

Rockman Zero 2 (Import) Guide

by Reeve

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=====Rockman Zero 2 Guide=====  
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Index:

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1. Introduction
2. Weapon Upgrades
3. Elemental Weapons
4. Cyber-Elves
5. Ranking
6. Forms
7. EX Skills
8. Underground Lab (Opening Stage)
9. Snake Stage
10. Polar Bear Stage
11. Panther Stage
12. Phoenix Stage
13. Beetle Stage (mid-level)
14. Secrets and Tips
15. Legal

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1. Introduction:

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Welcome to the official Mega Man Network guide for Rockman Zero 2, the Japanese version of the second installment in the Gameboy Advance series. This guide is written to cater to those who do not understand Japanese, so notes will be given to give visual reference, and the guide will be changed significantly when the US version comes out. Refer to the index above for an easy reference guide, and go to <http://www.megaman-network.com/> to find HTML versions of this guide, along with guides for all of the other games in the Mega Man series. Happy gaming.

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2. Weapon Upgrades:

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There are four basic weapons available to you in Mega Man Zero; the Buster Gun, the Z-Saber, the Chain Rod, and the Shield Boomerang. The Buster Gun and Z-Saber are provided to you from the beginning of the game. The Chain Rod and Shield Boomerang can be gained from Servo in his engineering room after you've beaten the first stage. The levels are based on how often you use a technique. For example, if you jump and use your Saber alot, you'll gain the ability for the air spin attack before anything else.

Stars (weapon experience) is gained by use (see the Secrets and Tips section for an easy

way
to gain experience). New abilities are gained with each new star.

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3. Elemental Weapons:

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Elemental weapons are gained by fighting certain bosses. There are three Elemental effects:

Fire, Lightning, and Ice. Lightning is gained by defeating Pantaa Furakurosu (the panther),

Fire is gained by defeating Fenikku Magumanion (the phoenix), and Ice is gained by defeating

Pooraa Kamubeasu (the polar bear). To use an elemental weapon, charge up any of the four weapons (the ability to charge must be gained, see above). Each weapon has a different charged attack, and therefore the way that each weapon uses an elemental is different. The Buster is a long-range attack, while the Saber and Chain Rod are closer range. Different combinations of elements and weapons work best against different bosses. To use an element,

equip one in the menu screen and then charge the attack until the charge turns orange.

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4. Cyber-Elves:

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There are three types of cyber-elves and they can be found in various places, from destroying

bosses to defeating normal enemies. The types of elves are Red (Nurse), which affect Zero's

life gauge, Green (Animal), which affect Zero's offensive or defensive power, and Blue (Hacker), which affect the stage itself.

Cyber-elves can only be used once. You can equip three at once for use in a stage. There are

also three sizes of elves in each of those three categories. Small, medium, and large elves

exist. Small elves have a one-time use. For example, a small green elf might cast a barrier

around you for the duration of a stage. Medium elves can be upgraded once, and after they have

been upgraded have permanent effects after use. For example, a medium red elf might give you a

Sub-Tank that you can fill and reuse from that point forward. Finally, large elves can be upgraded twice, and also have a permanent use, and the effects are greater. Elves are upgraded

by gaining Energen Crystals, small green circles encased in a blue square that is sometimes

dropped by enemies or can be found in various places (see the Secrets and Tips section for an

easy way to gain Energen Crystals). Below is a full listing of the Cyber-Elves and their uses.

Elf Functions:

Largest nurse elf - Gurandii

adds double layer to lifebar

Medium nurse elves on top - Eepii, Fuupii, Maapii, Yuupii

adds 4 units to lifebar

Medium nurse elves in middle - Aanyu, Chaanyu

adds 2 to your extra lives

Medium nurse elves bottom row - Esutan, Peatan

becomes a sub tank

Green small nurses - Emikku, Satikku, Parakku, Mitikku
 refills your lifebar entirely

Blue small nurses - Ishiira, Tomiira, Mikiira, Rimiira
 turn enemy shots into health

Orange small nurses - Kyoroppu, Miropu, Meroppu, Riropu
 fly at the top of the screen and drop life energy

Red small nurses - Kerifu, Ririfu, Murifu, Nurifu, Orifu, Pirifu
 refill 8 units of life

