

Battle MAX | Battle!

<http://github.com/wondrousWebWorks/mp2-battle-max>

F77F00



Realm Of Rantarctia





Lore

Rantarctica... The most prized of all the realms in Lefluatan. A place of magic, warriors and riches beyond imagining! Whoever rules Rantarctica, rules the whole Lefluatanian continent.

For thousands of years, a constant battle has raged for dominion over the realm, with creatures from all races pitting their skills against the best Rantarctica has to offer. Only the strongest can rule, and there can only ever be one. No single ruler has ever managed to reign for any length of time, but that might be about to change...

A new commander has emerged in Rantarctica. An outsider, able to unite those who were previously locked in continuous mortal combat. Are things about to change? Will you be the Battle Lord to rule them all? Will you rule the Realm of Rantarctica?

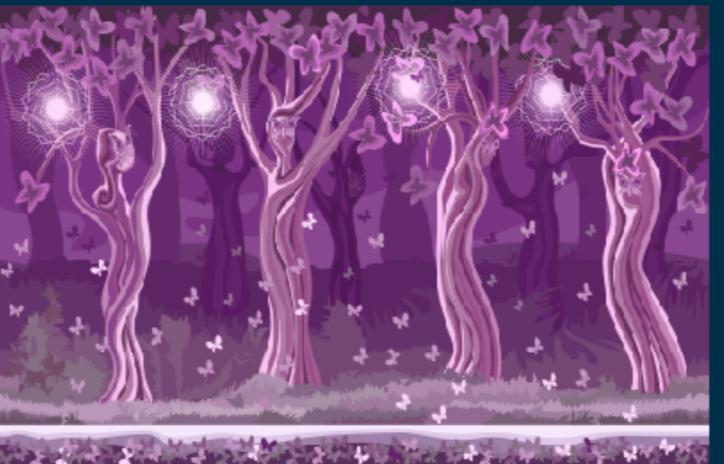
[How to Play >](#)



How to Play



Bamboo Falls



Psychedelic Woods

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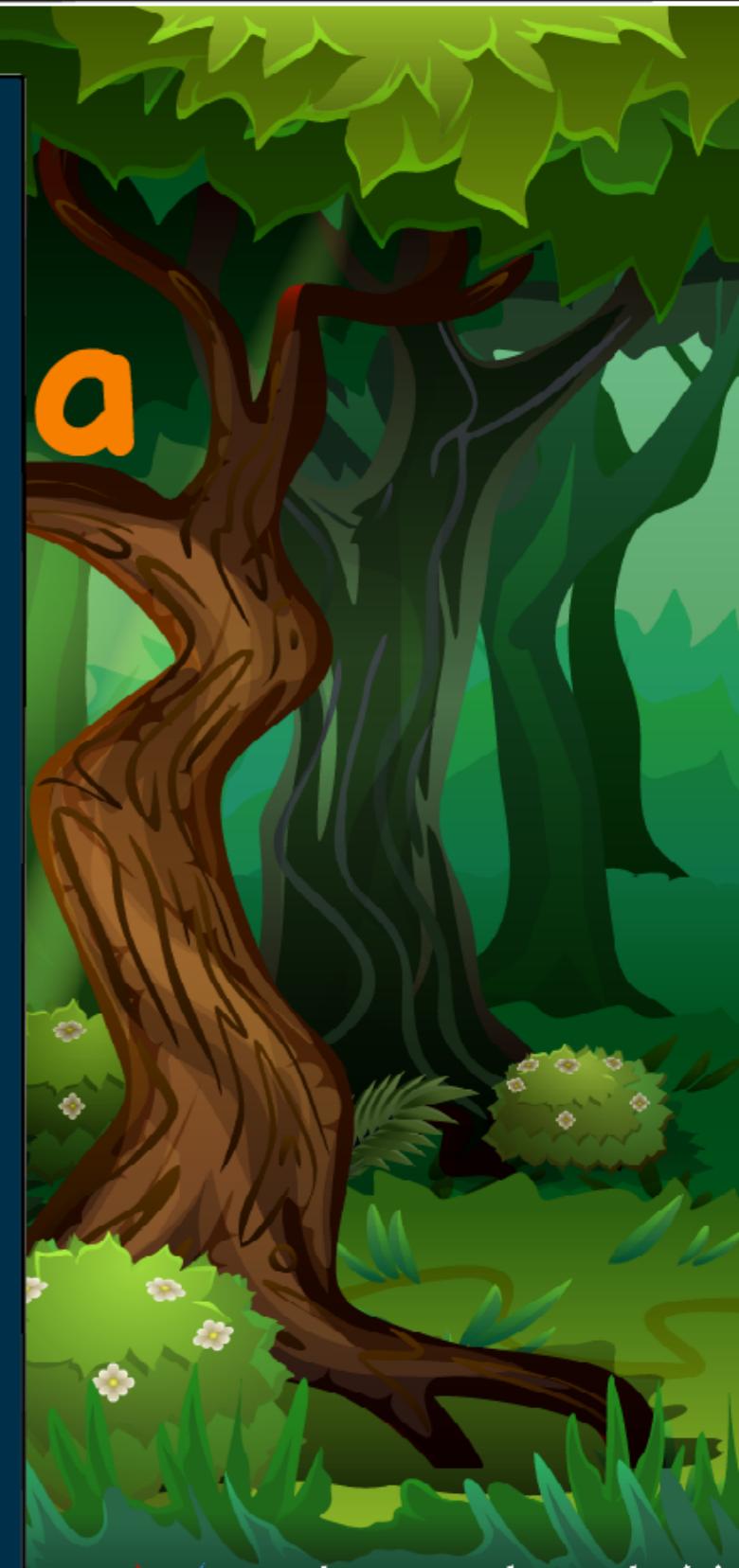
Random Level

