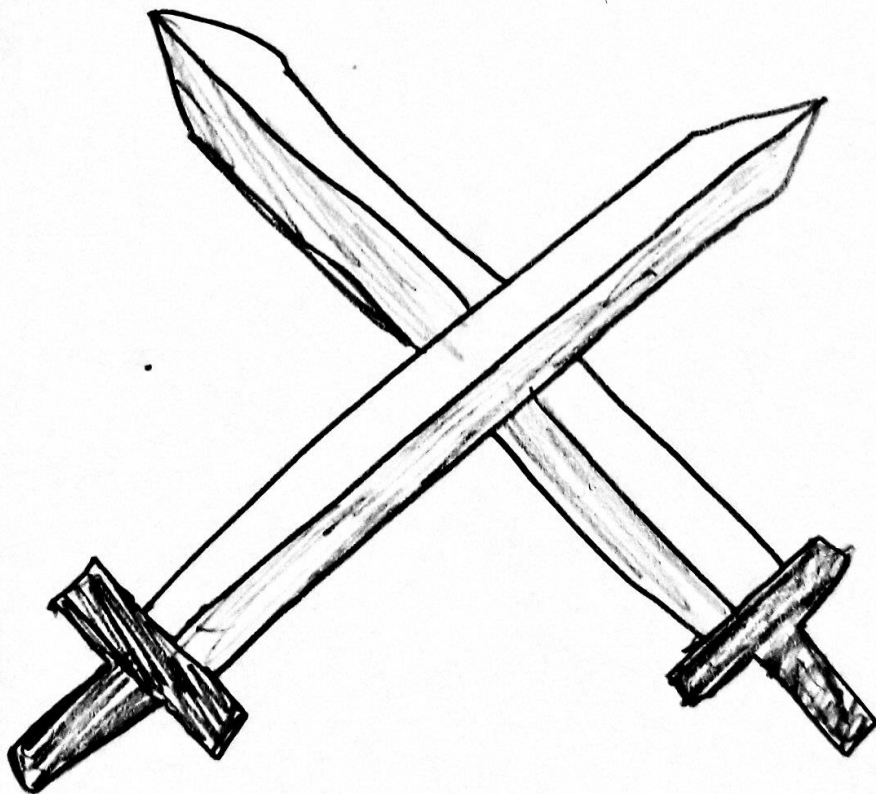
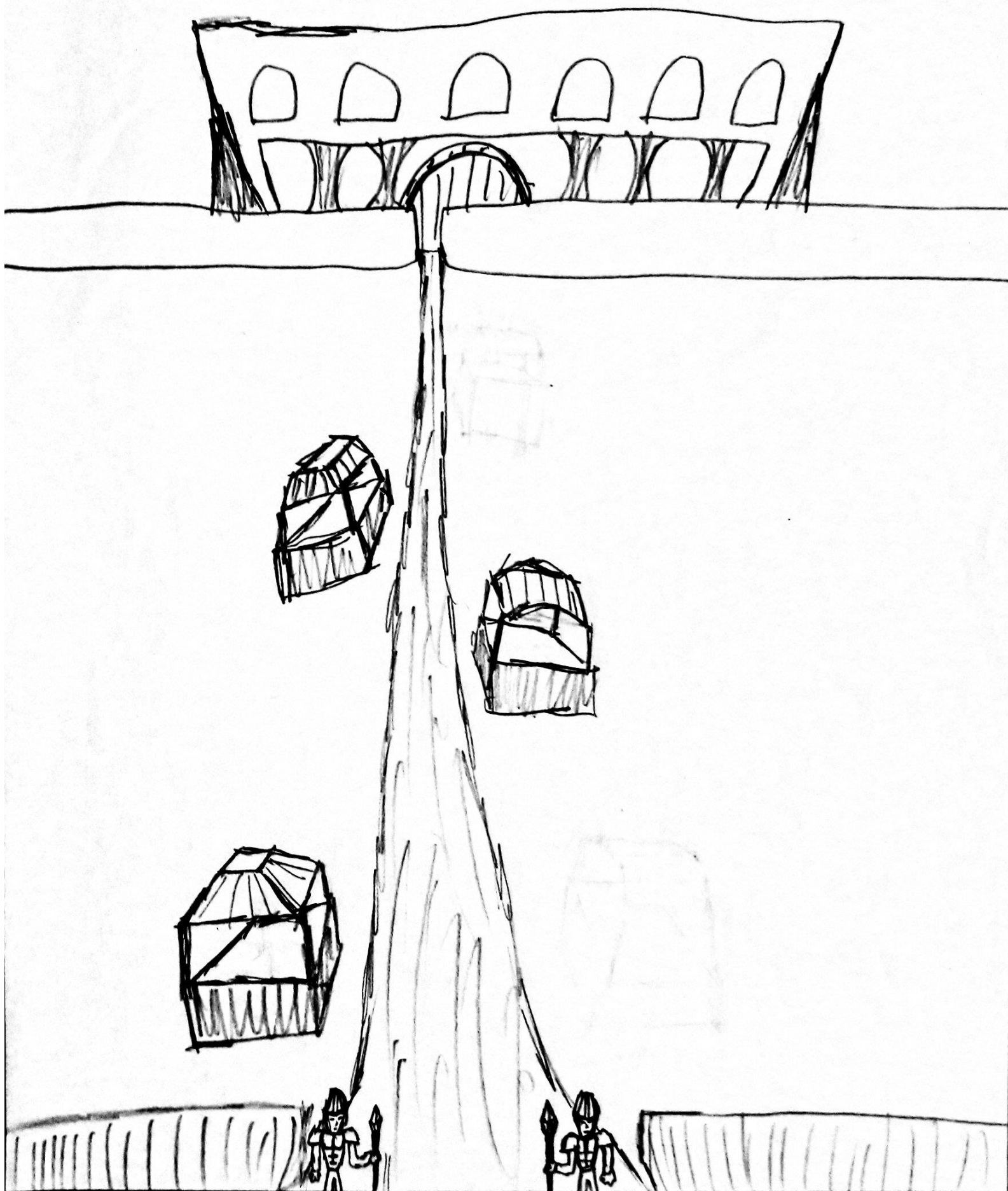
