If cmbLeader.Text = "Blaine" Then

PathLeader = "D:\School\Computer Programming II\VB.Net Projects\Pokemon\Pokemon\Blaine\"

picGymLeader.Image = Image.FromFile("D:\School\Computer Programming II\VB.Net Projects\Pokemon\Pokemon\Blaine\Blaine.png")

Me.BackgroundImage = Image.FromFile("D:\School\Computer Programming II\VB.Net Projects\Pokemon\Pokemon\Blaine\Fire.png")

GymLeader.Name = "Blaine"

For i = 1 To 6

GymLeader.FillPokemon(PathLeader & Trim(Str(i)) & ".txt", i)

arrOrigGymHealth(i) = GymLeader.Bag(i).Health

Next i

ElseIf cmbLeader.Text = "Misty" Then

GymLeader.Name = "Misty"

PathLeader = "D:\School\Computer Programming II\VB.Net Projects\Pokemon\Pokemon\Misty\"

picGymLeader.Image = Image.FromFile("D:\School\Computer Programming II\VB.Net Projects\Pokemon\Pokemon\Misty\Misty.png")

Me.BackgroundImage = Image.FromFile("D:\School\Computer Programming II\VB.Net Projects\Pokemon\Pokemon\Misty\Water.png")

For i = 1 To 6

GymLeader.FillPokemon(PathLeader & Trim(Str(i)) & ".txt", i)

arrOrigGymHealth(i) = GymLeader.Bag(i).Health

Next i

End If

TimerThrow.Enabled = True

Hidethings()

PlayerHealth = Ash.Bag(PlayerBeingUsed).Health

OpponentHealth = GymLeader.Bag(1).Health

GymBeingUsed = 1