Next >

Select a level from the SELECT BATTLEGROUND screen by clicking/tapping on it. Alternatively, click/tap the RANDOM LEVEL button to load a level at random. Browse all levels by clicking/tapping the NEXT and PREVIOUS buttons.

Next >





How to Play

Ent

HP	800
ATTACK	1000
ARMOR	700
REGENERATION	5
EVASION	10
MAGIC	20
RANGE	500

Unknown

HP	?
ATTACK	?
ARMOR	?
REGENERATION	?
EVASION	?
MAGIC	?
RANGE	?

Once on the BATTLE SCREEN, a random player character is loaded each round.

The AI player is also chosen at random, but not displayed on screen. A set of characteristics, ranging from HIT POINTS to RANGE is displayed for the player's character. The player should judge which characteristic might have a higher value than the AI's card, and select that characteristic. Once selected, the AI's character and characteristic values will be displayed, letting the player know whether they have won (higher score than AI) or lost the round (lower score than AI).

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Battle MAX | Battle!

EAE2B7

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How to Play

Player Cards	12
AI Cards	8

8s

Both the player and the AI start with 10 character cards. If either party wins a round, their score counter will increase to show that they'd won the opponents card. Should they lose, their card counter will decrease. The first player to reduce the opponents card counter to zero will win the match. Keep an eye on the countdown timer! It will start at a lower value on harder difficulty settings, forcing the player to analyse their character's strengths very quickly! Should the player fail to select a characteristic before the counter reaches zero, a random characteristic will be selected.

Next >

wondrousWebWorks()

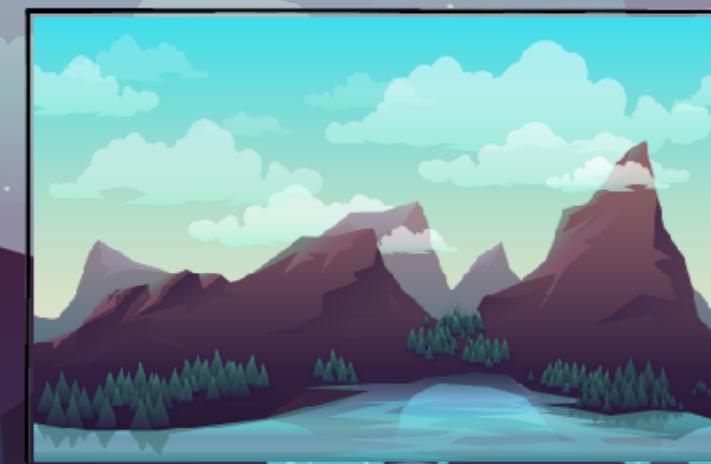
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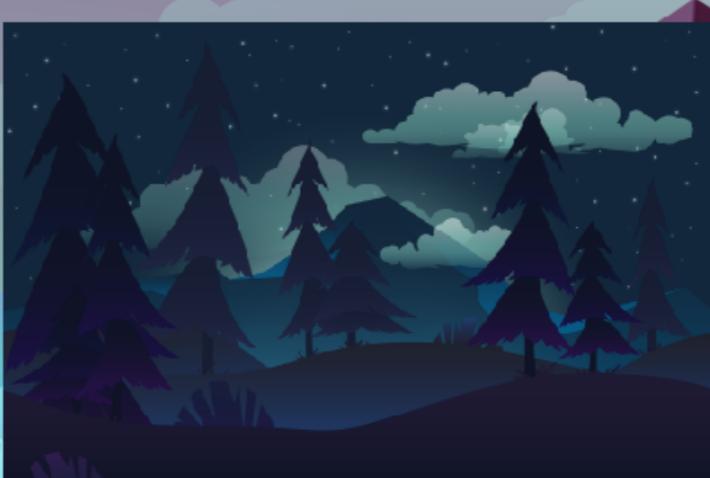
Select Battleground



