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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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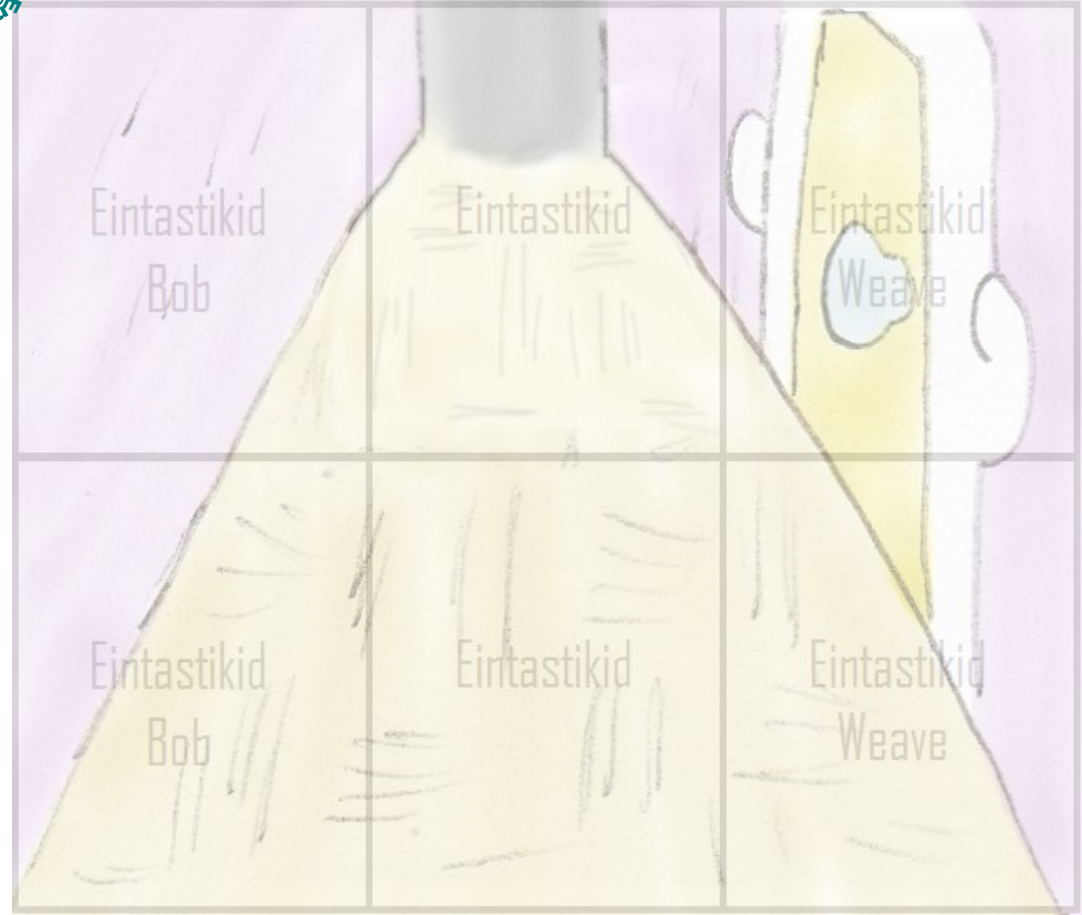
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**Ignore This.**

**Ignore This.**



Page: 199



Page: 203



Page: 201



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Nothing Here.

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A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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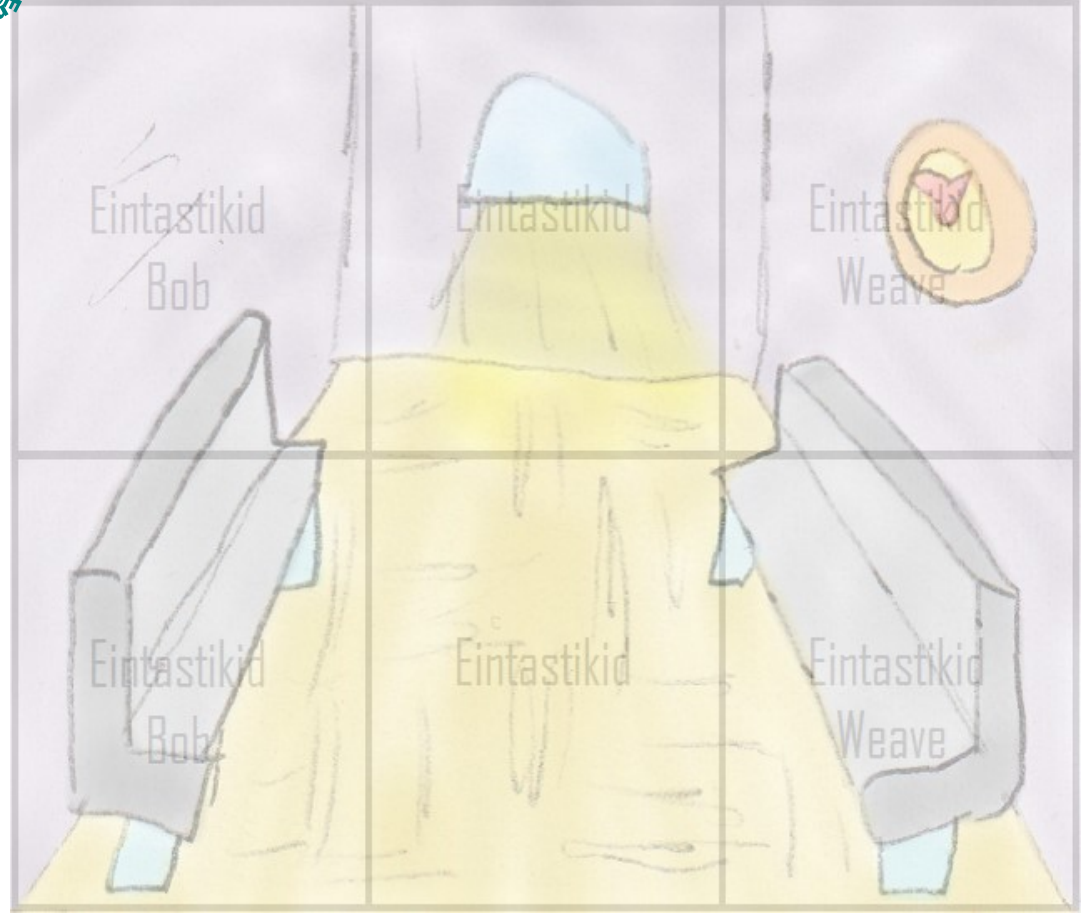
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**Ignore This.**



Page: 200



Page: 200



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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

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Nothing Here.

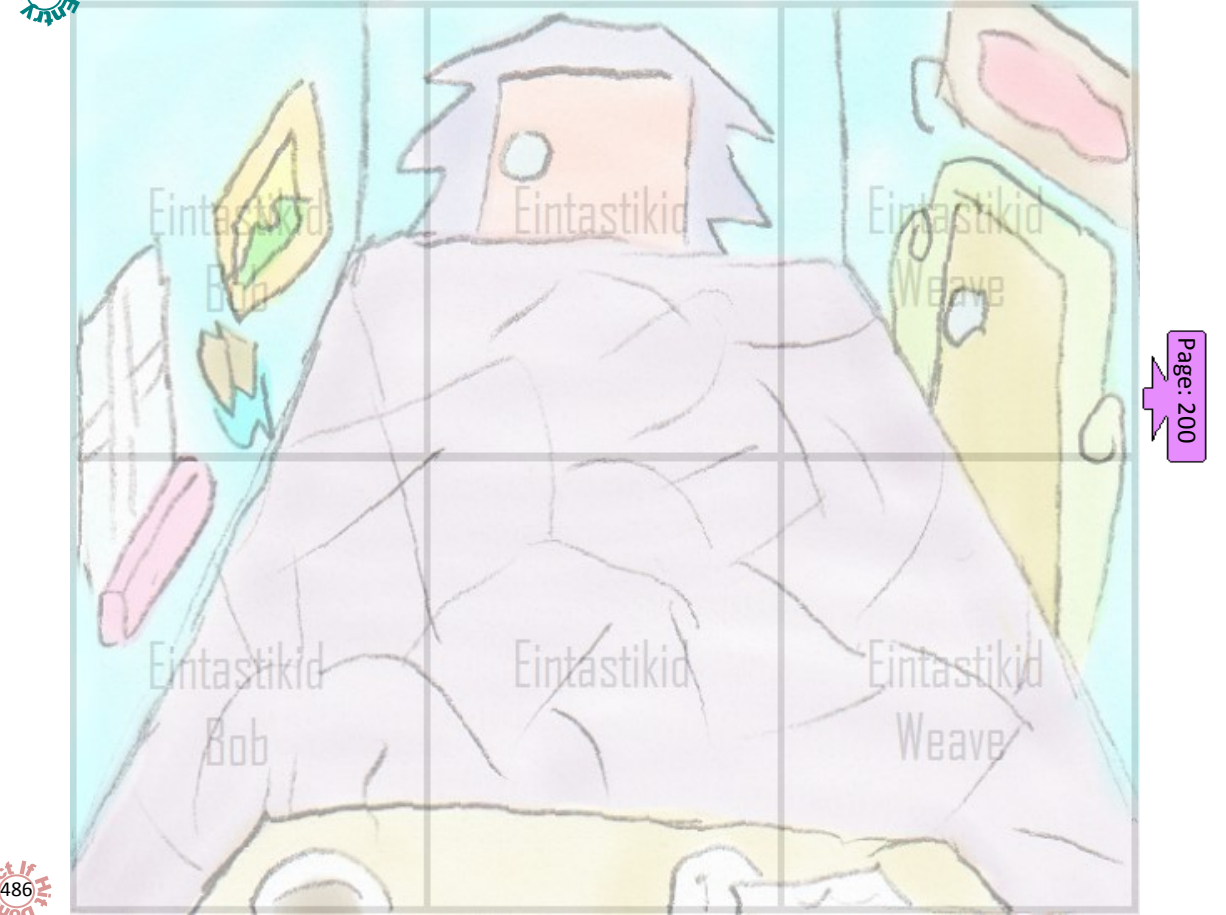
Set Eíntastikid.

Ignore This.

Ignore This.

483 484 485

Page: 207



Page: 200

486 A

Page: 203 C

B

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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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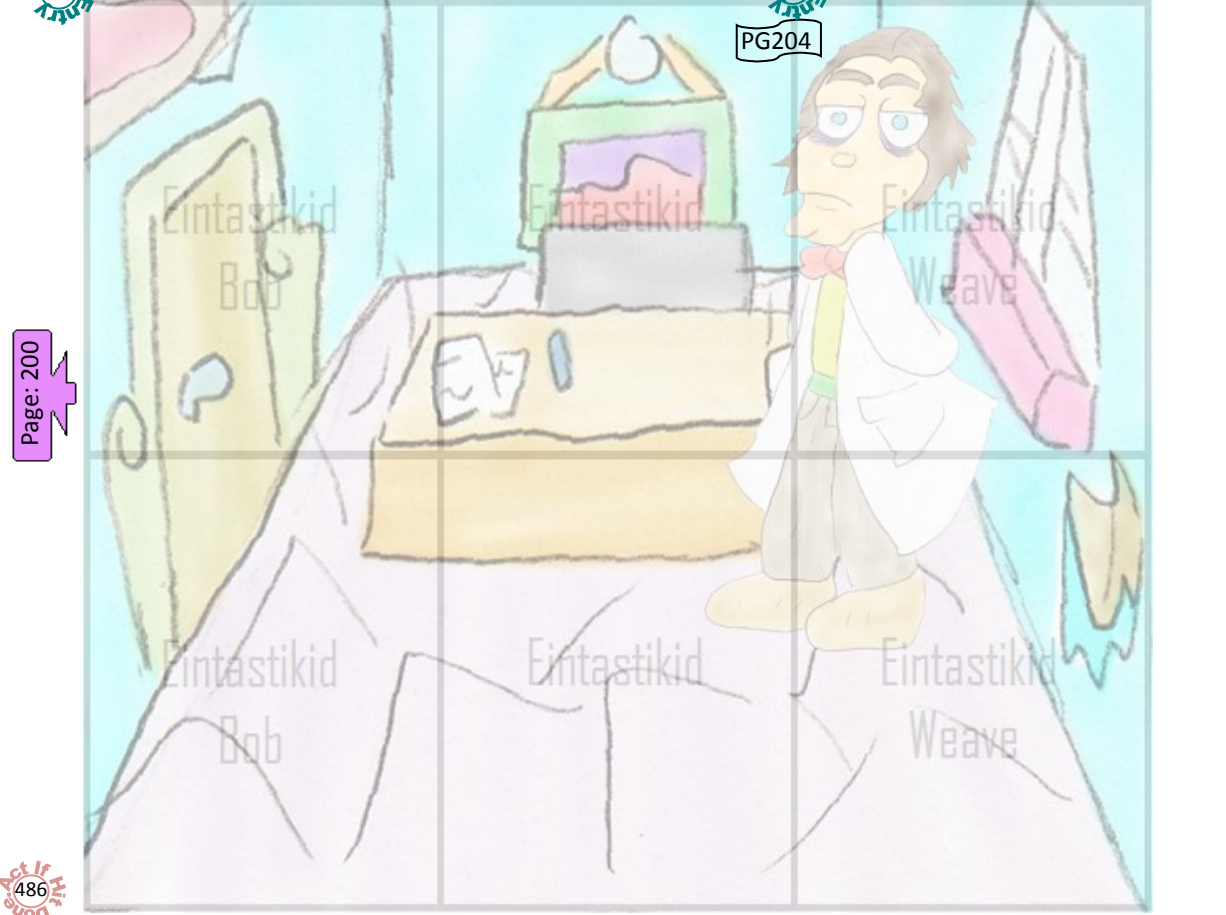
Set Eíntastikid.

Ignore This.

Fight From Pg. 204 BP

484 481 485

Page: 200



Page: 200

486 A

Page: 202 C

B E 205

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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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Nothing Here.

Set Eíntastikid.

"Fight Him"  
To Page 203

Scene

"Decline Him"  
To Page 206

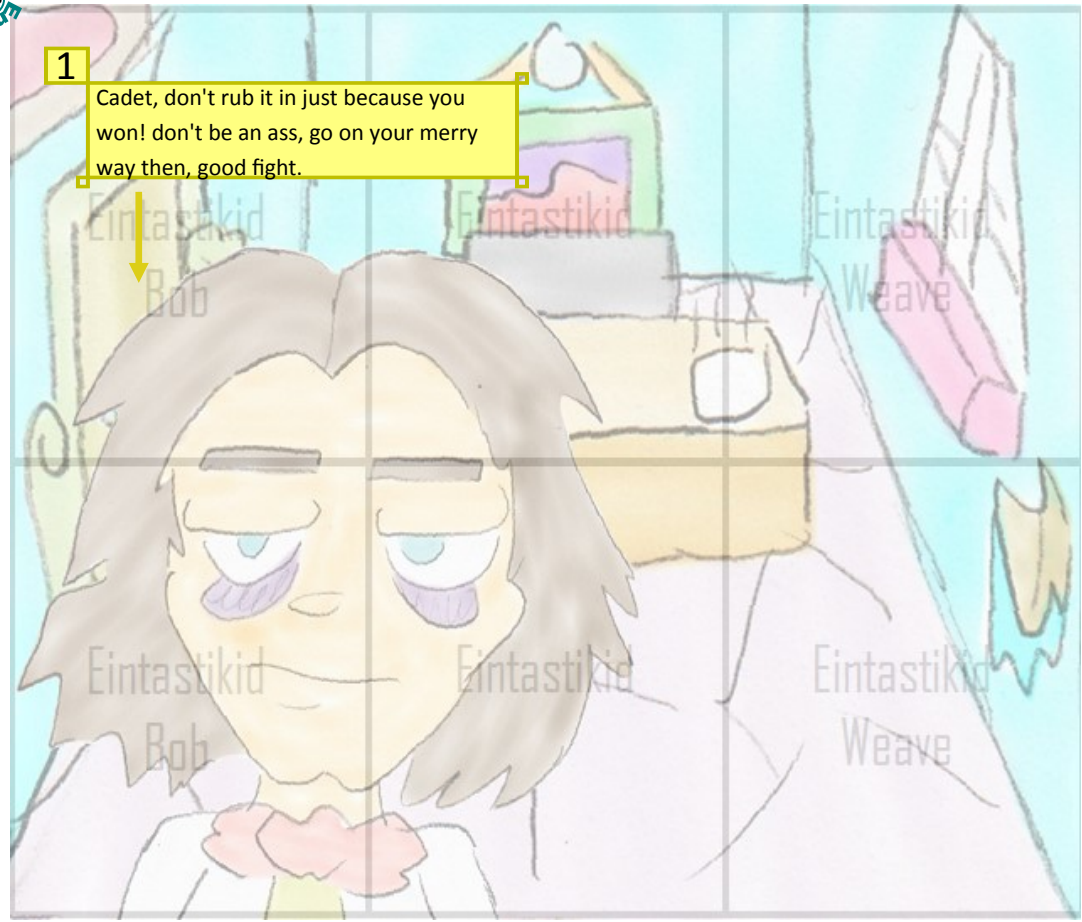
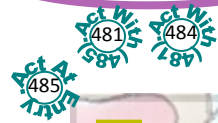
Ignore This.

Set Eíntastikid.

"Back Off"  
To Page 203

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

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Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 203

Scene

Ignore This.

Set Eíntastikid.

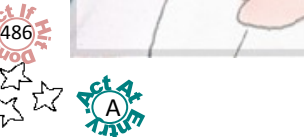
Ignore This.

Ignore This.



Page: 202

1  
Come on cadet, this is you right now?  
This is embarrassing for the army, try again, try again.



Play Music: 02 (To use go to page 345)

Page's View



Page: 208

Play Music: 02 (To use go to page 345)

Page's View

The area, the words in this box are a area name, which is the "Area" of this page.  
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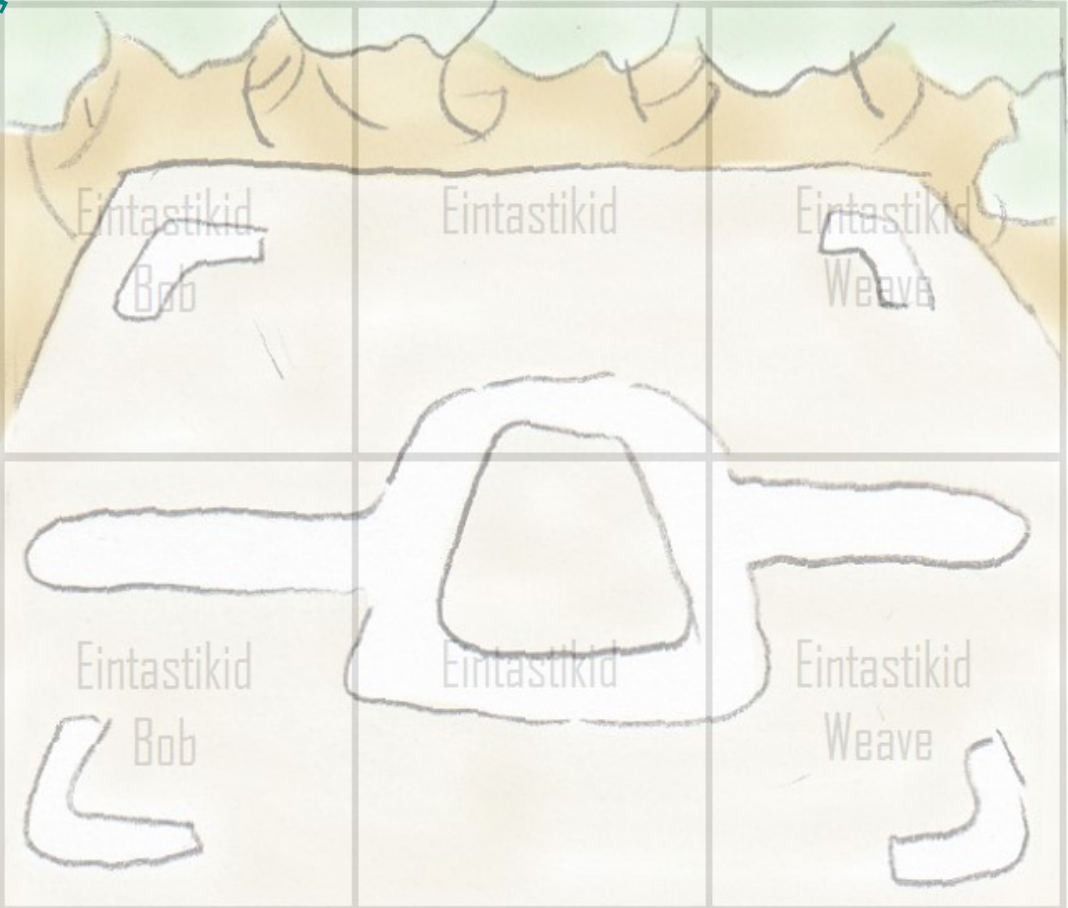
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Nothing Here.

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Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

Ignore This.

Ignore This.



Page: 207 **C**

**B**

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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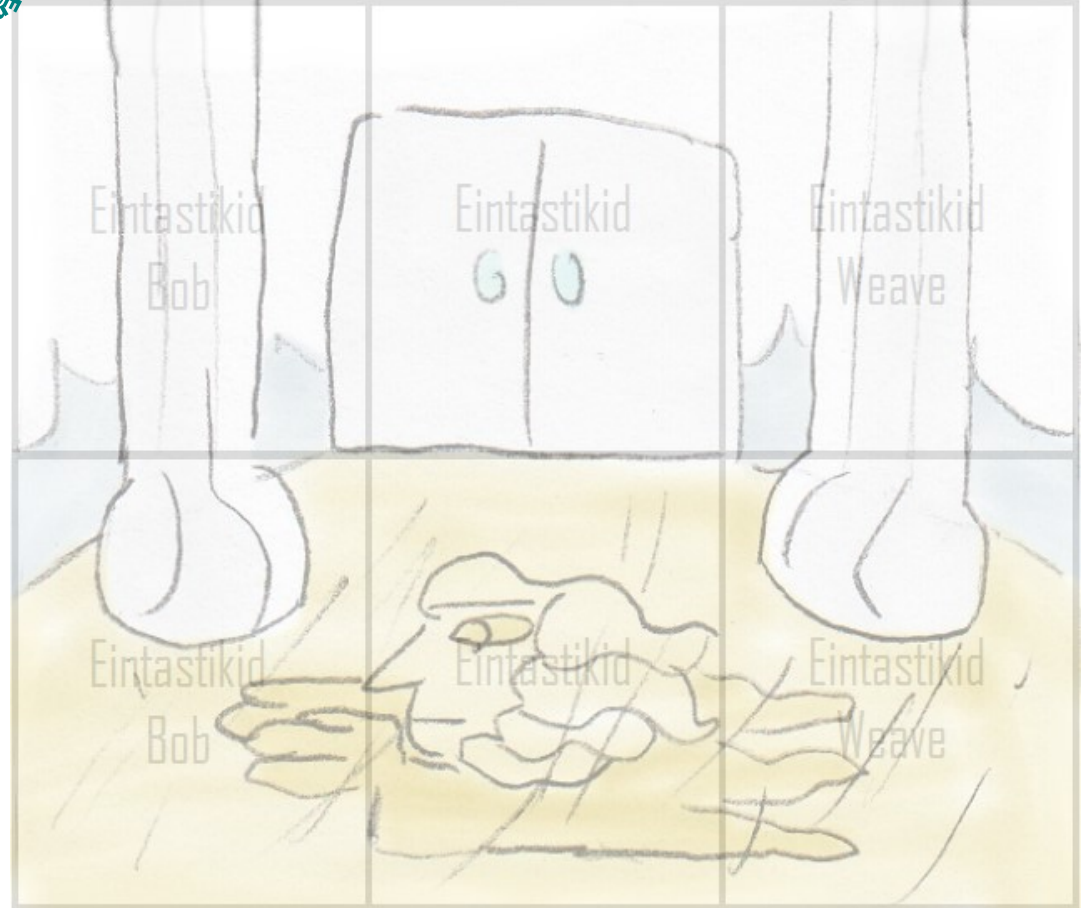
Nothing Here.  
**Set Eíntastikid.**

Ignore This.

Ignore This.



Page: 260



Page: 210 **C**

**B**

The area, the words in this box are a area name, which is the "Area" of this page.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

A lock, if all "keys" on the same page as this object are "On", go to the page with a number same as PG number listed in this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A key, on this's page, if you and as long as you have a "Switch" in your mind matching S number in this, Consider this (key) "On".

Nothing Here.

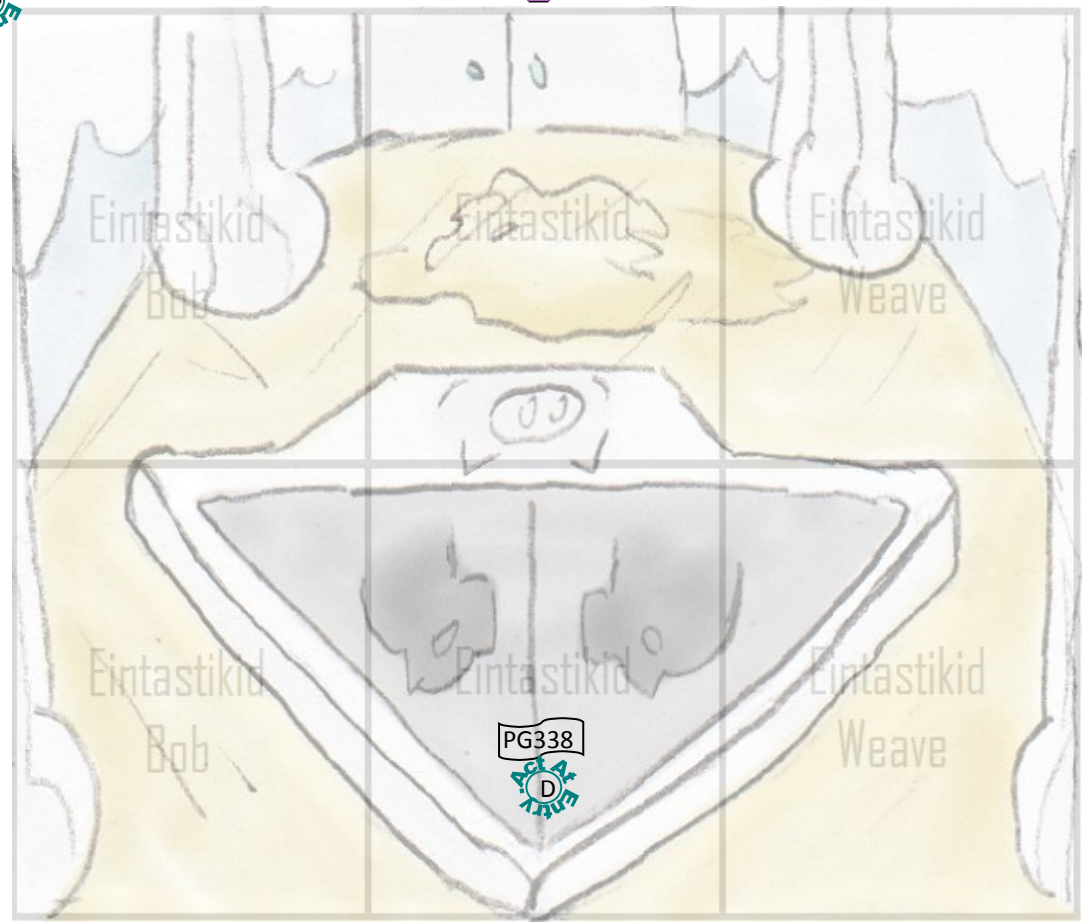
Set Eíntastíkid.

Ignore This.

Ignore This.



Page: 209



PG338

Page: 211



Set Eíntastíkid.

Ignore This.

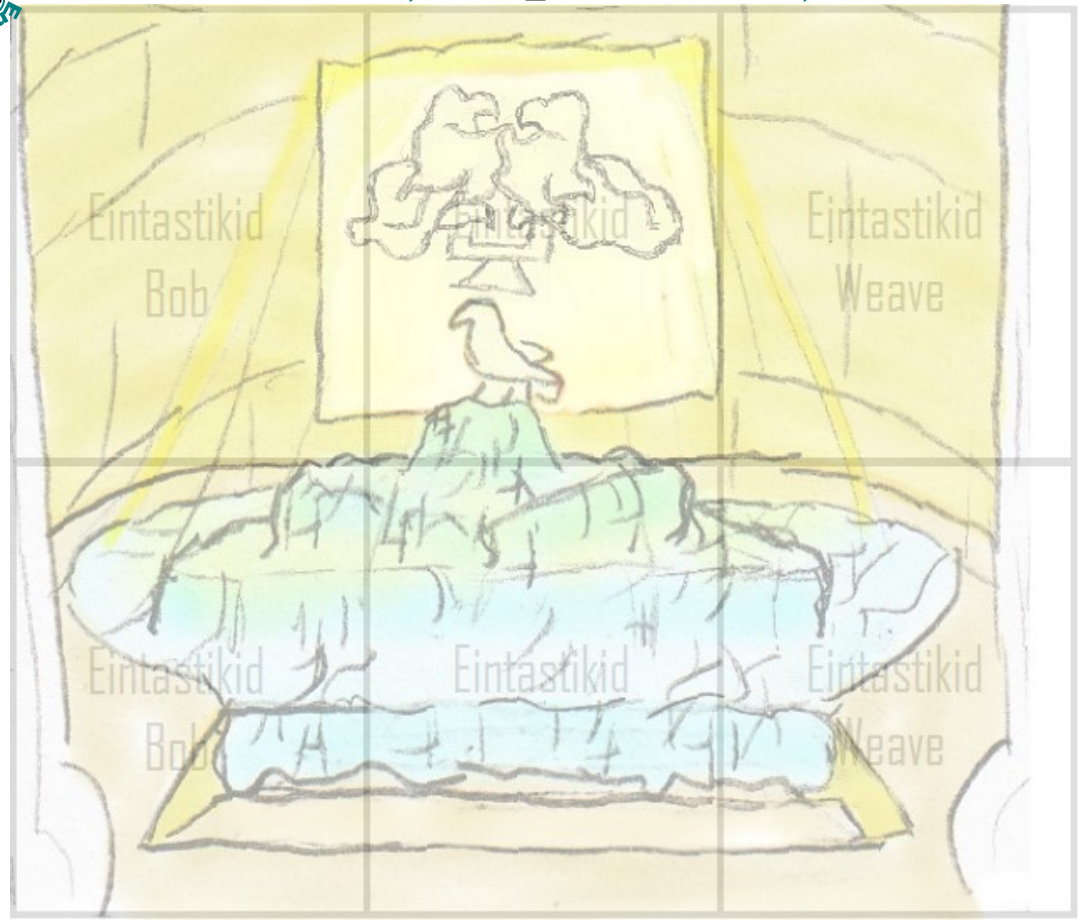
Ignore This.



