```python
import random
import batalha
import sys
import lifee
cfug=50 #chance de fuga
cata=50 #chance de ataque
gg=1 #1 sem debug 0 com debug
sys.path.append('./data')
import default
import save
insperdex={}
acao=input("Quer apagar o save ou usar ele?(a/u)".lower())
if acao=="wwssadadba":
        acao1=input('<g>ame of life ou <c>continuar')#
        if acao1=='g':
                lifee.LufLuf()
        player=save.player
        player['choice']=7
        print('''
                _____
            .adOOOOOOOOOba.
          .dOOOOOOOOOOOOOOOOb
         .dOOOOOOOOOOOOOOOOOOOb
         |OOOOOOOOOOOOOOOOOOOOO|
         OP'˜"YOOOOOOOOOOP"˜`YO
         OO      `YOOOOOP'      OO
         OOb      `OOO'      dOO
         YOOo       OOO       oOOP
         `OOOo      OOO      oOOO'
          `OOOb._,dOOOb._,dOOO'
           `OOOOOOOOOOOOOOOOO'
            OOOOOOOOOOOOOOOOO
            YOOOOOOOOOOOOOOOP
            `OOOOOOOOOOOOOOO'
            `OOOOOOOOOOOOO'
             `OOOOOOOOOOO'
              `˜OOOOO˜'    UNLOCKED
        ''')
        print("Voce selecionou: \nnome: {0} \npoder: {1} \nvida: {2} \ndefesa: {3}".format(player['inspermon']['7']['name'],pl
ayer['inspermon']['7']['poder'],player['inspermon']['7']['vida'],player['inspermon']['7']['defesa']))

elif acao=='a':
        with open('./data/save.py', 'w') as file:
                        file.write(str("player={0}\ninsperdex={1}").format(default.player,insperdex))
        player=default.player
        player['choice']=0
else:
        player=save.player
```

```
if player['choice']==0:
        while player['choice']!=1 and player['choice']!=2 and player['choice']!=3 and player['choice']!=4 and player['choice']
!=5 and player['choice']!=6:
                player['choice']=-1
                acao=input("Escolha seu pokemon inicial:\n1-{0}\n2-{1}\n3-{2}\n4-{3}\n5-{4}".format(player['inspermon']['1']['
name'],player['inspermon']['2']['name'],player['inspermon']['3']['name'],player['inspermon']['4']['name'],player['inspermon'][
'5']['name']))
                player['choice']=int(acao)
        print("Voce selecionou: \nnome: {0} \npoder: {1} \nvida: {2} \ndefesa: {3}".format(player['inspermon'][acao]['name'],p
layer['inspermon'][acao]['poder'],player['inspermon'][acao]['vida'],player['inspermon'][acao]['defesa']))



while True:
        if gg:print("\n"*3)
        if gg:acao=input("Quer passear ou salvar e dormir?(p/d)".lower())
        else:acao='p'
        if acao=='p':
                (x,insperdex,player['inspermon'][str(player['choice'])]['exp'])=batalha.batalha(player['inspermon'][str(player
['choice'])],cata,cfug,1,gg)
                print(x)
        elif acao=='d':
                with open('./data/save.py', 'w') as file:
                        file.write(str("player={0}\ninsperdex={1}".format(player,insperdex)))
                exit()
```