Enchanted Forest



Mountainous Lake



Eerie Forest



Haunted House



Spider's Nest



Bamboo Falls



Psychedelic Woods



Mushroom Marsh

Random Level

Next >

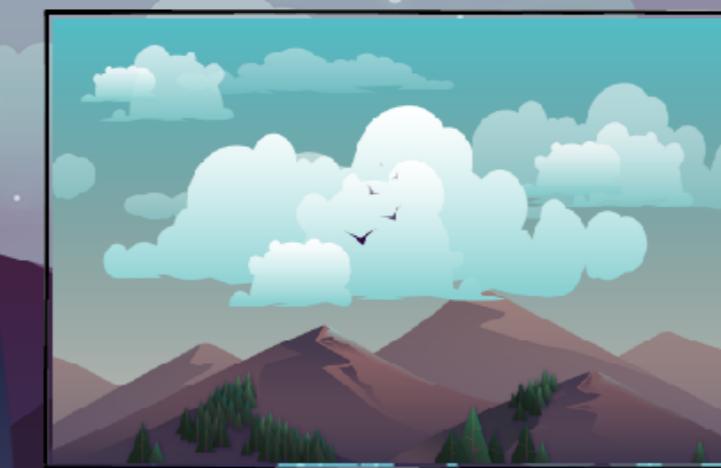
Battle MAX | Battle!

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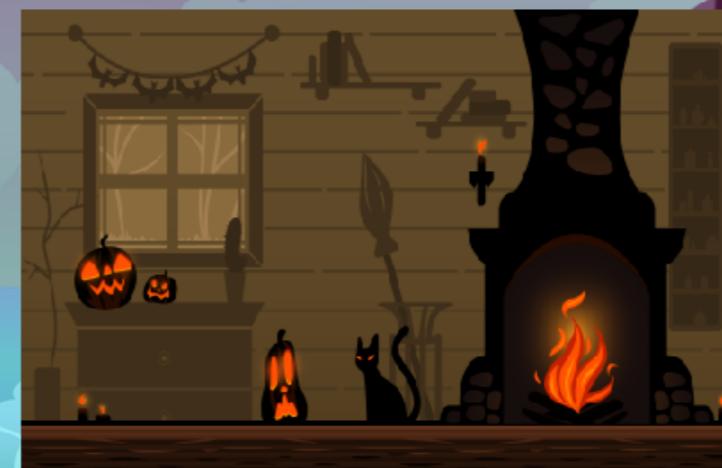
Select Battleground



Tropical Rainforest



Perilous Peaks



Witch's Cottage



Haunted House



Spider's Nest



Bamboo Falls



Psychadelic Woods



Mushroom Marsh

< Previous

Random Level

**Ent**

HP	800
ATTACK	1000
ARMOR	700
REGENERATION	5
EVASION	10
MAGIC	20
RANGE	500

Fight!!!

VS

**Unknown**

Player Cards	12
AI Cards	8

8s

HP	?
ATTACK	?
ARMOR	?
REGENERATION	?
EVASION	?
MAGIC	?
RANGE	?

Ent

Fire Elemental

PLAYER WINS!