SO

Page: 213

Pg.212



Page: 210



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

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Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A key, on this's page, if you and as long as you have a "Switch" in your mind matching S number in this, Consider this (key) "On". A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.  
**Set Eíntastikid.**

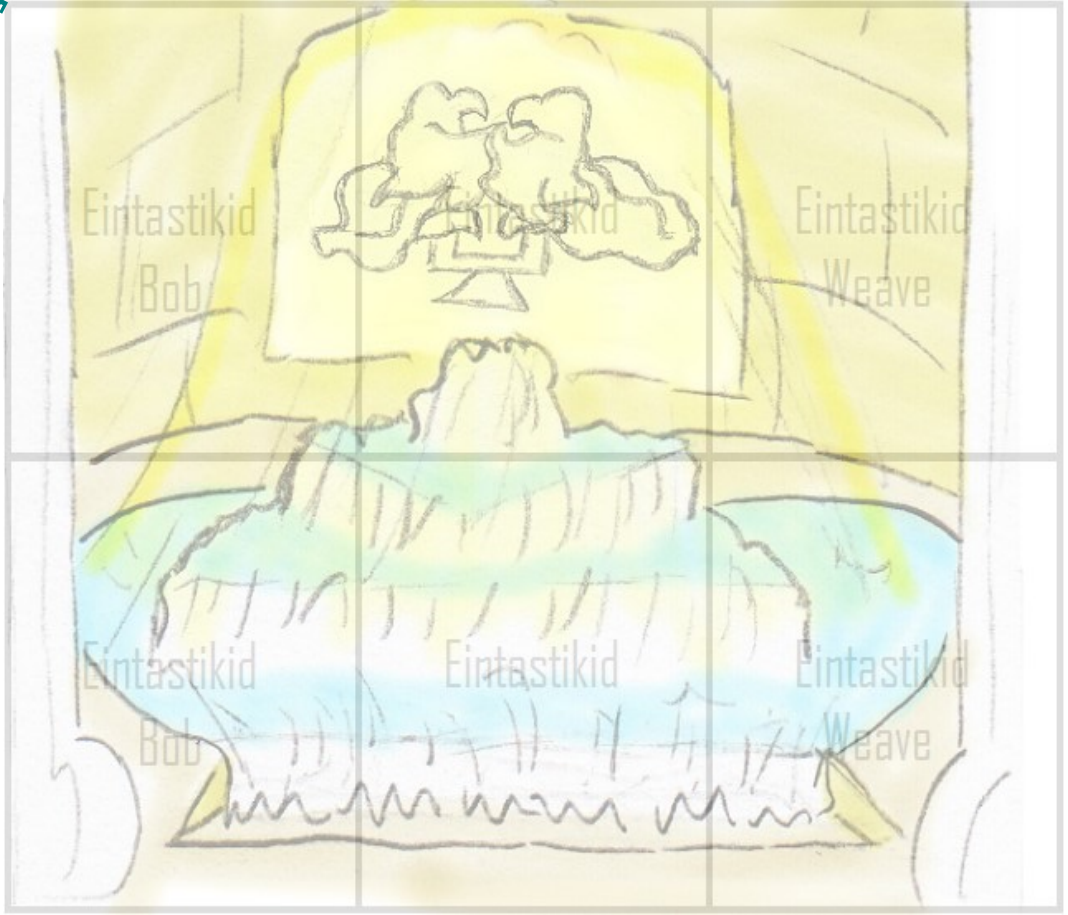
**Ignore This.**

**Ignore This.**



Page: 215

Page: 214



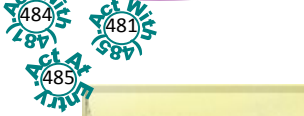
Page: 210



Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



S05

Pg.341



PG340



S06

S07

Page: 211

S08

S09

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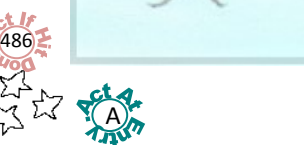
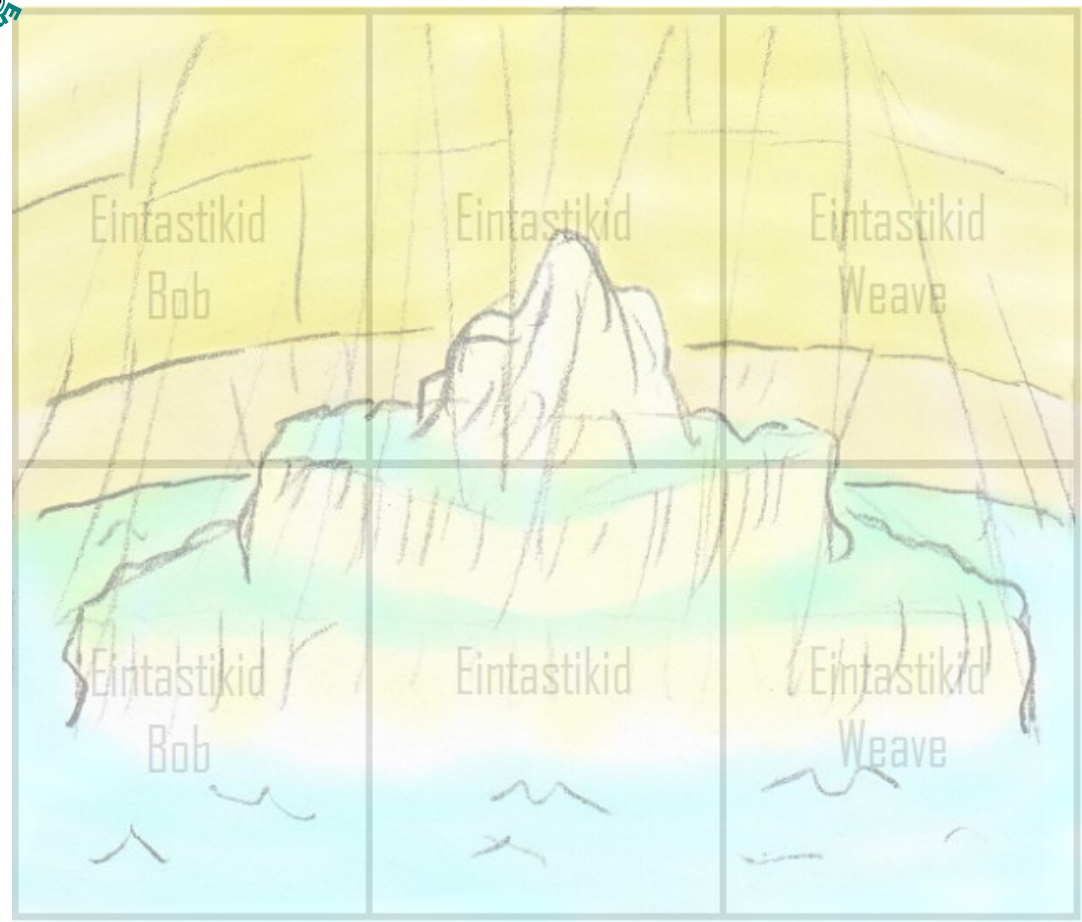
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.  
**Set Eíntastíkid.**

**Ignore This.**

**Ignore This.**



Page: 212 **C**

**A**

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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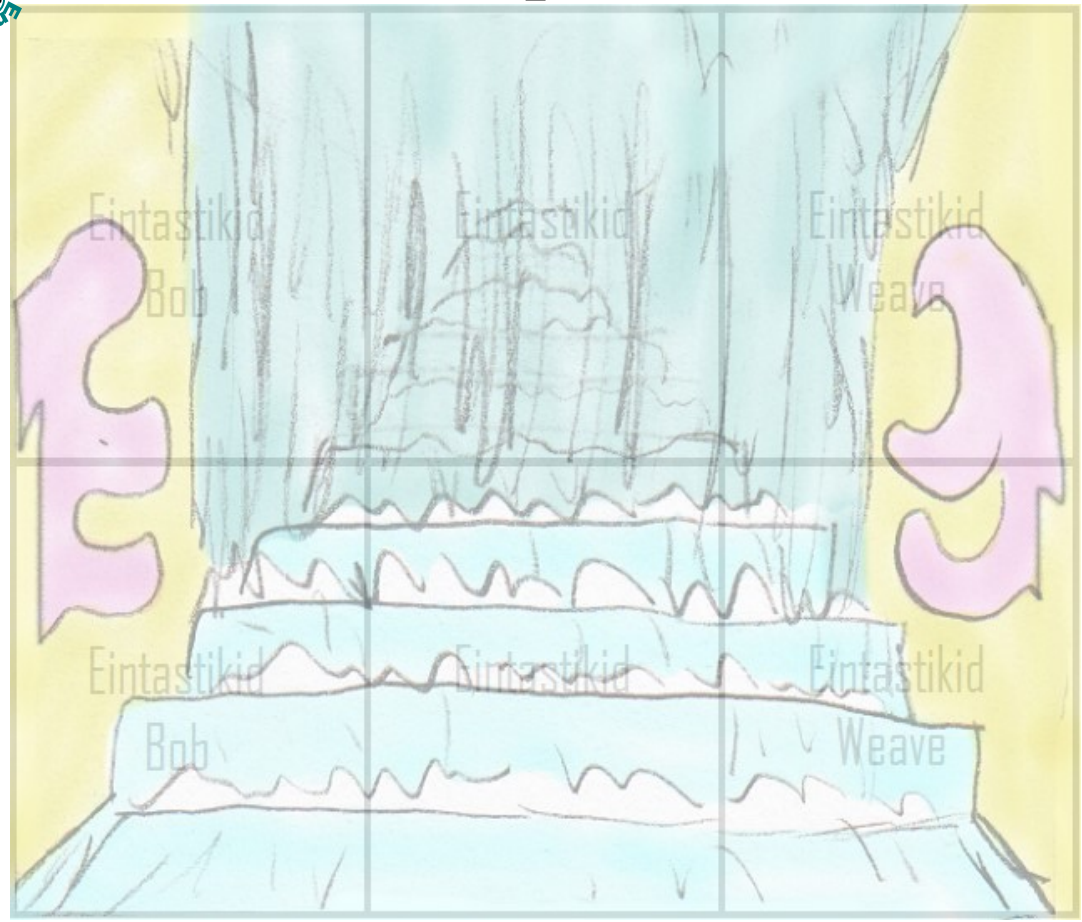
Nothing Here.  
**Set Eíntastíkid.**

**Ignore This.**

**Ignore This.**



Page: 212



Page: 216 **C**

**A**



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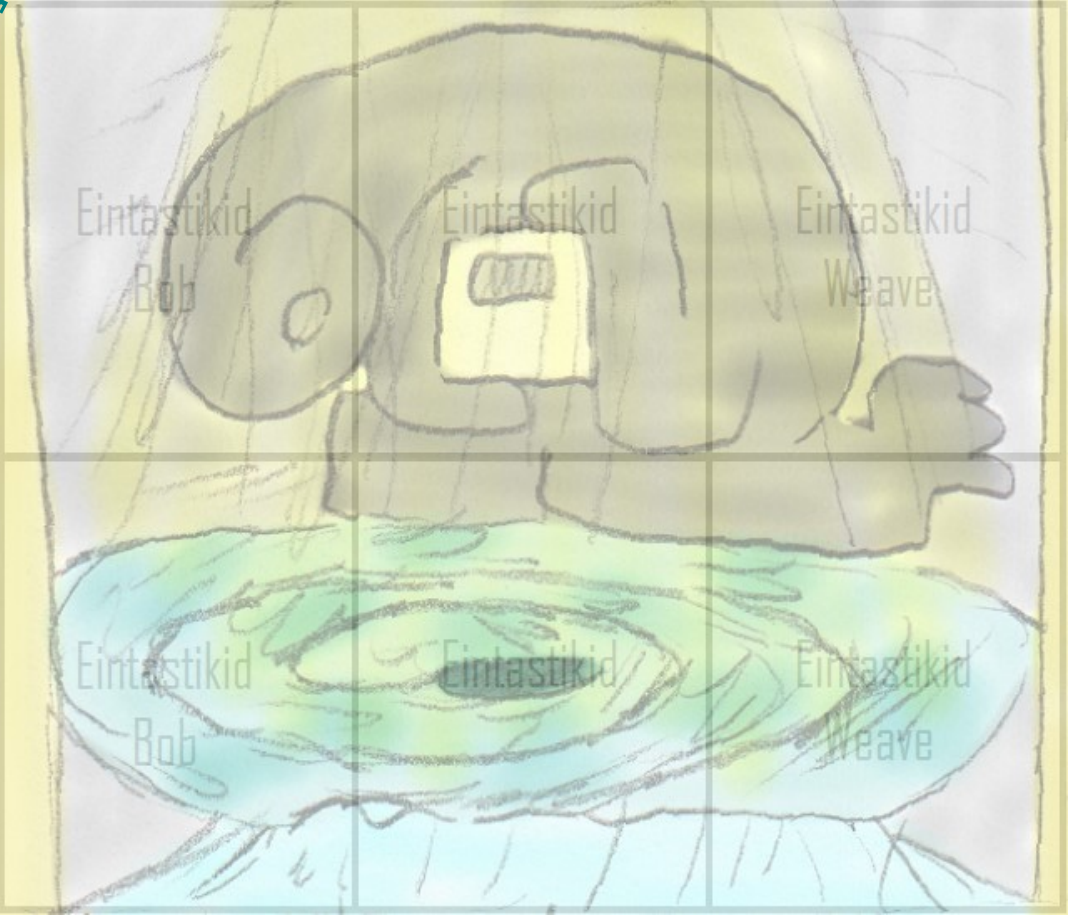
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Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.  
**Set Éintastikid.**

**Ignore This.**

**Ignore This.**



Page: 215



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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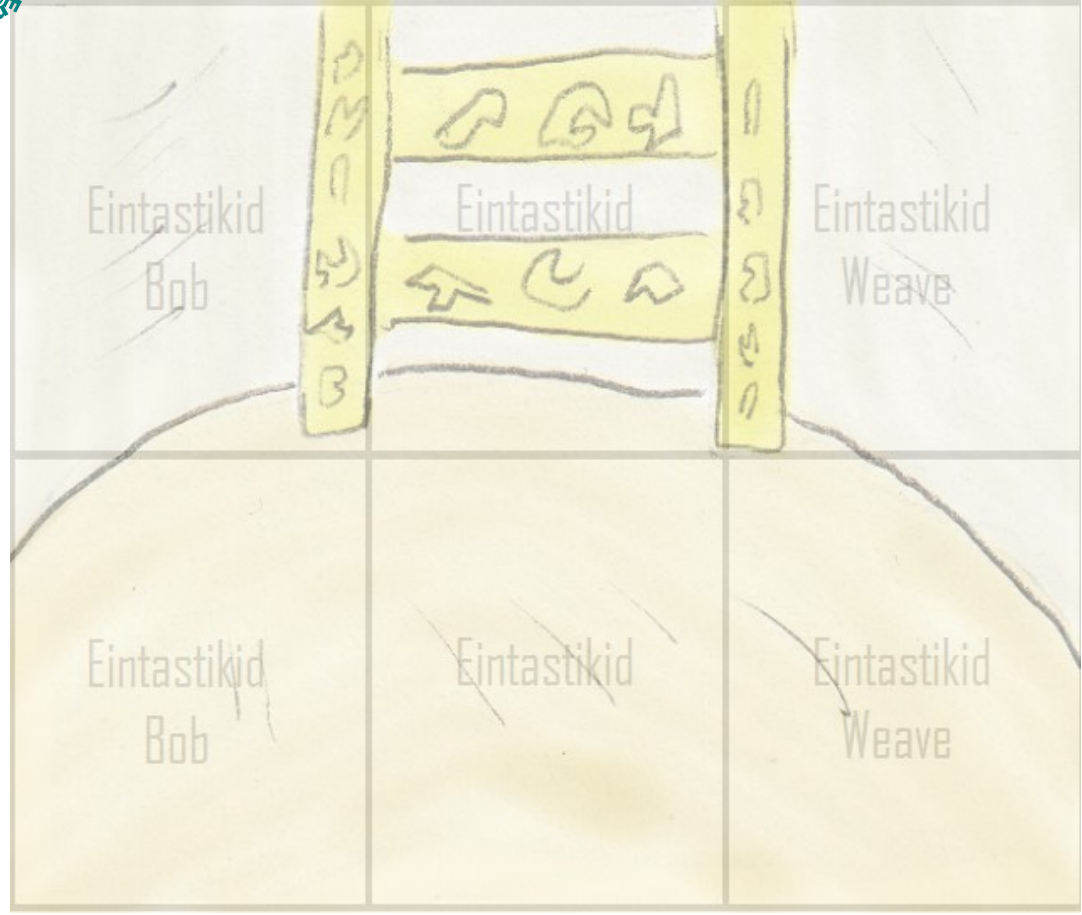
Nothing Here.  
**Set Éintastikid.**

**Ignore This.**

**Ignore This.**



Page: 210



Page: 218



The area, the words in this box are a area name, which is the "Area" of this page.  
A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A trap, on this's page, if you do not have a "Switch" in your mind matching S number in this, go to page of PG number in this.  
Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.  
A room link, you can choose this, if you do, go to page of the number listed on this.  
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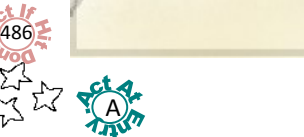
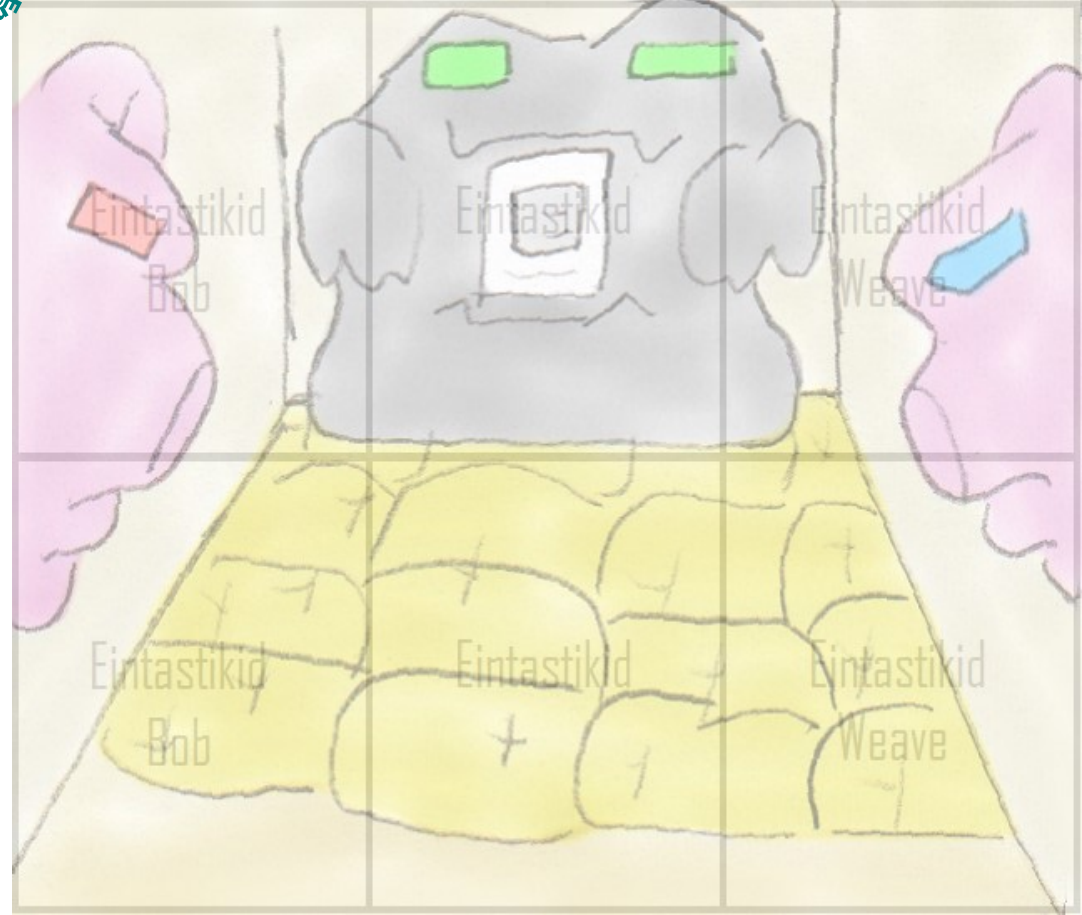
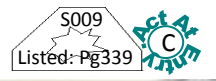
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A trap, on this's page, if you do not have a "Switch" in your mind matching S number in this, go to page of PG number in this.  
Nothing Here.

Set Eíntastikid.

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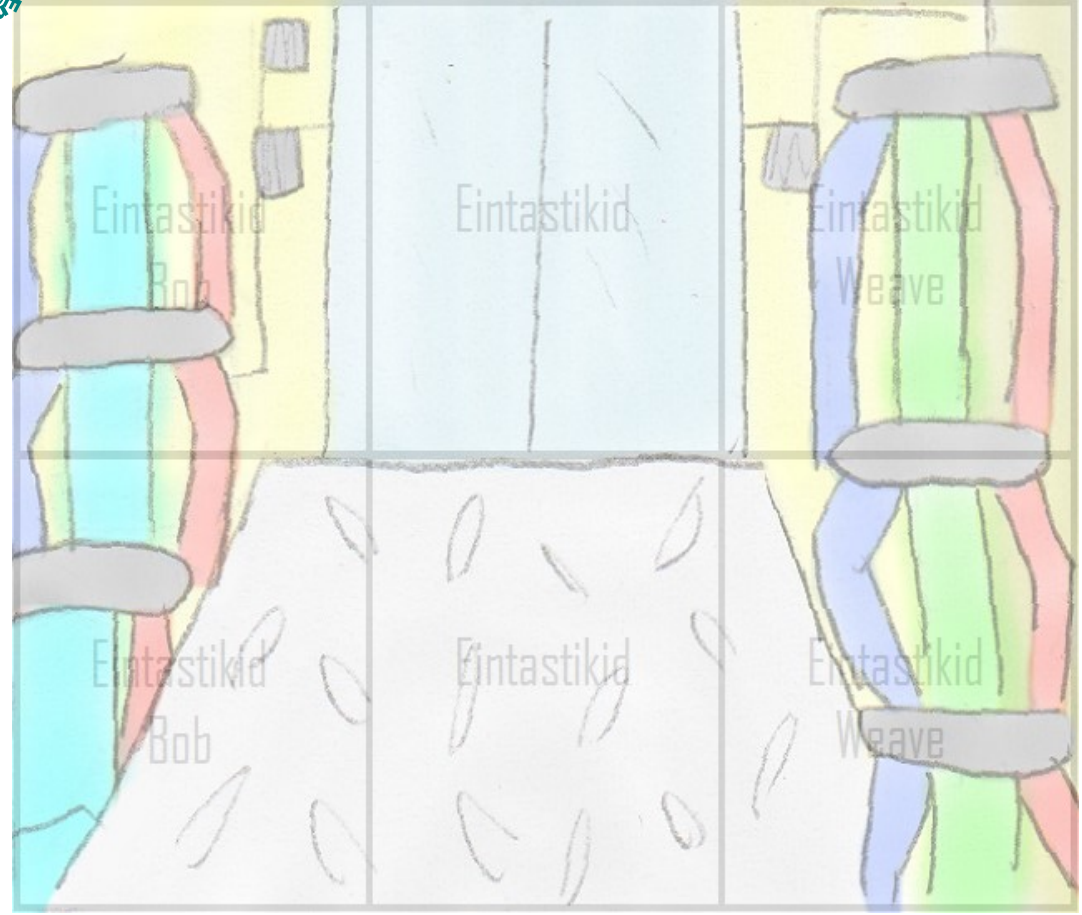
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Set Eíntastikid.

Ignore This.

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

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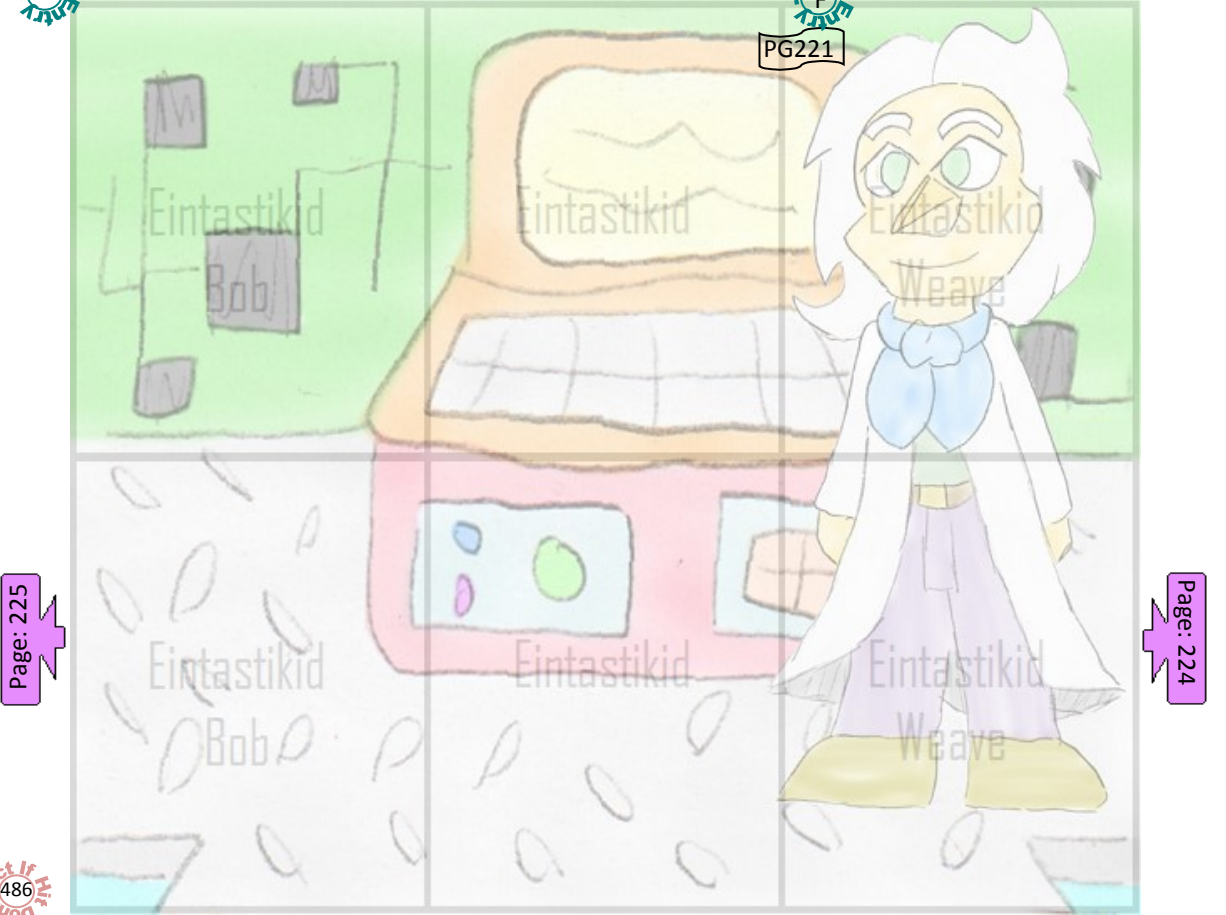
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Set Eíntastikid.

Ignore This.

Fight From Pg. 221 BV



Page: 225

Page: 224



Page: 219 C



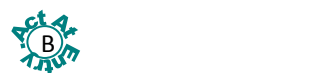
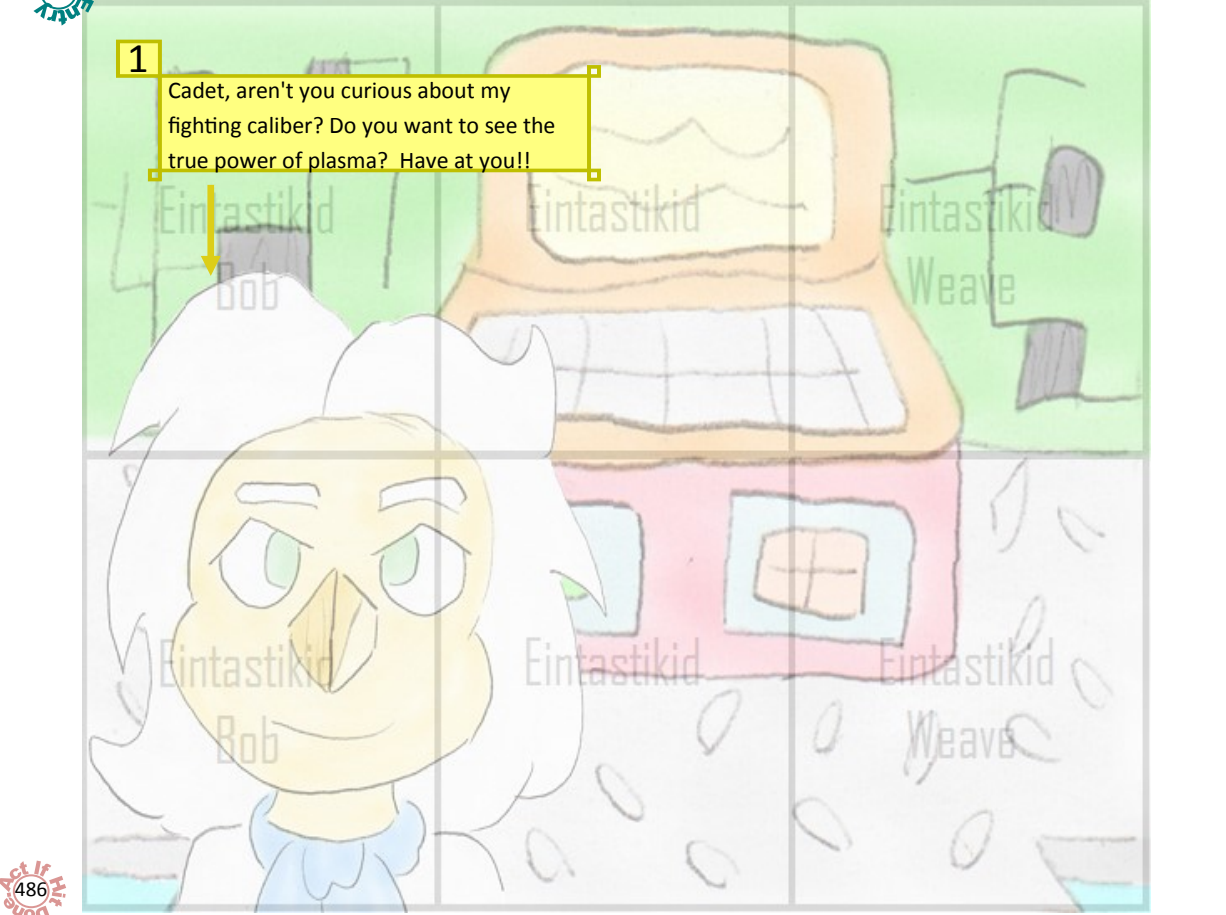
Set Eíntastikid.

"Fight Him" To Page 220

Scene

"Decline Him" To Page 223

Ignore This.



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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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Nothing Here.

Set Eíntastikid.

"Back Off" To Page 220

Scene

Ignore This.

Set Eíntastikid.

"Back Off" To Page 220

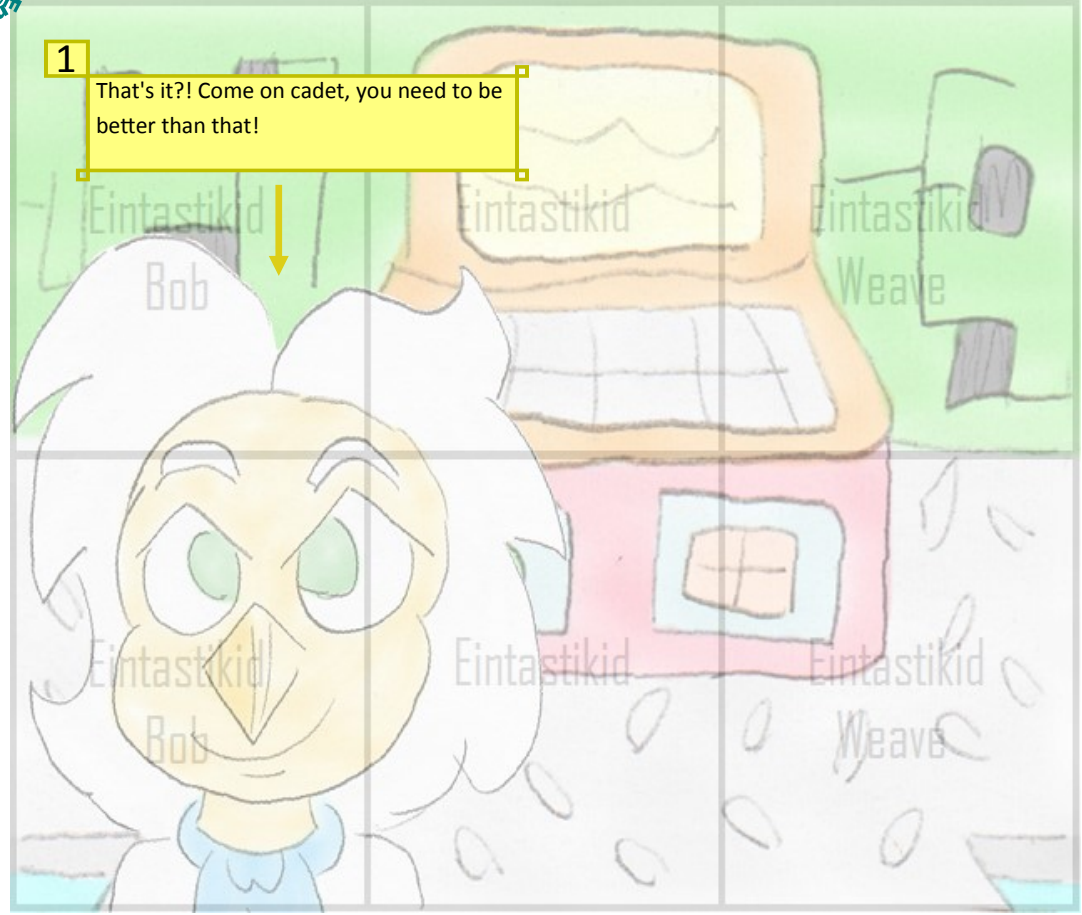
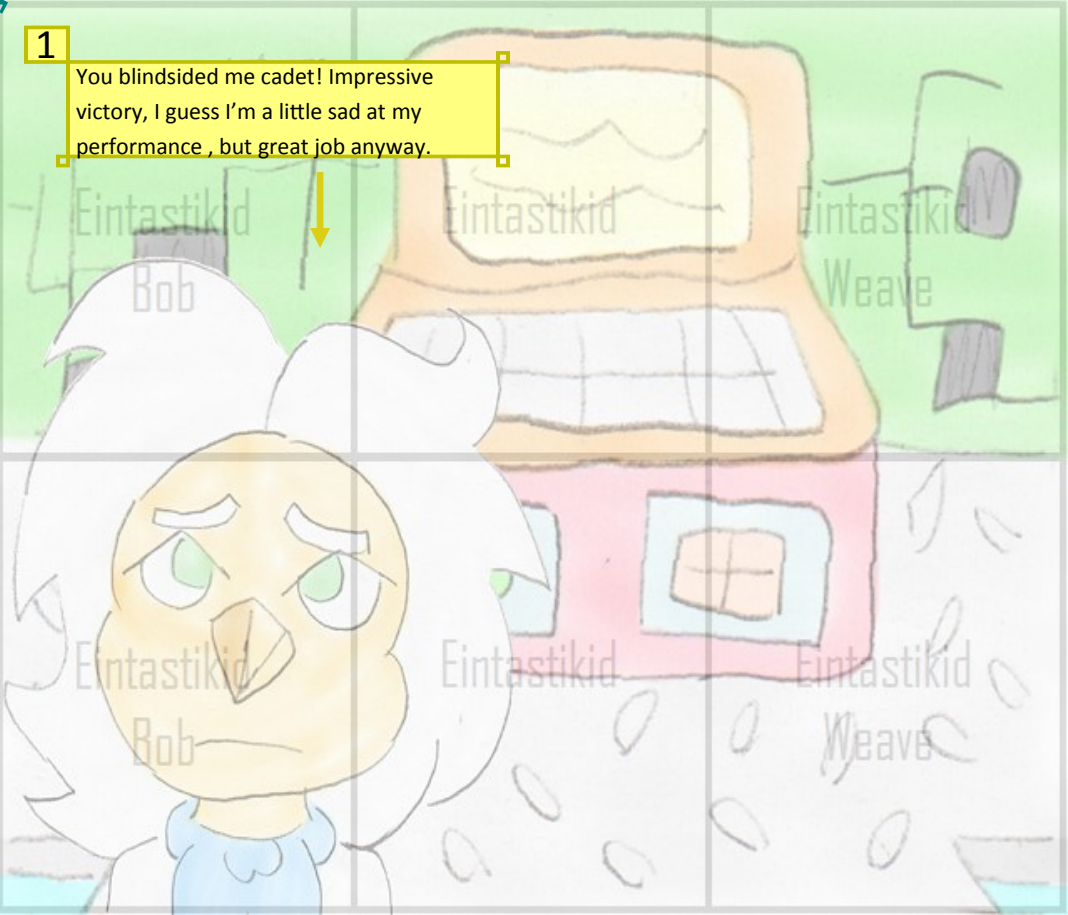
Scene

Ignore This.



