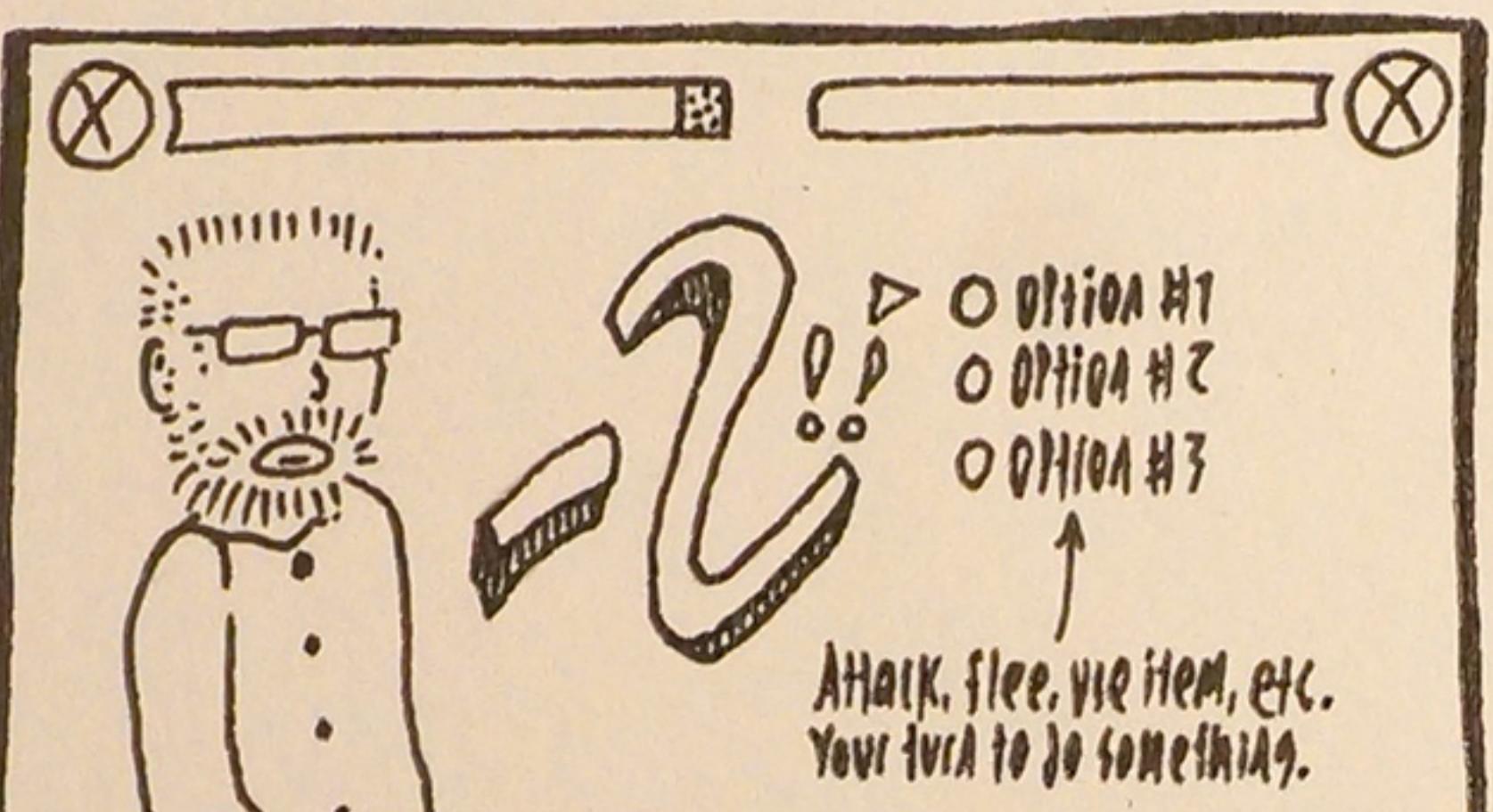


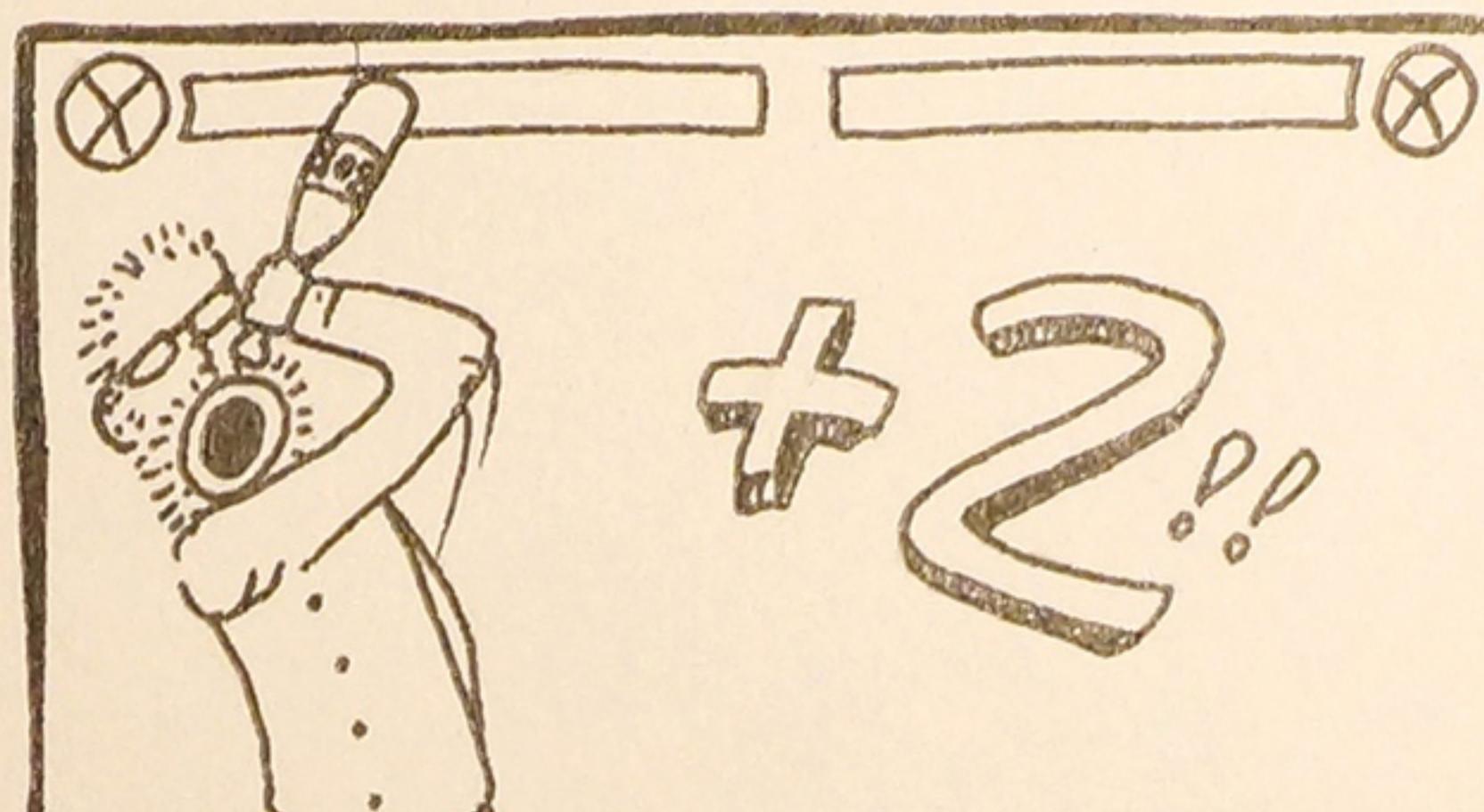
Oh no, our Protagonist is getting VERBALLY ASSAULTED by a SANCHYA.



The Game teleports the first to attack, and they attack!!



Oh FUCK, that cost Edward -2 of his composure! He died for sure!!



Edward recovers composure with self medicating at the cost of vocabulary!