4s

Battle MAX | Milestone Project 2

VS

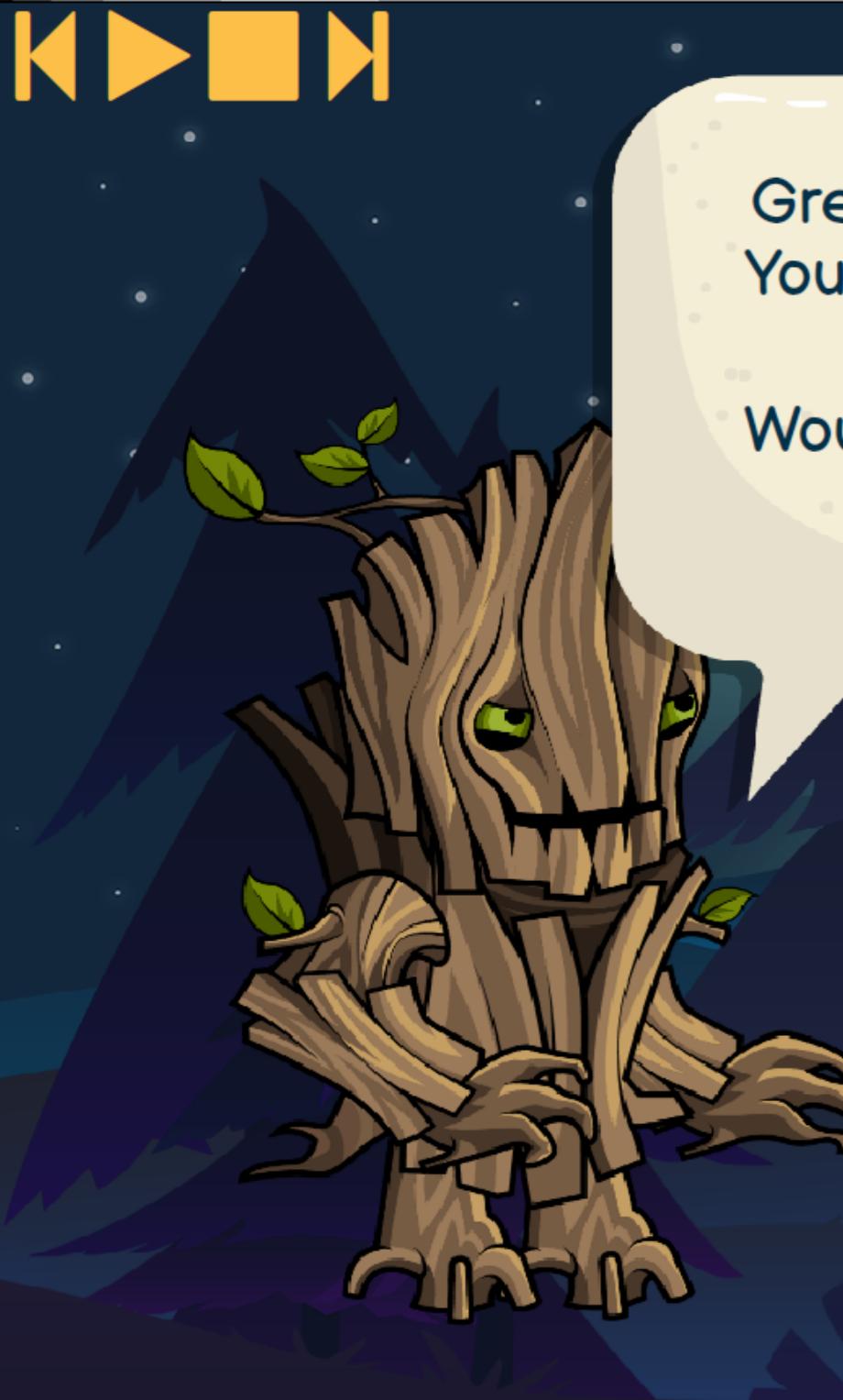
HP	800
ATTACK	1000
ARMOR	700
REGENERATION	5
EVASION	10
MAGIC	20
RANGE	500

HP	324
ATTACK	800
ARMOR	10
REGENERATION	25
EVASION	1000
MAGIC	750
RANGE	1000

Player Cards 13
AI Cards 7



EAE2B7



Great! You've won the day!
You can view your stats on
the right if you wish.
Would you like to play again?



Total Match Time	127s
Average Time Between Turns	4.3s
Maximum Streak	4
Largest Winning Margin	935
Smallest Winning Margin	5
Largest Losing Margin	640
Smallest Losing Margin	45