Script #9

LockAll

PlaySound 0x547

FacePlayer

00B8 0x26E 0x1 0x8010

0009 0x8010

0008 0x1

0011 0x1

If 0xFF Function\_#7

Message 0x0 0x4 0xF 0x2 0x1 0x0

ClearVariable 0x8025

ClearVariable 0x8010

CloseMessageOnKeyPress2

ReleaseAll

End

Function #7

StoreFlag 0x97B

0008 0x1

0011 0x1

If 0xFF Function\_#11

Message 0x0 0x4 0x9 0x2 0x1 0x0

0028 0x8023 0x0

00B2 0x1F 0x5 0x0 0x0 0x1 0x8023

00AF 0xA 0xFFFF 0x0

00AF 0xB 0xFFFF 0x1

00B0

0019 0x8023 0x0

If 0x1 Function\_#12

Message 0x0 0x4 0xD 0x2 0x1 0x0

WaitButton

CloseMessageOnKeyPress2

ReleaseAll

End

Function #11

Message 0x0 0x4 0x8 0x2 0x1 0x0

CloseMessageOnKeyPress2

ReleaseAll

End

Function #12

Message 0x0 0x4 0xC 0x2 0x1 0x0

CloseMessageOnKeyPress2

0085 0x268 0x0 0x0

008D 0x8011

0009 0x8011

0008 0x1

0011 0x1

If 0xFF Function\_#15

Jump Function\_#16

Function #15

ClearVariable 0x8010

008C

ReleaseAll

End

Function #16

008E

Message 0x0 0x4 0xE 0x2 0x1 0x0

CloseMessageOnKeyPress2

SetFlag 0x700

0028 0x8000 0x0

0028 0x8001 0x0

002A 0x8000 0x26E

002A 0x8001 0x1

CallStandard 0xAF5

ClearVariable 0x8000

ClearVariable 0x8001

Message 0x0 0x4 0xF 0x2 0x1 0x0

CloseMessageOnKeyPress2

ReleaseAll

End

Standard Trainer Battle

Intro and Checks

Function 1 if not defeated

Function 2 for battle inquiry

Function 3 for battle

Function 4 for Loss

Function 5 for win

Script #1

LockAll

PlaySound 0x547

FacePlayer

StoreFlag 0x702

0008 0x1

0011 0x1

If 0xFF Function\_#1

Message 0x0 0x4 0x3 0x0 0x1 0x0

Jump Function\_#2

Function #1

Message 0x0 0x4 0x2 0x0 0x1 0x0

Jump Function\_#2

Function #2

0028 0x8023 0x0

00B2 0x1F 0x5 0x0 0x0 0x1 0x8023

00AF 0x0 0xFFFF 0x0

00AF 0x1 0xFFFF 0x1

00B0

0019 0x8023 0x0

If 0x1 Function\_#3

Message 0x0 0x4 0x5 0x0 0x1 0x0

WaitButton

CloseMessageOnKeyPress2

ReleaseAll

End

Function #3

Message 0x0 0x4 0x4 0x0 0x1 0x0

CloseMessageOnKeyPress2

0085 0x269 0x0 0x0

008D 0x8011

0009 0x8011

0008 0x1

0011 0x1

If 0xFF Function\_#4

Jump Function\_#5

Function #5

008E

Message 0x0 0x4 0x6 0x0 0x1 0x0

CloseMessageOnKeyPress2

SetFlag 0x702

ClearVariable 0x8011

ClearVariable 0x8023

CloseMessageOnKeyPress2

ReleaseAll

End

Function #4

008C

ReleaseAll

End

Rare Candy Vendor

BubbleMessage 0x2C 0x0

0040 0x1F 0x1

00B2 0x1F 0x5 0x0 0x0 0x2 0x8023

00AF 0x2D 0xFFFF 0x0

00AF 0x2E 0xFFFF 0x1

00AF 0x2F 0xFFFF 0x2

00B0