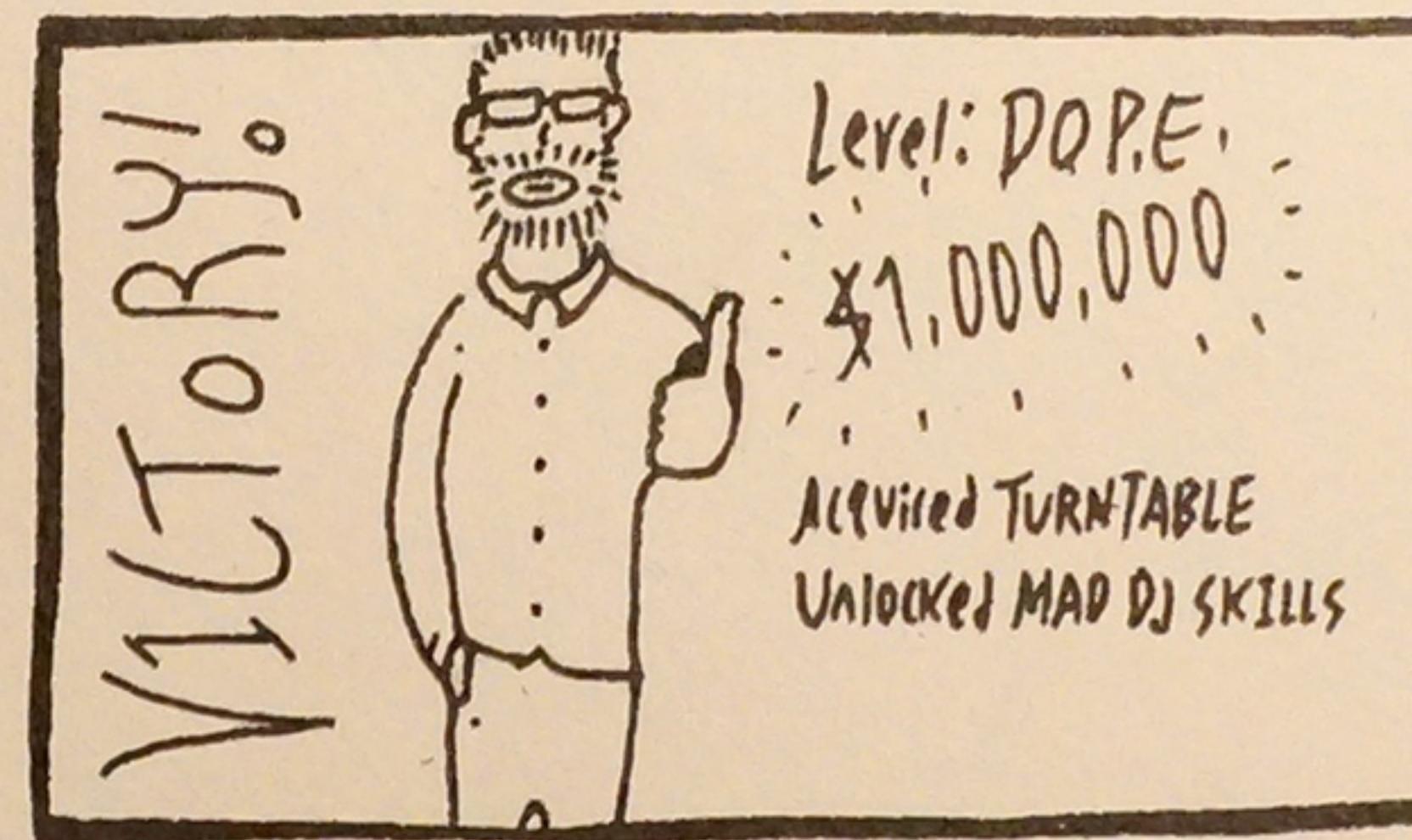
Sanchya's turn; another attack! She must be stopped.



