**Arm-Wrestling Mini Game Explanation**

For the arm-wrestling mini game, each opponent within the bar will be randomly decided by having a value ranging from one through five. One being the weakest and five being the strongest. This same logic applies for Gaia’s Advocates excluding Alistair.

Julian: 2

The Player: 3 (With the second wind/ meditation skill it adds +1 to the Player’s strength mid match. Can only be used once per day. Will lower player strength by -1. Similar to using Trans AM in Mobile Suit Gundam 00.)

Lowen: 4

Camille: 5

At least that way everyone can beat the weakest person. Although Camille is the strongest, to try and balance things out and prevent the player from spamming Camille, each character can get tired after arm-wrestling three times and won’t compete anymore in order to recover.

The player will also be able to place bets prior to the match being held in increments of $10, $20, $30, $40, $50. In theory, the opponent will be able to place a bet based on the same amounts and that amount will be added to the player’s money. I should be able to do this using a similar system of a buy/sell shop.

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**Introduction Sequence**

For the introduction sequence where this game is introduced, there will be set values for opponents that the player will have to compete with.

Drunk Man Paul: 4

Wasted Will: 3

Timid Tommy: 5

Big Boy Ben: 5

This will force the player to rely on Camille’s strength and showcase her ability. Making Arthur, the Tavern Owner, interested and wanting to compete as well in order to continue the story.

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**General Game**

The player will have the option to play the arm-wrestling game again after the introduction sequence, but the opponents will be randomly selected using those one through 5 values. There will also be about 4 different random descriptions of people used to inform the player of their opponent. This will not matter, realistically. The game will follow the same rules as before and be a way to gain money for the player. Partner usage values for the competitors won’t be reset until the player either leaves the bar or uses another partner between rounds. (If the latter is feasible in Dialogic, I’ll attempt to do it, but I’ll have to find out when I get to that point.)