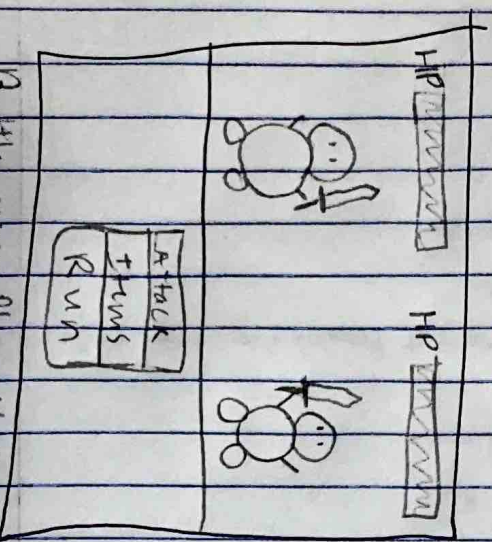
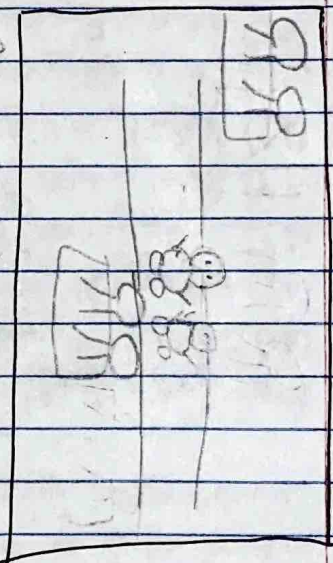


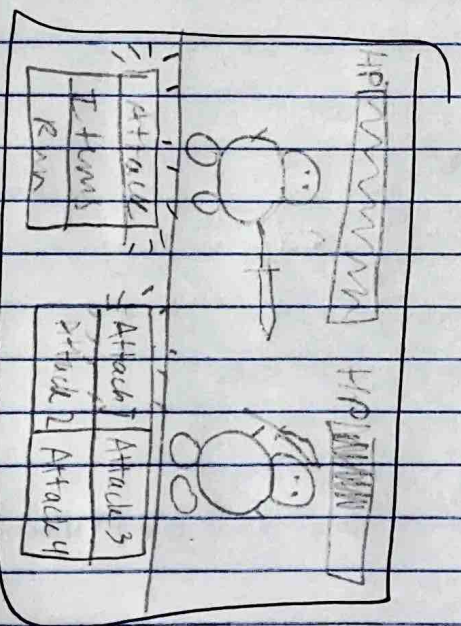
Player (left) in the open world.



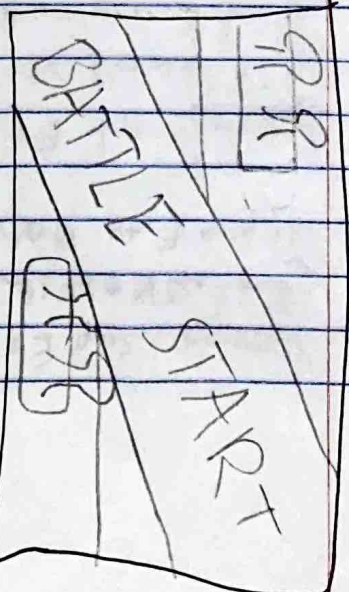
Battle menu, Player (left). Enemy (right), Fight menu on bottom.



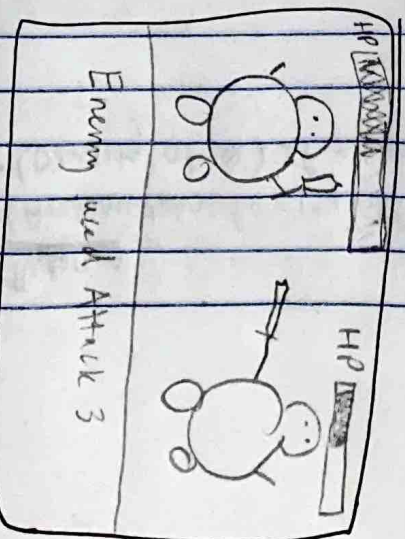
Player (left) wakes into Enemy (right) and triggers a battle. Camera follows player



