
Dinosaur King Arcade Game Battle

dinoshot can store up to 999 cards of all types in a single box. each card is given a weight corresponding to the number of moves it contains, which may be used to determine which order they will be played in (i.e. the heaviest will be played first, then the second-heaviest, and so on).

when choosing a move in battle, the player can choose to use its move card or a move from another dinosaur of their choosing, though the move card will still be used if it is available and the dinosaur does not have a move. if the player chooses a move from another dinosaur, their current move card will be discarded. dino shots cannot exceed 999 moves, and will trigger a "maximum card count" error if they do. dinosaurs must be healed through the touch screen (with a press of the button indicated) and battle moves (with the corresponding touch) in order to succeed; a wounded dinosaur will use the healing moves indicated. in addition to touch moves, buttons are used to execute a move and allow the player to select a dinosaur to use it on (only attribute-compatible dinosaurs can be used; if a move requires two dinosaurs, they must both be in the same d-site). a player can switch between dinosaurs in the d-site and the battle screen at any time. if a player uses a move to execute on another dino, the other dino will run from the action at full speed; a successful move will immediately end the play and let the other dino perform the move if it is their turn (the player can switch back if they wish, though a successful move does not end the round). for a player to defeat a dinosaur, their dino must move in to attack it, dealing damage in the process and thus bringing it below 100% hp (unless it is a boss, which must be defeated by any means, though it is rare to die to a non-critical move). a player cannot attack another dinosaur, even if they are in the same d-site, and even if they have a move card they could have used. attacks between dinosaurs can be canceled out by their opponent using a move if they wish; this cancels the attack and allows their opponent to perform their move. as a special case, the player can attack multiple dinosaurs at once, but if one of them is the rock-paper-scissors winner, they will take a hit, not the opponent. similarly, if a player is under the effects of a move they could have used, they will take a hit, not their opponent.

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battles last a set number of turns, depending on the settings; the player is given at least 1 turn to use d-chips or drop cores to gain a victory point (vp) at the end of each turn (even after a draw); the player must have enough points to surpass the opponent's total to win. upon a win, a d-chip is added to the player's dinoshot, granting an extra move if there are enough points left, or one extra move card if there are not enough. extra points are rewarded for battles lasting longer, with bonuses for every extra turn, and for reaching a high level (making the number of vp required to win climb faster). the amount of each bonus varies by the number of turns, up to a maximum of 1 vp per extra turn or 1 vp per extra move; no bonus is given for levels below the maximum. extra moves and cards are given as soon as possible, but points are given for each turn depending on the level the player is at. after the player has

been defeated (or the game ends in a draw), a drop core shows up in the dinoshot. should the player fail to save and lose, the core will be counted as a point. points are awarded for wins, regardless of species or attack type. winning the first battle of a set will earn the player 1 point, with 1 point per following victory. high-level battles are worth more points than lower-level battles, though the difference is less pronounced the more levels the opponent has. an opponent's level is indicated by the number of mega moves they have at the end of a battle (usually equal to the number of moves they used in battle), and the number of mega moves they have at the start of a battle is indicated by a number below their dinoshot in the lower right corner (though it may or may not be visible at the start of a battle if the player has not yet used all of their moves). 5ec8ef588b

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