1 You blindsided me cadet! Impressive victory, I guess I'm a little sad at my performance , but great job anyway.

1 That's it?! Come on cadet, you need to be better than that!



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

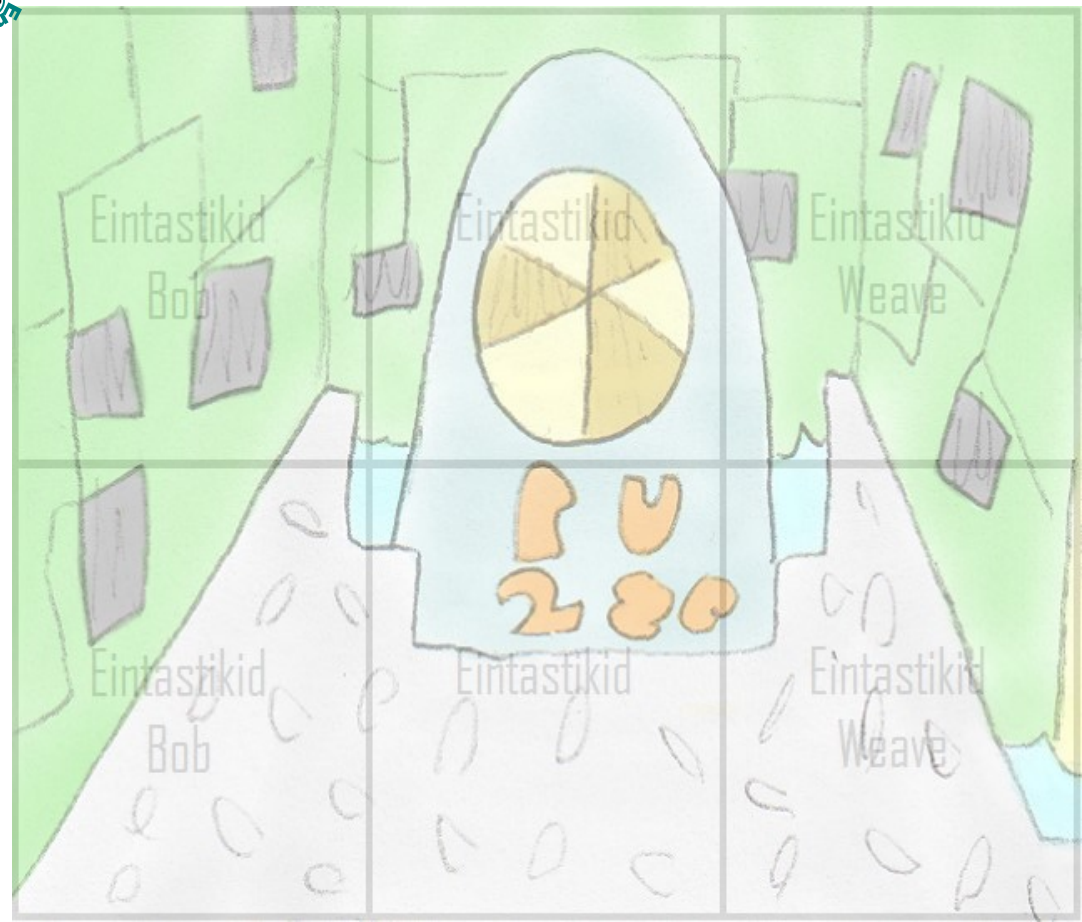
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

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Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.



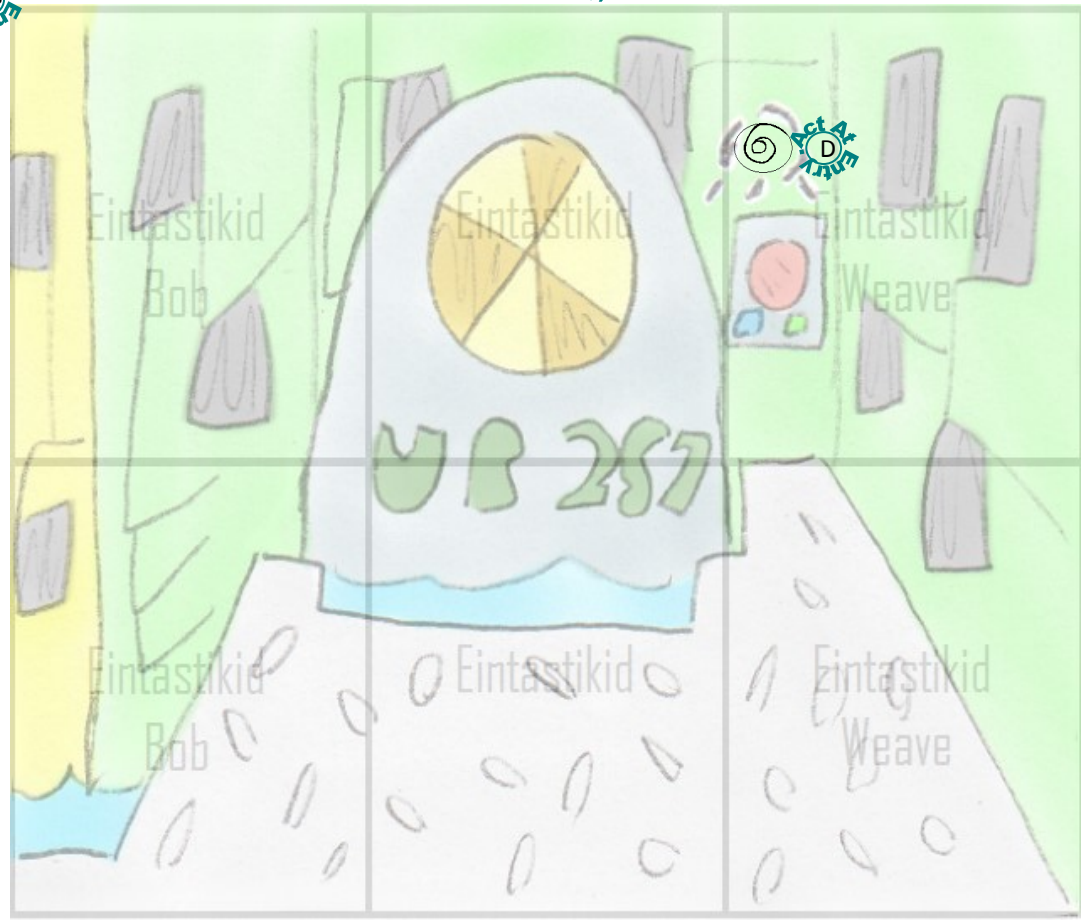
Page: 220



Set Eíntastikid.

Ignore This.

Ignore This.



Page: 220



The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Fight From Pg. 227 AF**



Page: 231

Page: 232



Page: 230 C



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

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Nothing Here.

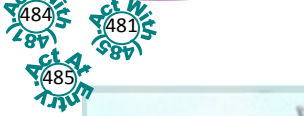
Nothing Here.  
**Set Eíntastikid.**

**"Fight Him" To Page 226**

**Scene**

**"Decline Him" To Page 228**

**Ignore This.**



The area, the words in this box are a area name, which is the "Area" of this page.

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Nothing Here.

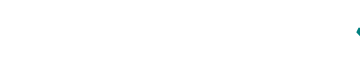
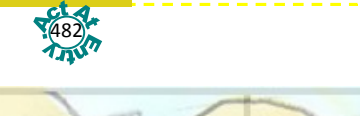
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 226

Scene

Ignore This.



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Nothing Here.

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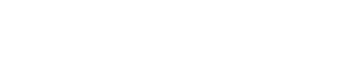
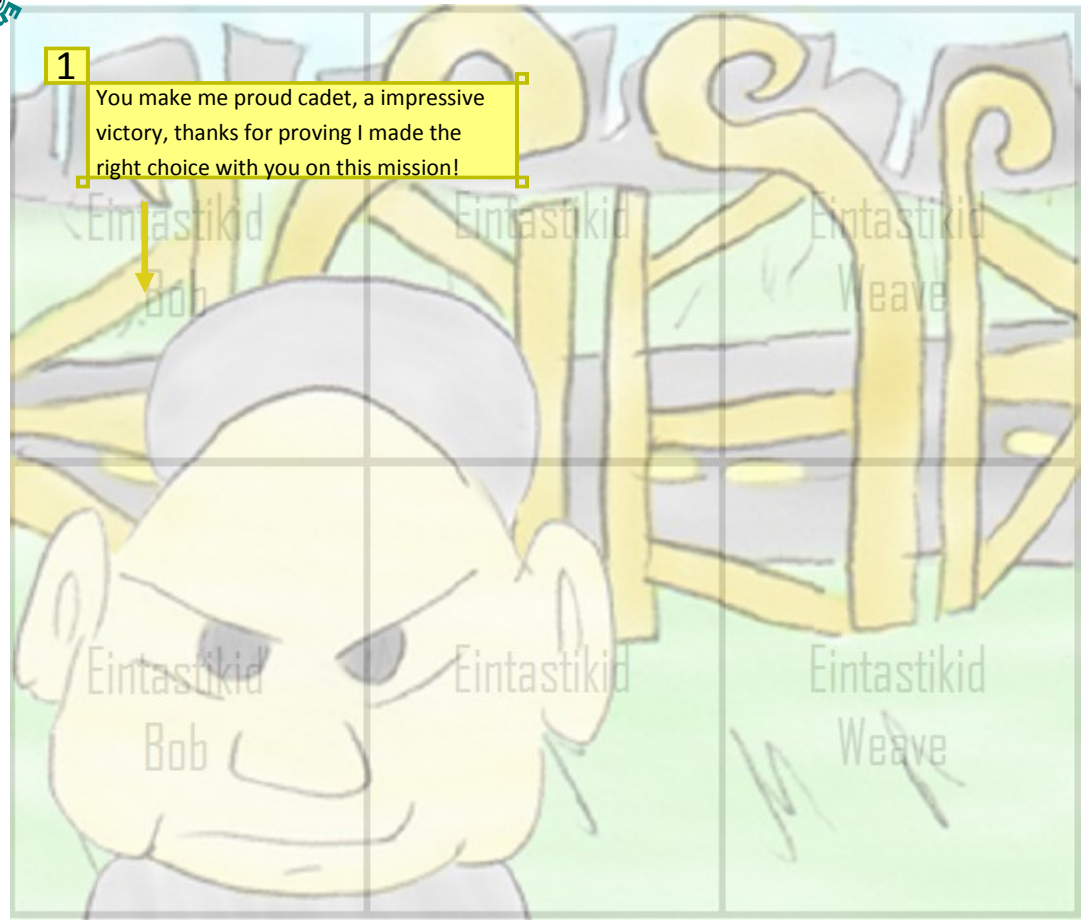
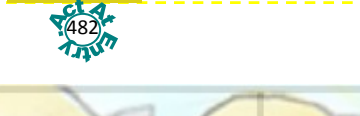
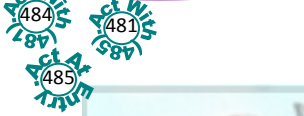
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 226

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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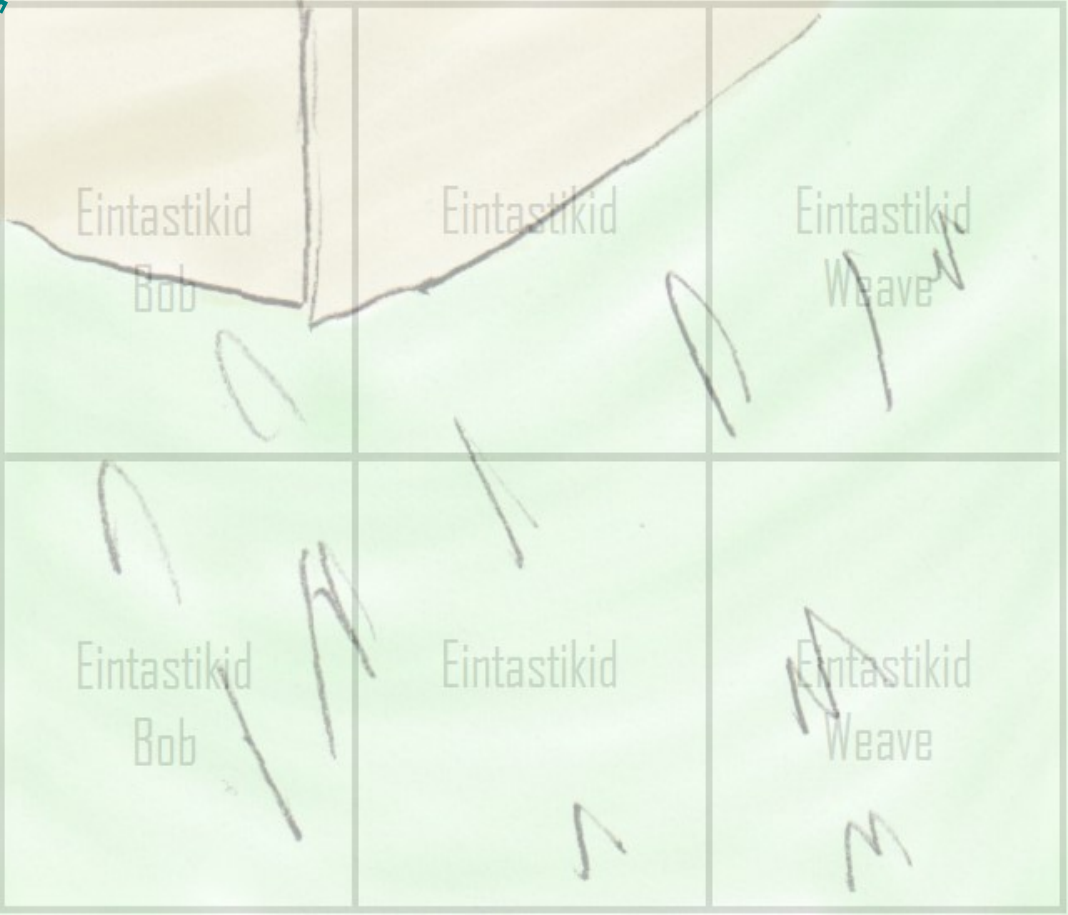
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**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 237



Page: 232

Page: 231

Page: 226

**A**

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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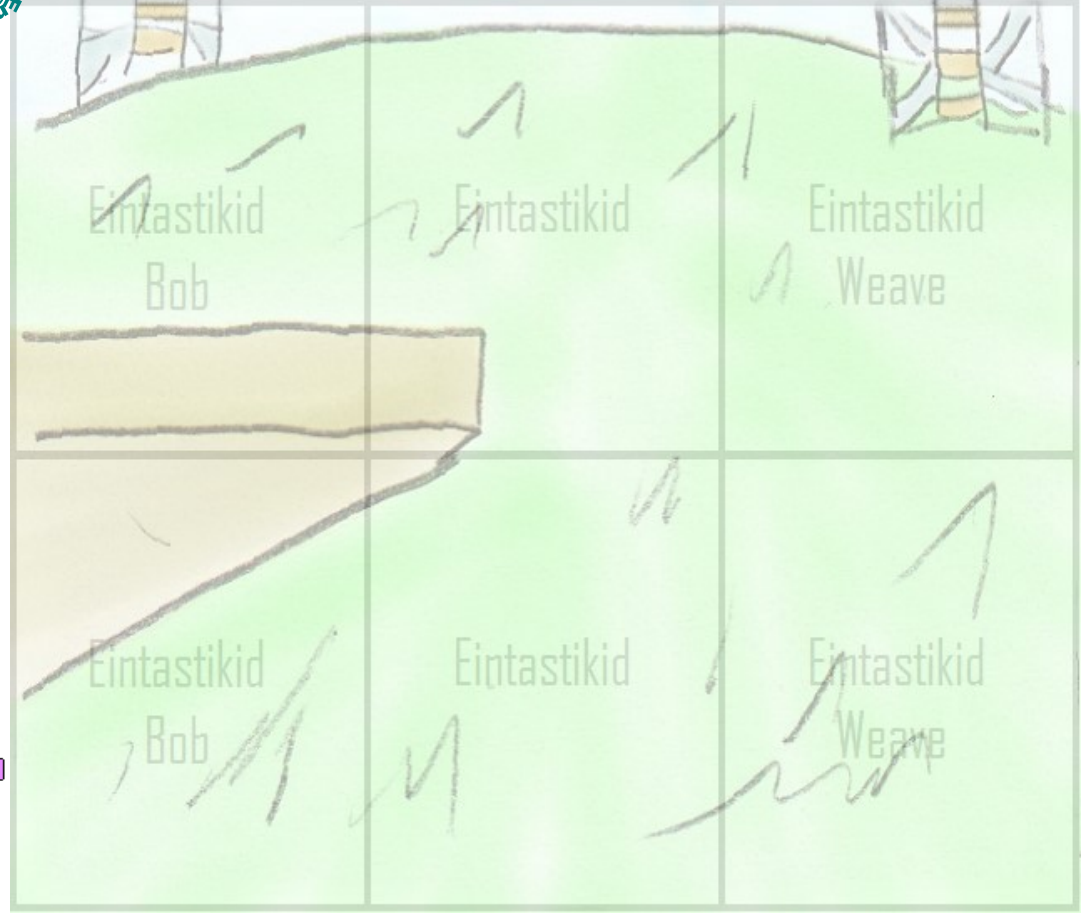
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**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 241



Page: 230

Page: 245

Page: 226

**A**



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

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Nothing Here.

Set Eíntastikid.

Ignore This.

Fight From Pg. 233 AB

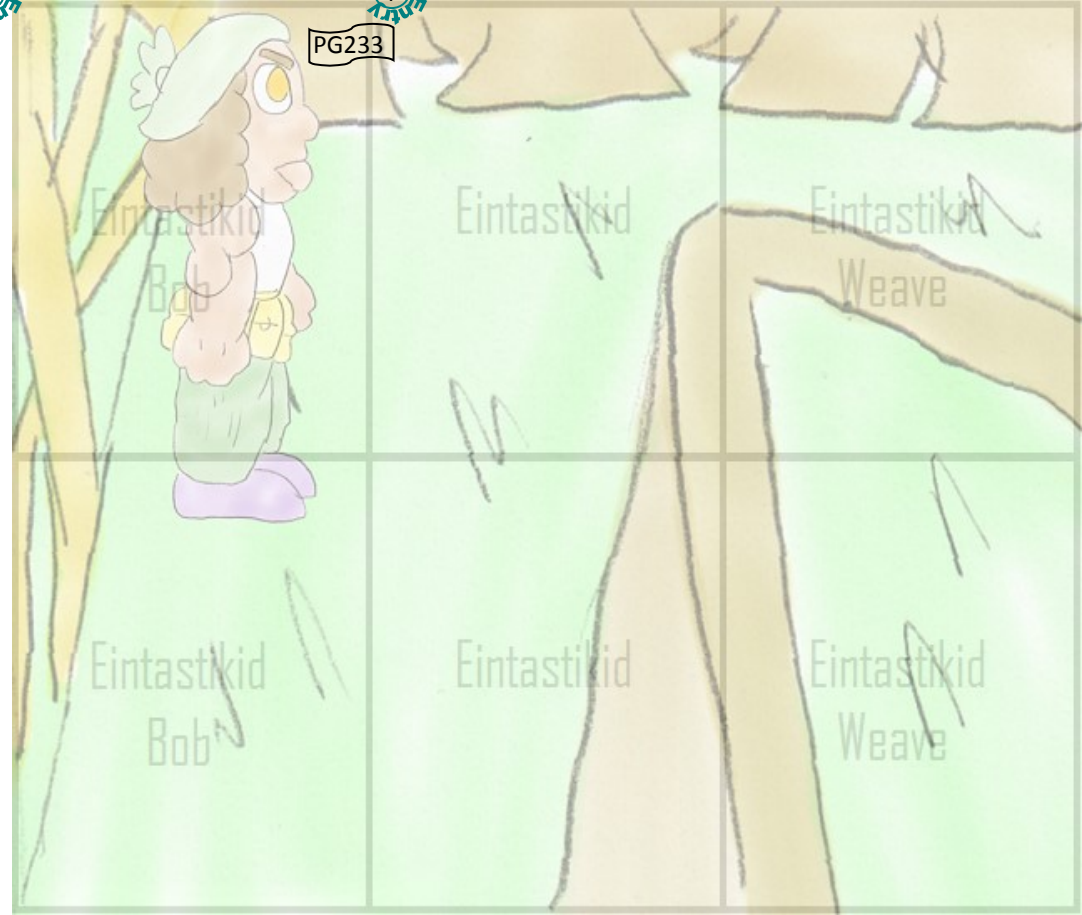
Set Eíntastikid.

"Fight Him" To Page 232

Scene

"Decline Him" To Page 234

Ignore This.



Page: 236



232 Sterling Meadow

Play Music: 04 (To use go to page 348)

Page's View

Sterling Meadow

Play Music: 04 (To use go to page 348)

Page's View

233

1 Hello, nice day huh, I'm Harrison, this park is pretty interesting, it has every thing except a strong riser, maybe you?

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

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Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 232

Scene

Ignore This.



1 Told ya! But don't feel bad, you are just in a long list, sit in your place! Hah hah hah hah!



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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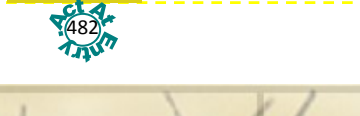
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 232

Scene

Ignore This.



1 Okay, I was wrong this park has everything, so you beat me, be proud you are one of few.



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Set Eíntastikid.

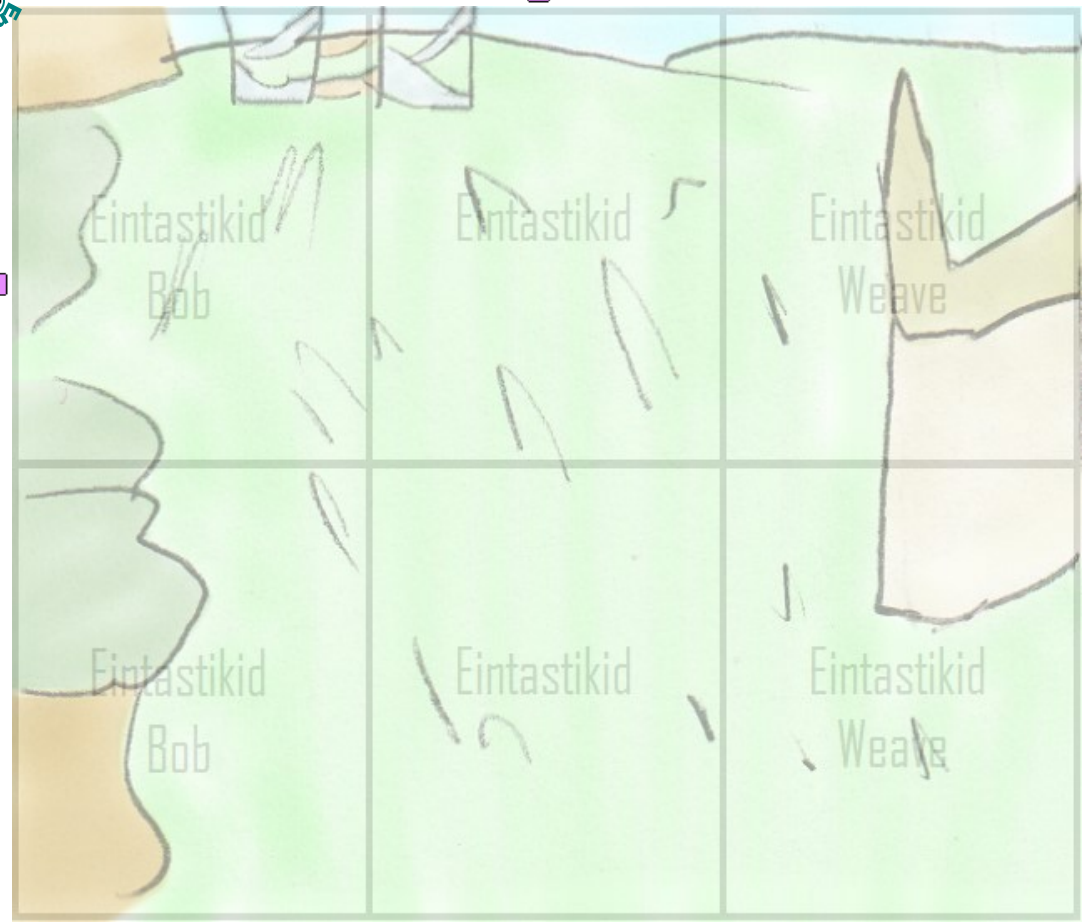
Ignore This.

Ignore This.

481 484 485

Page: 249

Page: 287



Page: 237

Page: 232

A C

A B

Set Eíntastikid.

Ignore This.

Fight From Pg. 238 AE

484 481 485

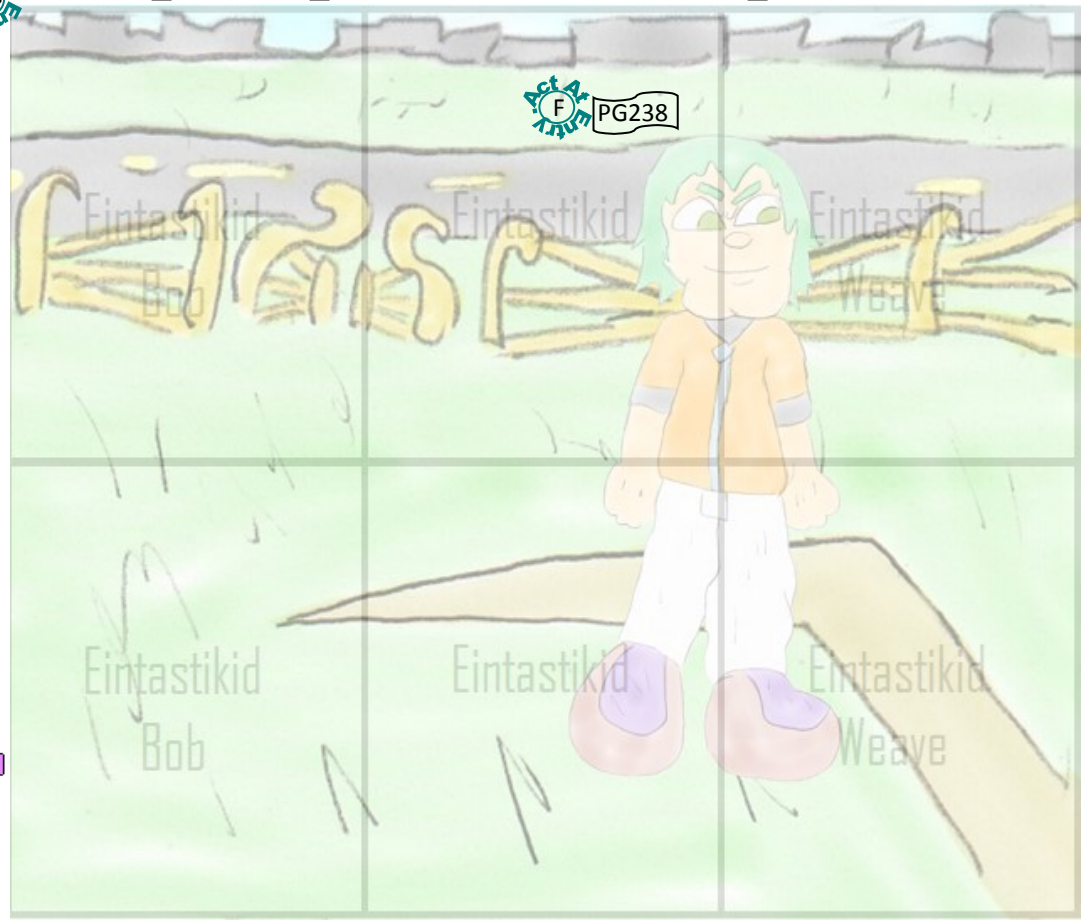
Page: 226

Page: 230

Page: 232

483 D 239

Page: 241



Page: 236

Page: 252

A C

A B

A E 240

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Nothing Here.

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Set Eíntastikid.

"Fight Him"  
To Page 237

Scene

"Decline Him"  
To Page 239

Ignore This.



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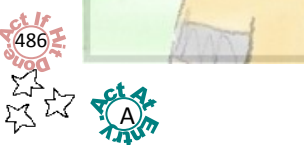
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Set Eíntastikid.

"Back Off"  
To Page 237

Scene

Ignore This.



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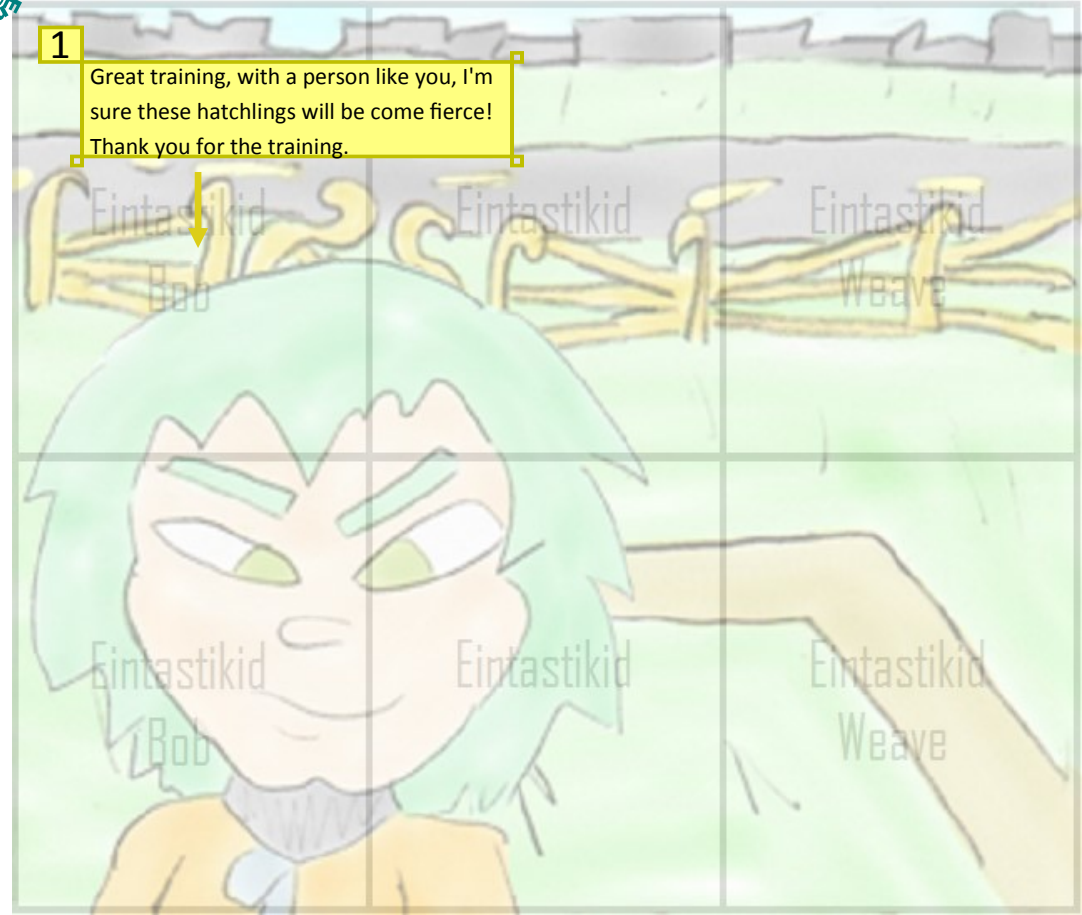
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Set Eíntastikid.

"Back Off" To Page 237

Scene

Ignore This.



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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

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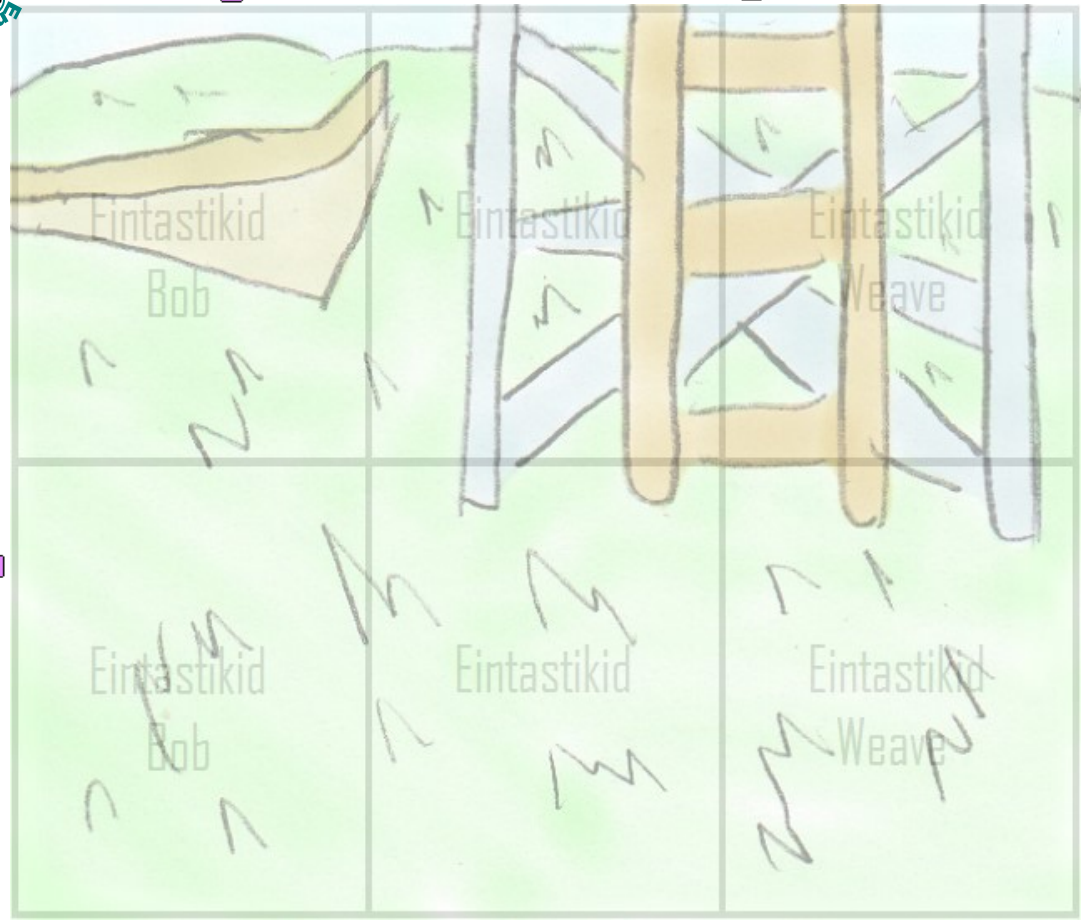
Ignore This.

