is the second. Perhaps it was the fruits of the Wesker project or the partially activated unknown virus in his system, but you will find that this zombified Umbrella agent is much more difficult to kill. While not any faster or more aggressive than your standard zombie, Wesker's durability is ridiculous, as he is able to take four .357 magnum shots at point-blank range

before dropping. Why is this important? A zombie Wesker will appear in every stage of the Battle Game.

- **The Golden One (+400 BP)** – The Golden Tyrant is well known for increased strength and durability. Unfortunately for you, it seems that this Golden status is spreading. Throughout every stage of the Battle Game, you will encounter one enemy who has taken on this golden hue, granting twice the durability and strength that they would typically have.

Onimusha 2: The Man in Black Rules



So with your hand pockets, your soul in your shoes, and what life you have left in a... Oh! Sorry about that. It's just that Jubei Yagyu looks remarkably similar to Private Detective Shunsaku Kudo of Tantei Monogatari or The Detective Story. To be fair, though, both are portrayed by the same actor, Yusaku Matsuda. Capcom must have realized this while developing Onimusha 2: Samurai's Destiny, as they created a specialized game mode with the detective in mind.

Called "The Man in Black," this mini-game involves a player moving throughout the ruins of the Yagyu village in search of twenty film reels. However, as one might imagine, collecting these reels is easier said than done. You only have five minutes to collect all twenty reels of film. To make matters worse, the Genma forces that initially destroyed the village still patrol it in search of survivors.

The win conditions of this mini-game are to retrieve all twenty film reels and reach a portal in the surrounding Mist Forest within five minutes. To lose this mini-game, one must either fall to the patrolling Genma or fail to retrieve the film and reach the portal in time.

Onimusha 2: The Man in Black Perks

- **Unnamed Yagyu Style (FREE)** – Considering the nature of combat, I decided to give a starting boon. You can now be considered a member of the Yagyu village. As such, you were expected to and did learn the village’s sword style. This style is on the simple side, as it is a precursor to the Shin-In style developed by the clan heir, Jubei, during and after the attack on the Yagyu Village. That being said, it is still a very useful thing to know when surrounded by the Genma and their human allies.
- **Item Sight (-100 OP)** – 20th-century film reels aren’t something that can be easy to miss in a 16th-century Japanese village. That said, when time is against you and enemies are hounding you after every step, you don’t have time to search every nook and cranny carefully. So, to make things easier, you can now tell what items in an area are important via a simple flashing effect that surrounds them.
- **Worthy of the Name (-200 OP)** – The name ‘Jubei’ would go on to be given to each succeeding heir of the Yagyu clan. You have the strength, or more importantly, the skill, to be considered as such. You are now a prodigy of blade work, easily assimilating and modifying existing styles into your own. More importantly, you can use martial weapons that you are unfamiliar with at the level of an average wielder as soon as you begin to wield them. Over time, you will start to develop more intricate techniques with new and unique weapons.
- **Issen Dance (-400 OP)** – Issen, or Flash, is a staple in the Onimusha series. It is a blindingly quick counterattack that can grievously wound or, in other cases, kill your enemies upon a single use. Jubei was a master of this technique, so much so that he could utilize it in a new and devastating manner. Beyond understanding and mastering the arts of True and Deflect Issen, you have also mastered the technique known as Issen Dance. This technique allows you to carry the devastating attack power of Issen to seven opponents in total upon initiating a single Issen attack.
- **Oni Blood (-600 OP)** – Jubei Yagyu was born through a union of man and oni. While physical evidence of this union would only manifest in his descendants, it was noted that Jubei was exceptionally strong. You, too, have this dual-natured ancestry. As a result, your physical abilities have greatly heightened, allowing you to successfully survive battles against high-class Genma such as Ginghamhatts and Gogandantess. While your oni heritage may not physically manifest, you may choose to have your descendants bear serpentine eyes in reference to Jubei’s mother, Takajo.