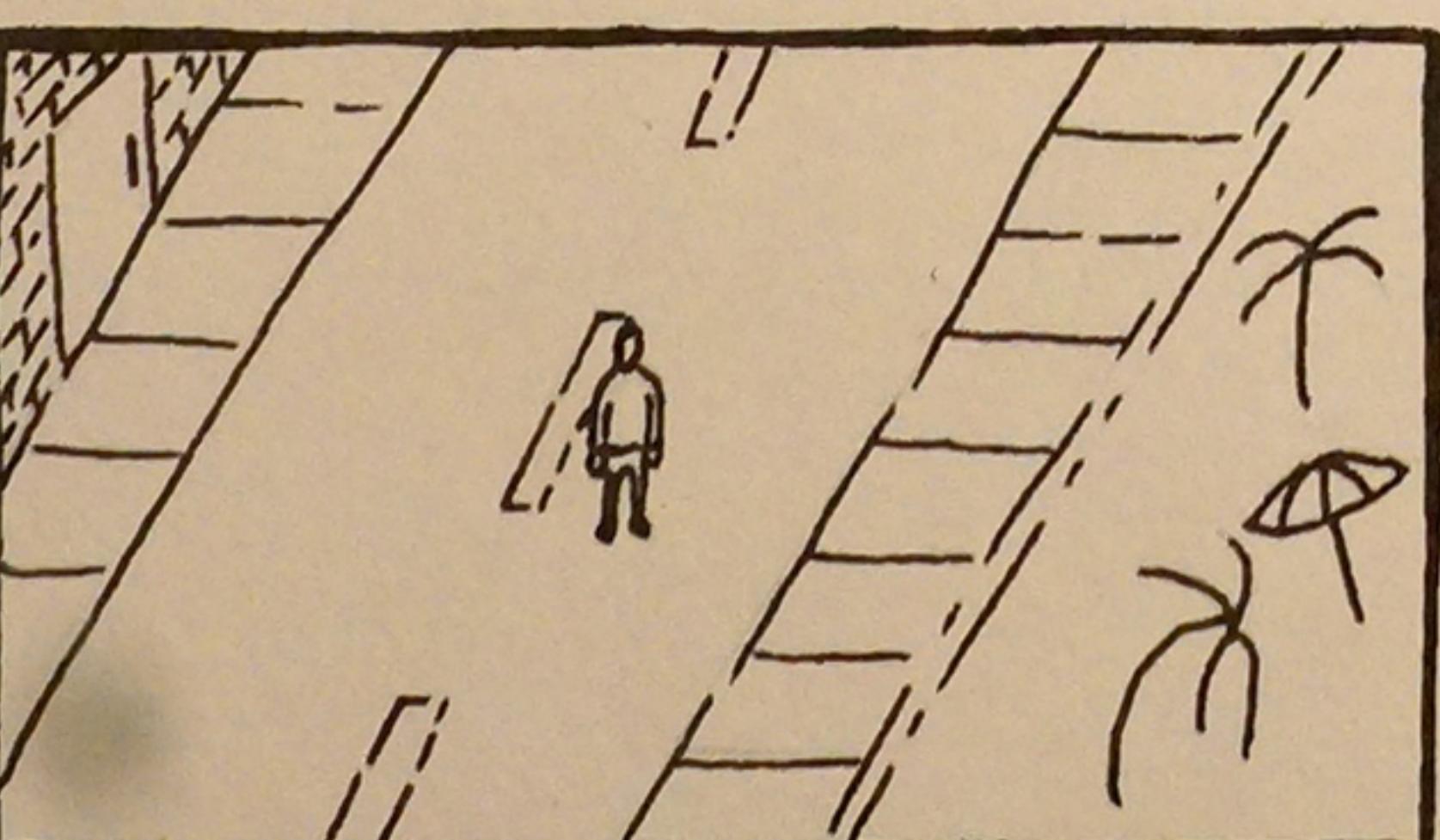
This time, Edward attacks!



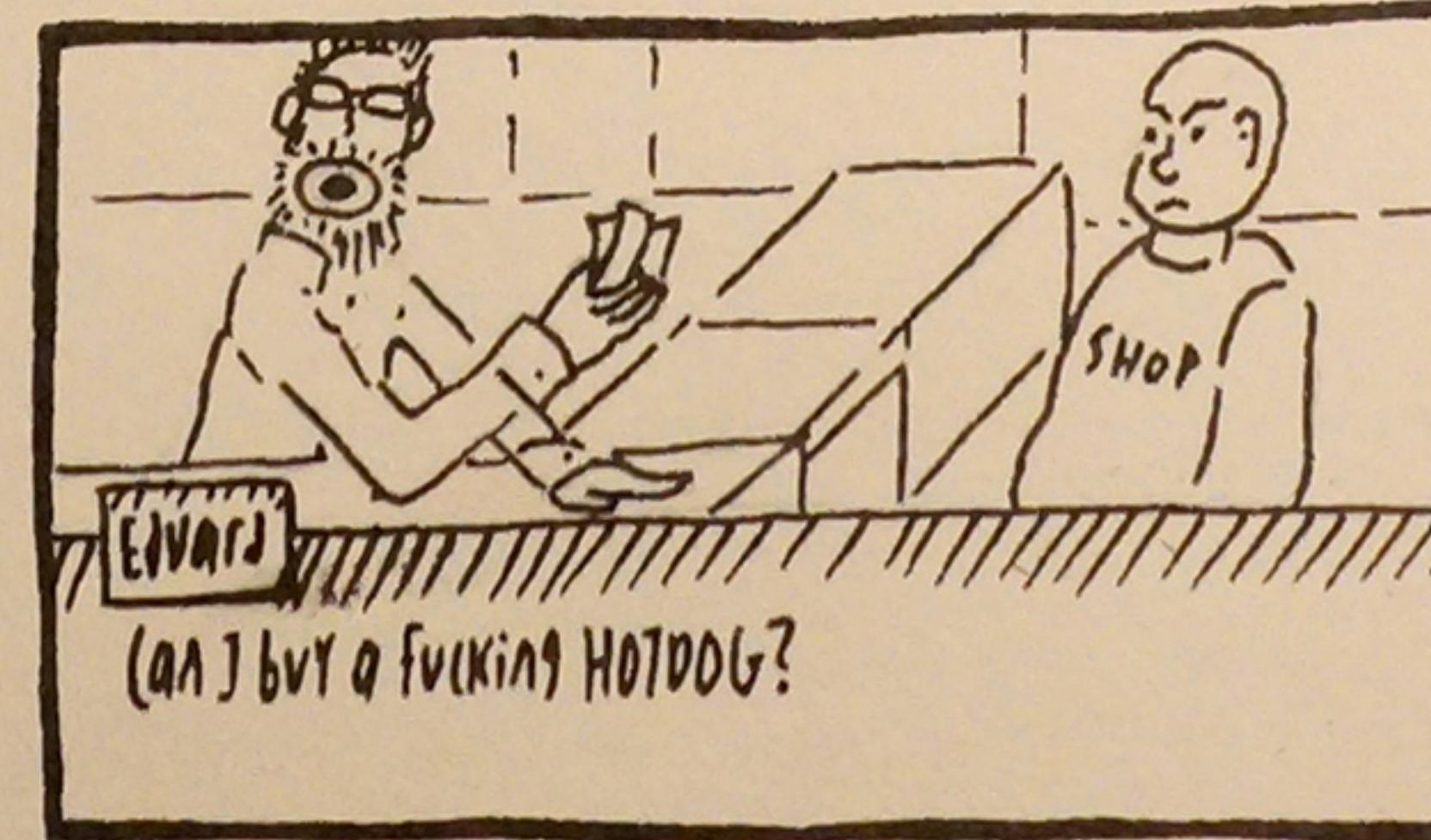
It's a non sequitur; Sanchya's weakness!! Sanchya is defeated.