Ignore This.



Page: 253

Page: 242



Page: 237

Page: 245



Page: 231



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A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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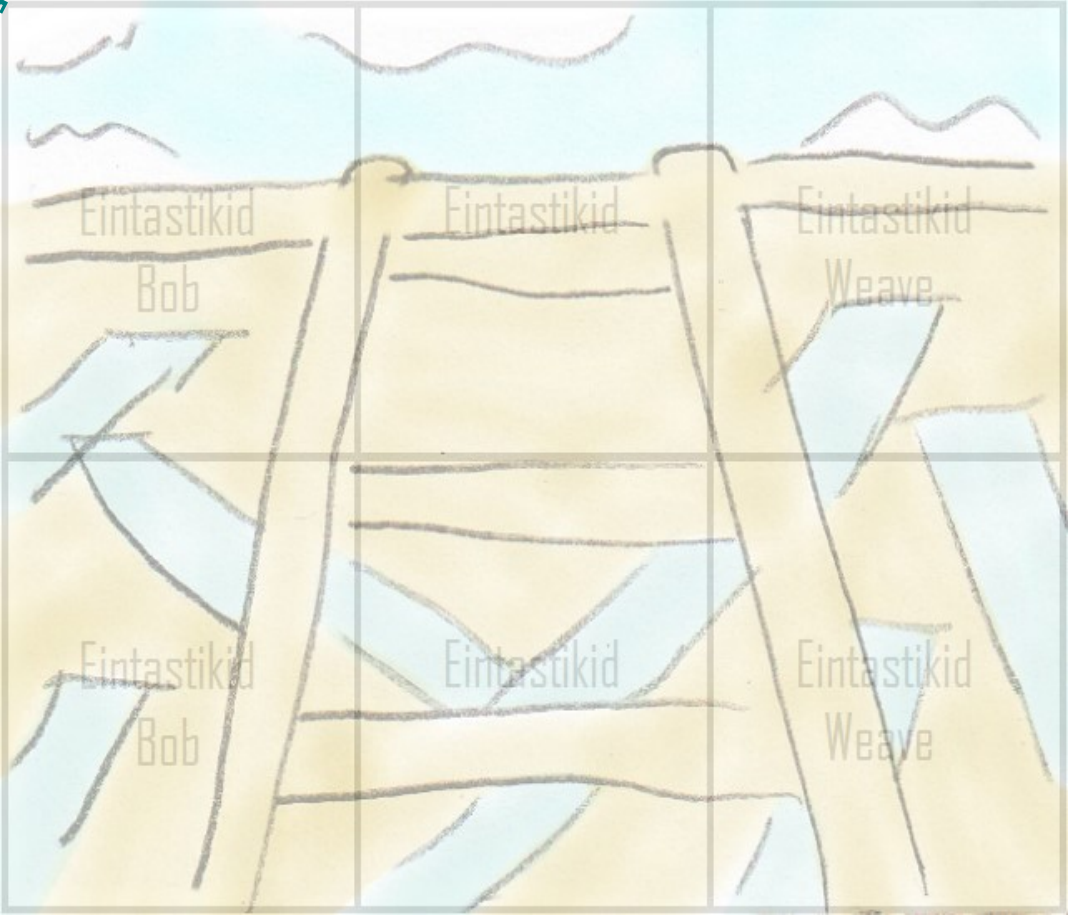
Nothing Here.  
**Set Éintastikid.**

**Ignore This.**

**Ignore This.**

485  
484  
483

Page: 243



Page: 241

Page: 244

Page: 241

A

**Set Éintastikid.**

**Ignore This.**

**Ignore This.**

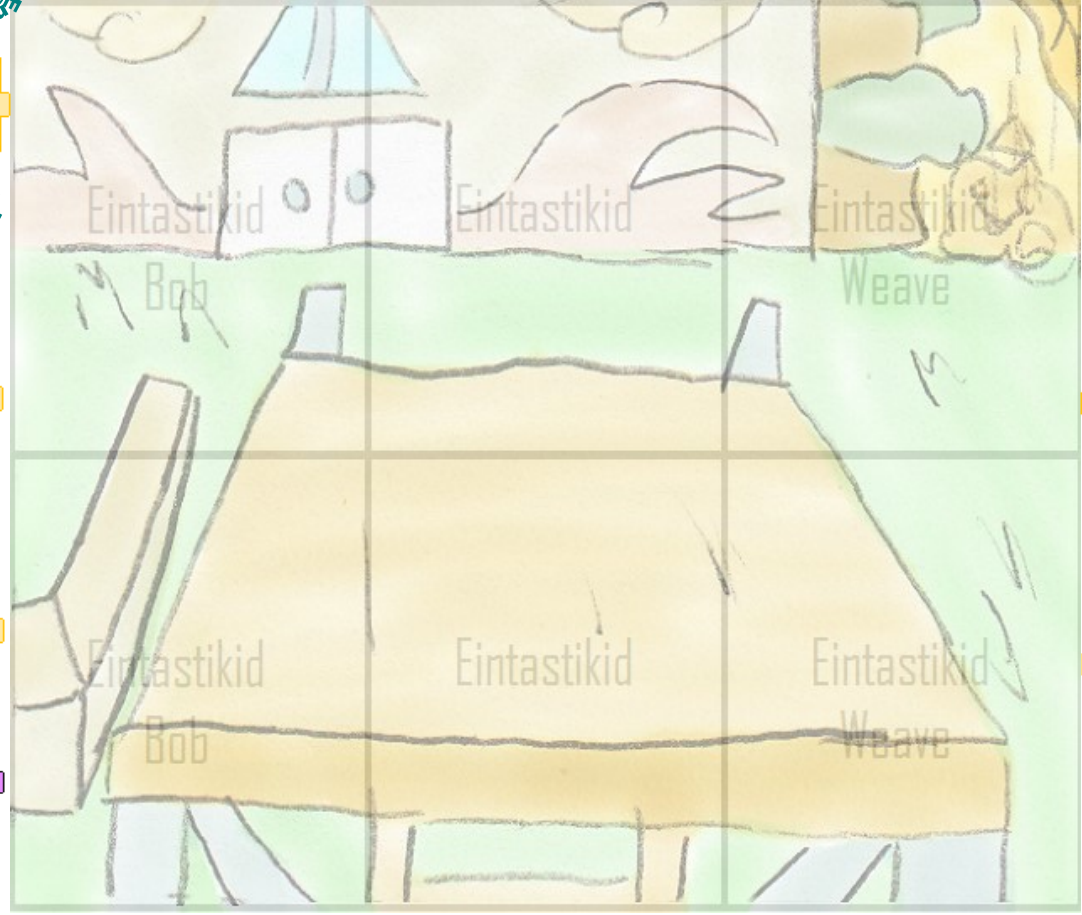
484  
481  
485

Range: 260

Page: 253

Range: 257

Range: 261  
D



Range: 258

Range: 244

Range: 245

Page: 244

Page: 241

Page: 242

A

The area, the words in this box are a area name, which is the "Area" of this page.  
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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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A room link, you can choose this, if you do, go to page of the number listed on this.  
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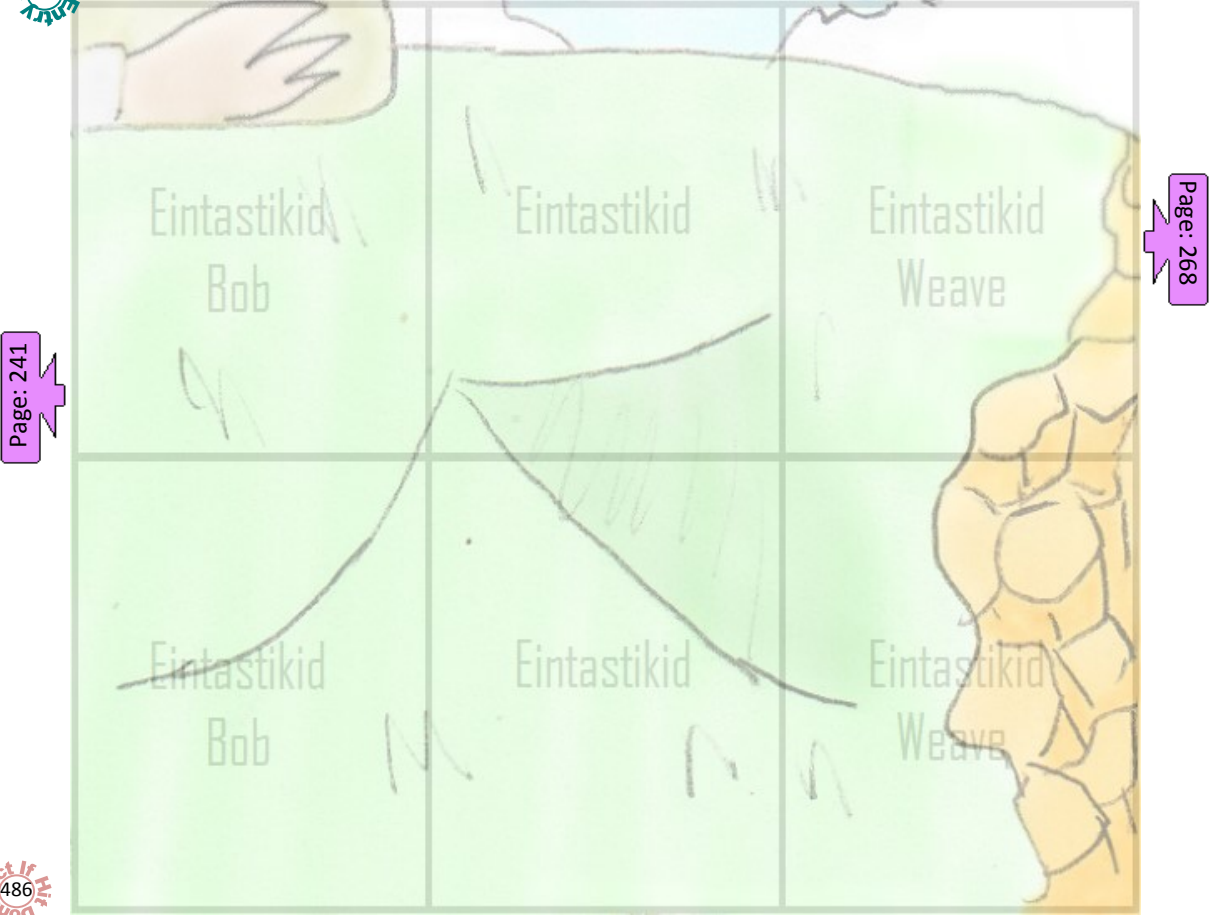
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**

485  
481  
484

Page: 258



486  
A

Page: 245

The area, the words in this box are a area name, which is the "Area" of this page.  
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Consider the run time when choosing this.  
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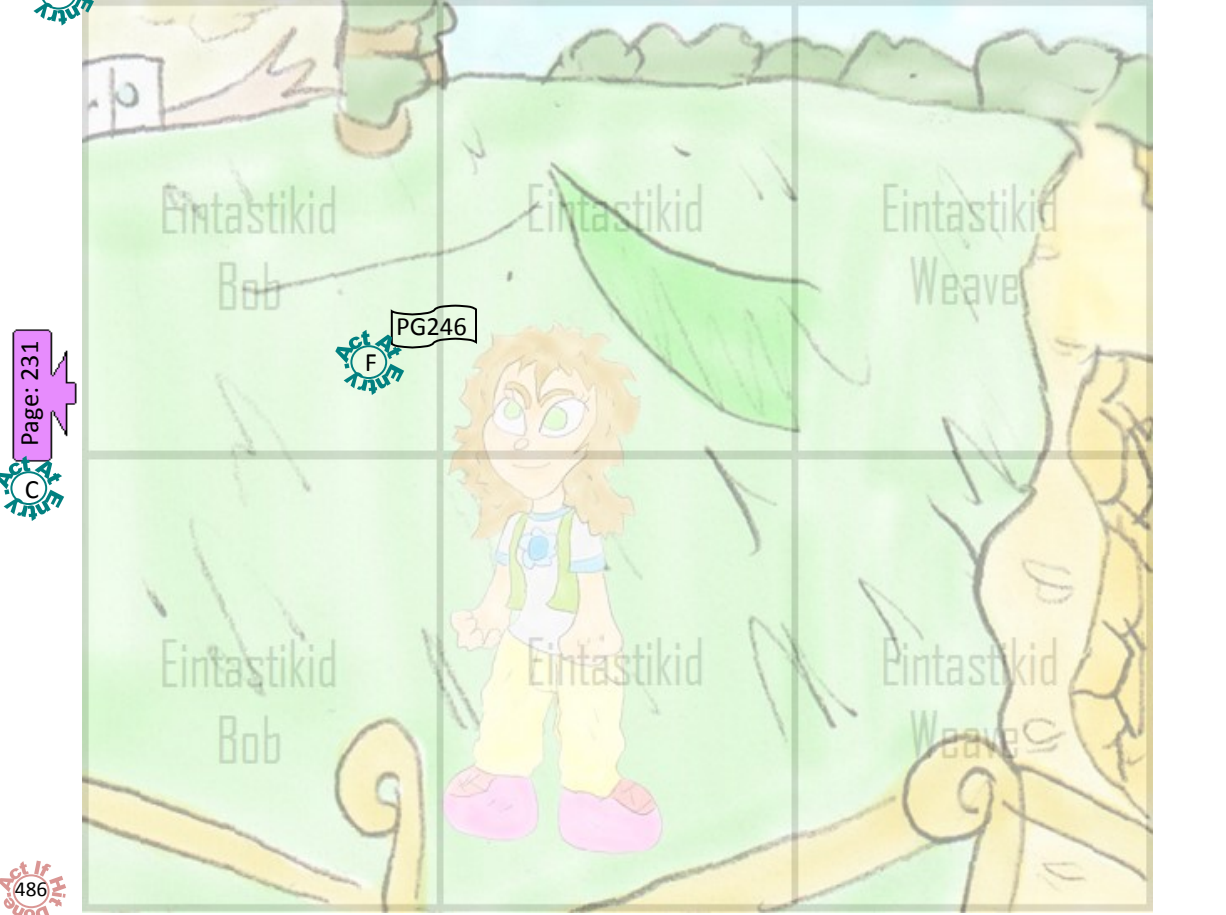
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.** Fight From Pg. 246 AC

484  
481  
485

Page: 244



486  
A

Page: 245

The area, the words in this box are a area name, which is the "Area" of this page.

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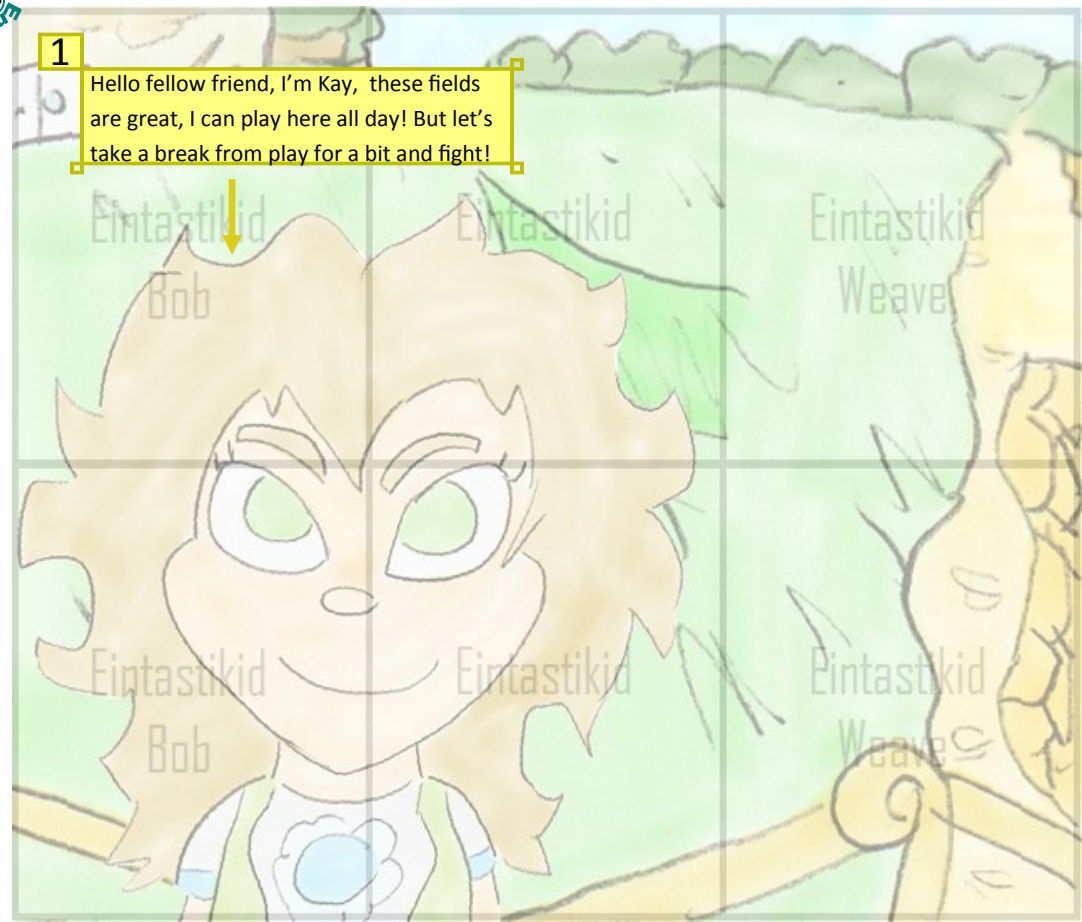
Set Eíntastikid.

"Fight Her"  
To Page 245

Scene

"Decline Her"  
To Page 247

Ignore This.



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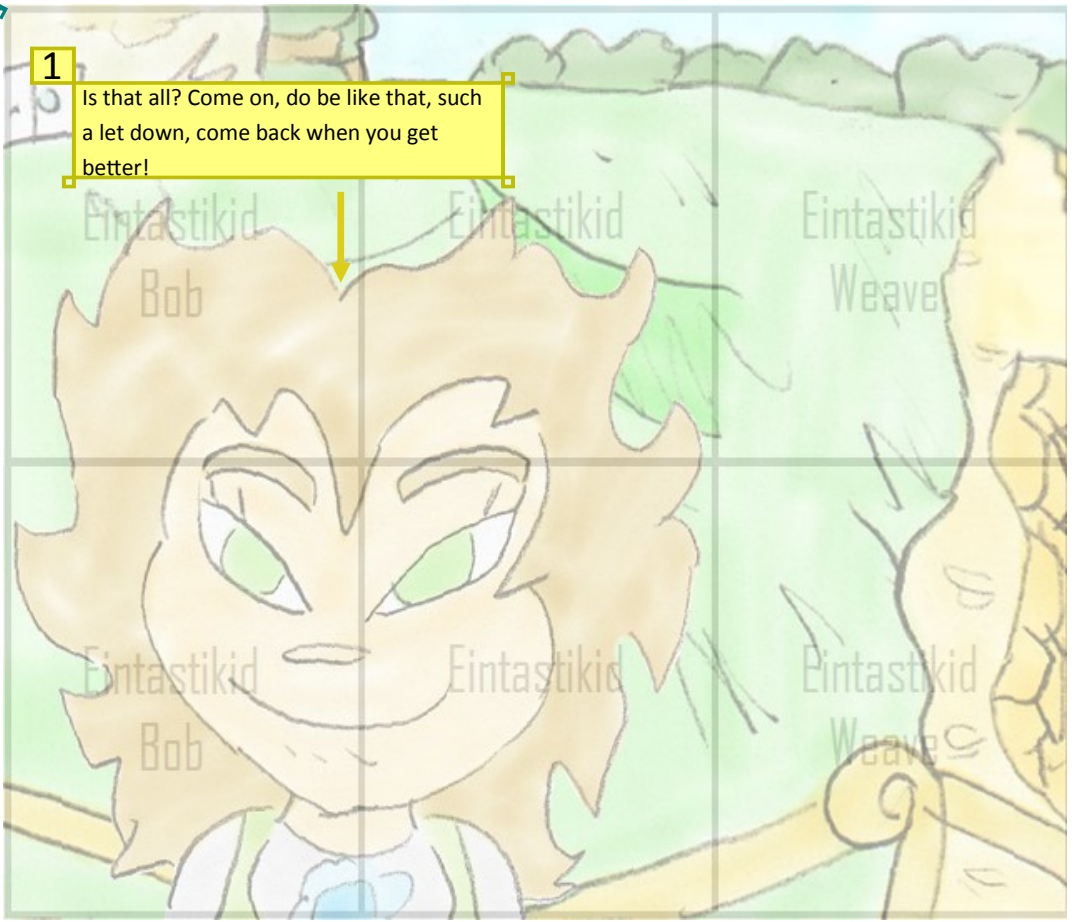
Nothing Here.

Set Eíntastikid.

"Back Off"  
To Page 245

Scene

Ignore This.





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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

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Nothing Here.

Set Eíntastikid.

"Back Off" To Page 245

Scene

Ignore This.

Set Eíntastikid.

Ignore This.

Ignore This.

481

484

482

484

481

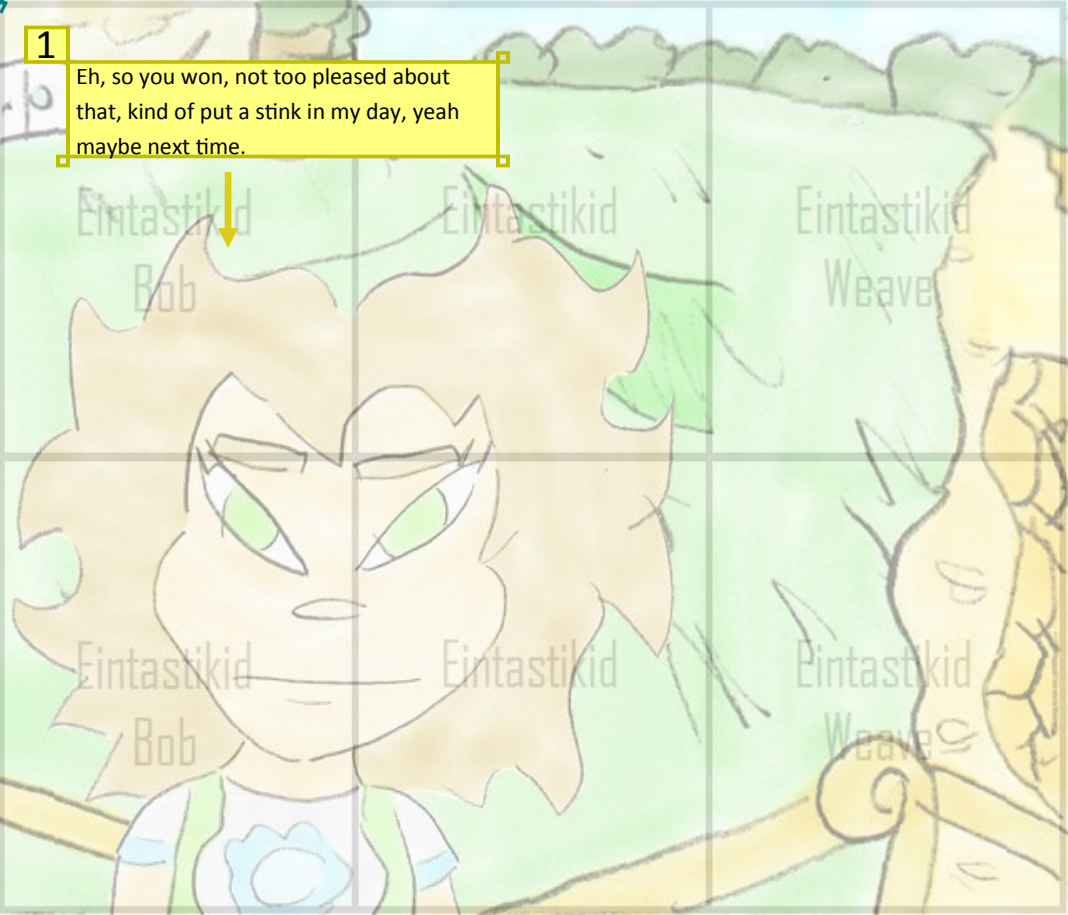
Page: 250

Page: 261

Page: 260

1

Eh, so you won, not too pleased about that, kind of put a stink in my day, yeah maybe next time.



Page: 259

Page: 252

Page: 287

Page: 236

Page: 236

248

Sterling Meadow

Play Music: 04 (To use go to page 348)

Page's View

249

Sterling Meadow

Play Music: 04 (To use go to page 348)

Page's View

249

The area, the words in this box are a area name, which is the "Area" of this page.  
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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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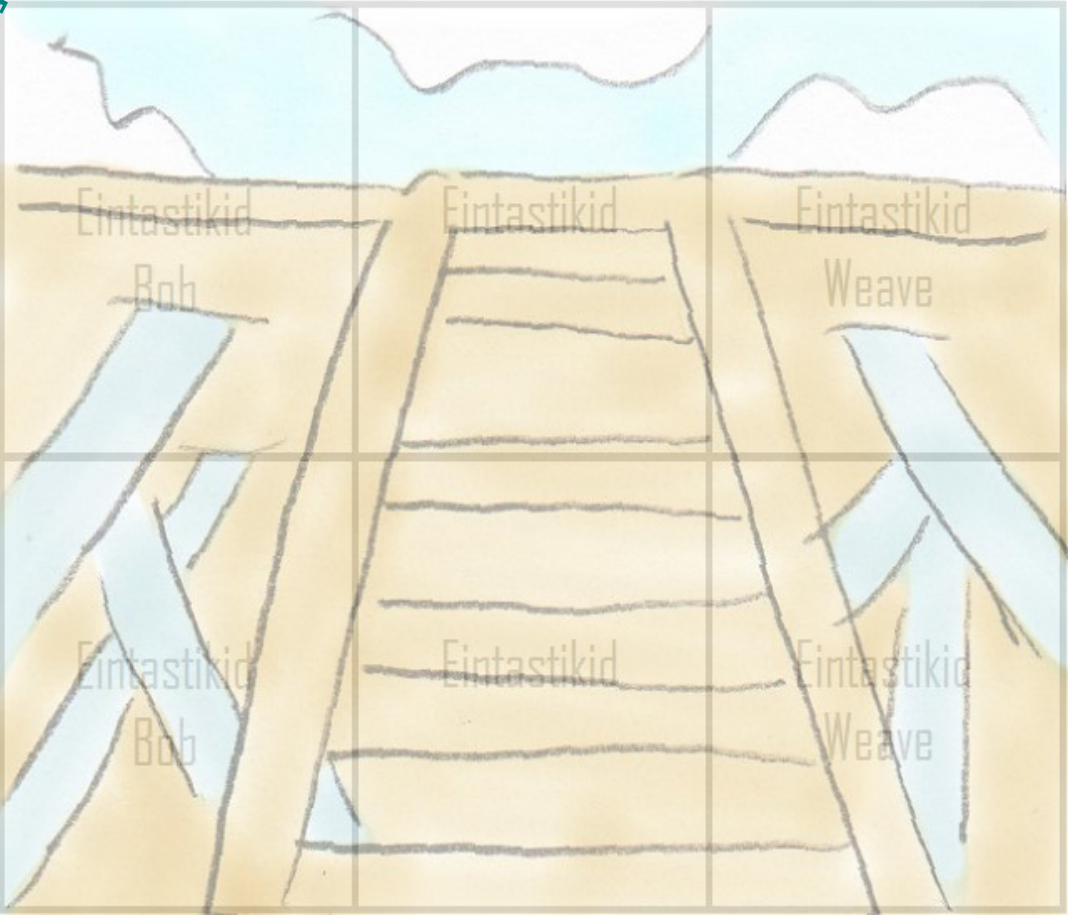
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 251



Page: 252



Page: 249

**C**

**A**

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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**Set Eíntastikid.**

**Ignore This.**

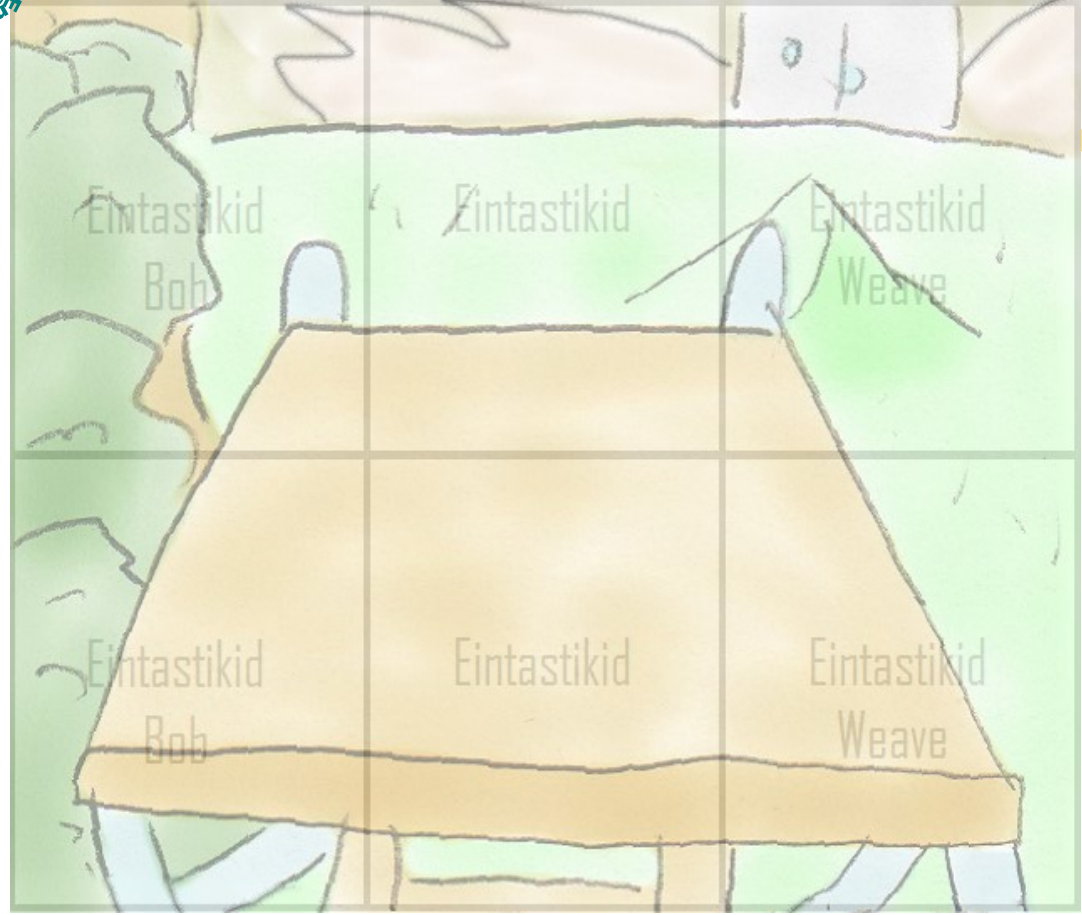
**Ignore This.**



Range: 261

Page: 261

Range: 260



Range: 237

Page: 252

Range: 252



Range: 232

Page: 250

Range: 226

**A**

**D**

**C**

**B**

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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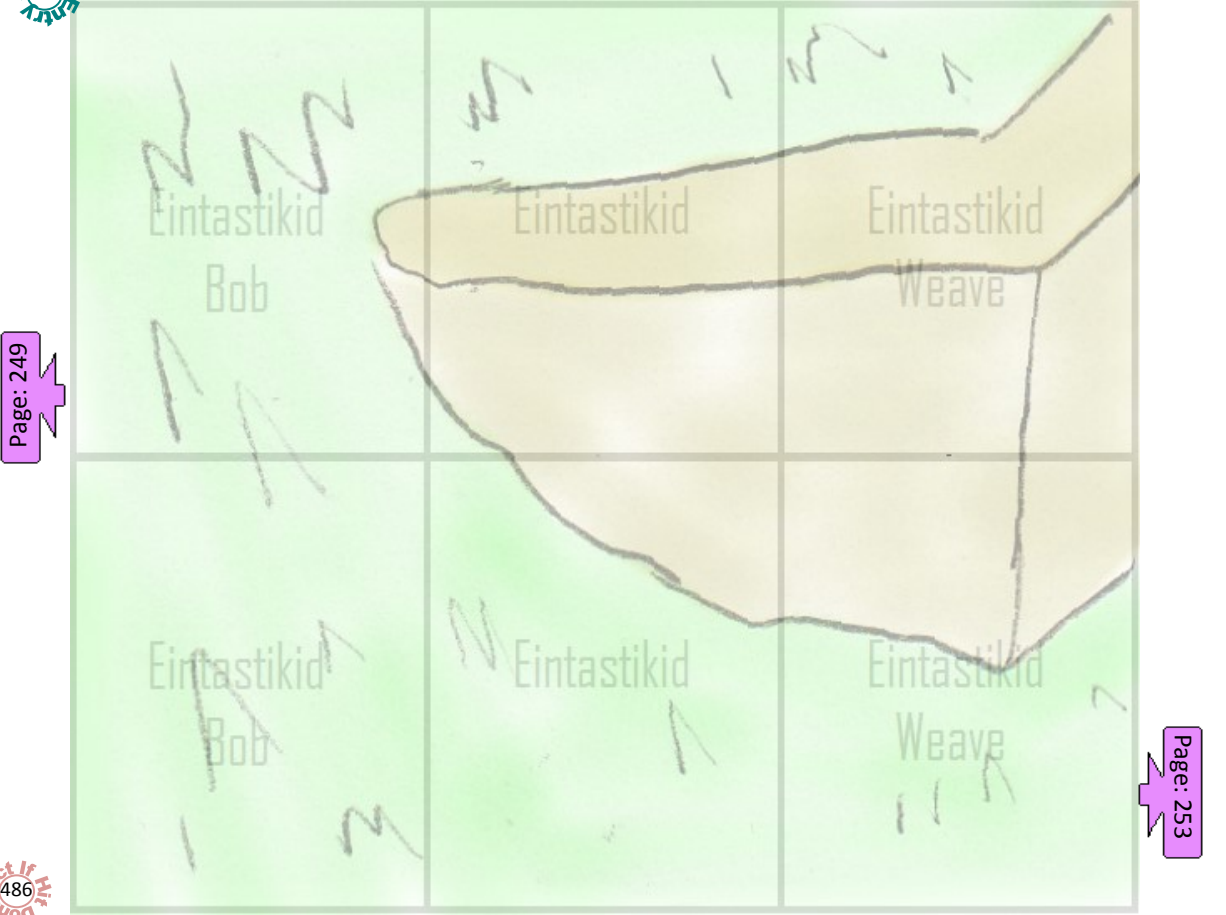
Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.