Onimusha 2: The Man in Black Items

- **Sponge Stick and Black Suit (FREE)** – This item is curious. Roughly shaped into a katana, this sponge stick is incredibly durable. It can easily smash boxes and vases without issue and send the Genma flying backward with its greater-than-possible striking power. Unfortunately, this cannot actually harm any living being, or in this case, Genma, that it strikes. All it can do is push them back. In addition, you will also receive a tailored copy of Shunsaku Kudo's black suit, complete with a hat and sunglasses. While looking like an ordinary suit from the late 1970s/early 1980s, you will find that it is incredibly comfortable and has been altered to have the same defensive abilities as Jubei's starting gear.
- **Takajo's Ring (-100 OP)** – A dark-colored ring of an unknown make and design. In truth, it is of Oni make, and it has little use on its own. However, this item will always seem to be the perfect fit when encountering locks requiring ring-based keys. Post-Gauntlet, this ring will work on any ring-based lock system.
- **Time Steel (-200 OP)** – Well, forget the whole not being able to destroy the Genma while here. This is a basic katana that has fully replaced the Sponge Stick you would have received for FREE while retaining the enhanced striking abilities of the Sponge Stick. If you wish to use it lethally, use the blade-edge side of the blade. To use it non-lethally, use the flat side of the blade. If you use this weapon during this mini-game, every kill will add 5 additional seconds to your timer, and with Issen, every kill will add 10 seconds to your timer.
- **Elemental Weapon (-400 OP)** – Onimusha 2: Samurai's Destiny has four elemental weapons normally found by Jubei. Most of these weapons can be acquired through various shrines and locations of importance. There is another one that can be found in the Phantom Dimension, but we'll discuss that later. Purchasing this option will give you one of these weapons for your personal use. Please see below for the weapons available. However, whichever weapon you choose will be in its Level 1 state. As a final note, be aware that the magic contained in these weapons is finite, so if you wish to use them, be mindful of what you use it on.
 - Buraitou (Thunder Dance Sword)
 - Hyoujin-Yari (Ice Blade Spear)
 - Senpumaru (Whirlwind Blade)
 - Dokoutsui (Earth Barren Hammer)
- **Time Pillars (-600 OP)** – Time extension items were something that would appear a bit later in Capcom's library of games. However, that shouldn't stop you from benefiting

from them. Throughout the Yagyu Village and Mist Forest, you will find a series of ten crystalline pillars. Destroying these pillars will give an additional 30 seconds each. Post-Gauntlet, these pillars will appear in situations where there is time against you.

Onimusha 2: The Man in Black Companions

- **Investigative Partners (-100 OP or -200 OP)** — In “Detective Story,” Shunsaku Kudo had two ‘assistants’ that doted on him, and well, it wouldn’t do if you didn’t have something similar, would it? You may bring two companions into this particular minigame to help you. They will receive half the OP you acquire through the taking of Drawbacks.
- **The Man in Black (-400 OP)** – Whether it’s Shunsaku Kudo or Jubei Yagyu dressed as the detective, The Man in Black has decided to join you during this mini-game. As such, he will come with the following perks and items.
 - Perks
 - Unnamed Yagyu Style
 - Worthy of the Name
 - Issen Dance
 - Oni Blood
 - Items
 - Sponge Stick

Onimusha 2: The Man in Black Rewards

The following rewards will be given to a Jumper should they complete “The Man in Black” under the conditions described below. Any item received here will not need maintenance or repair. Should they be lost, they will reappear in your warehouse within a week.

- Normal Mode Reward
 - **Shogun’s Projector** – For finding all twenty film reels in a normal setting, you will receive a unique projector and screen. The screen can be easily deployed, but the projector can’t seem to be opened. That is because the projector plays important scenes from your past. Each scene, however, will show you wearing the Man in Black’s suit, Sunglasses, and all. It also comes with the albums that the Shogun produced around the time that “The Detective Story” came out. As a final note, should you have purchased the “Elemental Weapon” item, the weapon you have chosen will be modified to have a slow regenerating pool of magic power.
- Hard Mode Reward

- **Rekka-Ken (Raging Fire Sword)** – For finding all twenty reels under harder than normal conditions, you will receive the elemental weapon known as Rekka-Ken. Imbued with the power of fire, it was said that this sword was the strongest of all the Oni elemental weapons. Its power was such that it was sealed away in the phantom for fear of its misuse. Unlike the original version, this version has been altered so that it has an infinite pool of magical energy.
- **Critical Mode Reward**
 - **Oni Mark** – For finding all twenty film reels under Critical Mode, the Oni Clan has deemed it necessary to gift you with their mark. It will appear as a tattoo on the palm of your non-dominant hand or the palms of both hands if you are ambidextrous. This mark will allow you to take in and store the souls of the slain for the purposes of strengthening yourself or your equipment. In addition, you can also store magical weapons in the mark in order to carry them more easily and, eventually, unleash their power.