Largest animal elf - Puchikku
 spikes and magma don't kill instantly anymore

Cheetah elf - Jetta
 increases running speed

Monkey elf - Atchii
 increases ladder climbing speed

Frog elf - Keroron
 slows your drag speed while clinging to walls

Cow elf - Funbaffa
 you won't get pushed back when receiving a hit

Bird elves - Baawin, Baaearu, Baakyari, Baahangu, Baafuroo, Baaheru
 rescue you if you fall in a pit

Bee elves - Biisaruto, Biishotto, Biisutin, Biibaito, Biihitta, Biifaiya, Biiirancha, Biiretto
 fire shots at your enemies

Globefish elves - Bonguruu, Bonseruu, Bonpafuu, Bonburoo
 absorb some hits, then explode

Sea Otter elves - Pitakka, Pitakku, Pitakke, Pitakko
 freeze-tag some enemies so they can't attack

Largest hacker elf - Baiini
 doubles the value of life and energy items

Knight elves - Meenaito, Raanaito
 wipe out minor enemies in a stage

Giant Hammer elves - Hanmaado, Hanmaamu
 cut next boss' life energy in half

Alarm clock elves - Kurokkuru, Kurossuru, Kurotteru, Kuropuru
 slows mission timer

Stopwatch elves - Sutokkamu, Sutokkeru, Sutottasu, Sutottemu, Sutoppasu, Sutopperu
 freeze some enemies in time

Treasure box elves - Deruusa, Deruune, Deruuno, Deruuwa
 minor enemies always drop items when defeated

Mettool elves - Mettorabu, Mettorina, Mettorusa, Mettoreno
 turn minor enemies into mettools

Bank elves - Ekuuru, Eshiiro, Edaana, Enaare
 gives you a temporary A rank

Elf Locations:

Opening

Sutokkamu - electric Golems
 Mettorina - spinning spike towers
 Deruusa - round green plant-like enemies
 Baawin - green condor enemies
 Aanyu - box in small inlet cave below level

Resistance Base

Pirifu - box on roof of base behind left lookout tower
 Mikiira - talk to lookout reloid on the right on floor 5
 Deruune - box on bottom level room 1F-B
 Enaare - pass Andrew's quiz, during second wave of boss stages only

Snake

Meenaito - drill nosed moles
Biishotto - orange bees
Bonseruu - purple bomb bees
Pitakka - orange spiders
Puchikku - giant stone mid-boss
Eepii - box in trees above starting point
Eshihiro - box in trees that's visible
Kerifu - box on ledge in ruins

Polar Bear

Pitakke - jumping fishes
Funbaffa - bulldozers
Atchii - blue cannons that twirl on pipes
Hanmaado - ice Golem
Ishiira - box on floating ice
Fuupii - box in right upper corner of Golem room
Ekuuru - box above slopes lined with spikes

Phoenix

Bonpafuu - spinning flying bombs
Biiiranacha - large round mini-boss machines
Baiini - clear all the moving laser cannons
Biisutin - blue flying aiming cannons
Raanaito - flame Golem
Sutottasu - box behind blow-up wall
Gurandii - box above bombable ceiling near first gate
Kyoroppu - box in maze of pink pipes

Panther

Baaearu - green spiky tires
Mettorabu - small purple-shelled enemies
Emikku - box left of where you begin
Kurokkuru - box on ledge after supplies platform

Neo Arcadia raid

Baakyari - from tie-fighter like enemies
Biibaito - X-Droids with electric prods
Esutan - box in right corner behind pullable block
Ririfu - box in left corner behind pullable block

Beetle

Peatan - take path above the electric field box
Sutokkeru - take path below the electric field, right side of wall box
Riropu - box in upper right corner in large room of electric field traps
Edaana - box in top left corner during evacuation

Frog

Keroron - green wormy bugs
Baahangu - pit jumper enemies
Deruuwa - box hidden in trees
Hanmaamu - box above blue chain rod ledges
Maapi - box through hidden passage below ruins entrance
Mitikku - box below spike trap passage
Tomiira - box after walk-through wall
Kurotteru - box on lower right corner ledge