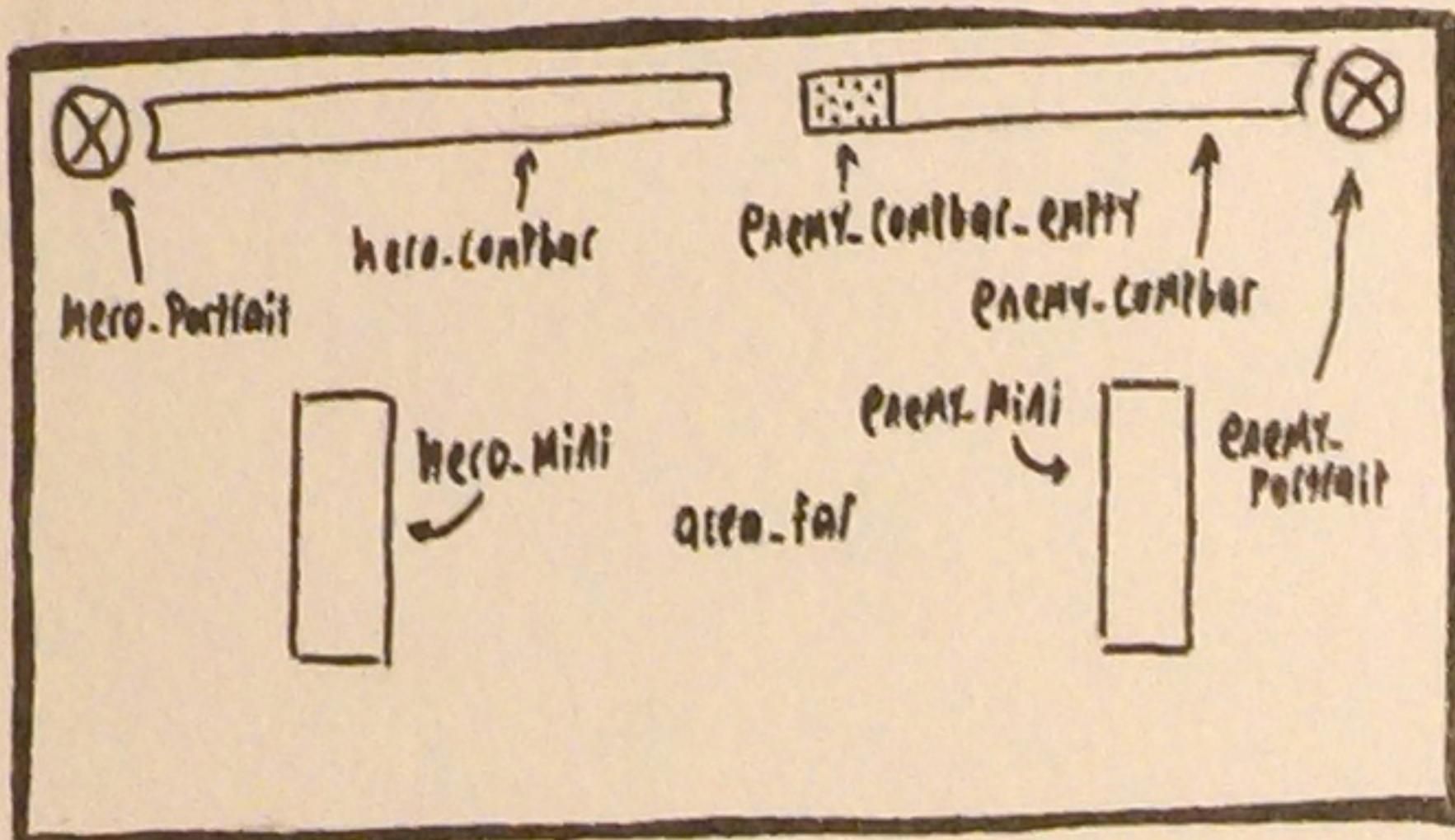
Defeating Sanchya has imbued Edward with her TECHNIQUES!!