Page: 259



Page: 237 (C) Page: 253 (A)

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

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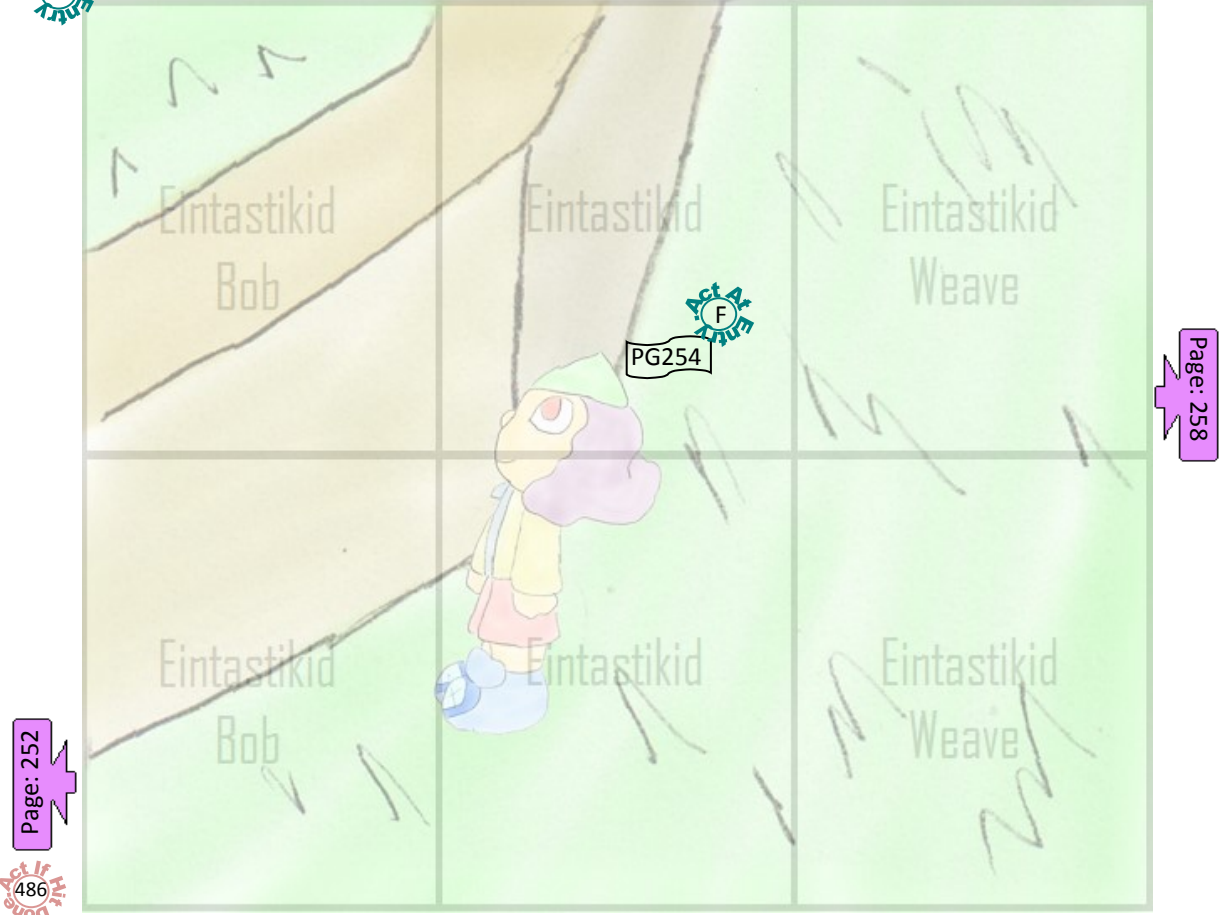
Nothing Here.

Set Eíntastikid.

Ignore This.

Fight From Pg. 254 AD

Page: 259



Page: 241 (C) Page: 258 (E)

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

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Set Eíntastikid.

"Fight Him"  
To Page 253

Scene

"Decline Him"  
To Page 255

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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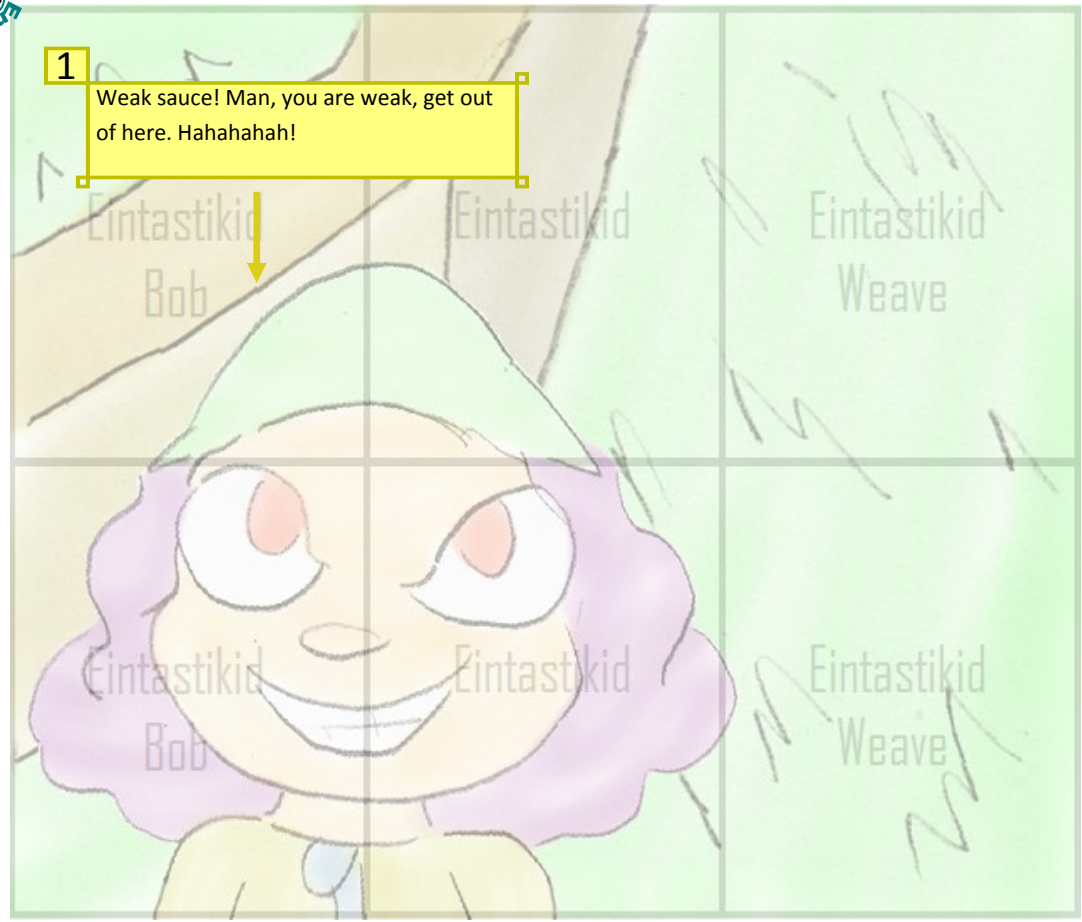
Nothing Here.

Set Eíntastikid.

"Back Off"  
To Page 253

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

"Back Off" To Page 253

Scene

Ignore This.

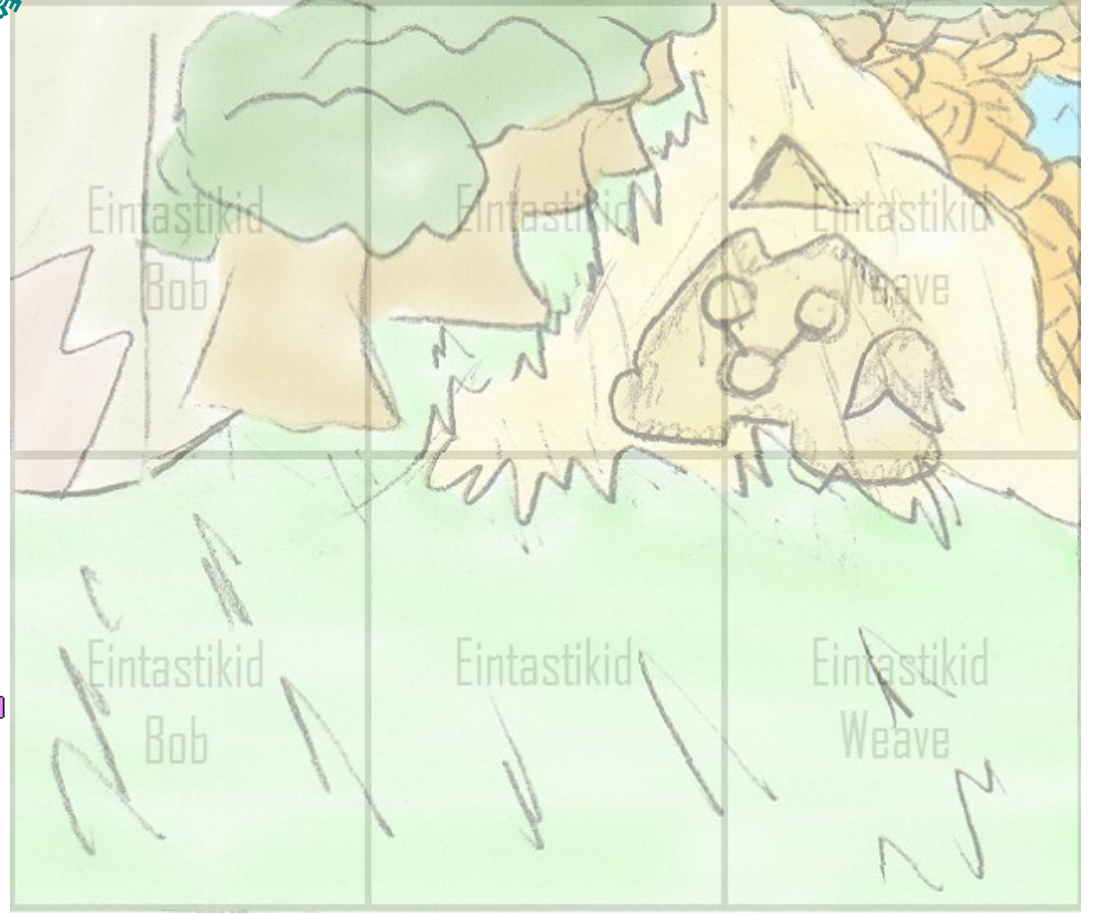
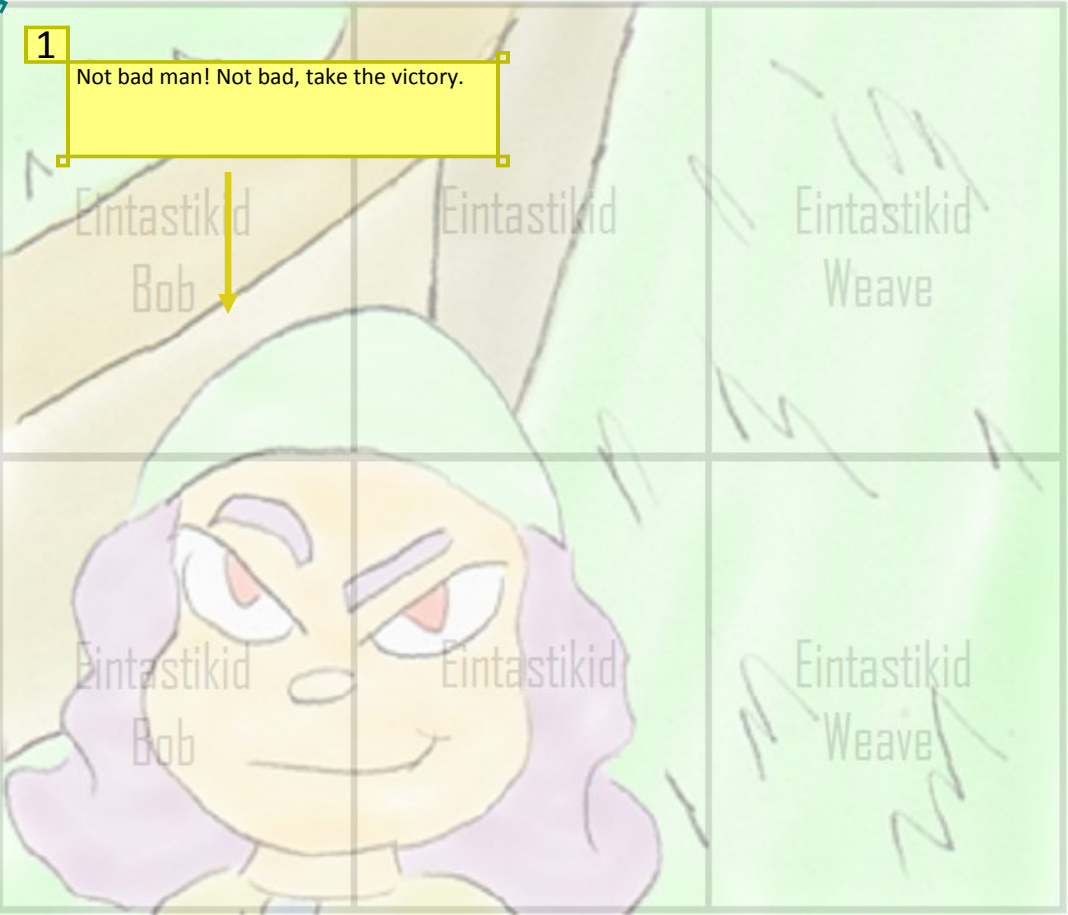
Nothing Here.

Ignore This.

Ignore This.



Page: 265



256 Sterling Meadow

Play Music: 04 (To use go to page 348)

Page's View



Page: 258



Sterling Meadow

Play Music: 04 (To use go to page 348)

Page's View

257

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

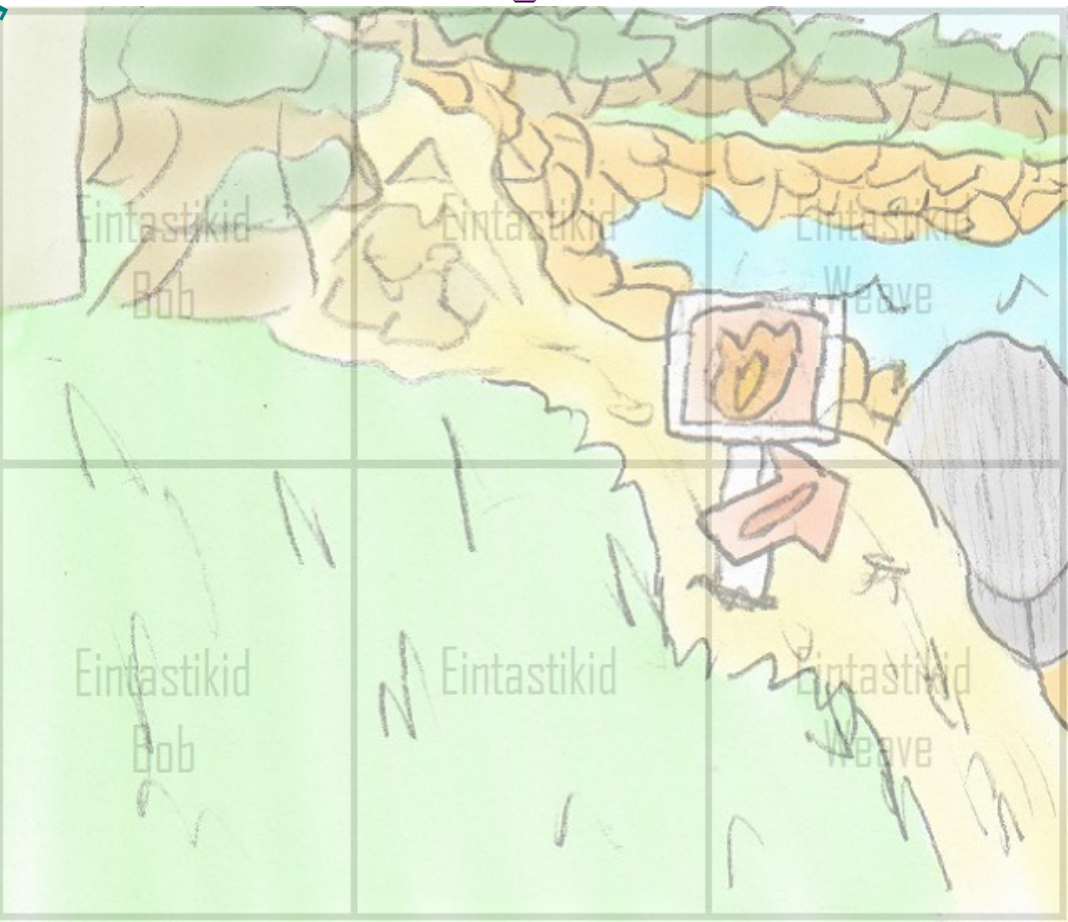
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**

483 484 485

Page: 257



Page: 266

Page: 267

Page: 259

Page: 244

Page: 268

486 A

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

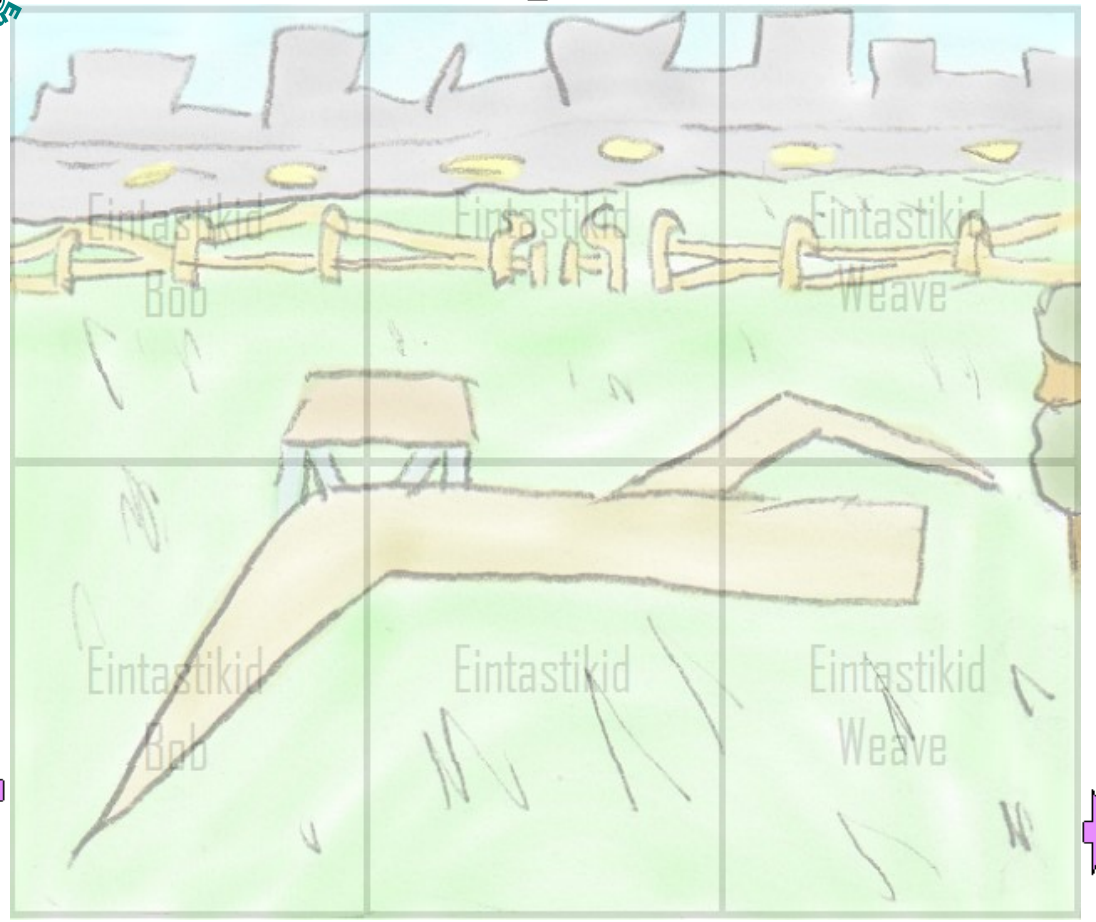
**Ignore This.**

**Ignore This.**

484 481 485

Page: 253

Page: 252



Page: 258

Page: 261

Page: 260

Page: 268

486 A

The area, the words in this box are a area name, which is the "Area" of this page.  
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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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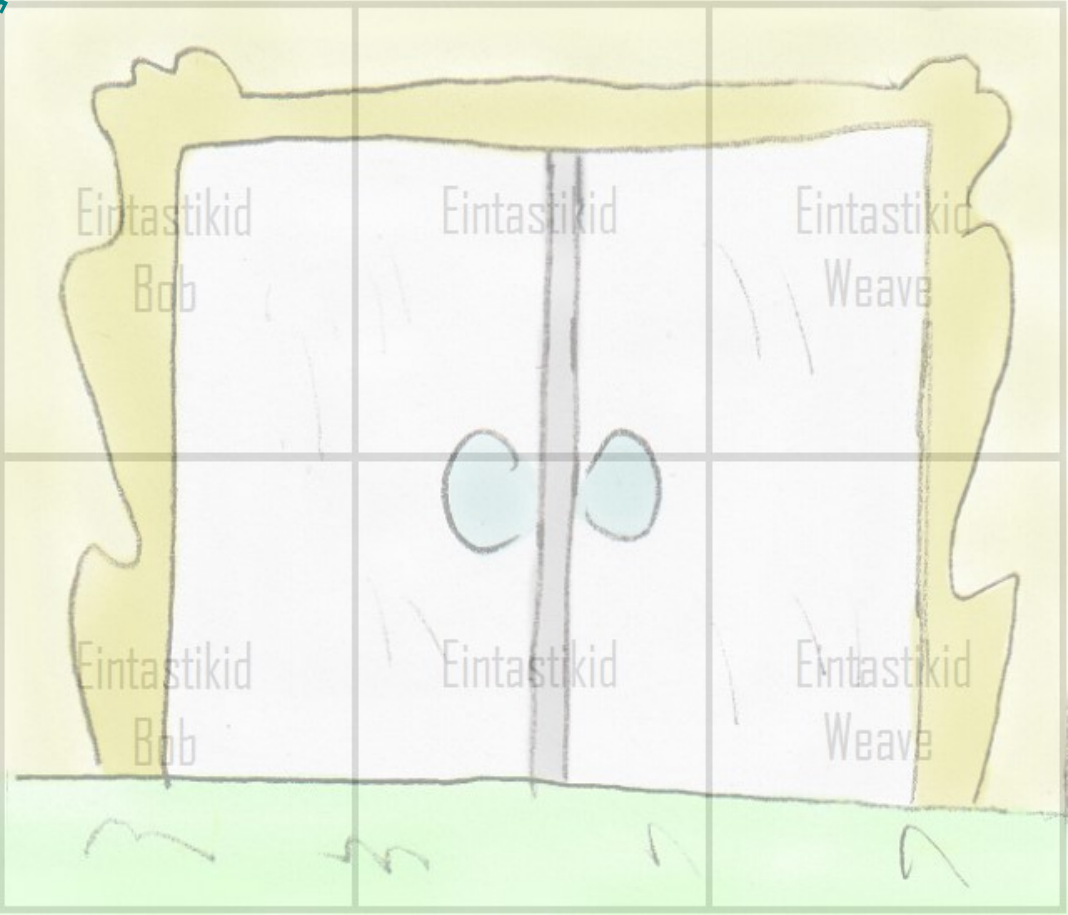
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 142



Page: 261



Page: 259

Page: 257

The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

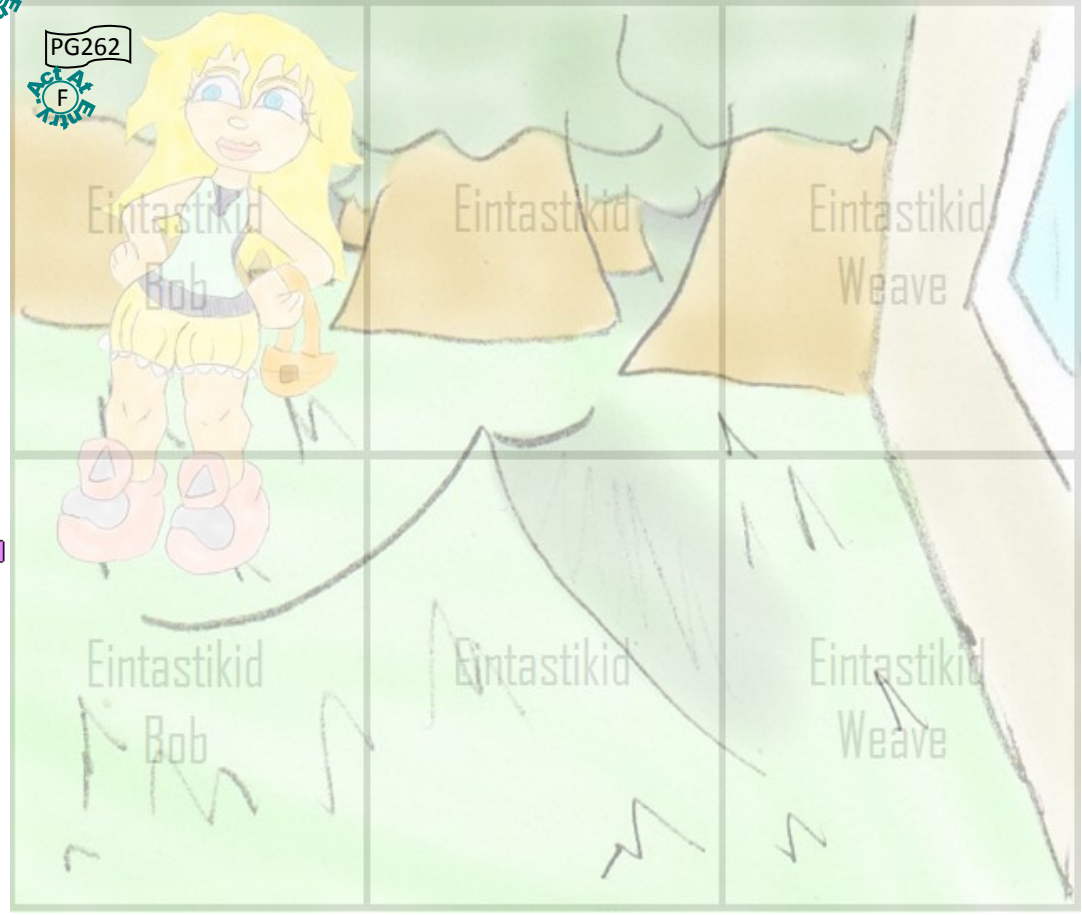
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.** Fight From Pg. 262



Page: 263



Page: 249



Page: 259

Page: 260

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

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Set Eíntastikid.

"Fight Her"  
To Page 261

Scene

"Decline Her"  
To Page 263

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

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Nothing Here.

Set Eíntastikid.

"Back Off"  
To Page 261

Scene

Ignore This.





The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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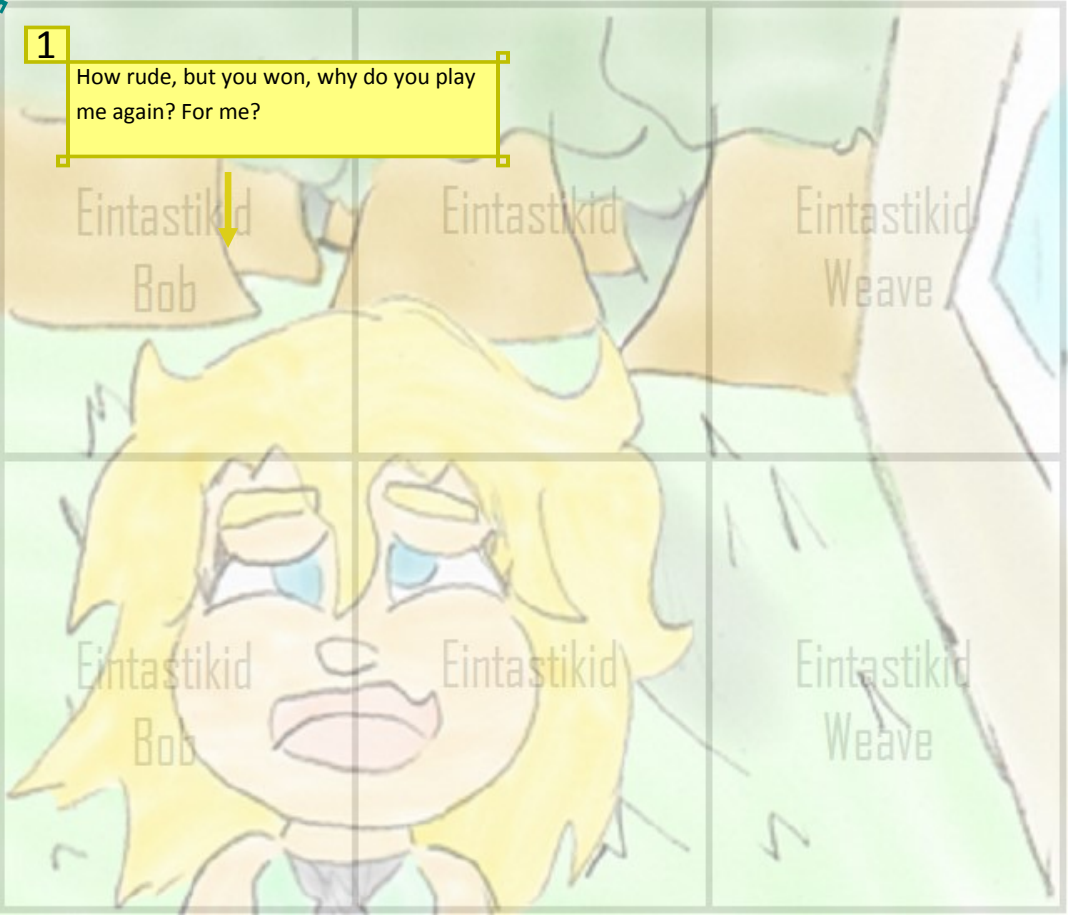
"Back Off" To Page 261

Scene

Ignore This.



