

NOTE: 20 randomized moves planned, 4 random given when text box is open

Loading game

Player 1 and 2 appear!

player(x) goes first! (50/50 chance)

Game start!

Health bar shows up for Player 1 (100/100)

Health bar shows up for Player 2 (100/100)

Special bar shows up for Player 1 (100/100)

Special bar shows up for Player 2 (100/100)

Open text box (Randomized)

Textbox 1 (Upper left corner):

Move 1,5,13,17,20 randomized, only one placed

Textbox 2 (Upper right corner)

Move 2,7,12,16,19 randomized, only one placed

Textbox 3 (Lower left corner)

Move 3,8,9,11,14 randomized, only one placed

Textbox 4 (Lower right corner)

Move 4,6,10,15,18 randomized, only one placed

Textbox 5 (Wait) (Lower middle)

(Rest)

(You don't have enough SP to use this move.)

If player clicks textbox 1: move will be activated

If player clicks textbox 2: move will be activated

If player clicks textbox 3: move will be activated

If player clicks textbox 4: move will be activated

If player clicks textbox 5: their turn will be skipped, and they will gain 10 in both special bar and health bar (MAX 100)

Player(1) Uses (Move)!

Player (2) got hit.

(x) HP Lost.

Player (2) dodged the attack!

Player (1) healed (x)HP.

Player (2) countered the move!

Player (x) got knocked out.

Player (x) won!

(-)Move 1: Zaps opponent with a small bolt (5-8 HP, 100% Accuracy) (5 SP)

(-)Move 2: Hits opponent with a small orb (0-20 HP, 88% Accuracy) (10 SP)

(+)Move 3: Heals yourself with a small orb (0-20 HP, 88% Accuracy) (10 SP)
 (-)Move 4: Hits opponent with fire (5-35 HP, 80% Accuracy) (12 SP)
 (-)Move 5: Instantly kills opponent (All HP, 5% Accuracy) (25 SP)
 (EX)Move 6: Throws water at opponent, giving yourself another turn (0 HP, 100% Accuracy) (15 SP)
 (-)Move 7: Ice shard attacks opponent (5-30 HP, 90% Accuracy) (12 SP)
 (-)Move 8: Attacks opponent with special "dragon" power (50-80 HP, 50% Accuracy) (50 SP)
 (-)Move 9: Rocks thrown at opponent (5-40 HP, 65% Accuracy) (15 SP)
 (-)Move 10: Sharp air hits opponent (5-25 HP, 85% Accuracy) (10 SP)
 (-)Move 11: Magic green wave thrown at opponent (5 HP, 100% Accuracy) (5 SP)
 (-)Move 12: Knife summoned and thrown at opponent (10-20 HP, 60% Accuracy) (5 SP)
 (EX)Move 13: Puts opponent in a deep sleep that will make them lose 1-3 turns (NO HP, 75% Accuracy) (25 SP)
 (-)Move 14: Snowball thrown at opponent (1 HP, 100% Accuracy) (1 SP)
 (-)Move 15: Light explodes at opponent (25-40 HP, 85% Accuracy) (30 SP)
 (EX)Move 16: Counter, opponents next move will bounce back to them as long as it's a damaging move, lasts until your next turn (NO HP, 100% Accuracy) (40 SP)
 (-)Move 17: Loud noise to opponent (5-30 HP, 80% Accuracy) (10 SP)
 (-)Move 18: Opponent hit by beam (20-40 HP, 70% Accuracy) (25 SP)
 (-)Move 19: UFO blasts through opponent (80 HP, 30% Accuracy) (70 SP)
 (-,+,EX)Move 20: Randomizer (this move will select a move from 1-19) (See moves for HP, See moves for Accuracy) (10SP)

MOVE NAMES:

Move 1: Bolt
 Move 2: Orb Type 1
 Move 3: Orb Type 2
 Move 4: Flame Hit
 Move 5: Vibe Check
 Move 6: Water Stun
 Move 7: Ice Shard
 Move 8: Draco Power
 Move 9: Rock Throw
 Move 10: Air Cutter
 Move 11: Temp
 Move 12: Knife Throw
 Move 13: Sleep
 Move 14: Snowball
 Move 15: Light Burst

Move 16: Counter

Move 17: Noise Blast

Move 18: Beam Light

Move 19: Sub Hit

Move 20: Quarx