We exit the VERBAL ASSAULT screen and return to the OVERWORLD.



Edward enters a shop and adds a HOTDOG to his INVENTORY.



FAR SUBSCREEN.

Far subscreen

- Displayed on Verbal Assavit initiation.
- Displayed during attacks.

Asset layers

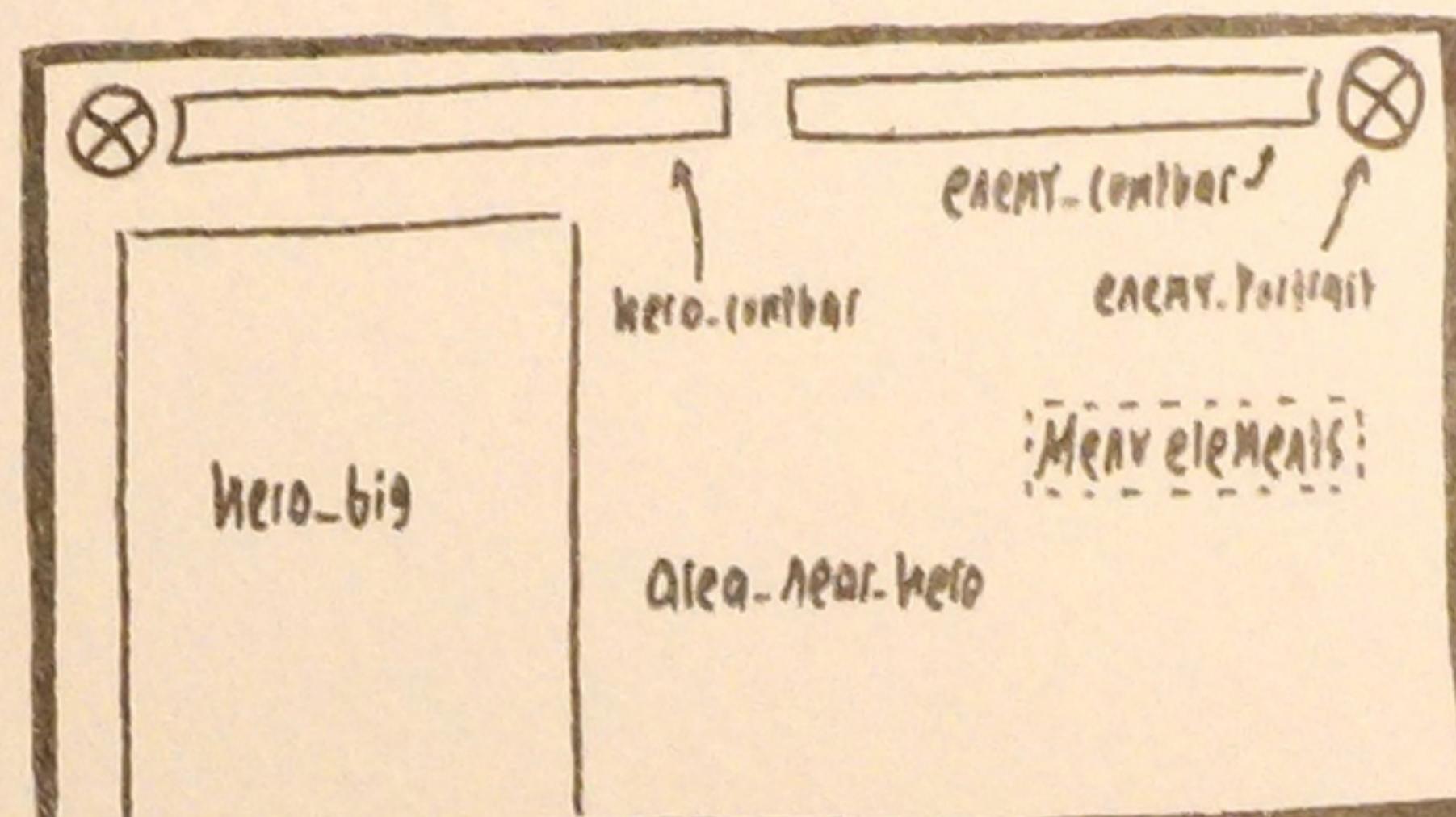
- area-far - Represents area in which assavit occurs.
- hero-mini
- enemy-mini
- hero-portrait
- enemy-portrait
- hero-combar-empty - Hero's empty combat bar.
- enemy-combar-empty - Enemy's empty combat bar.

