

[illegible]



Trainer

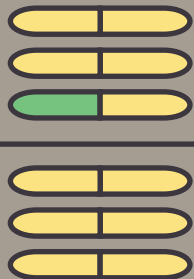
VS

Wild Seel

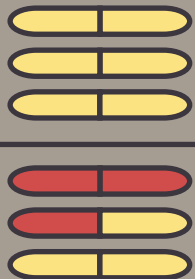
000

BATTLE STATS

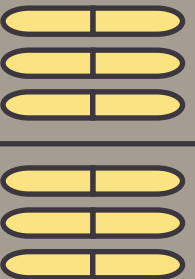
ATK



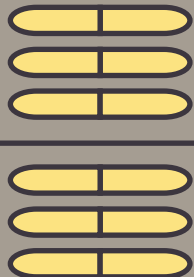
DEF



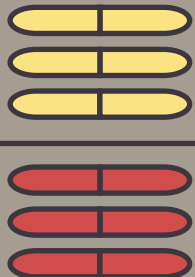
SPD



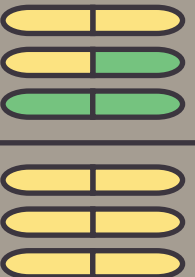
spA



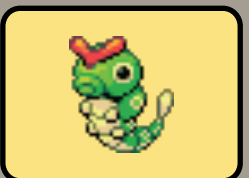
spD



HP



Z-MOVES

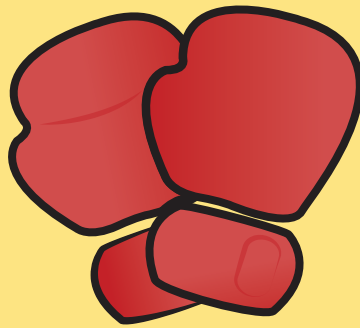


Battle Log

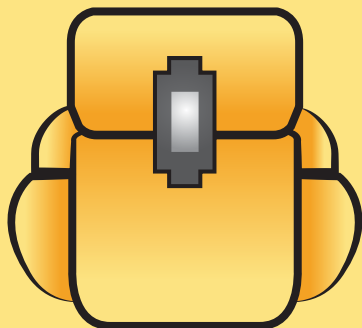
A room effect covering the battlefield for 5 more turns. At 0 turns the icon disappears.

Hovering over the icon opens a box that describes the move and shows its total turn count.

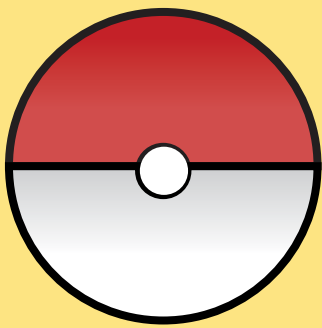
*Each room effect is visually similar aside from their text (provided in battleUI_final file.)



FIGHT



ITEMS



POKEMON




RUN

[illegible]

FIGHT

A yellow square sign with a black border. In the center is a black silhouette of a person running to the right. Below the silhouette, the word "RUN" is written in bold, black, capital letters.



Trainer

VS

Wild Seel

000

BATTLE STATS

ATK


DEF

SPD




spA




spD


HP



Z-MOVES



Battle Log

Example of a battlefield effect in a 3 vs. 3 battle.

Seel

ooo ♂ Lv. 28

3

Trick Room

5

Trick Room

A mysterious psychic power disrupts the battlefield.
The slower Pokemon moves first.

5

Squirtle

ooo ♀ Lv. 68

6

Go Squirtle!

VS

Trainer

VS

Wild Seel

BATTLE STATS

ATK

DEF

SPD

spA

spD

HP

Z-MOVES

Battle Log

Example of multiple battlefield effects in a battle.

Seel

ooo♂Lv. 28

Seel

ooo♀Lv. 36

Seel

ooo♂Lv. 28

Squirtle

ooo♀Lv. 45

Seel

ooo♀Lv. 47

Squirtle

ooo♀Lv. 68

Trick Room

A mysterious psychic power disrupts the battlefield.
The slower Pokemon moves first.

Go Squirtle!

VS

Trainer

VS

Wild Seel

ooo

BATTLE STATS

ATK

DEF

SPD

spA

spD

HP

Z-MOVES

Pikachu

Squirtle

Charmander

Bulbasaur

Geodude

Poliwhirl

Battle Log

Example of multiple battlefield effects in a 3 vs. 3 battle.