Leviathan

Pitakku - snow dogs

Biifaiya - snowball tossers
Bonburoo - floating orange bombs
Bonguruu - green land mines
Murifu - box left of beginning
Rimiira - box above slopes lined with spikes

Harpaia

Baafuroo - red/blue fireflies
Biihitta - green creeping/leaping X-Droids
Chaanyu - box behind hidden cavern along right side of spike pit
Miropu - box on top of tall cliff
Kurossuru - box over spiky ledge on left
Deruuno - box after Golem fight

Fefnir

Jetta - purple shield & mace X-Droids
Mettorusa - spinning tri-elemental cannons
Sutottemu - box hidden behind purple pipes
Yuupii - box under ladder beneath big green cannon X-Droid

Rainbow Devil mk-2

Biiretto - big green cannon X-Droids
Nurifu - box on a ledge
Parakku - box on later ledge

Fefnir 2nd

Pitakko - red wall-crawling cannons
Satikku - box on ledge before magma bridge
Sutoppasu - box on ledge with purple mace & shield X-Droid

Leviathan 2nd

Orifu - box on pillar top in middle of first room
Meroppu - box on middle ledge in dog-ridden area
Kuroppuru - box on left ledge during floating ice platform section

Harpaia 2nd

Biisaruto - gun arm X-Droids
Baaheru - barrier attacker enemies
Sutopperu - box on second ledge down on right cliff wall
Mettoreno - box on ledge in electric field area

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5. Ranking:

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Ranking is achieved by achievements and performance during stages, based on various factors such as damage taken, amount of time to complete a mission, and so on. There are grades you get for rank: S, A, B, C, D, E, F (in descending order), and these help determine your EX Skills.

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6. Forms:

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Forms are special bonuses you get for playing with certain styles. If you play hard enough, you will get a Form that you can have Zero change into that will reflect that particular style. For example, if you use your Buster a lot, you will probably get the X Form, enhancing that

particular ability further.

The method by which most Forms are gained is mathematical. There are seven categories the game tracks in every mission that pertains to Forms. If you get the correct amount or higher

in one of these categories that you haven't already gotten a Form change for, you will receive a

new one. There is also a hierarchy of which Forms are seen as most important, so that if there is a tie, the game will assign only one and not both. The hierarchy of Forms goes in this order: Energy > X > Defense > Erase > Active > Power > Rise

The following is a list of the Forms, their abilities, and the criteria for getting them:

Form: Energy

Ability: Energy and Energen is more often gained from defeated enemies.

Criteria: Number of life capsules picked up.

1 point for each capsule, 25 points needed.

Form: X

Ability: Shoots Buster faster and charged shots are more powerful.

Criteria: Number of enemies killed with the Buster. Kills, not hits, count.

1 point for each kill, 50 points needed.

Form: Defense

Ability: Halves damage from enemies.

Criteria: Number of enemies killed with charged Shield Boomerang. Kills, not hits, count.

Enemies killed by energy bullets being repelled does not count.

1 point for each kill, 20 points needed.

Form: Erase

Ability: Z-Saber and Shield Boomerang destroy enemy shots.

Criteria: Number of enemy bullets reflected by Shield Boomerang.

1 point for each ricochet, 30 points needed.

Form: Active

Ability: Z-Saber use enhanced during jumps.

Criteria: Number of enemies killed with a dashing slash. Kills, not hits, count.

1 point for each kill, 20 points needed.

Form: Power

Ability: Z-Saber always makes the largest slash available.

Criteria: Number of pulls with the Chain Rod.

Doesn't matter what's pulled: blocks, enemies, life capsules, etc.

Must be pulled, not just grappled and let go.

1 point for each pull, 30 points needed.

Form: Rise

Ability: Z-Saber makes an upward slash in set of three.

Criteria: Number of enemies killed with the jumping slash. Kills, not hits, count.

1 point for each kill, 20 points needed.

Form: Proto

Ability: Enhances attack power, but puts all weapons at 1 Star.

Criteria: Gained for clearing the game.

Form: Ultimate

Ability: Allows special key commands for charged Z-Saber attacks.

Criteria: Gained after using all elves in any mission.