Hero subscreen

- Displayed when hero's turn to attack.
- Displayed when hero attacks / performs action.
- Displayed when hero is attacked (reaction).

Asset layers

- area-near-hero - Represents area near hero.
- hero-combar-empty
- enemy-combar-empty
- hero-combar
- enemy-combar
- hero-big - larger, detailed hero.
- effects & filters
- menu-elements - Menu navigated to select action to perform during hero's turn.



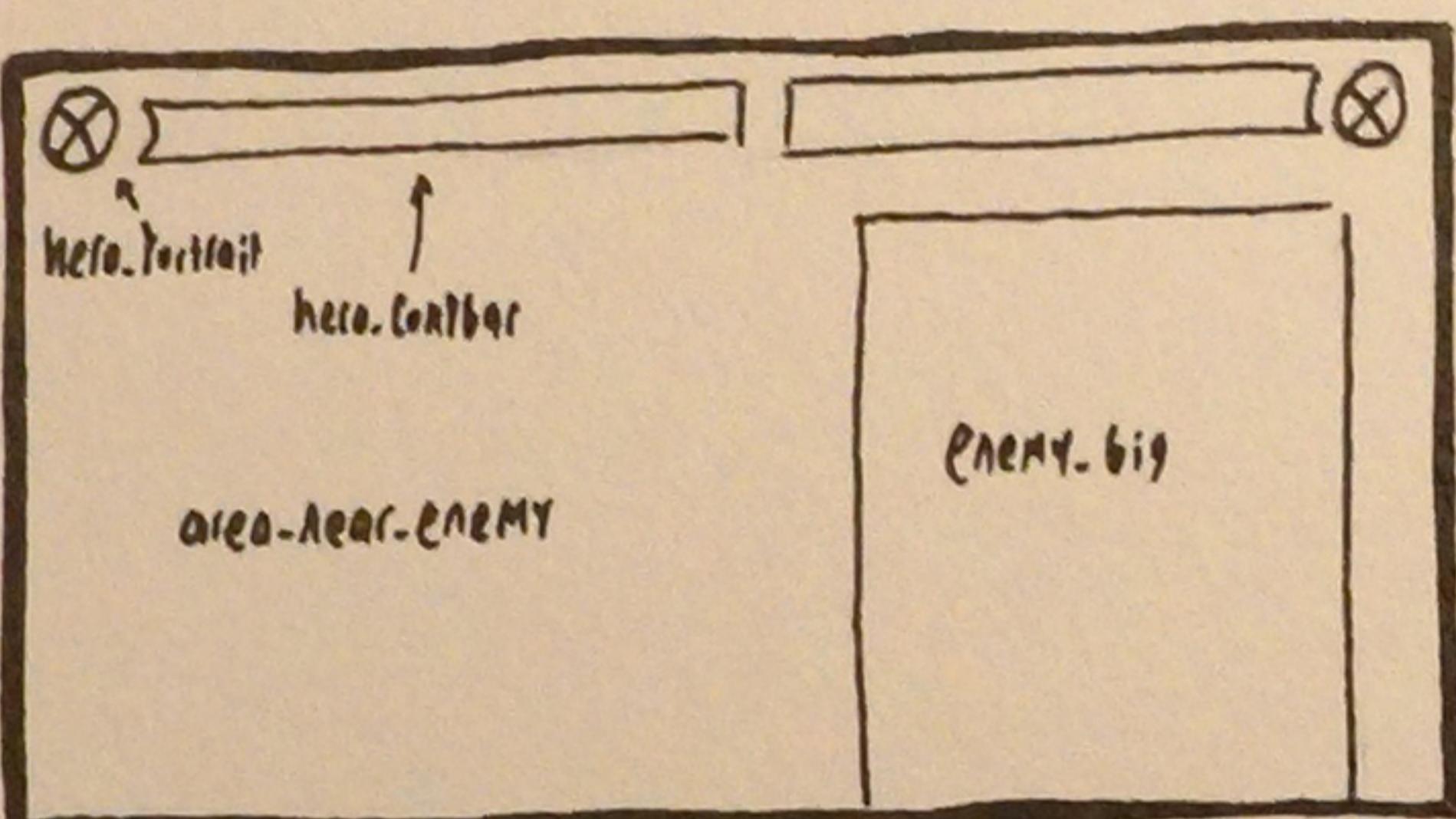
HERO SUBSCREEN.

