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Batman chooses a weapon:
- Batarang: -11 Joker Health, -50 Batman Energy
- Grapple Gun: -18 Joker Health, -88 Batman Energy
- Explosive Gel: -10 Joker Health, -92 Batman Energy, -20% Joker next attack
- Batclaw: -20 Joker Health (cannot be avoided), -120 Batman Energy

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Joker decides to:
- Use Trick Shield: -15 Energy, -32% Batman's next attack
- Use Rubber Chicken: -40 Energy, -80% Batman's next attack
- Attack Batman (if no shield)

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Joker chooses a weapon:
- Joy Buzzer: -8 Batman Health, -40 Joker Energy
- Laughing Gas: -13 Batman Health, -56 Joker Energy
- Acid Flower: -22 Batman Health, -100 Joker Energy

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Batman decides to:
- Use Cape Glide: -20 Energy, -40% Joker's next attack
- Use Smoke Pellet: -50 Energy, -90% Joker's next attack
- Attack Joker (if no shield)ate

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If Joker's health ≤ 0: Transition to "Batman Wins"
If Batman's health ≤ 0: Transition to "Joker Wins"
If both are alive: Loop back to attack states

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Batman is victorious.
End of fight.

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