

Cmpt 317 - Ass 6  
Section - 02

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Player 1: ME, Player 2: Emmanuella eee 917

Player 1 champions: Spark man, Snake man, Needle man,  
Hard man, Top man, Gemini Man, Magnet Man, Shadow man  
& MEGA MAN

↑

all 30 HP

Player 2 champions: Bubble man, Air man, Quickman,  
Heat man, Wood man, Metal man, Flesh man, Crash man  
and GRAMMA

↑

all 30HP except GRAMMA who has 99HP

Turn 1: Arena Empty. I send Hardman

Turn 2: Ella sends crashman to fight my Hardman.

	30		30	
	Hard	vs	Crash	⊕ per blow against
per blow	28	↔	23	crash
against Hard	26		16	
	24		9	
	22		2	
	20		0	Hardman wins with 20 HP

Turn 3: I send Megaman & recall Heatman (20 HP)

Turn 4: Ella sends Heatman to fight Megaman!

30	30	
① Megaman	vs	Heat ②
:	:	
17	4	$30 - 4$
16	2	$= 26$
15	0	$\frac{26}{2} = 13$
5 + 20		

Megaman wins with 15 HP and heals to 20 HP. He acquires Heatman's weapon.

Turn 5: I send Megaman (Has heat weapon)

Turn 6: Ella send woodman to fight Megaman

20	30	
① Mega	vs	Wood ③ <u>Heat weapon</u>
19	0	
+5	24	

Megaman wins with 19 HP and heals to 24 HP. He acquires the wood weapon

Turn 7: I send Megaman (Heat & Wood)

Turn 8: Ella sends Air man

	24		30
(-1)	Mega	vs	Air (-2) <u>wood weapon</u>
	:		:
	21		6
	20		0
+5	25		

Megaman wins with 20 HP and heals to 25 HP. He acquires the air weapon

Turn 8: I send Megaman (Heat & wood & air)

Turn 9: Ellen sends Quickman

	25		30
(-1)	Mega	vs	Quick (-6) <u>Heat weapon</u>
	:		:
	21		6
	20		0
+5	25		

Megaman wins with 20 HP and heals to 25 HP. He acquires the quick weapon

Turn 10: I send Megaman (Heat & wood & air & quick)

Turn 11: Ellen sends Metal man!

	25		30
(-1)	Mega	vs	Metal (-4) quick
	:		:
	18		2
	17		0
+5	22		

Megaman wins with 17 HP and heals to 22 HP. He acquires the metal weapon

Turn 12: I send Megaman (Heat, wood, air, quick, metal)

Turn 13: Ella sends Flash

	22		30
(-1)	Mega	vs	Flash (-4)
	:		:
	15		2
	14		0
+5	19		

Megaman wins with 14 HP and heals to 19 HP. He acquires the flash weapon

Turn 14: I send Megaman (Heat, wood, air, quick, metal, flash)

Turn 15: Ella send Bubble

	19		30
(-1)	Mega	vs	Bubble (-4)
	:		:
	12		2
	11		0
+5	16		

Megaman wins with 11 HP and heals to 16 HP. He acquires the fish weapon

Turn 16: I send Topman, Megaman goes back with 16 HP

Turn 17: Ella sends Gamma

	30		99
(-2)	Top	vs	Gamma (-12)
	:		:
	14		3
	12		0

Topman wins with 12 HP

# GAME OVER

Player 1 / Dr Light WINS!!