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7. EX Skills:

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You get these for defeating a boss while having an A or S rank (see above). EX Skills must be activated in the sub-menu before they will be used actively in battle. Below is a listing of which boss gives each EX Skill, and what it does.

Received From: Snake

Skill Name: Laser Shot

Function: Turns elementless charged Buster shot into piercing laser.

Received From: Polar Bear

Skill Name: Triple Shot

Function: Turns ice-element charged Buster shot into arrow-type that divides in three upon contact with an enemy.

Received From: Panther

Skill Name: Spark Shot

Function: Turns thunder-element charged Buster shot into electric shot that divides in two (1 up and 1 down) when it hits an enemy.

Received From: Phoenix

Skill Name: Tenshouzan

Function: Press up + Z-Saber attack while on the ground, an uppercut type sword attack combined with flame chip becomes fire element attack

Received From: Beetle

Skill Name: Sengatotsu

Function: Use the Saber while dashing for powerful straight-forward attack. Combine with thunder chip to become an elec element attack.

Received From: Frog

Skill Name: Energy Chain

Function: Hold down the attack button to attach the Chain Rod to an enemy and slowly drain their life away to refill your own.

Received From: Leviathan

Skill Name: Rekuretsuzan

Function: Press down + saber attack while in mid-air to perform a straight downward slash. Combine with ice chip for ice elemental attack.

Received From: Fefnir

Skill Name: Blast Shot

Function: Flame-element charged Buster shot causes a small explosion for extra damage when it hits an enemy or wall.

Received From: Harpuia

Skill Name: Kougenjin

Function: Press down and Saber attack while standing to perform a wave attack.

Received From: Rainbow Devil mk-2

Skill Name: Filter Shield

Function: Use the Shield Boomerang at close range to turn enemy energy shots into energen crystals. Must turn on the shield just before the enemy shot hits.

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8. Underground Lab:

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This first stage is fairly simple. Use your Buster Gun or switch to your Saber if you're more comfortable using it, and blast through the various enemies. Most are rather simple, the X-Clones are the same as always, and the towers merely have to be hit at the right time. You can continue through this relatively simple stage until you reach the first

Electric Golem. When his hands that are closer to the left side of the screen light up, make sure that you're far away. When his hands that are closer to the right light up, make sure you're close. Between firings, hit him with your Saber or Buster. You'll then move on in the stage, which remains to be relatively simple until you find the second Elec-Golem. This one is tougher due to the gaps in the floor, but the idea remains the same. Just jump back and forth instead of running to avoid his blasts, and keep hitting him. Before long, you'll find yourself at the comparatively simple boss.

Scorpion Strategy

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The Scorpion boss is fairly simple. Stay to the far right side of the screen and run away. When he fires his blade at you (you can tell he's preparing because it will turn red), jump over it and slash his face with your Saber. He'll sometimes make holes in the floor with his tail before firing the blade, and this creates the minor challenge of making sure you don't fall in the hole as you attack. Just jump over it if it's nearby. Most of the time he'll roll over it himself before you get there, removing it as a threat. Keep attacking at the right opportunity and this simple boss will be destroyed.

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9. Resistance Rescue Mission:

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Among other things, this stage introduces you to the Chain Rod, a grappling hook device. Use this to grapple onto the floating purple robots to swing across the pits. The most dangerous enemies in this stage are likely the mace ball robots with the shields (similar to those in Mega Man X). They have considerable range, so it might be wise to use the Z-Buster in these situations.

Hyuureggu Urobokkuru Strategy

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This boss is fairly easy, and should probably be the first one you take on. Try to have your Z-Saber at Level 3 or higher, and hack away at him with charged slashes. Dash-jump to avoid his mini-snakes, and destroy the "slinkies" that he sends down the ramp he sometimes creates. If you slash at him with a Level 3 strike, he may not even get a chance to use some of those attacks. Note that the snake has the ability to rearrange the blocks you are standing on. Following the "slinky" attack, he may reconfigure them into a cage pattern and try to shoot a laser in between them. Quickly ascend to his level and strike him several times. Always be mindful on how the blocks move when he shifts them - otherwise you may find yourself with no solid ground.