1 How rude, but you won, why do you play me again? For me?



264 Sterling Meadow

Play Music: 04 (To use go to page 348)

Page's View <



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

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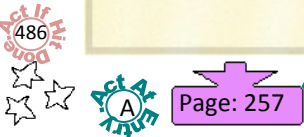
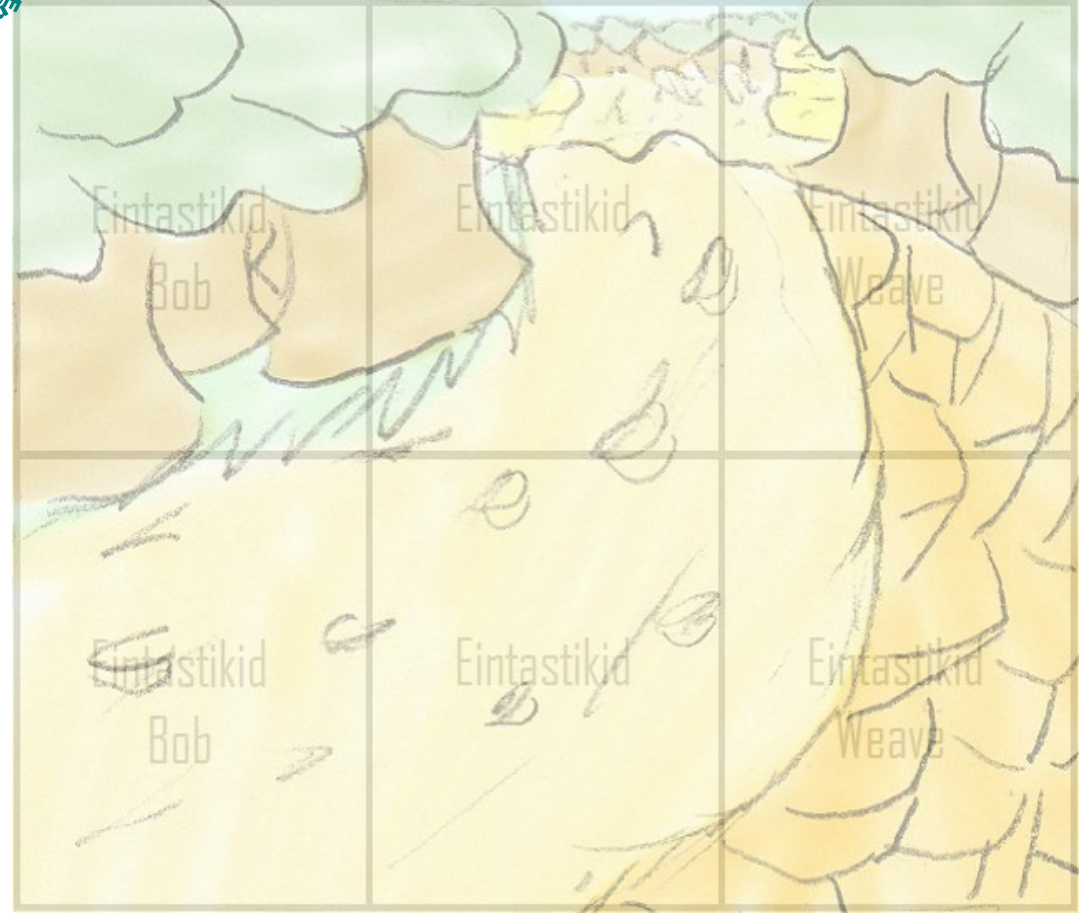
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 034



257 Sterling Meadow

Play Music: 04 (To use go to page 348)

Page's View ^



265

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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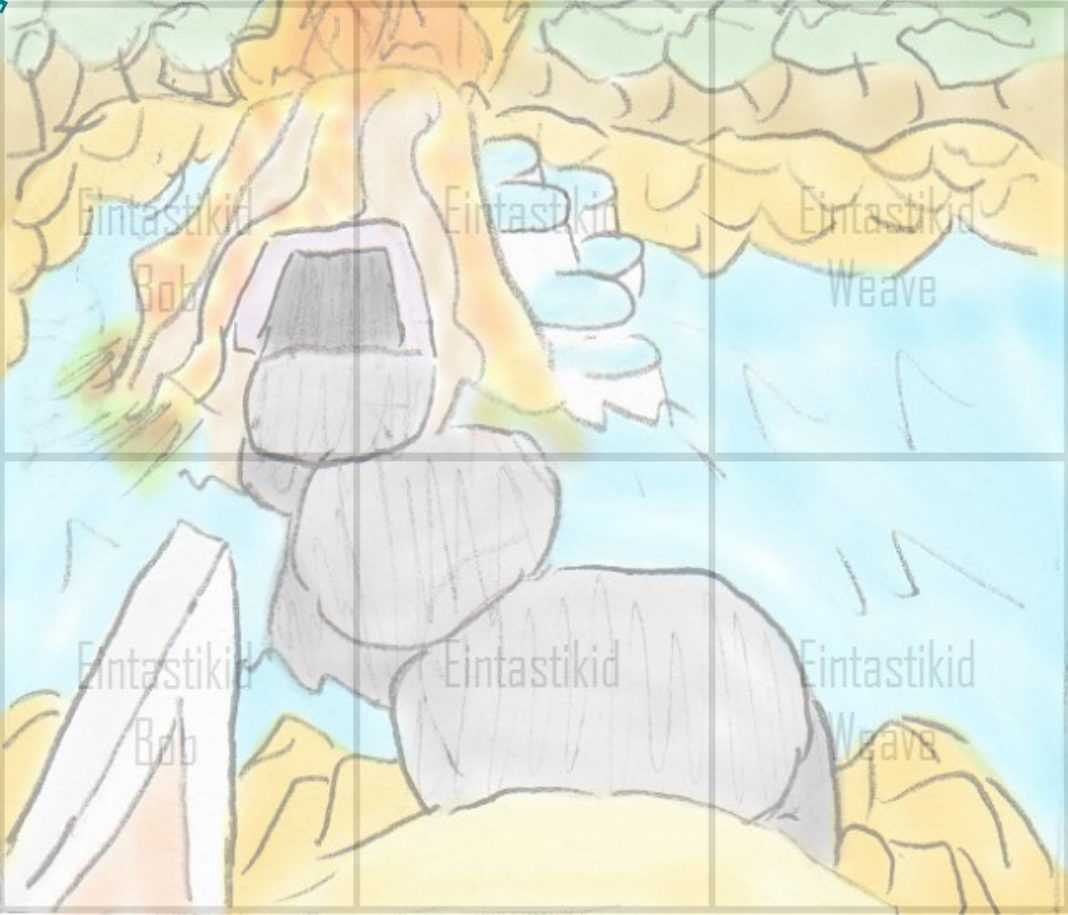
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 269



Page: 258



266 Sterling Meadow

Play Music: 04 (To use go to page 348)

Page's View

The area, the words in this box are a area name, which is the "Area" of this page.  
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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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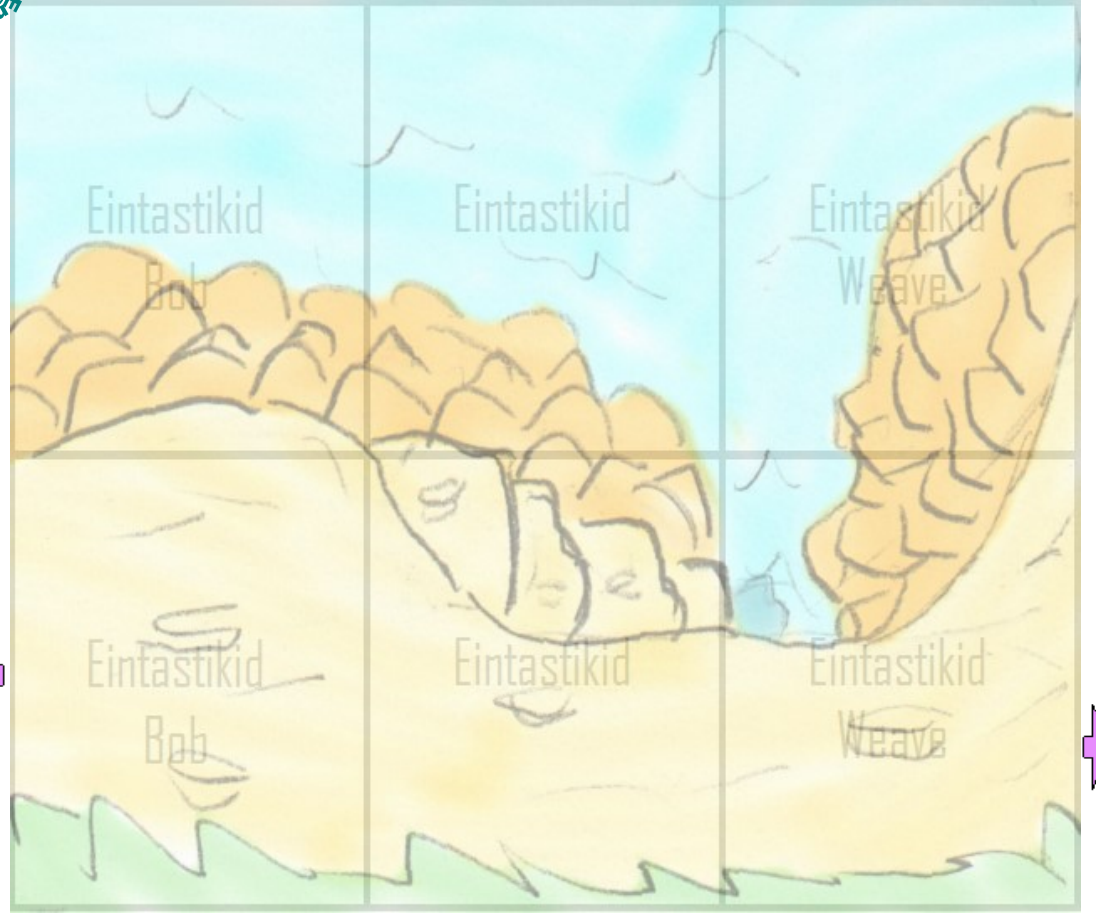
Set Eíntastikid.

Ignore This.

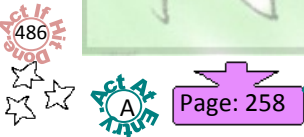
Ignore This.



Page: 097



Page: 258



Page: 258



Page: 244

Sterling Meadow

Play Music: 04 (To use go to page 348)

Page's View

267

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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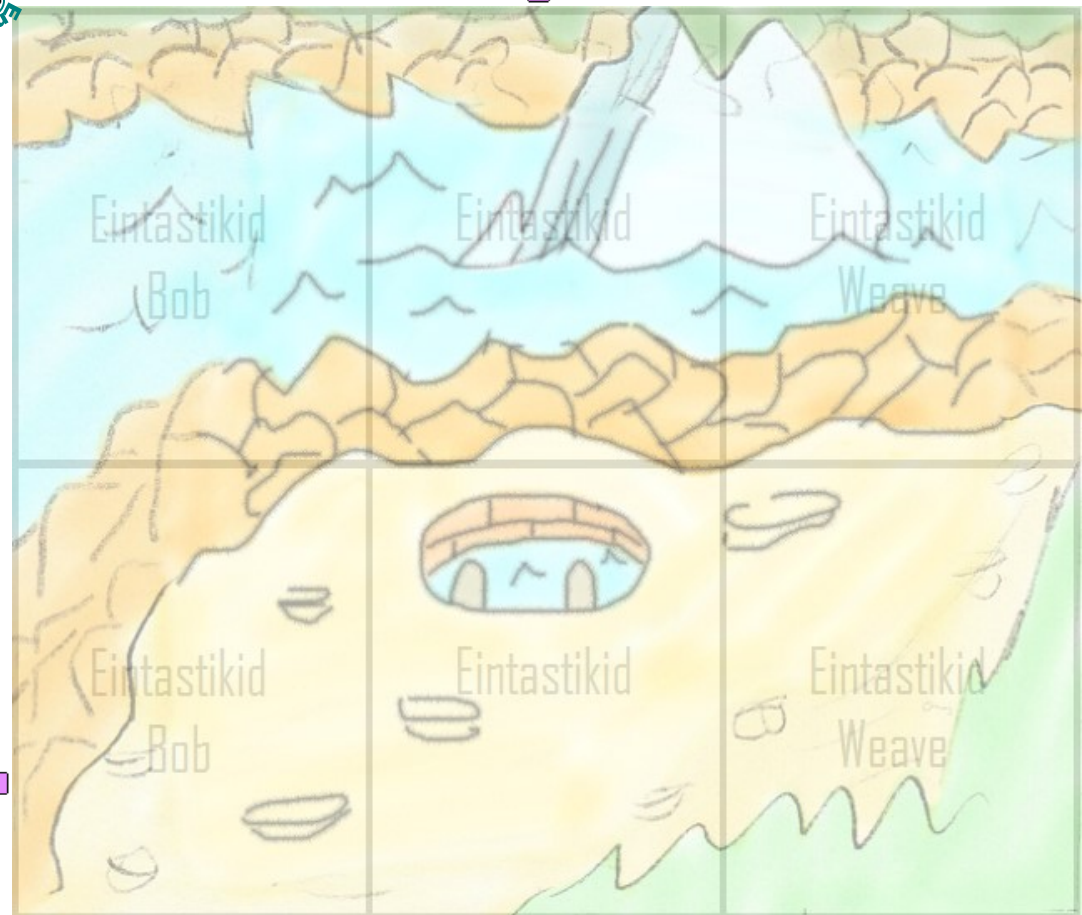
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 111



Page: 267



Page: 244



268

Sterling Meadow

Play Music: 04 (To use go to page 348)

Page's View >

The area, the words in this box are a area name, which is the "Area" of this page.  
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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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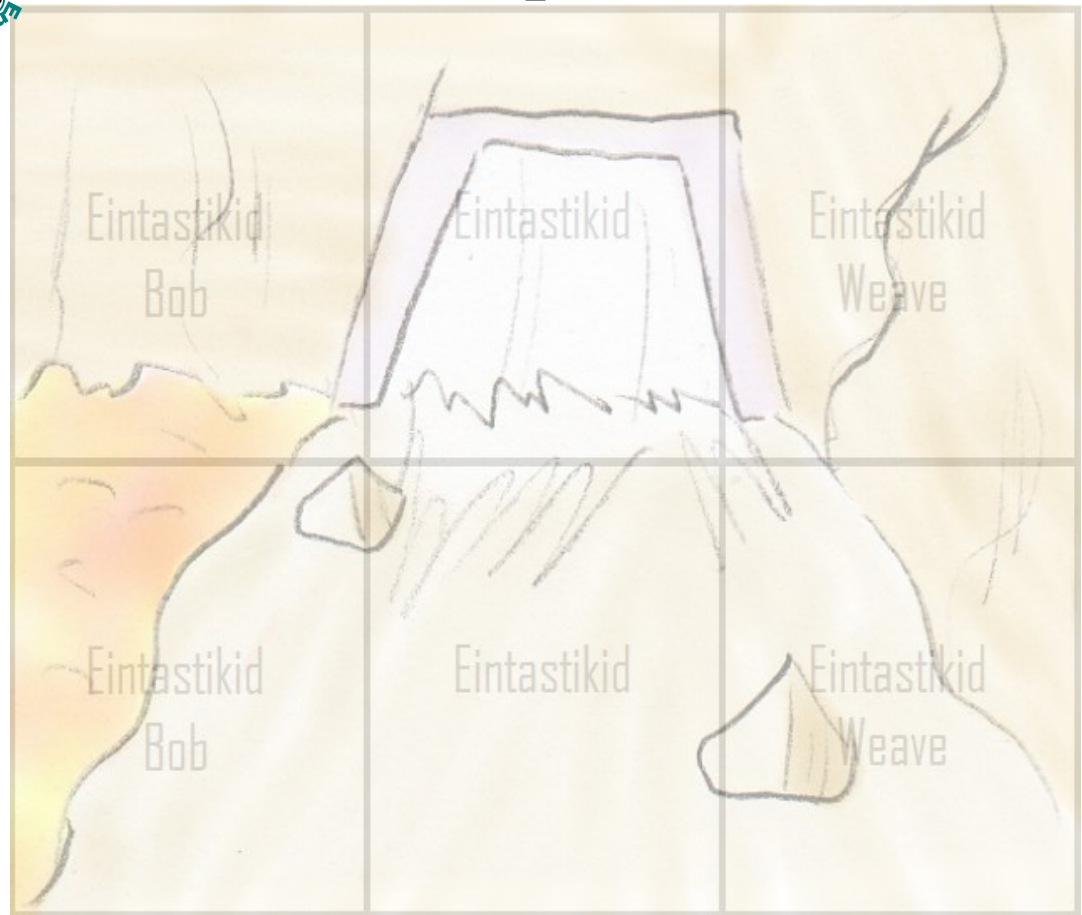
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 266



Page: 270



Angel Volcano

Play Music: 03 (To use go to page 346)

Page's View <

269

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

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Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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Set Eíntastikid.

Ignore This.

Fight From Pg. 271

BI



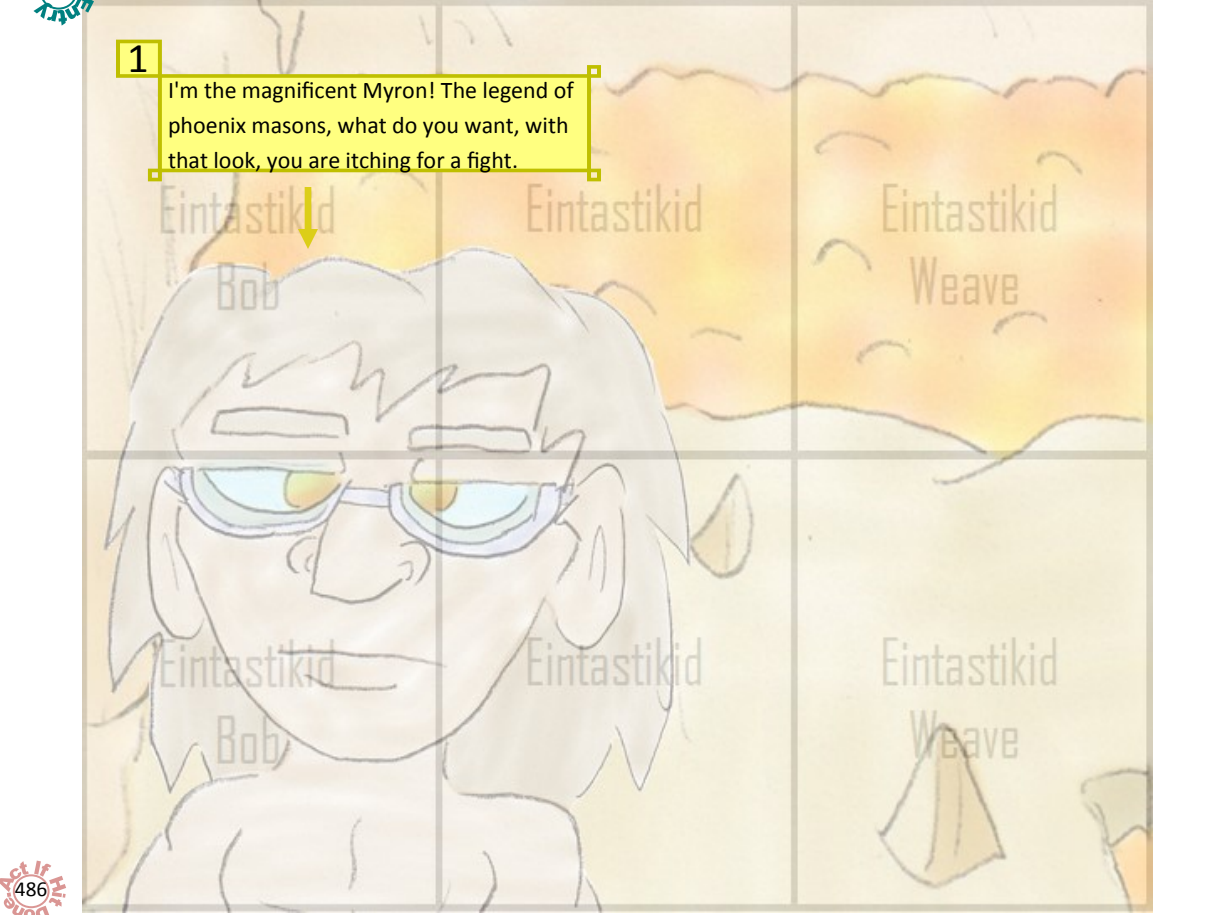
Set Eíntastikid.

"Fight Him" To Page 270

Scene

"Decline Him" To Page 273

Ignore This.



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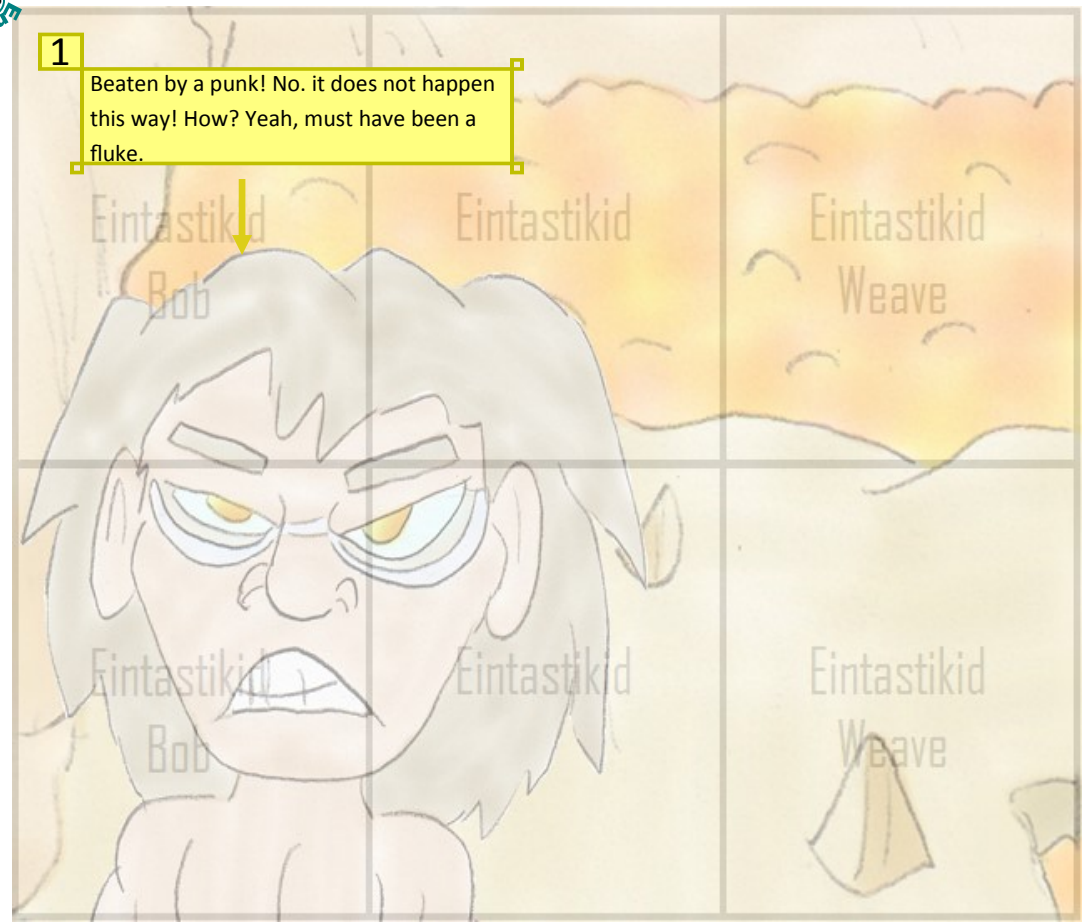
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Set Eíntastikid.

"Back Off" To Page 270

Scene

Ignore This.



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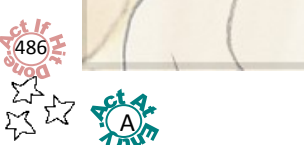
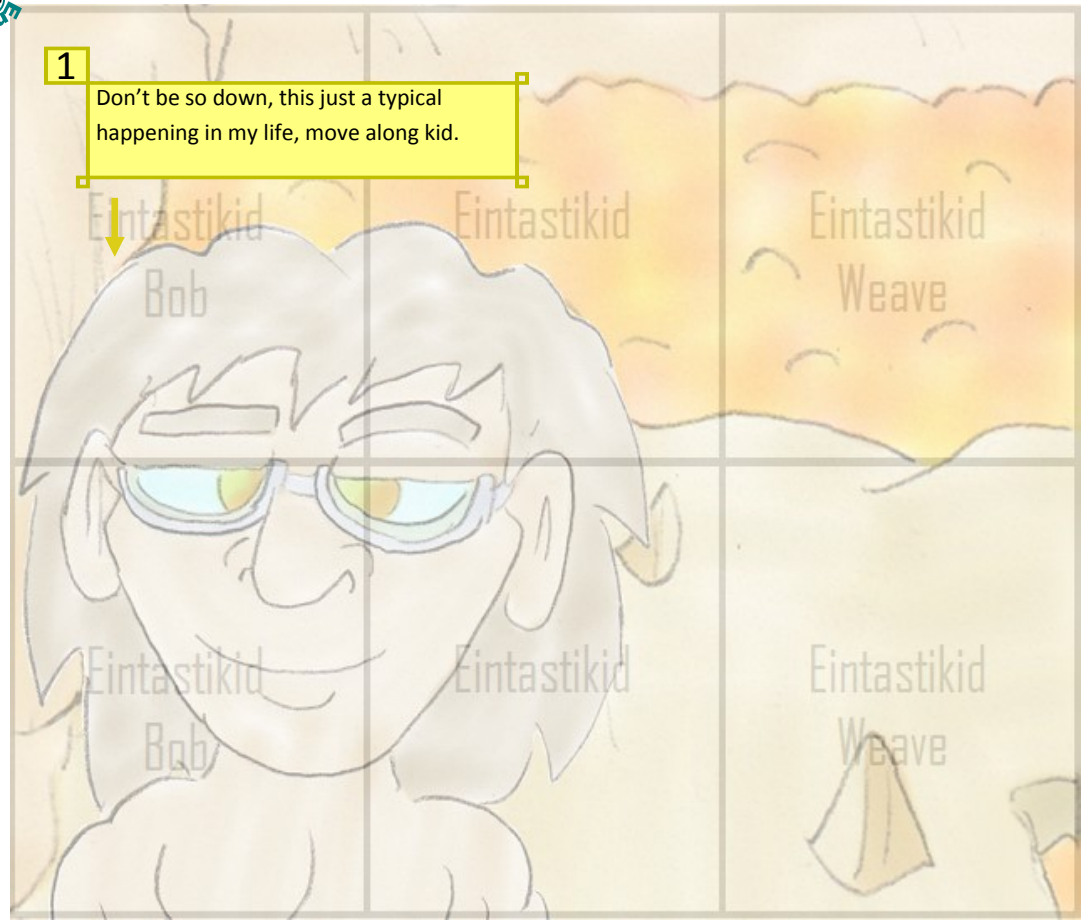
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 270

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

A lock, if all "keys" on the same page as this object are "On", go to the page with a number same as PG number listed in this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

Nothing Here.

A Anglo key, treat this object as a "Key", on this object's page, while you are in Anglo style, this is considered "On".

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.

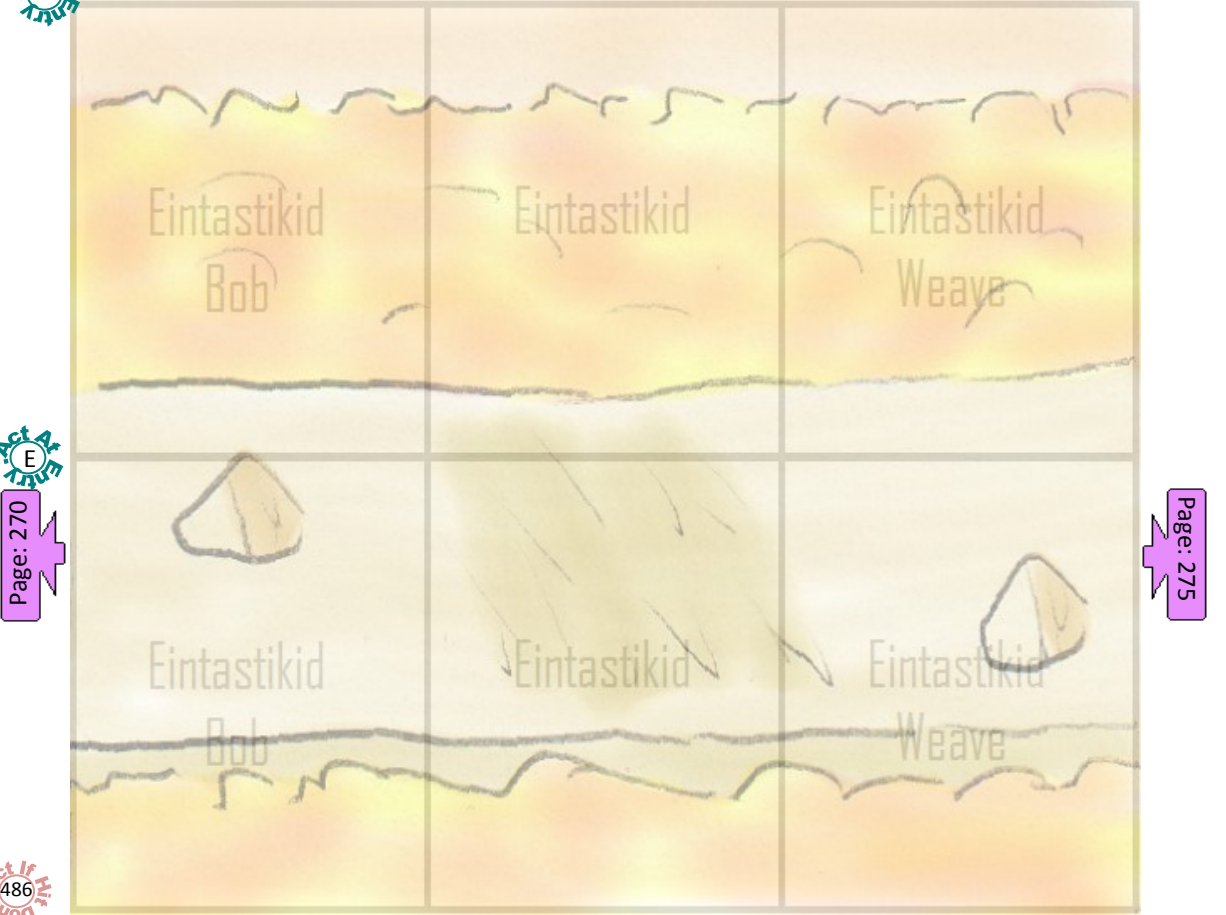
Consider the run time when choosing this.

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Set Eíntastikid.

Ignore This.

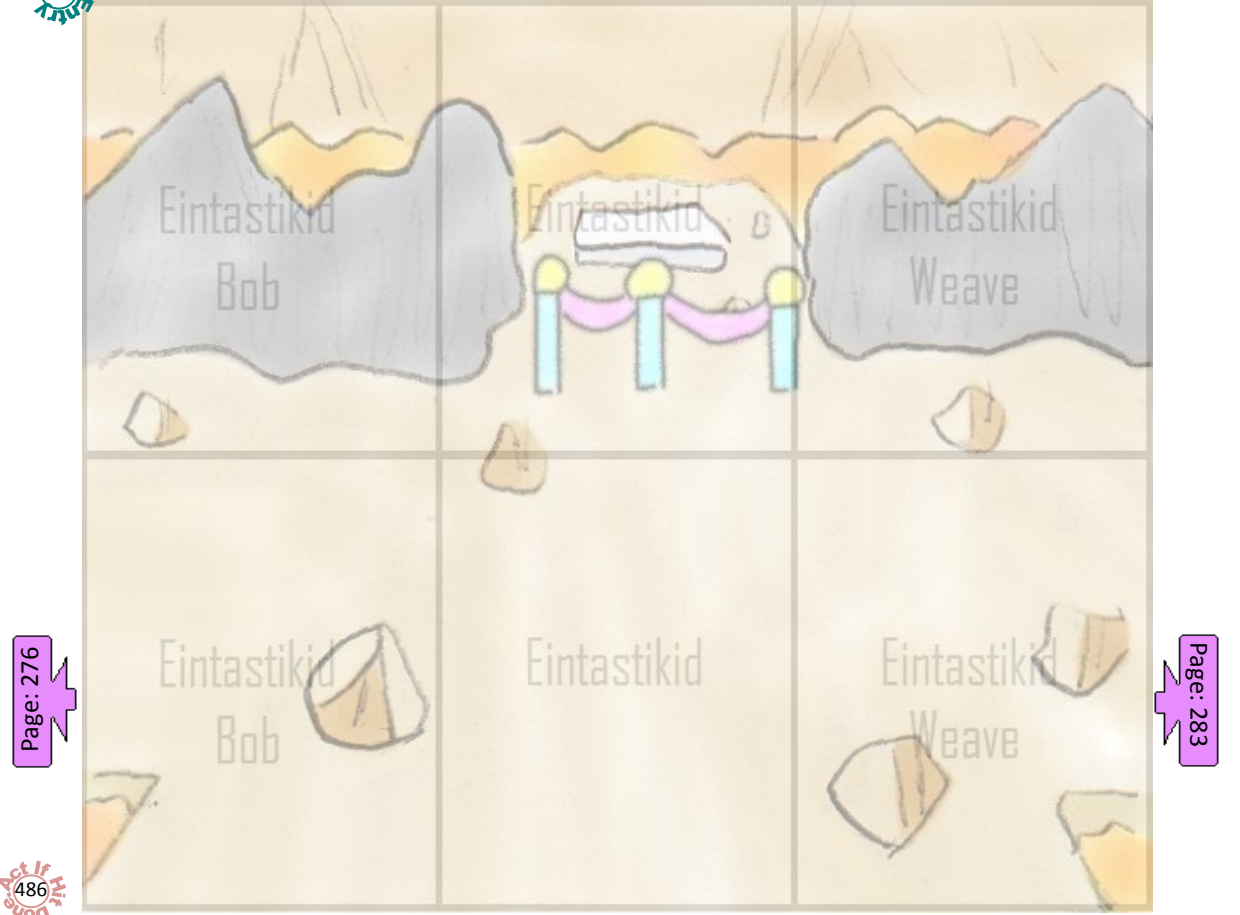
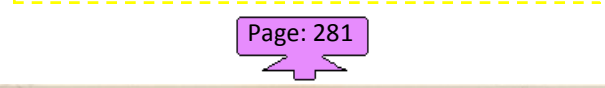
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Set Eíntastikid.

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Ignore This.



