This is a magical arena for fighters where two opponents fight to decide who is the best.

You control one fighter and must help them win.

A draw means you also lose.

The goal is to win all fights while using as few of your fighter's lives and with minimal help from you.

Level: 0, characters spent: 0
You are a rabbit, your enemy is a wolf
You can now tweak yours character, if you like.
So you are a rabbit

Level: 0, characters spent: 0
You are a rabbit, your enemy is a wolf
You can now tweak yours character, if you like.
So you are a rabbit of size Earth

Level: 0, characters spent: 0
You are a rabbit, your enemy is a wolf
You can now tweak yours character, if you like.
So you are a rabbit of size Earth

Fight: a rabbit of size Earth versus a wolf, let's see how it goes! and you won! Fighter A is a rabbit of the size of Earth. Its sheer size would make it impossible for the wolf (Fighter B) to harm it, let alone defeat it. Therefore, Fighter A is most likely to win. Characters spent at this level: 13 Total characters spent: 13

Level: 0, characters spent: 0
You are a rabbit, your enemy is a wolf
You can now tweak yours character, if you like.
So you are a rabbit sized Earth

Fight:

a rabbit sized Earth versus a wolf, let's see how it goes! and you won! Fighter A is a rabbit sized Earth, which means it is a miniature version of our planet. It would have its own gravitational pull, albeit very small, and would be made of various hard materials like rock and metal. A wolf, Fighter B, would not be able to harm it significantly. Therefore, Fighter A is most likely to win.

You are a rabbit, your enemy is a wolf of size

There are obvious hacks: a rabbit that always wins

We see what you did here, from now one you you'll be watched.

10 lives were also subtracted.

You are an irresistible force, your enemy is an unbreakable wall

You are an irresistible force but with anti-paradox magic

You are Leicester City F.C., your enemy is Manchester City F.C.

You are Hitler, your enemy is The Allies

You are A fighter that is a training procedure, your enemy is A fighter that is a CUDA out of memory error

You are Julian Togelius, your enemy is Georgios Yannakakis You can now tweak yours character, if you like. So you are Julian Togelius

12 levels (+1 bonus level I cannot beat), 99 lives

Leaderboard:

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1. Marko, Martin & Dante: total characters spent: 1832, lives left: 9
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Lesson learned

- It was fun!
- Spent quite some time experimenting with open source models (open-llama-3b, 7b, and more) so far not on par (the idea was to run all at my laptop)
- Attempted to tune large llama models to openai output, did not get good results
- 200 LOC (including levels)
- Felt back to GPT-4