Press play

Player 1 is the left side, Player 2 is the right side.

Every round both players let their characters pick an action from the 5 categories.

Fight gives offensive options

Act gives more strategic options

Item gives healing consumables

Spare lets you spare enemies that are no longer in a good state to fight

Defend lets you decrease damage taken by 10 for 2 turns

The goal is to knock out your opponent’s team while keeping yours intact.

Controls:

Confirming an ability : Enter

Confirming a target : Enter

Going back to a previous character : Backspace