CloseBubbleMessage

0019 0x8023 0x0

If 0x1 Function\_#9

0019 0x8023 0x1

If 0x1 Function\_#10

0041

Function #10

0028 0x8027 0x0

00FB 0x8027 0x2710

0009 0x8027

0008 0x0

0011 0x1

If 0xFF Function\_#14

Message 0x0 0x4 0x30 0xE 0x0 0x0

ClearVariable 0x8027

CloseMessageOnKeyPress2

ReleaseAll

End

Function #11

0028 0x8027 0x0

00FB 0x8027 0xC350

0009 0x8027

0008 0x0

0011 0x1

If 0xFF Function\_#15

Message 0x0 0x4 0x30 0xE 0x0 0x0

ClearVariable 0x8027

CloseMessageOnKeyPress2

ReleaseAll

End

Function #14

00FA 0x2710

0042

Message 0x0 0x4 0x32 0xE 0x1 0x0

CloseMessageOnKeyPress2

0041

0028 0x8000 0x0

0028 0x8001 0x0

002A 0x8000 0x32

002A 0x8001 0x1

CallStandard 0xAF5

ClearVariable 0x8000

ClearVariable 0x8001

Jump Function\_#17

Function #15

00FA 0xC350

0042

Message 0x0 0x4 0x32 0xE 0x0 0x0

CloseMessageOnKeyPress2

0041

0028 0x8000 0x0

0028 0x8001 0x0

002A 0x8000 0x32

002A 0x8001 0x5

CallStandard 0xAF5

ClearVariable 0x8000

ClearVariable 0x8001

Jump Function\_#17

Function #17

BubbleMessage 0x33 0x0

0040 0x1F 0x1

00B2 0x1F 0x5 0x0 0x0 0x1 0x8023

00AF 0x2D 0xFFFF 0x0

00AF 0x2E 0xFFFF 0x1

00AF 0x2F 0xFFFF 0x2

00B0

0019 0x8023 0x0

CloseBubbleMessage

If 0x1 Function\_#9

0019 0x8023 0x1

If 0x1 Function\_#10

0041

Message 0x0 0x4 0x31 0xE 0x1 0x0

CloseMessageOnKeyPress2

ReleaseAll

End

Function #1

Message2 0x0 0x4 0x0 0x0 0x0

CloseMessageOnKeyPress2

WaitMoment

ReleaseAll

End

Function #2

Message2 0x0 0x4 0x0 0x0 0x0

SetFlag 0x70A

CloseMessageOnKeyPress2

WaitMoment

ReleaseAll

End

Script #2

LockAll

PlaySound 0x547

FacePlayer

StoreFlag 0x70D

0008 0x1

0011 0x1

If 0xFF Function\_#1

Message2 0x0 0x4 0x7 0x0 0x0

Jump Function\_#2

Function #1

Message2 0x0 0x4 0x2 0x0 0x0

Jump Function\_#2

Function #2

0028 0x8023 0x0

00B2 0x1F 0x5 0x0 0x0 0x1 0x8023

00AF 0x0 0xFFFF 0x0

00AF 0x1 0xFFFF 0x1

00B0

0019 0x8023 0x0

If 0x1 Function\_#3

Message2 0x0 0x4 0x4 0x0 0x0

WaitButton

CloseMessageOnKeyPress2

ReleaseAll

End

Function #3

Message2 0x0 0x4 0x5 0x0 0x0

CloseMessageOnKeyPress2

0085 0x271 0x0 0x0

008D 0x8011

0009 0x8011

0008 0x1

0011 0x1

If 0xFF Function\_#4

Jump Function\_#5

Function #4

008C

ReleaseAll

End

Function #5

008E

Message2 0x0 0x4 0x6 0x0 0x0

CloseMessageOnKeyPress2

SetFlag 0x70D

ClearVariable 0x8011

ClearVariable 0x8023

CloseMessageOnKeyPress2

ReleaseAll

End.