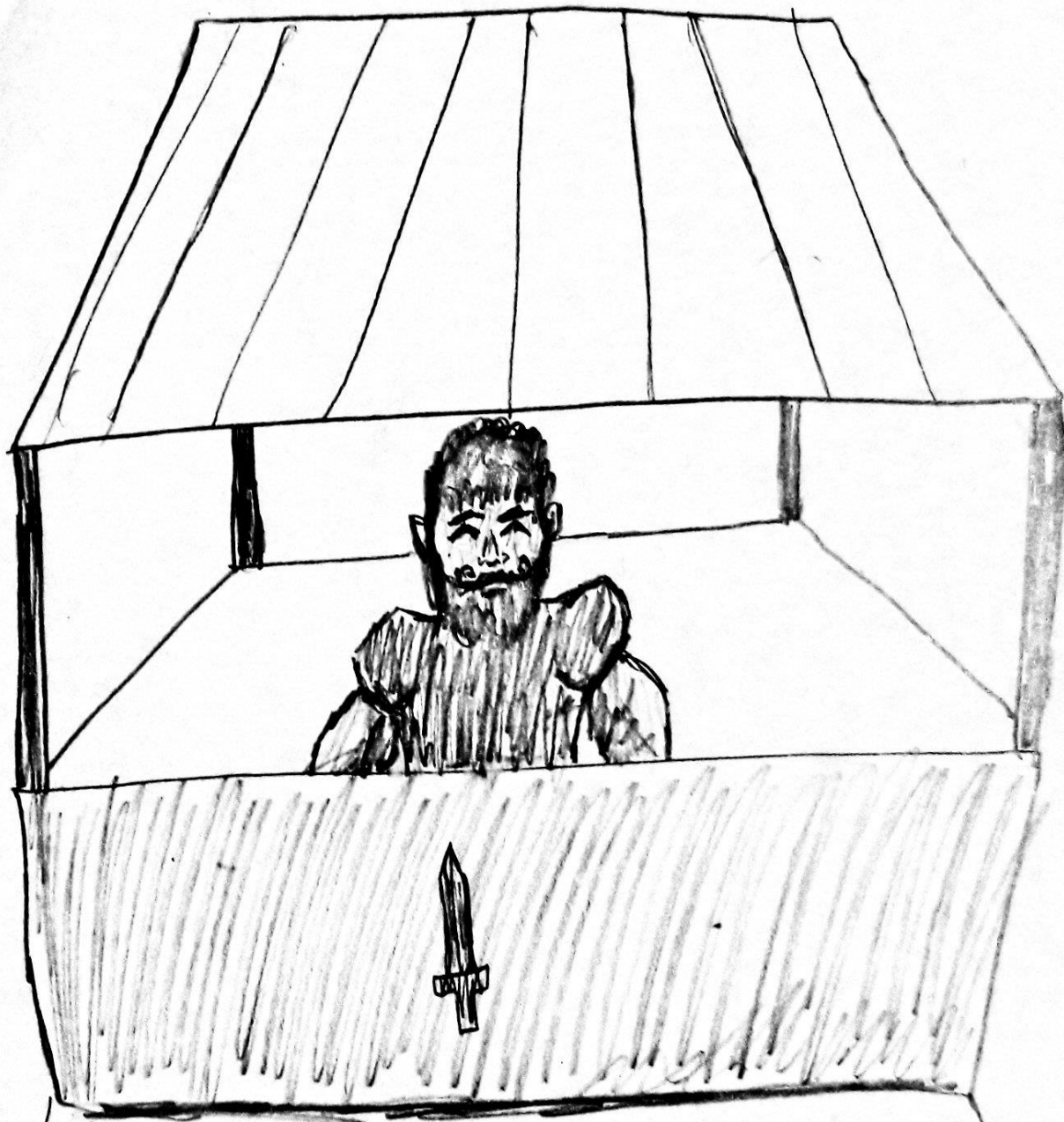


