



START NEW GAME



START NEW GAME

THE GAME SEQUENCE

```
.controls(v-else key="gameControls")  
  button.controls__button.-attack(@click="attack") ATTACK  
  button.controls__button.-specialAttack(  
    @click="specialAttack"  
    :class='{ "-isDisabled" : player.mana !== 100 }'  
  ) SPECIAL ATTACK  
  button.controls__button(@click="giveUp") GIVE UP
```


THE GAME SEQUENCE