Enemy subscreen

- Displayed when enemy's turn to attack.
- Displayed when enemy performs action.
- Displayed when enemy is attacked.

Asset layers

- area-near-enemy
- hero-combar-empty
- enemy-combar-empty
- hero-combar
- enemy-combar
- enemy-big



ENEMY SUBSCREEN.

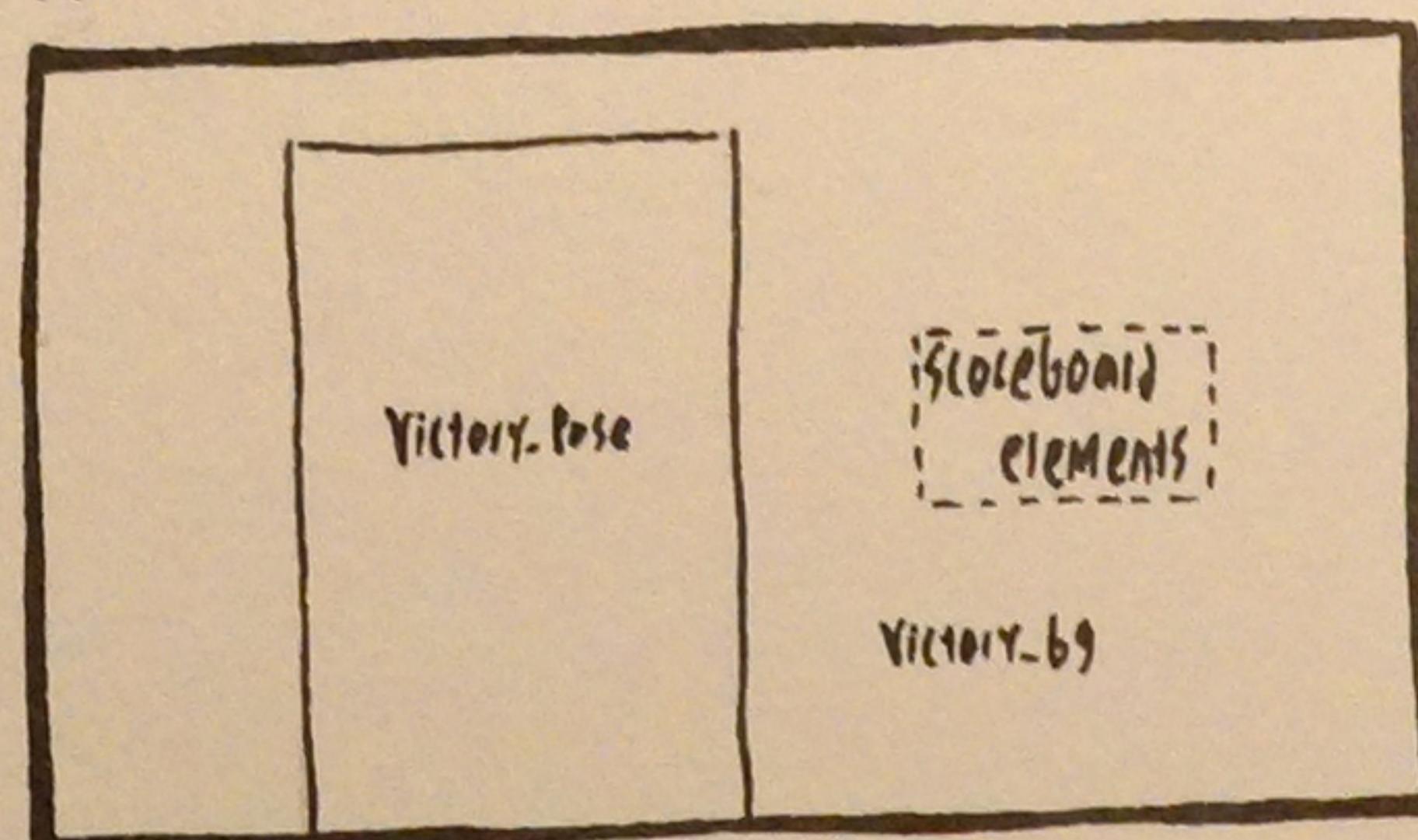
Effects & filters

Victory Screen

- Displayed on Victory.
- Displays info related to hero's performance, money, fame, and items/techniques gained, etc.

Asset layers

- victory-big
- victory-pose
- scoreboard elements



VICTORY SCREEN.