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10. Computer Destruction Operation:

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Given that this stage is mostly frozen, there are many slippery surfaces to contend with. What this means is that Zero, for the most part, will be unable to dash jump from a standing position. In order to get around this obstacle, you may wish to use the Chain Rod to grapple onto the ceiling and swing across danger. At more than a few points, you must do this. You will also encounter the

Ice Golem in this stage. Use the Z-Buster to destroy the icicles that he fires, then dash under his massive bulk when he rushes towards you. As he comes back around, unleash a charged shot and repeat the pattern as before.

Pooraa Kamubeasu Strategy

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This boss requires nothing more than a buster and some patience. It helps if your Buster is powered up to the level that it can charge, and even more helpful if you can attach the Fire element to it. But it's not by any means necessary. Stay high on the wall waiting for him to make a pillar of ice. Either destroy the spikes on the top, wait for him to destroy the spikes on the top (which he sometimes does with a snowball), or just wait for him to approach. If the ice on the pillar is destroyed, you can stand on it and be in perfect position to hit him with 2 to 3 charged shots before you jump back on the wall and dash-jump over him. Then go to the other wall and repeat the process.

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11. Plunder the Supplies Operation:

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Slightly reminiscent of the train stage in the first Zero game, this level is fast and rife with enemies. You will encounter many of the rolling spike wheels, some of which are dropped from above by transport robots. At certain points, you will also witness a series of girders rush towards you. These are a warning to prepare to jump, as soon a solid girder will rush towards you. This is irrelevant if you are inside the train cars themselves, but if you are wander on the roof, you may get smacked by them. You will also encounter a scene where transport robots attempt to steal the cargo from the train. Hold them off in order to receive an award.

Pantaa Furakurosu Strategy

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Despite being fast, this boss can actually be fairly easy. I suggest one of two strategies; they both work. One requires more patience but less skill, and the other is vice-versa. For the one that requires skill, wait near the middle of the area for almost the entire battle. He'll jump over you most of the time, and this puts you in a good position to easily dodge his attacks. When he starts charging, go to the end of one of the train cars (whichever one he isn't occupying) and his attack won't reach. When he fires purple energy, dash-jump over them. As he jumps over you, have a charged saber attack ready to strike him with, and just keep repeating. The other strategy, that requires much patience, is to cling to the side of the left train car. He'll fire two attacks that can still reach you, but always in the same order. You have to be high on the train car for one, and low on the train car for the next, every

time. He'll occasionally get close to the edge, and you can rise up and (while still clinging to the car) hit him a few times, and then continue to wait. It's important to know that if you do this strategy, you must make the final hit while you're standing over solid ground. If you try to make the final hit while still on the train car, Zero will automatically become static and you'll fall to your death. The win won't count. Another variant on this same strategy is to cling to the right train car. From here, virtually all of his attacks won't hit you unless you are too high up. Otherwise, slash at him when he is standing near the edge.

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12. Power Plant Destruction Operation:
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This is one of those stages where it seems like everything explodes. From time to time, you will encounter chutes that spool-shaped robots will emerge from in limitless quantities. If you fire at them, they will lose control and go flying off in the direction of the fire. If they hit a wall, they will destroy it. More importantly, the walls lined with spikes can be destroyed using them. At various points, you will have to fight a cooling dome with several defense turrets. The first one is a cinch, but the second one requires a bit more finesse - try standing in between the first and second turrets and using the Chain Rod to fire upwards at the dome. Destroying the last one will release Fenikku Magumanion. Brace yourself for a real fight.

Fenikku Magumanion Strategy
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This is undoubtedly the toughest of the first four bosses, and perhaps one of the toughest in the game. He counters everytime you attack, suddenly turning invisible and nullifying the attack you would've had. The only way to beat him is to force him into a counterattack, and then counter his counter. If this weren't tricky enough, the ground will occasionally rumble, letting you know that soon fire will rise from the ground. There are tiny slits of "safe spots" that you can go to when the fire is rising, or you can go into the alcoves of doorways if you're in the original level (this doesn't work for the boss revisitation). The safest method is to sure you don't get him started on a counterattack when fire is about to come. You have time between the fires to make him do one or two counterattacks, but anymore than that is pressing your luck. As for the counterattacks themselves, he has a variety. The best method is to use a charged Electric-Chip buster attack. He's weak to Electricity. Fire a shot at him, and then immediately start charging your Buster. He'll sometimes rise just a little above his original position, which means he's going to fire projectiles. This is the ideal, because they're easy to dodge and he doesn't move so you can hit him as he does it. He sometimes also warps

over to where you are, and can pick you up for a crushing counterattack in which he summons bosses from the Mega Man X series. Dash under him to avoid this attack. Try to get a counter-shot in, but don't risk your life over it. Stamina is more important here. He will also sometimes appear in four places. You can shoot wildly among these four in hopes that you'll hit the right one, or you can avoid him. Which you do is up to you, but I'd recommend the latter.

