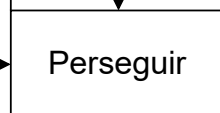
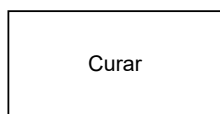


Se a distancia do Player  
for  $\leq 15f$



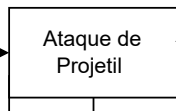
Se a distancia do Player  
for  $\leq 3f$

Se a vida  
atual for  
= a vida  
máxima



Se a vida atual  
for  $\leq 0f$

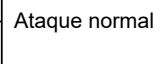
Se o boss  
estiver a  $< 0.5f$   
de distancia  
da base



Se a distancia  
for  $\leq 3$  e a via atual  
for  $\leq 100$  e pode  
dar especial se for  
verdadeiro

Se a distancia  
for  $\leq 3f$

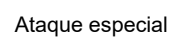
Se o player  
esta a uma  
distancia de  
 $\geq 3f$  e  $\leq 10f$



Se a vida for  
 $\leq 100f$ , a distancia  
do Player for  
 $\leq 3f$  e pode dar  
especial se for  
verdadeiro

Se a vida for  $< 100f$   
e a distancia for  
 $\leq 3f$  e pode dar  
especial se for  
falso

Se a distancia  
for  $< 3f$   
e se o  
especial  
for verdadeiro



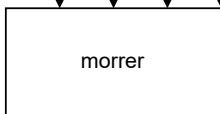
Se o player estiver  
a uma distancia  
de  $\geq 3f$  e  $\leq 10f$

Se a vida atual  
for  $\leq 0f$

Se a vida atual  
for  $\leq 0f$

Se a vida atual  
for  $\leq 0f$

Se a vida atual  
for  $\leq 0f$



Se a vida atual  
for  $\leq 50f$