Onimusha 2: The Man in Black Drawbacks

- **Evolution Tanked (+100 OP)** – Onimusha 2: Samurai’s Destiny had many innovations and expansions from the original Onimusha, like story routes, playable characters, and relationship systems. What didn’t change was the game’s tank controls. From now until the time the minigame is completed, you will be locked into a third-person viewpoint and move through classic tank controls.
- **Heavy Fog (+100 OP)** – The Yagyū Village is located on the edge of the Fog Valley and Mist Forest. As stated in the Rules section, the last few reels and exit portal is located in this location. Now, a front must have moved in, which caused the fog from the forest to spread. As a result of this, heavy fog exists in all areas of the mini-game, reducing visibility.
- **Armored Effects (+200 OP)** – Enemies in “The Man in Black” mode can be pushed and even thrown to the ground with simple attacks. Now, this isn’t so much the case. Whether it’s their physical durability or their armor, you will find that enemies are harder to push back through standard attacks.
- **Randomization (+200 OP)** – Did you play this mode before coming here? I applaud you for that. I truly do. Unfortunately, that knowledge won’t be of much use to you now. You see, the reels you have been looking for have been moved around to new locations. Oh, they are not terribly far from their original spots. However, this will cause you some degree of confusion and nervousness when looking for all the reels.

- **Hard Difficulty (+400 OP)** – Onimusha 2: Samurai’s Destiny had three difficulty options. In order to get the Ultimate Mode, one would need to complete the game on the Hard Difficulty. Now “The Man in Black” has been set to that difficulty. This means that enemies are twice as strong, fast, and numerous, and healing items are only 75% as effective as they normally are.
- **Never-Ending (+400 OP)** – The forces of the Genma that are patrolling the Yagyu are numerous already; however, now there seems to be no end to them! You will find that during your time here, any Genma you slay, should you be able to, will be replaced shortly after by another Genma of the same type through a portal to a dark dimension.
- **Critical Mode (+600 OP)** – Introduced as a challenge mode, Critical Mode made it so that Jubei could only successfully damage enemies through the use of Issen moves. Now, a variation of that restriction has been placed. Unless you are using a lethal weapon, you must use Issen to drive back the Genma and make a safe degree of distance. If you are using a lethal weapon, then Issen is the only method you have available to harm and destroy the Genma.
- **Time Loss (+600 OP)** – “The Man in Black” mode usually gives you five minutes to complete it. That is usually enough time to do so if you know what you are doing. However, upon taking this drawback, an interesting effect has manifested. Your starting has not been affected, but rather, your enemies have. Each time they land a blow against you, you will lose five seconds of your available time.

Special Rewards

As stated in an earlier section, the following two rewards can only be acquired should a Jumper complete both mini-games during their time here. They can also be merged into a single property, should you desire it. This will blend their architecture and features into a cohesive whole.

- **Spencer Mansion (1996 Variant)** — For completing both “The Man In Black” and “Battle Game,” you will find that the original version of the Spencer Mansion and the surrounding acreage of the Arkaly Mountain Forest have been added to your warehouse as attachments. While the Arkaly isn’t too special, the mansion is. Cleared of the various BOWs that roamed the halls and grounds, this property can be used as a place to entertain guests, a retreat home, and as a viral research laboratory. You will receive a specialized map of the mansion and a key ring containing copies of the various keys made by either the original architect, George Trevor, or its original owner, Oswald E. Spencer.

- **Yagyū Village** – For completing “The Man In Black” and “Battle Game,” you will find that the Yagyū Village and the Mist Forest have been attached to your warehouse. While it is in a state of ruin, followers can easily repair and repopulate the village. Upon repopulating, its new inhabitants will construct unique weapons that can be easily hidden as common tools and focus on virtuous forms of strength and martial training.

Changelog and Notes

- **8/12/2024 – Version 0.9 Created**
- **8/17/2024 – Version 1.0 Created**
 - Grammatical and Spacing Issues corrected.