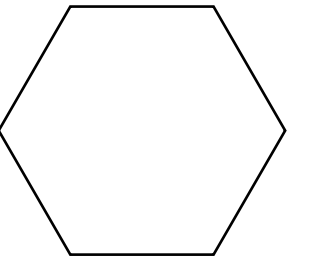


Legend
Fight start/end



Player action



Enemy action

