**Better move**: The move with the higher DPE

**Cheaper move**: The move with the lower energy cost

* If your next fast move can kill the enemy:
  + Use fast move
* If the better move is also the cheaper move, then just stick to it:
  + Use fast move until there’s enough energy to use the better move
  + Then use it ASAP
* Otherwise:
* If there is enough energy to use the better move:
  + If the opponent has any shield left:
    - Use the cheaper move to bait
  + Otherwise:
    - Use the better move
* Else if there is enough energy to use the cheaper move:
  + If the cheaper move can kill the opponent:
    - Use the cheaper move
  + Else if the enemy’s next fast move can kill you:
    - Use the cheaper move
  + Else:
    - Use fast move
* Else:
  + No choice but to use fast move