Attack, select, opening move, menu. Attack 1 selected, Enemy health goes down

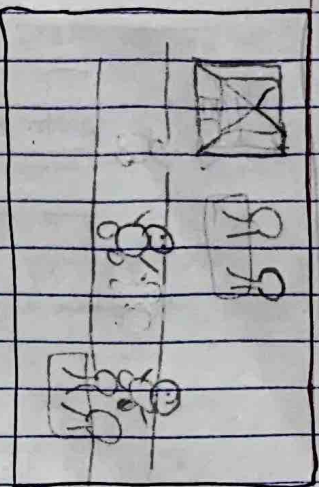


Battle start message appears when triggering a battle and sends to battle screen

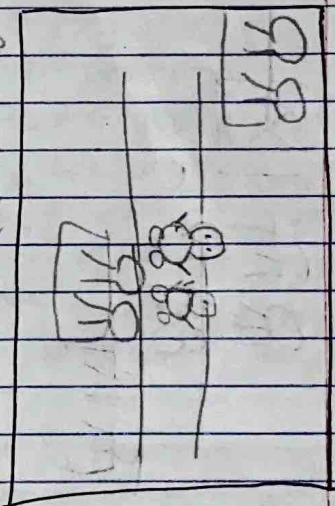


Enemy used Attack 3 and message show. Player HP bar goes down

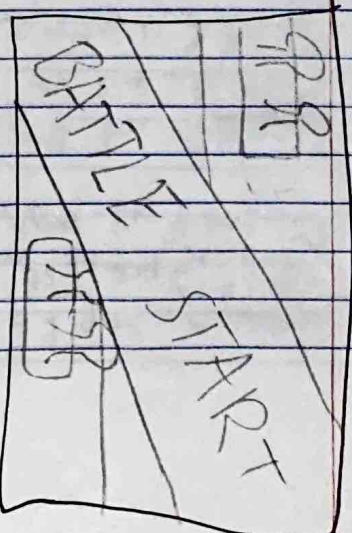




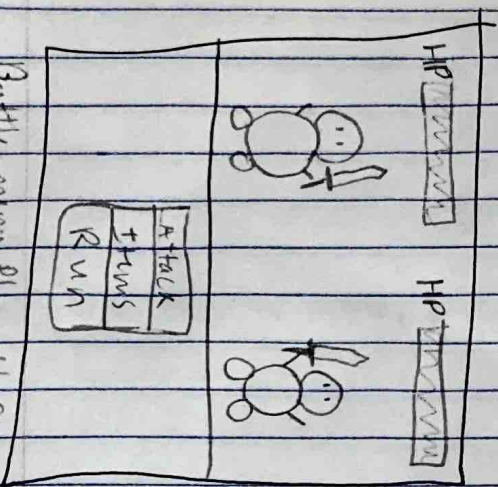
Player (left) in the open world.



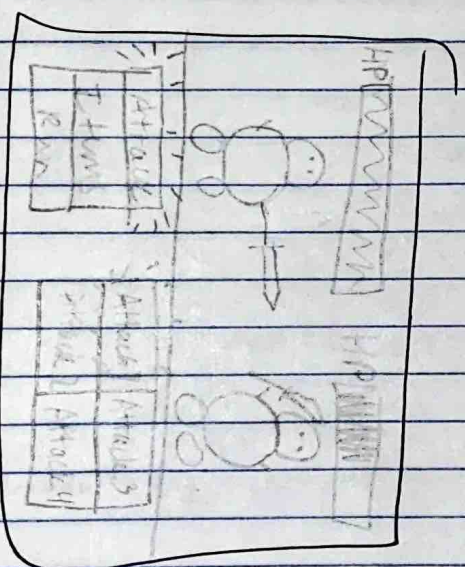
Player (left) walks into Enemy (right) and triggers a battle. Camera follows Player



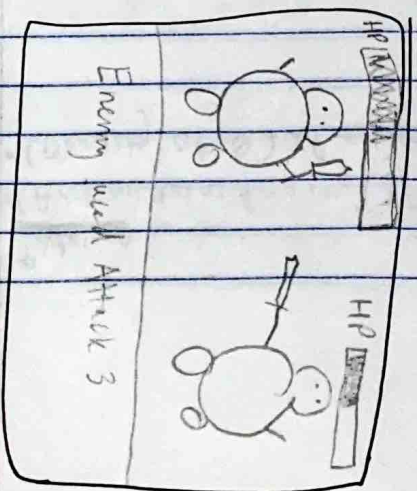
Battle start message appears when triggering a battle and sends to battle screen



Battle menu. Player (left). Enemy (right). Fight menu on bottom.



Attack selected, opening menu + move. Attack 1 selected. Enemy health goes down



Enemy uses Attack 3 and message shows. Player HP bar goes down