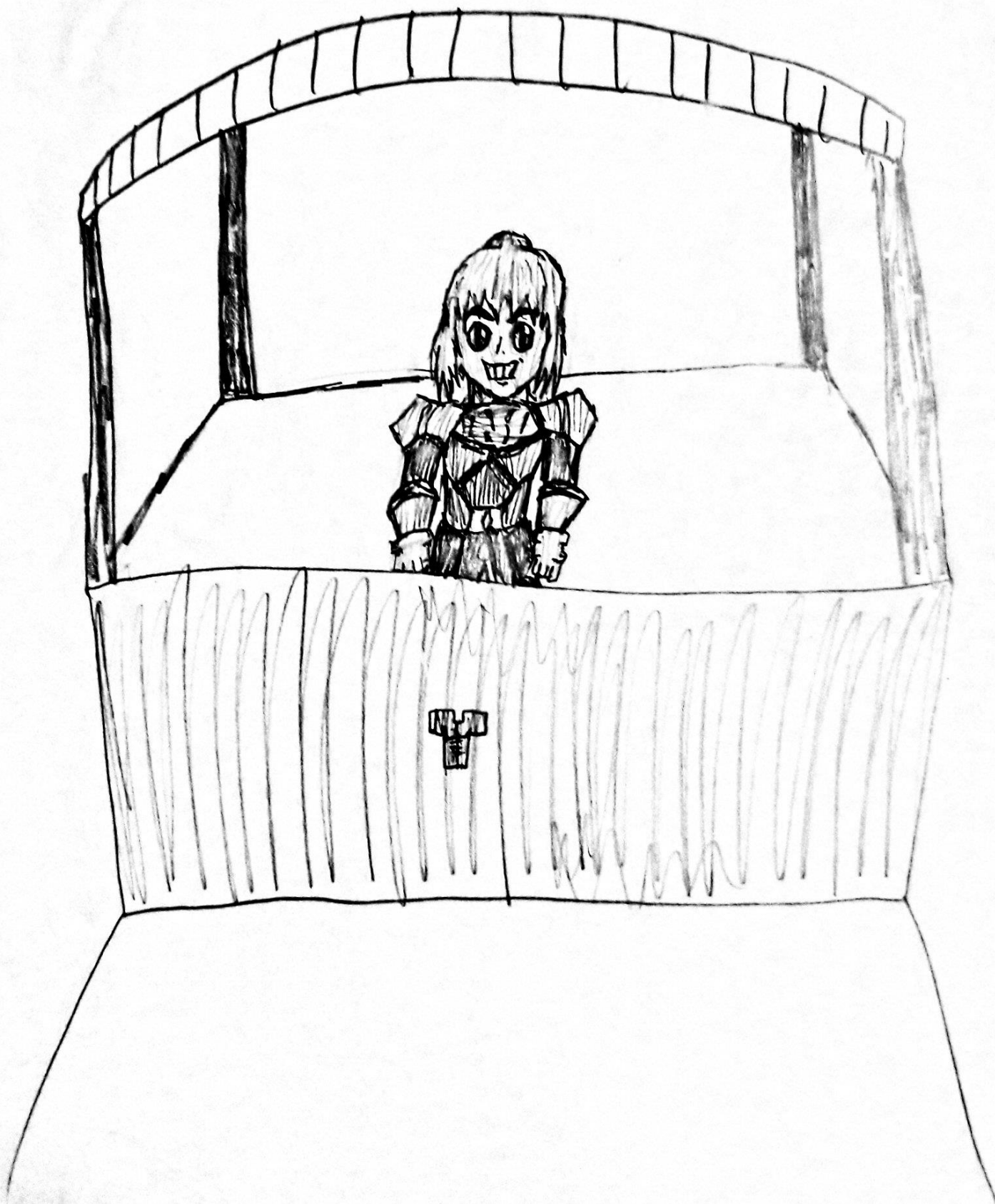
AREENA

BATTLEZ

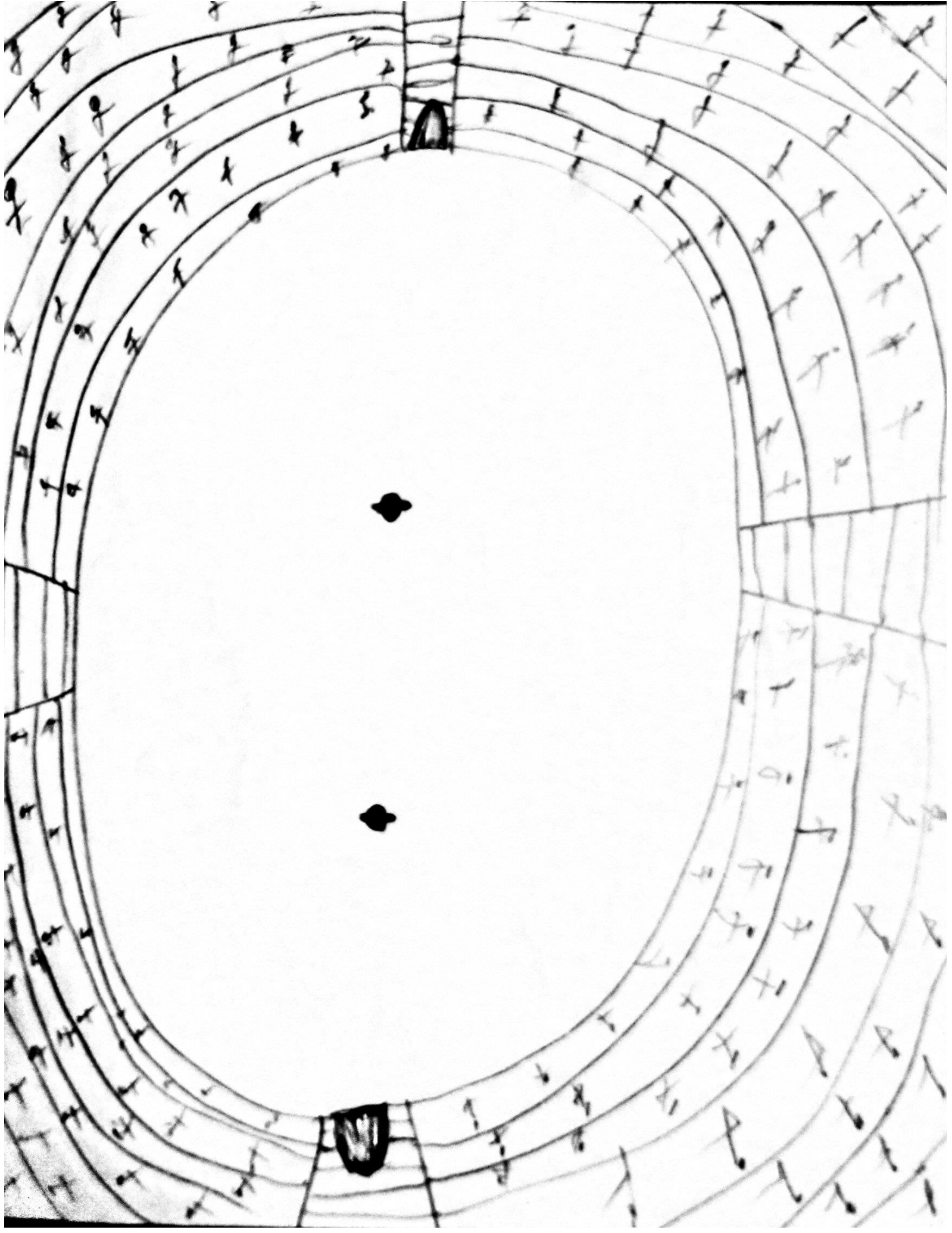




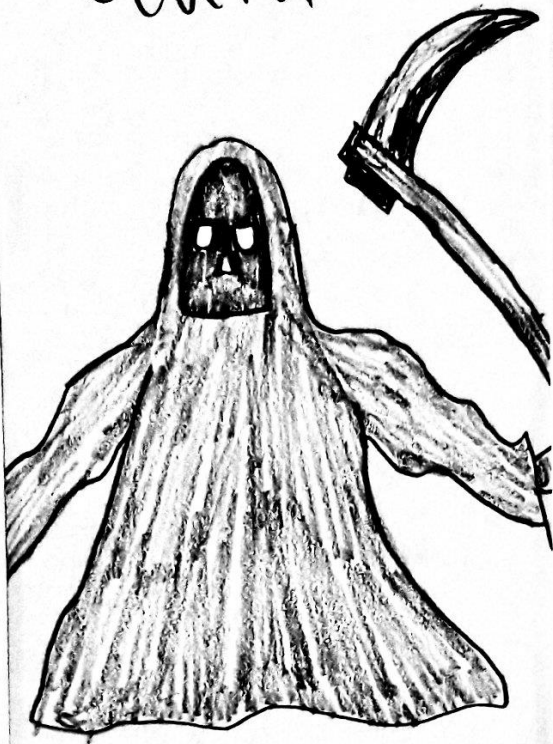








Death



Scar Face



Cool Kid



How to Play (1)

- When beginning, the guards at the gates will say something along the lines of: "Welcome to the ARENA BATTLEZ competition, we will take all your belongings before you enter."
- After entering, the player can visit any of the three shops. The 3 merchants will explain how they can give the player any item, in existence as long as the player can imagine it.
- You can decide how much gold the items cost. The player starts with (1,000 Gold) that they had saved up from adventuring.

