FakeyMon Game Plan

* After you lose, “Play again?” option
* Normal/Insane/Godlike Options
* New Stats
  + Currency: fakeyMoneys
  + Accuracy
  + PP?
  + ~~Score~~
* Battle
  + Moves should be able to miss
  + ~~Learn new moves~~
  + Use items during a battle
  + ~~Give ½ as much XP as before~~
  + More moves
  + More names for enemies
  + “Run” option – if speed faster, possible. Otherwise need Gas bomb
  + Monsters drop money
  + ~~FakeyCenter = fakeyKills % 5 == 0? true : false~~
* ~~New Moves~~
  + ~~Precision~~ **~~Smack~~**~~: 5 power, +50 accuracy~~
  + ~~Aggressive~~ **~~Smack~~**~~: 7 power, chance of +15% atk~~
  + ~~Chaotic~~ **~~Smack~~**~~: 12 power, but user lose 10% HP~~
  + ~~Demonic Aura: +100% Atk~~
  + ~~Crystallize: +25% HP~~
  + ~~Goose Attack: 3 power, -20 enemy accuracy~~
  + ~~Hydra’s~~ **~~Dance~~**~~: +25% HP, +25% Def~~
  + ~~Wyvern’s~~ **~~Dance~~**~~: +25% Spe, +25% Atk~~
  + ~~Legend’s~~ **~~Dance~~**~~: +10% Everything except HP~~
* Items (find at shop or random ½ chance per turn, check “Item Data” file for more details)
  + Something-mine Gems: sell at shops for money, Item Data file contains more info
  + Healy-hoo: HP += HP <= 80%? HP += 20% HP : HP = 100% HP
  + Super-hoo: HP += HP <= 60%? HP += 40% HP : HP = 100% HP
  + Mega-hoo: HP += HP <= 40%? HP += 60% HP : HP = 100% HP
  + Dragon-hoo: HP = 100% HP
  + God’s-hoo: HP = 120% HP
  + Whistling script: +10% HP/turn
  + Whistling curse: enemy -10%HP/turn
  + Gas bomb: lets you flee from any enemy
  + Mud: enemy -30 Accuracy
  + Rock: enemy -30 HP
  + Digital Machine 6.9: teaches a **Smack** at random
  + Digital Machine 69: teaches a **Dance** at random
  + Bag Extension: increases number of items you can hold