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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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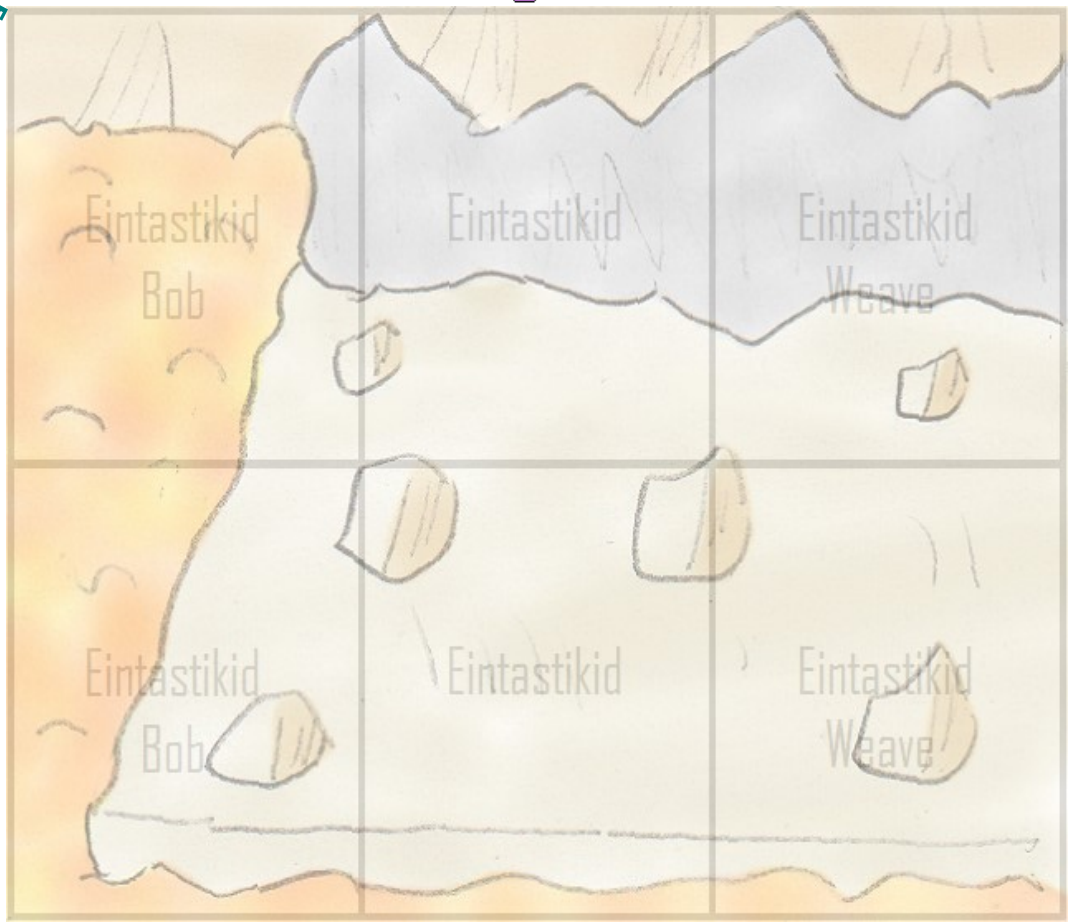
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**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 277



Page: 275



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

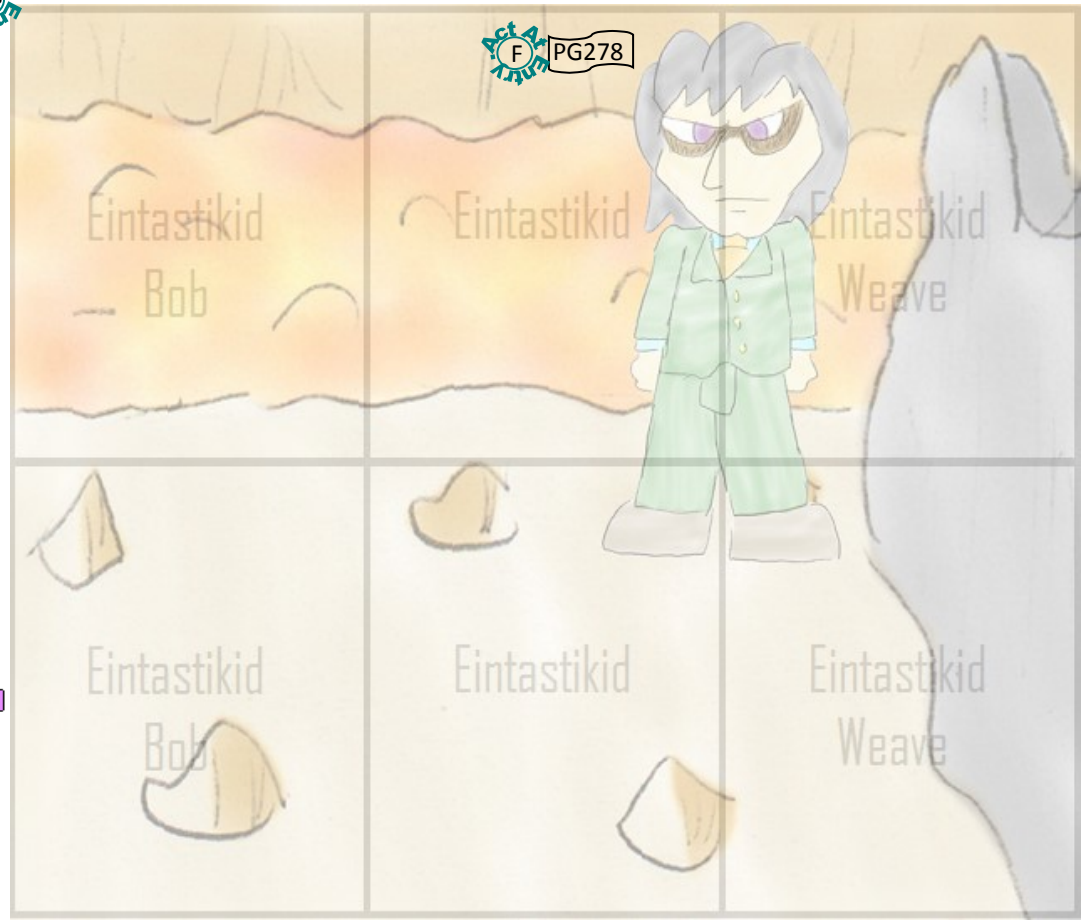
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.** Fight From Pg. 278 **BH**



Page: 280



Page: 276



Page: 281



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

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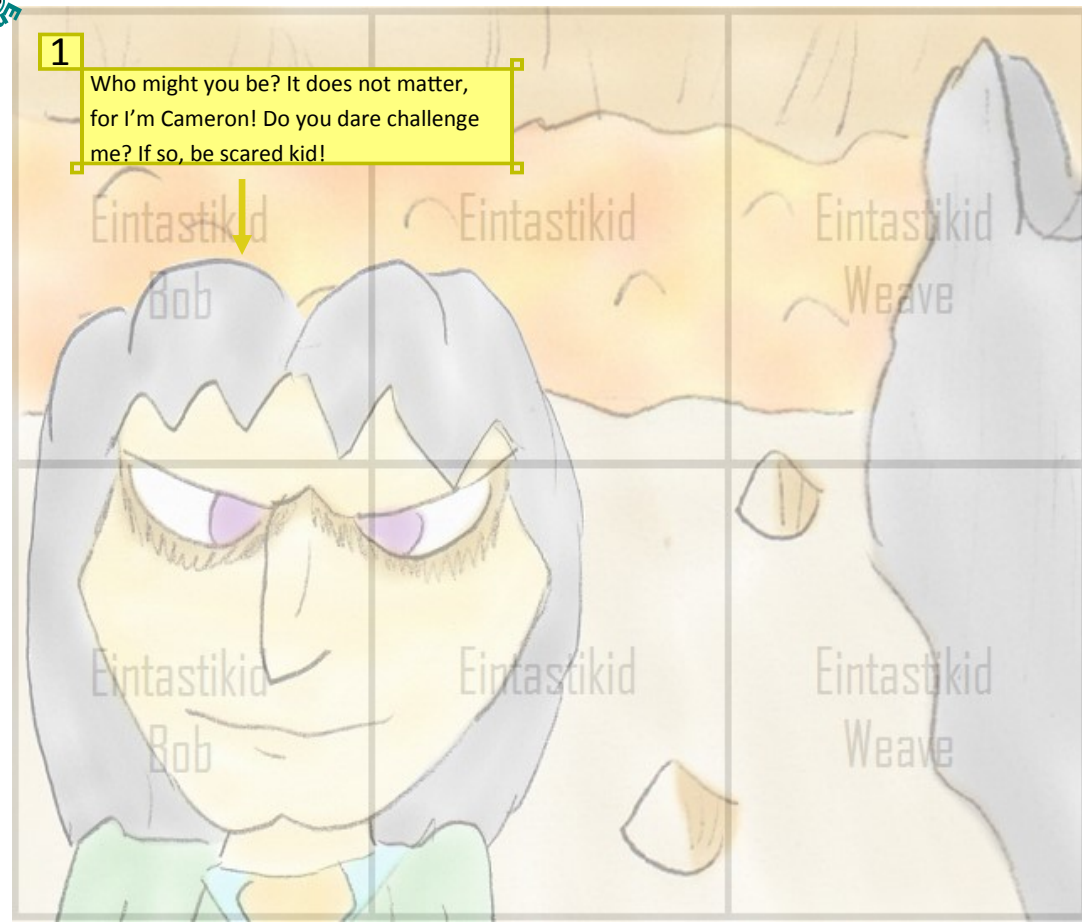
Set Eíntastikid.

"Fight Him"  
To Page 277

Scene

"Decline Him"  
To Page 280

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

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Set Eíntastikid.

"Back Off"  
To Page 277

Scene

Ignore This.





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Set Eíntastikid.

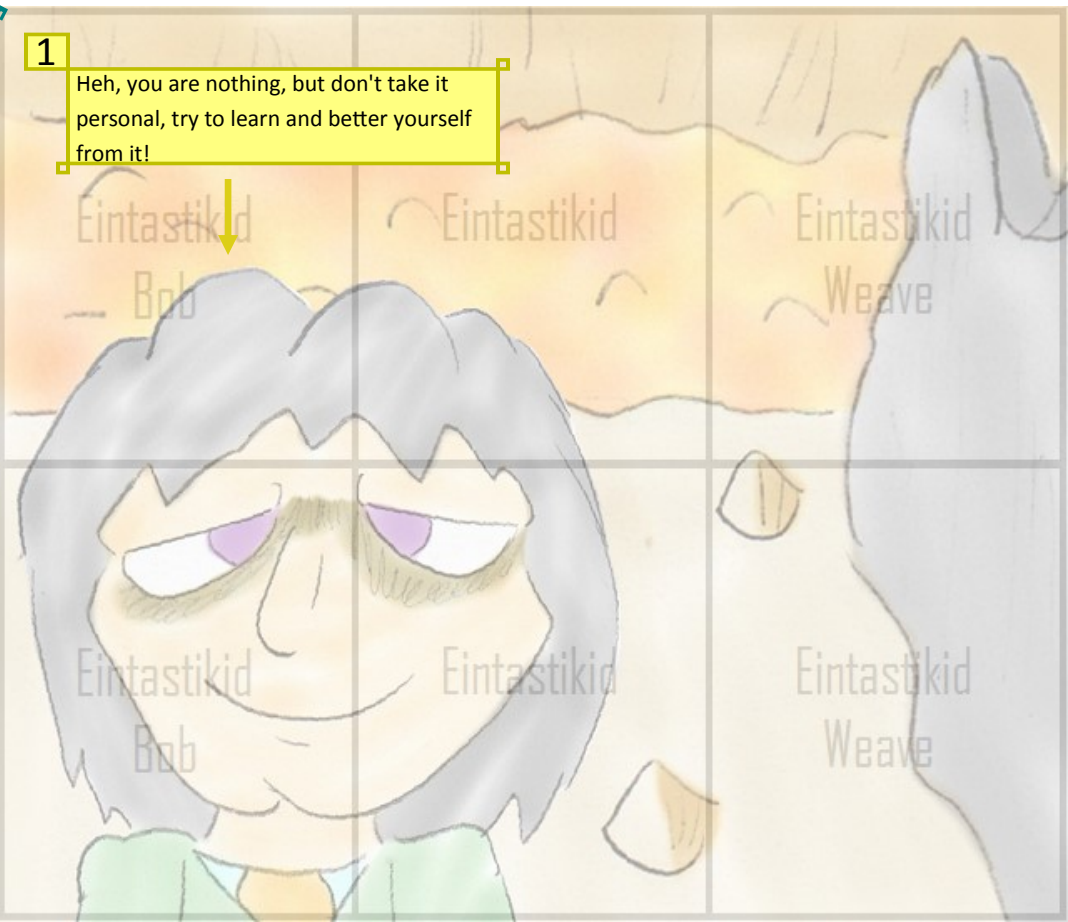
"Back Off" To Page 277

Scene

Ignore This.



1 Heh, you are nothing, but don't take it personal, try to learn and better yourself from it!



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

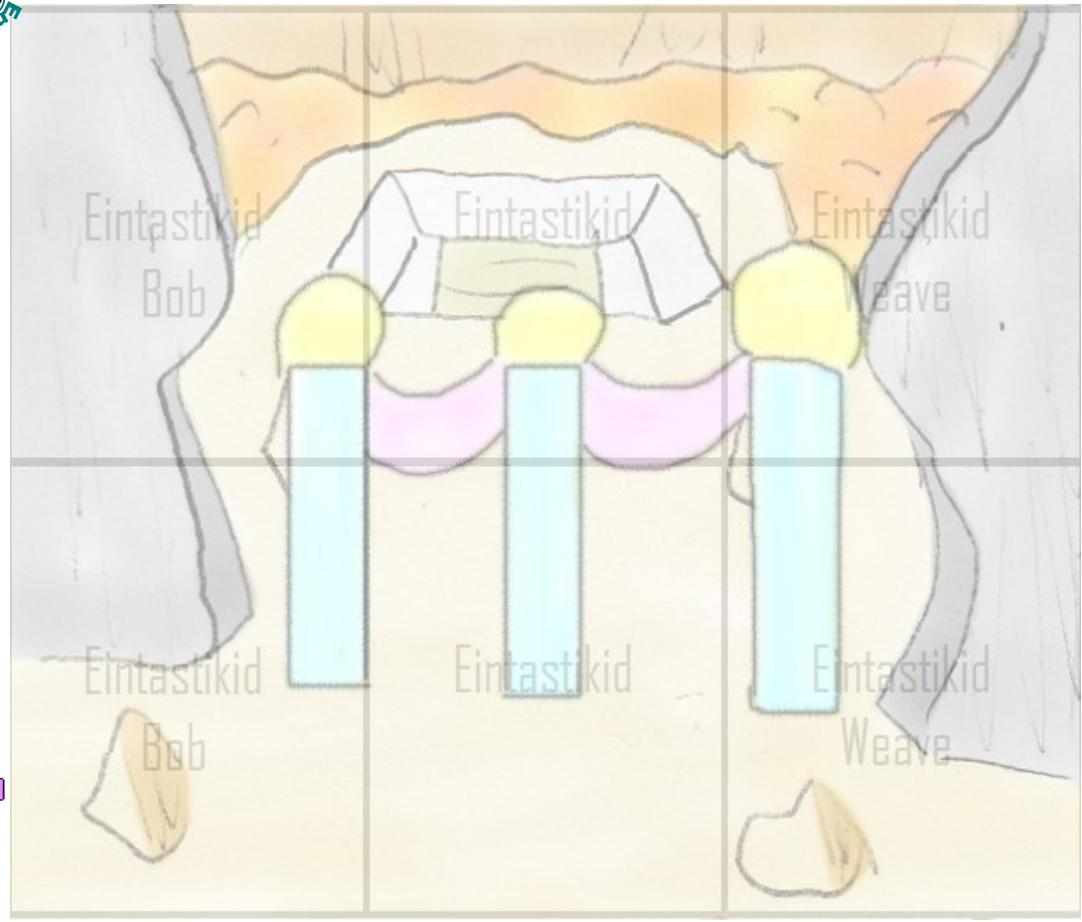
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Set Eíntastikid.

Ignore This.

Ignore This.



Page: 277



Page: 275



Page: 282

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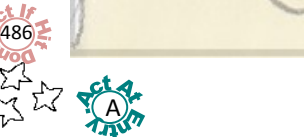
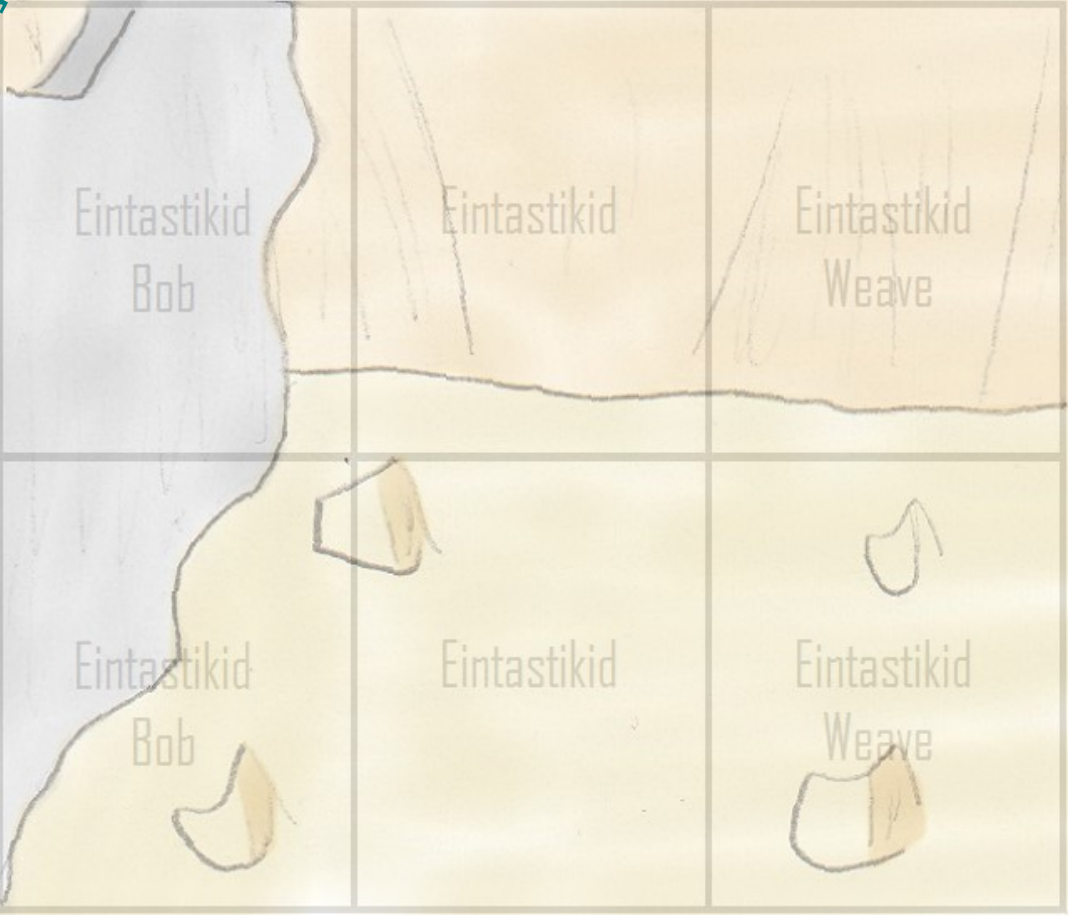
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Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

Ignore This.

Ignore This.



Page: 281



The area, the words in this box are a area name, which is the "Area" of this page.  
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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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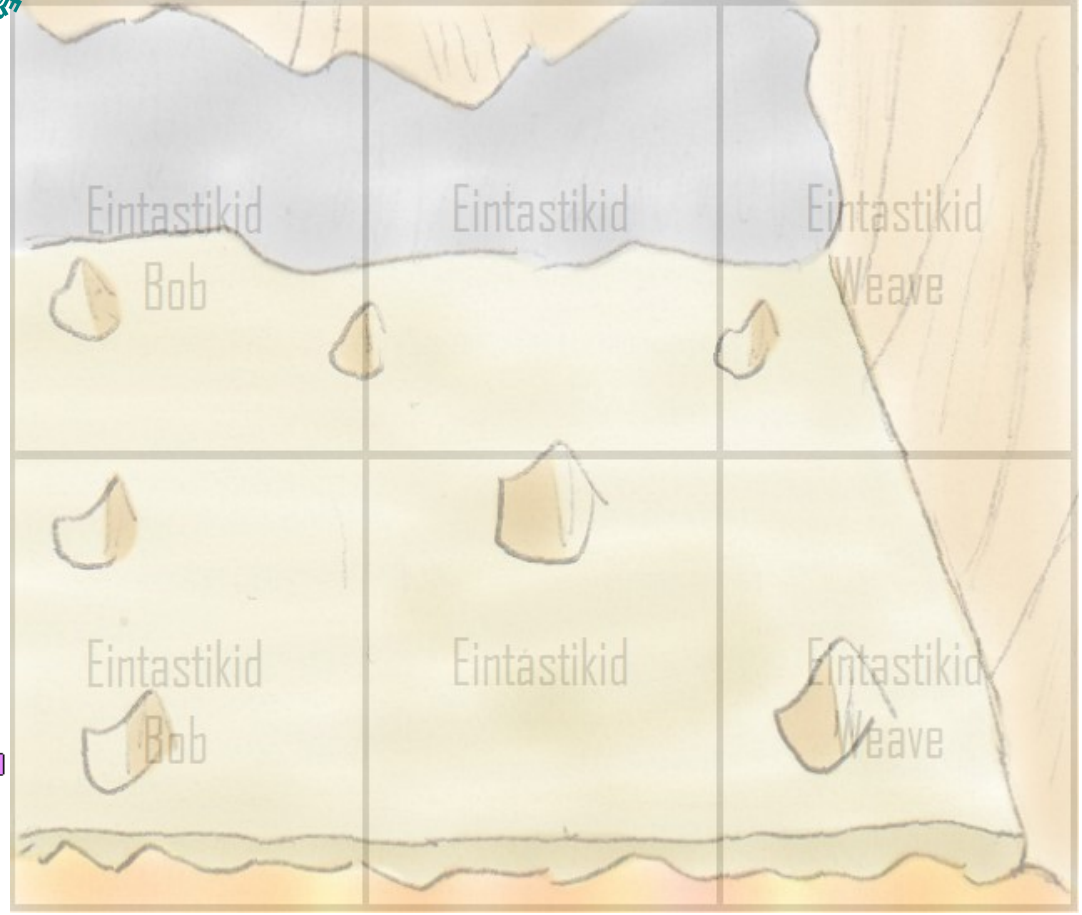
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**Set Eíntastikid.**

Ignore This.

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Page: 282



The area, the words in this box are a area name, which is the "Area" of this page.  
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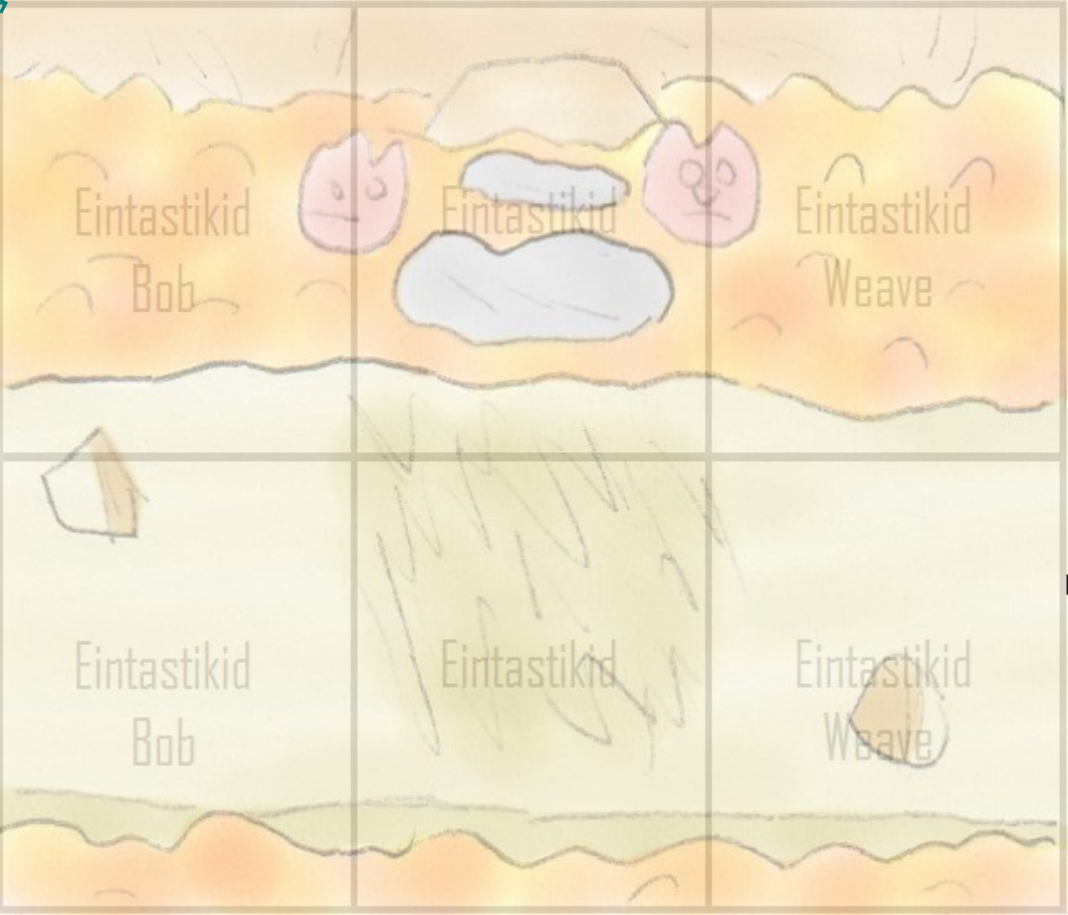
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Nothing Here.  
**Set Eíntastikid.**

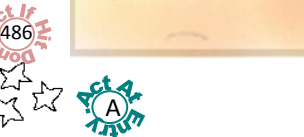
**Ignore This.**

**Ignore This.**



Page: 270

Page: 275



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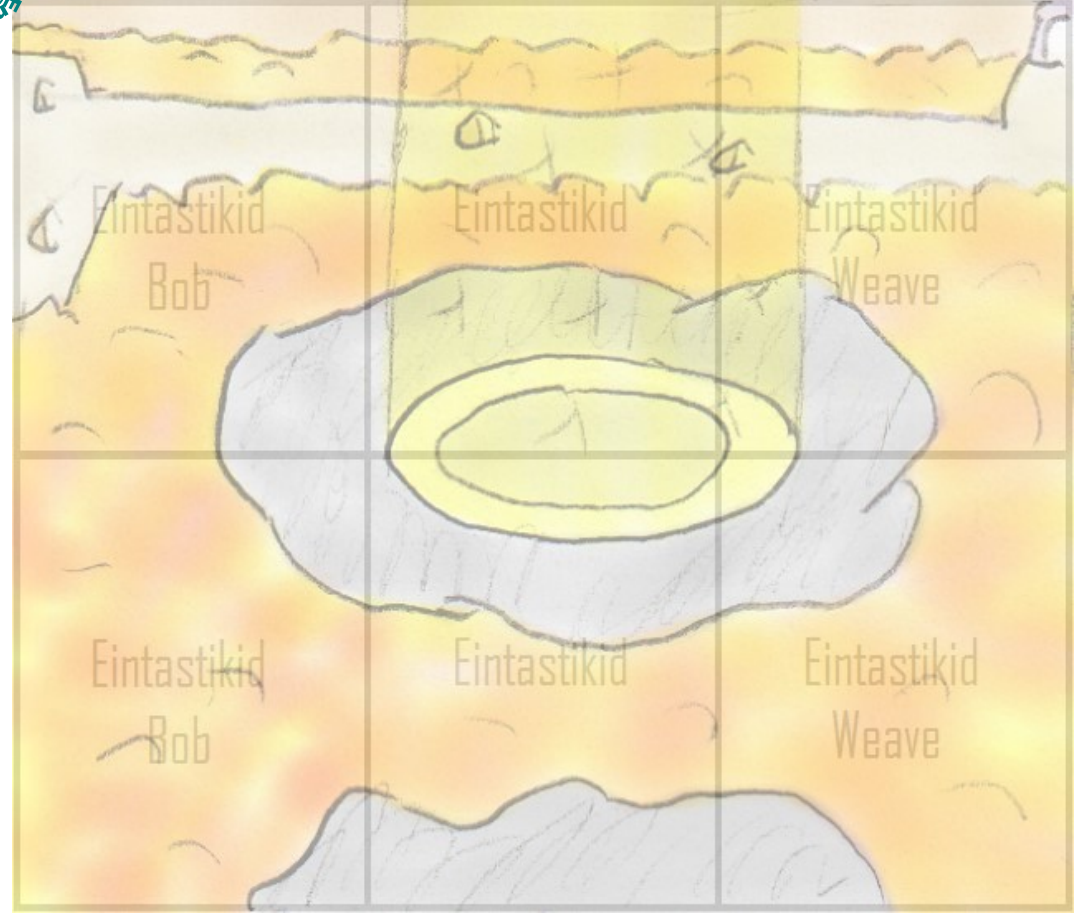
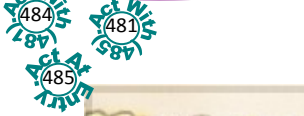
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 138



Page: 286



The area, the words in this box are a area name, which is the "Area" of this page.  
A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A trap, on this's page, if you do not have a "Switch" in your mind matching S number in this, go to page of PG number in this.  
Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.  
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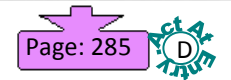
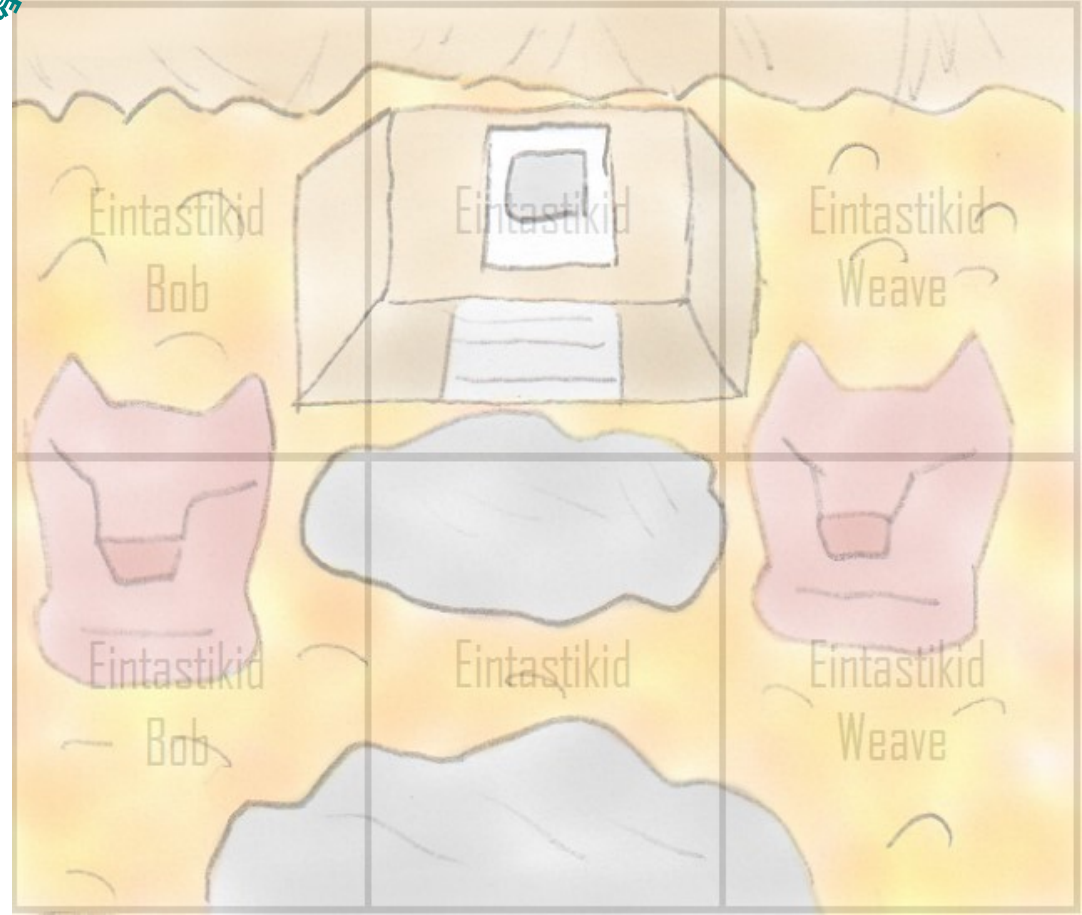
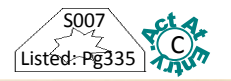
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
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Set Eíntastikid.

Ignore This.

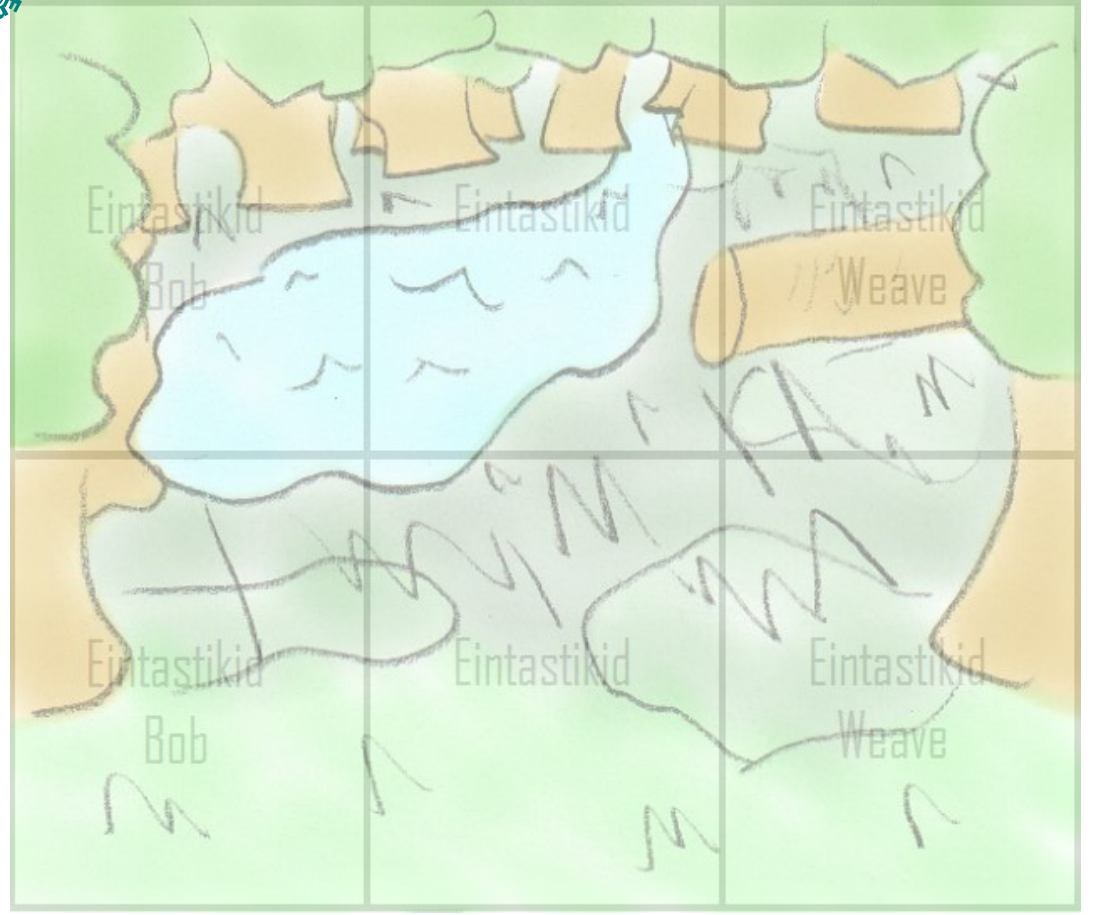
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Set Eíntastikid.

Ignore This.

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The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

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The area, the words in this box are a area name, which is the "Area" of this page.