First shop to the left: "Merchant of Weapons, Godon" this merchant sells anything classified as a handheld weapon. He speaks with a confident, hardy voice, and treats the player like family. Godon is muscly, and his shop is marked with a (♣) symbol.

Second shop to the right: "Merchant of Armour, Minnessa" this merchant is a woman who sells any kind of armour the player can think of. She speaks nicely with a smile. Minnessa is the one wearing armour and with a shop marked with a (♣) symbol.

Last shop to the left: "Merchant of Potions, Vorton" this merchant is a wizard that sells any kind of potion the player can think of. Vorton has a staff, and a shop marked with a (♣) symbol.

- The player can buy any item; fantasy, fiction, enchanted, magical, ect.
- The price is higher for more powerful items, gear, and potions.

How to Play (2)

- enter Arena

First Enemy: "Kool Kid" this skater kid is super fast and can't dodge magic very well, so he is weak to magic. But he is good at dodging physical attacks. He is mostly a spoiled kid and acts cool. His main attacks are physical attacks with his fists.

Second Enemy: "Scar Face" this warrior is extremely strong and resistant, but he is slow. He uses gravity magic to slow player down. He doesn't talk much but he is very aggravated.

Final Enemy: "Death" this enemy is an incarnation of death, he carries a scythe and speaks with a raspy voice. He fights by teleporting and sneak attacks. He is immune to physical damage, but weak to blunt force and magic.

- When all enemies are defeated, the player is congratulated and the game is over.