

1. Ignore sound playing for every round skip. There's a problem in testing where if a player skips the round too fast, all the sounds of the pokemon will be played simultaneously, resulting in inaudible audio. If such an event were to happen, only the most recent pokemon's cry should be played.
 - a. Reason for not immediate fixing: Players who treat the game seriously tend to take the time to guess the pokemon and not skip the round for fun. So this could be a nonissue.