Another strategy to note on this boss is that you don't actually have to shoot at him to force a counterattack. In fact, if you have a charged Z-Saber and you come near him, he will teleport away and commence a counterattack. In this way, you can preserve your charged shot so you can really let him have it when he materializes. A charged Elec Z-Saber will cancel all of his attacks if you hit him - including when he lunges towards you as a fireball. Still, it's no walk in the park.

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13. Abandoned Base:
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After defeating the first four bosses of the game, Zero follows Elpis and company to a base, only to arrive with the base in shambles. After fighting some X Clones and using dash jumps and the Chain Rod to cross spiked pits, you will encounter a battle royale against not one, not two, but three Golems - one after another.

Laser Golem: This is the same Golem you fought back in the intro stage. Once again, it has two methods of firing its lasers, the spread laser and the cross laser. Use your standard weapon here and try to conserve your energy.

Fire Golem: This Golem is equipped with two massive flamethrowers. It will generate rings of fire and hurl them your way. Climb to the upper-left corner of the room to avoid this. It will also shoot some fire that races along the ground. Again, you'll be safe climbing the wall. Inexplicably, you should use the Elec elemental against this Golem, not the Ice elemental.

Ice Golem: You met this Golem back in Pooraa Kamubeasu's stage. By now, you'll have the Fire element though. Again, use your Z-Saber to slash at his icicles. Dash jump over any snowballs he makes. And dash under him when he charges at you.

Kuwagasuto Ankatusu Strategy
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This boss can be rather difficult if treated improperly. First off, he likes to dash towards you. If you don't dash-jump over him, he'll take you in his pincers and hurt you quite a bit. Second, he uses a tornado to suck you in. A combination of dashing and jumping in the opposite direction helps avoid this attack. And

he uses his a purple projectile attack that must simply be dodged by dashing. Overall, simply avoid these attacks as best you can while striking at him when the opportunity arises between attacks.

[More Level Walkthroughs Coming Soon]

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14. Secrets and Tips:
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1. Easy Levels, Sub-Tank Fill, Energen Crystals - In Dushisu Forest, equip the Fire elemental and burn down the leaves of trees to get energy and energen quickly. To gain your weapon max easily, go to the Power Plant (Fenikku Magumanion's stage) and stand still as you hit the buckets of fire that go by.
2. New Game Plus - Similar to games such as Chrono Trigger, after beating the game a new one can be started with your upgrades in tact. Simply wait for the credits to end and save your game when you have the option, and then select that game in the continue screen of the main menu. You'll start a new game with any effects from the cyber-elves still in use. Your weapons, however, will not be in their upgraded form.
3. Hard Mode - To play in Hard Mode, hold L while starting a new game after having beaten the game. You won't be able to charge any weapon but the Shield Boomerang in this mode, so elementals are quite impaired and your weapons stay at their basic model.
4. Sub-Tank Locations - Unlike the previous Mega Man Zero game, this one has two Sub-Tanks hidden in levels like the X series. The rest of the power-ups are gained via Cyber-Elves again.
Below are the locations of the Sub-Tanks:
 - a. Hyuureggu Urobokkuru's (Snake's) stage. The third large block you see can be pulled down into the pit with the spikes using your Chain Rod. Do this, then jump down and stand on the block, using it to dash-jump over to the Sub-Tank in the corner.
 - b. Baaburu Hekerotto's (Frog's) stage. In an area with crumpled blocks floating in the air, you have to watch which ones you destroy so you still have one to stand on and reach a large block that can be grappled and pulled out of the way to reach the Sub-Tank.

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15. Legal:
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