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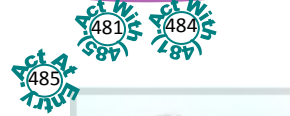
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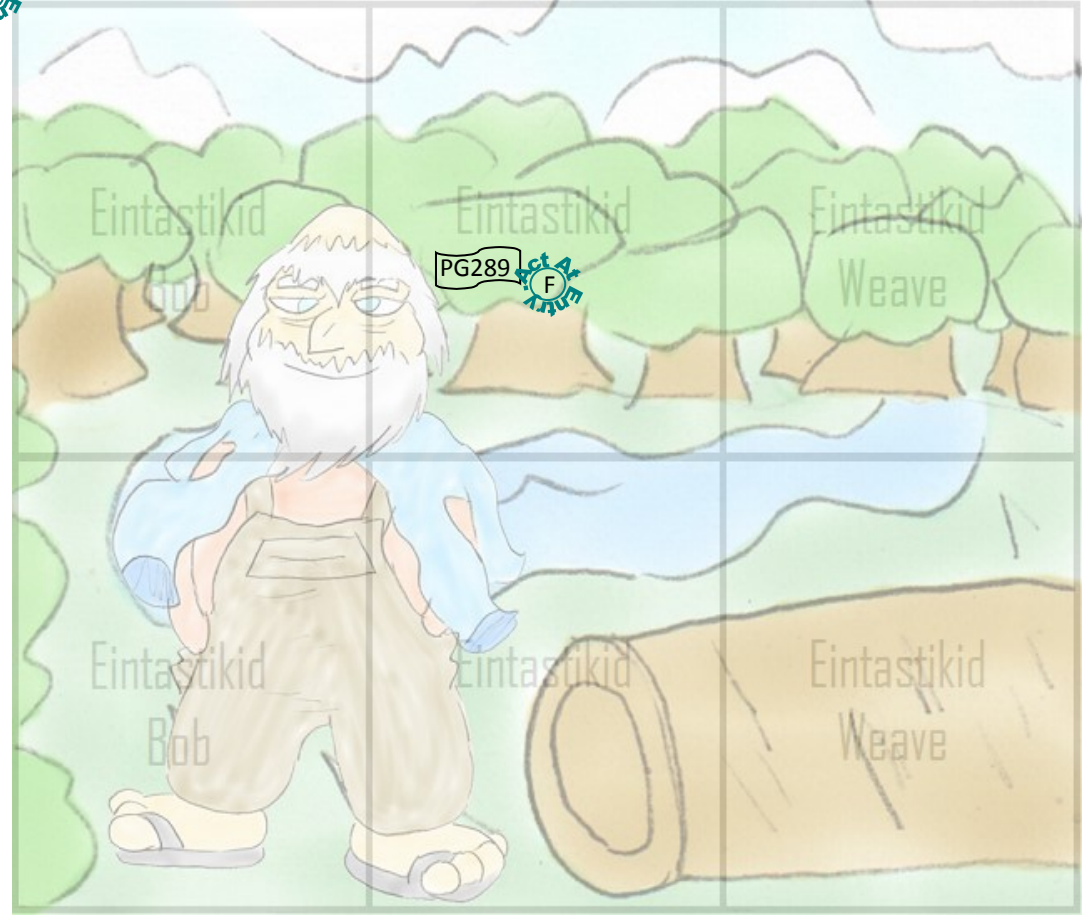
Set Eíntastíkid.

Ignore This.

Fight From Pg. 289 AK



Page: 293



Page: 314

Page: 287



Set Eíntastíkid.

"Fight Him" To Page 288

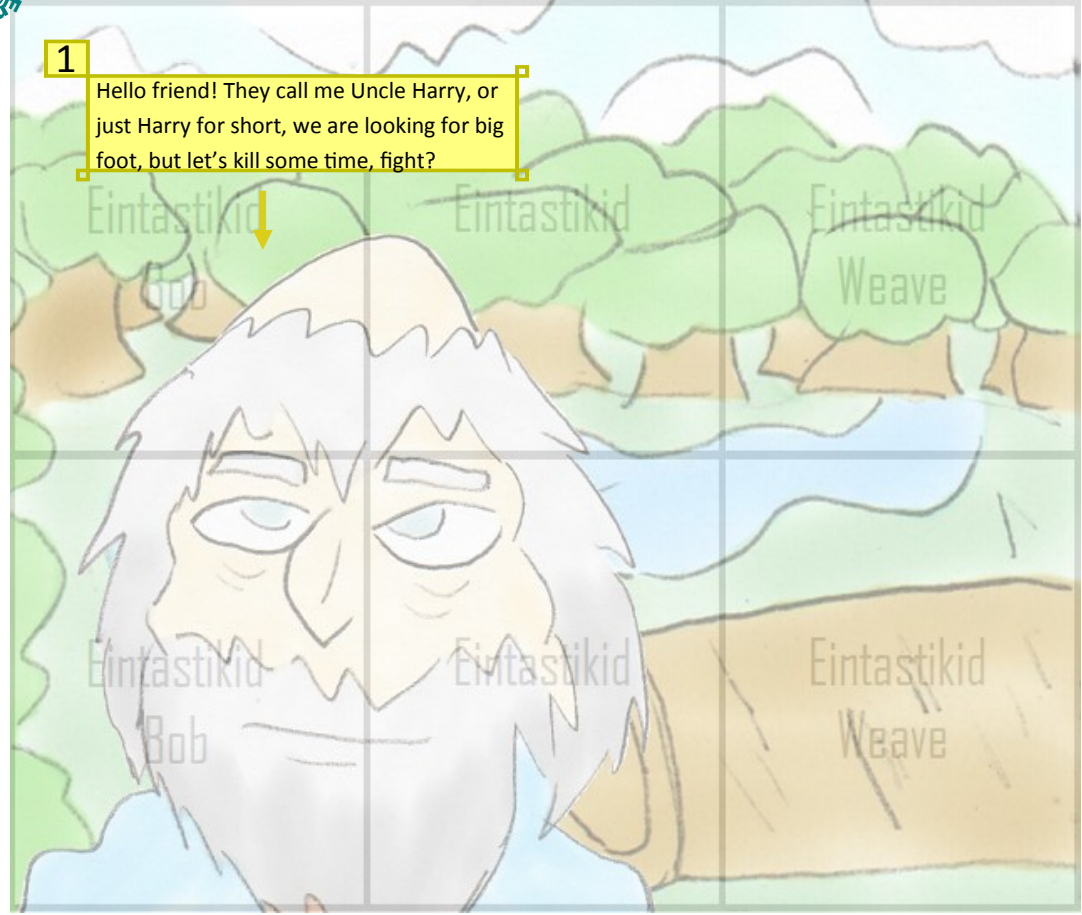
Scene

"Decline Him" To Page 291

Ignore This.



Page: 282



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

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Set Eíntastikid.

"Back Off" To Page 288

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

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Nothing Here.

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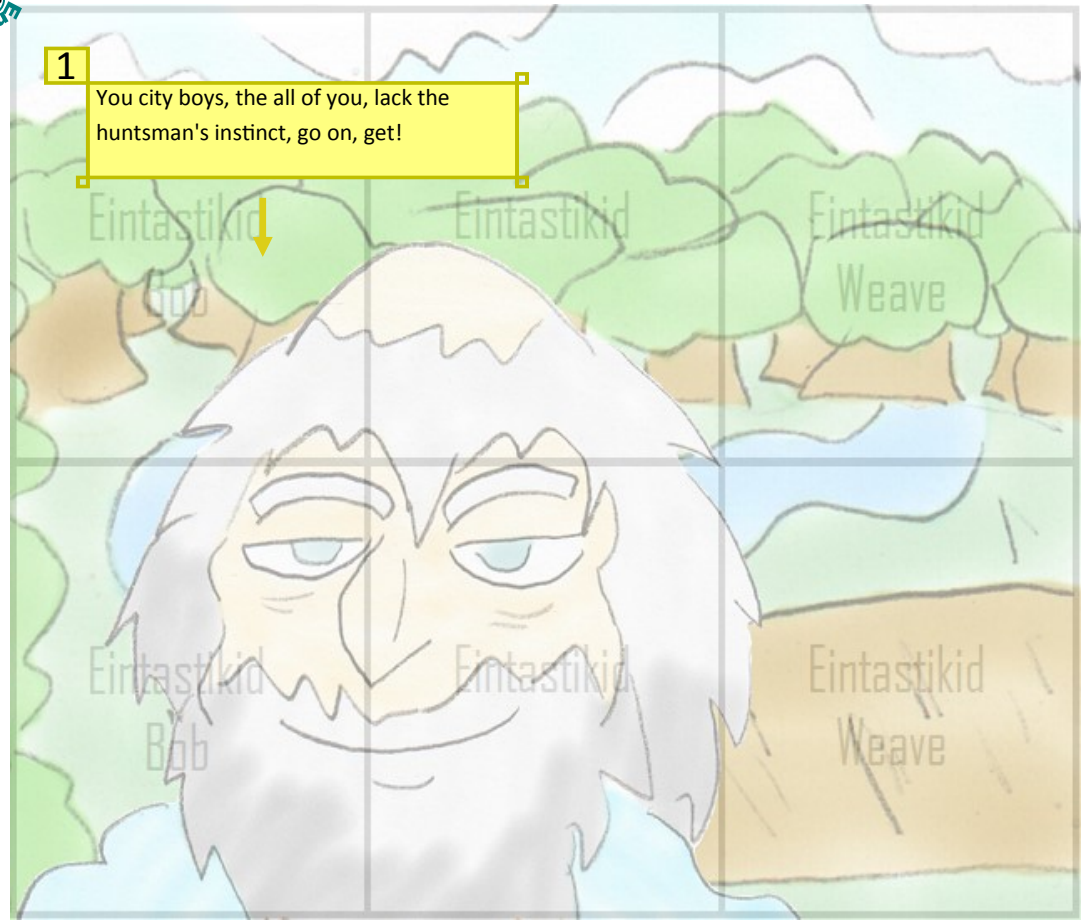
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 288

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.

Set Eíntastikid.

"Walk Away" To Page 293

Scene

Ignore This.

Set Eíntastikid.

Ignore This.

Fight From Pg. 294

AH



1 You stare into the pond, it has a special majesty to it.



292

Layman's Forest

Play Music: 03 (To use go to page 346)

Page's View

Eintastikid Bob PG294



PG292 F

Page: 318



Page: 288



295

Layman's Forest

Play Music: 03 (To use go to page 346)

Page's View

293

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

"Fight Her" To Page 293

Scene

"Decline Her" To Page 296

Ignore This.

Nothing Here.

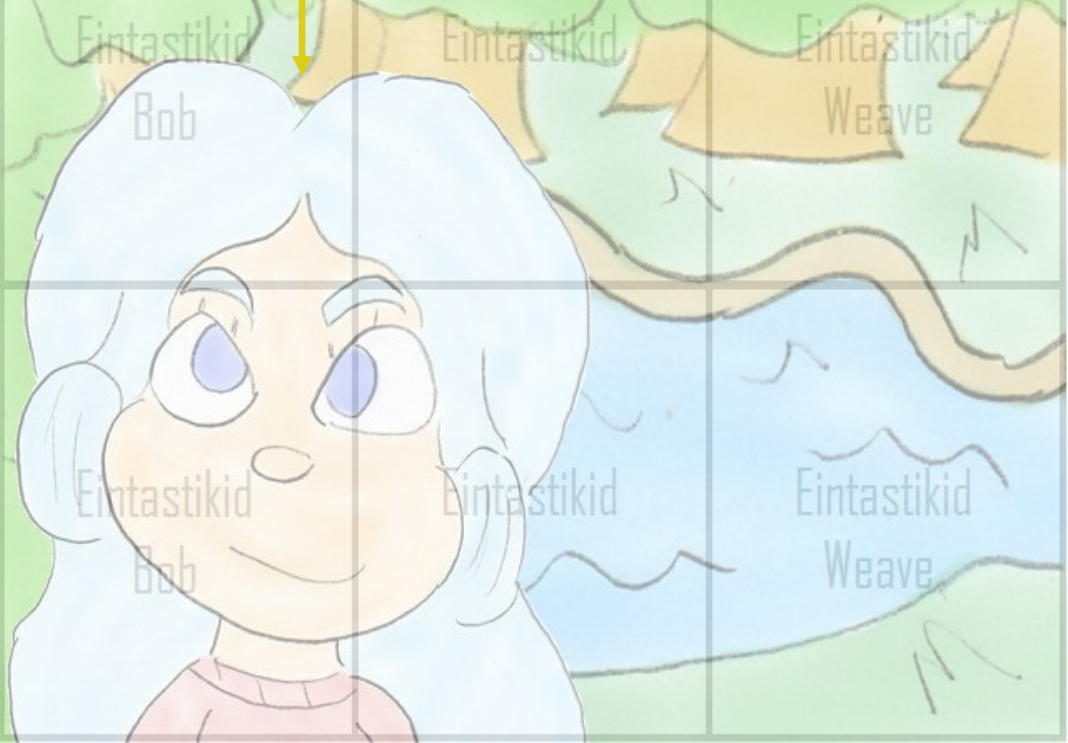
"Back Off" To Page 293

Scene

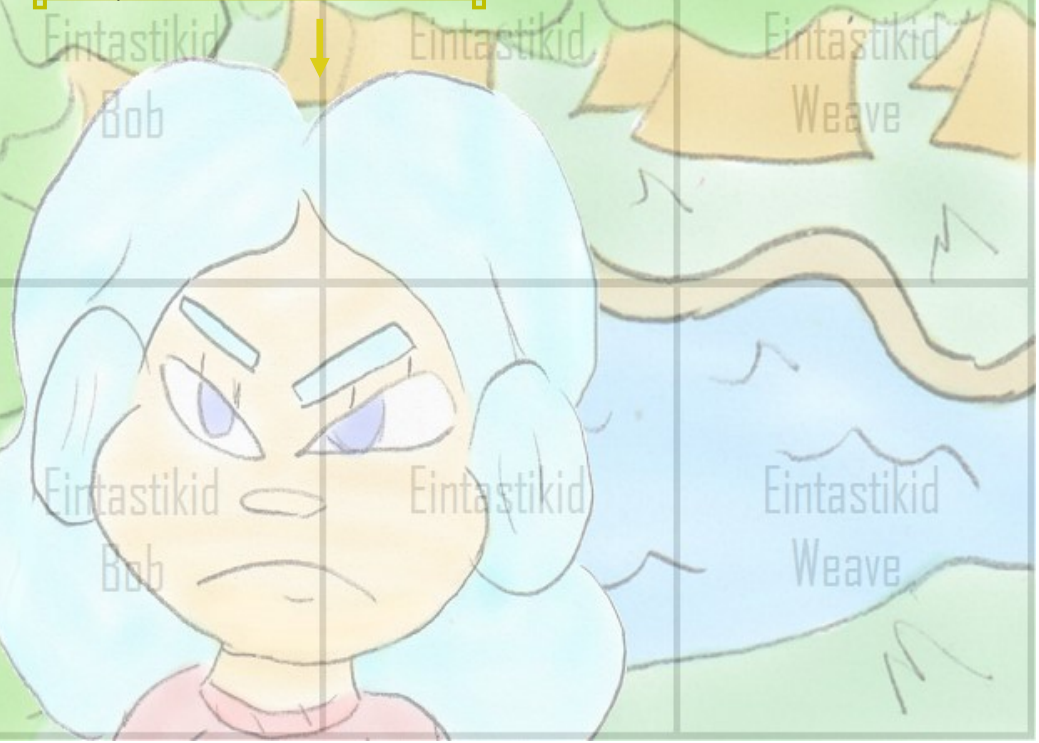
Ignore This.



1 Hello, this forest is beautiful isn't it ? Oh, my name? it's Jenny! What? You want a battle. Fine! I'm down!



1 Such a shallow victory! But fine you beat me! I'm not mad! I'm giddy! You can see it in my face!



294 Layman's Forest Play Music: 03 (To use go to page 346)

Page's View <



Layman's Forest Play Music: 03 (To use go to page 346)

Page's View < 295





The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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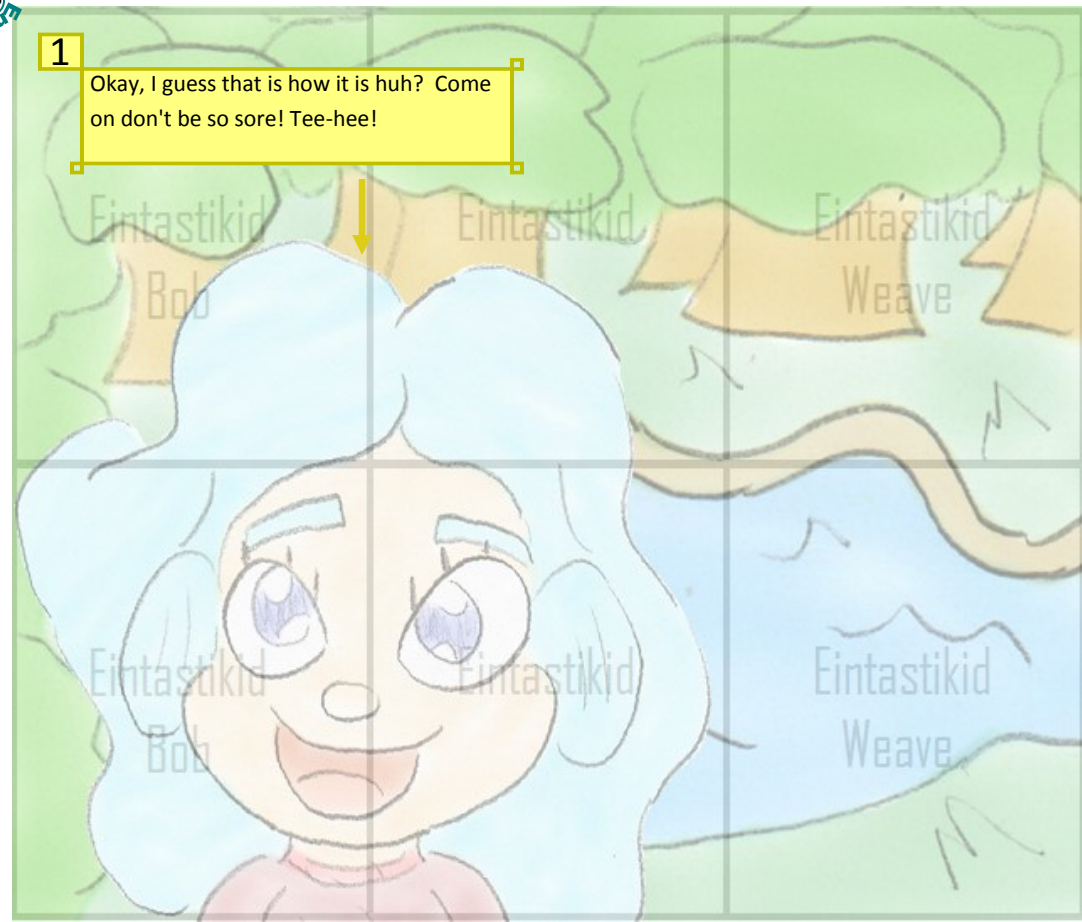
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 293

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

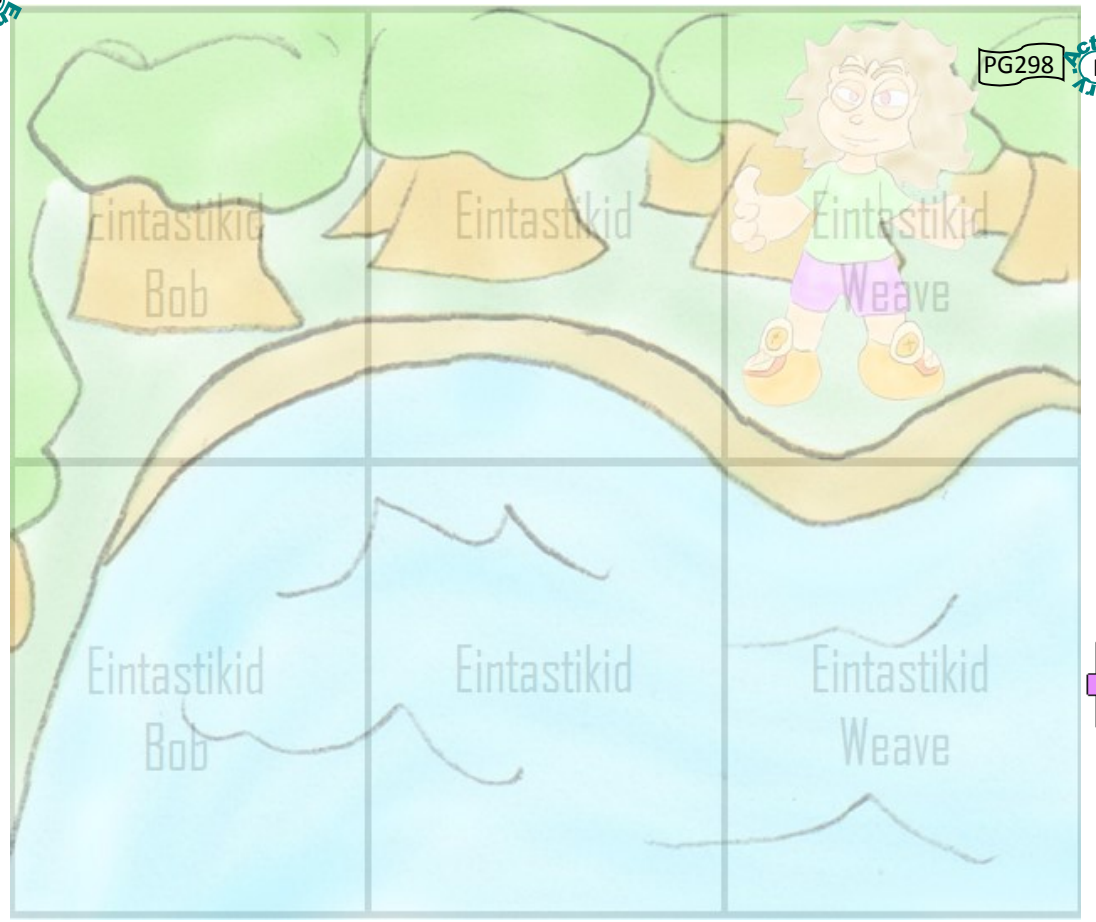
Nothing Here.

Set Eíntastikid.

Ignore This.

Fight From Pg. 298

AG



Page: 293



The area, the words in this box are a area name, which is the "Area" of this page.

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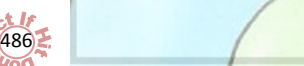
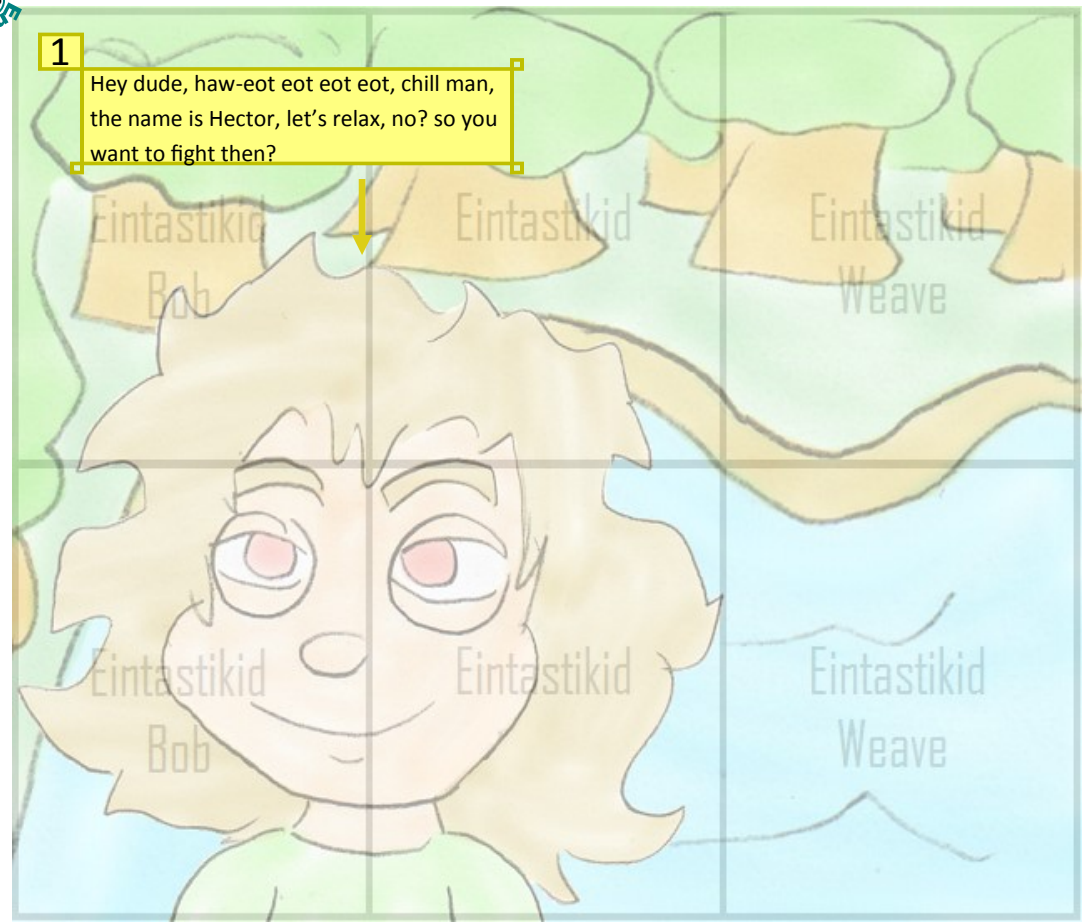
Set Eíntastikid.

"Fight Him" To Page 297

Scene

"Decline Him" To Page 300

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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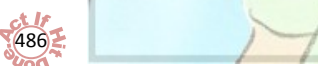
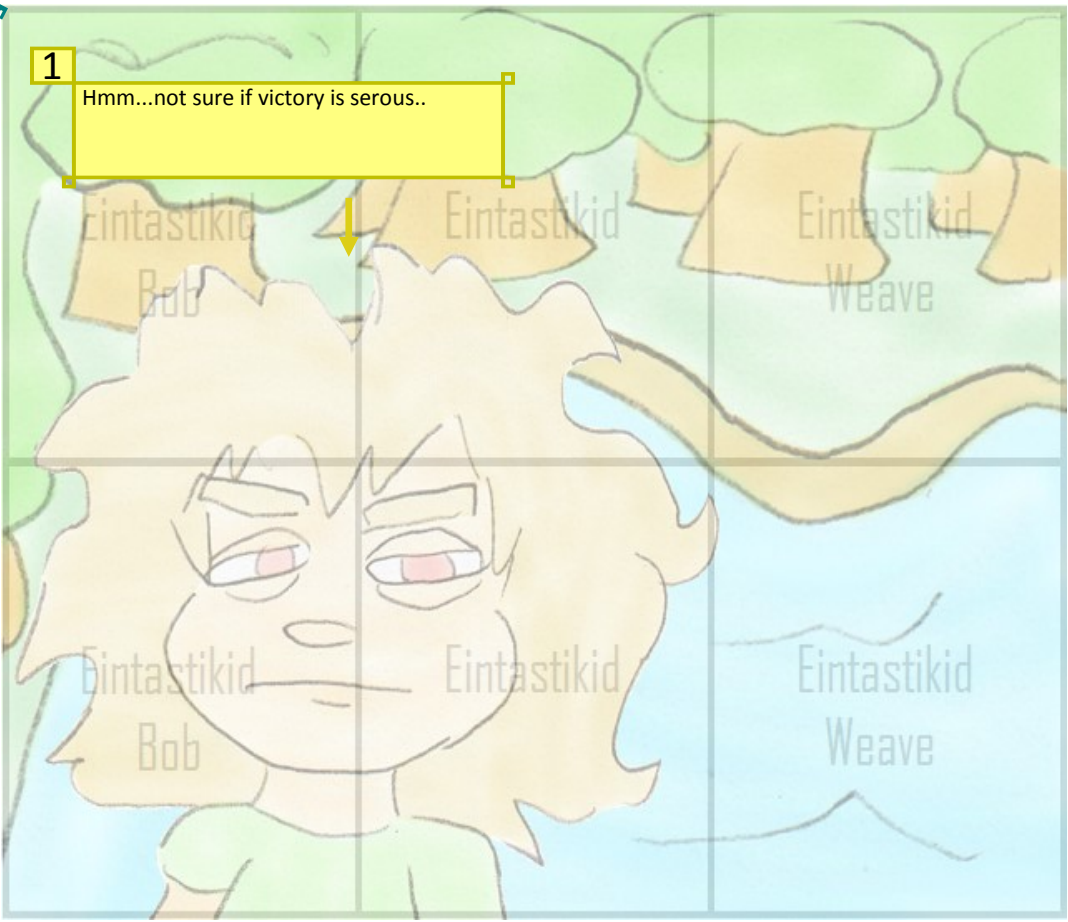
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 297

Scene

Ignore This.



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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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Set Eíntastikid.

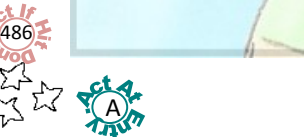
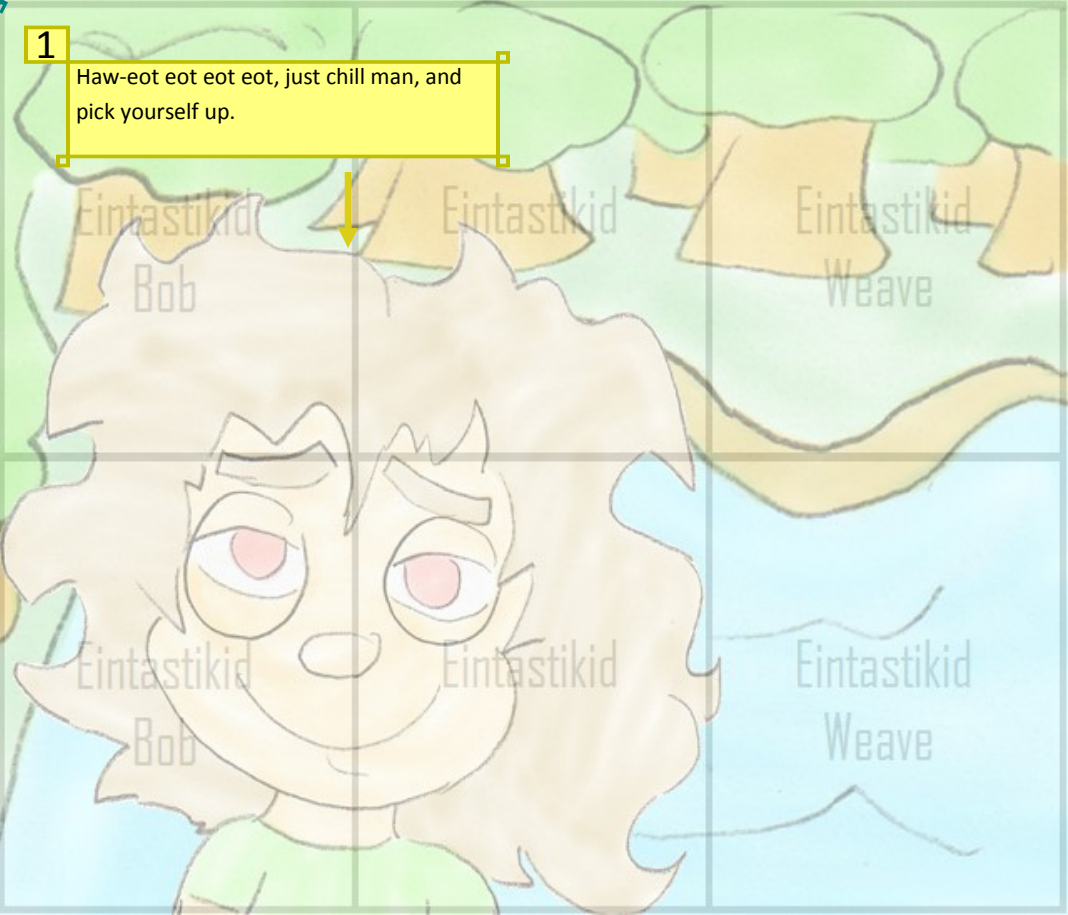
"Back Off" To Page 297

Scene

Ignore This.



1 Haw-eot eot eot eot, just chill man, and pick yourself up.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

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Nothing Here.

Set Eíntastikid.

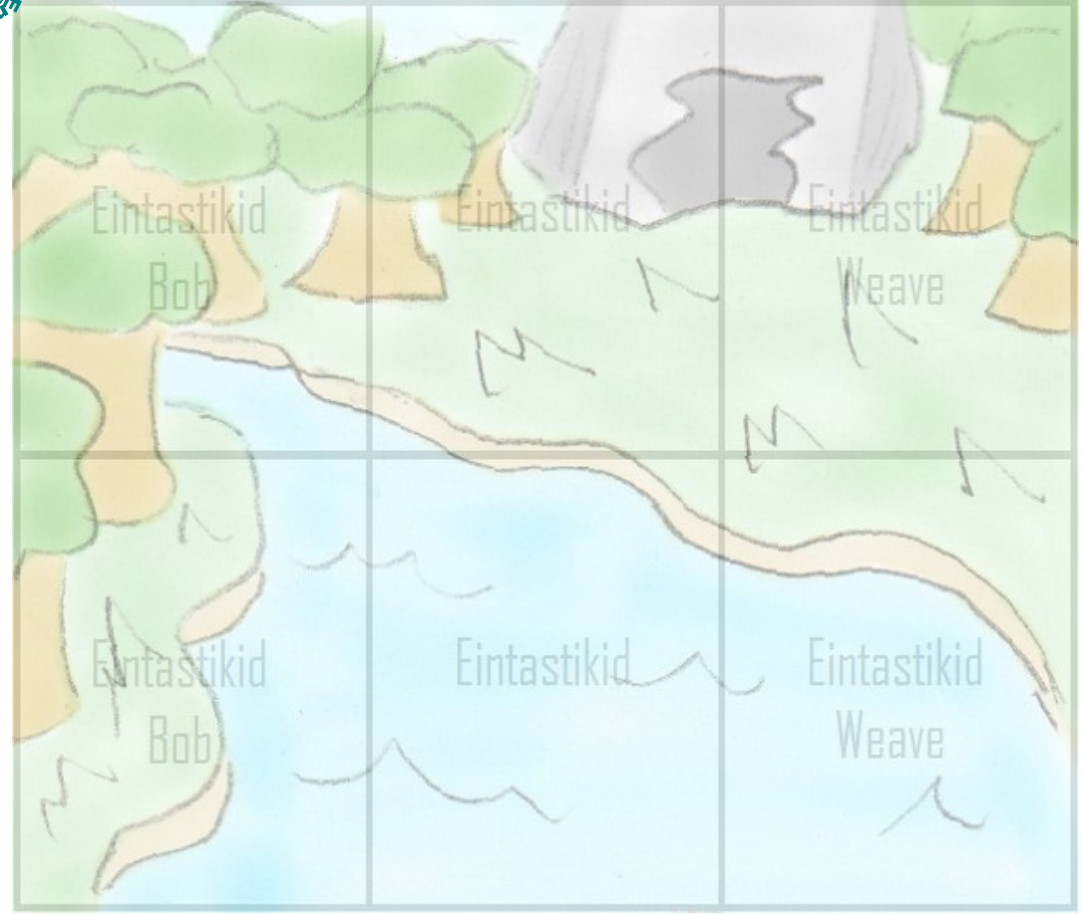
Ignore This.

Ignore This.



Page: 302

Page: 306



Page: 297



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.

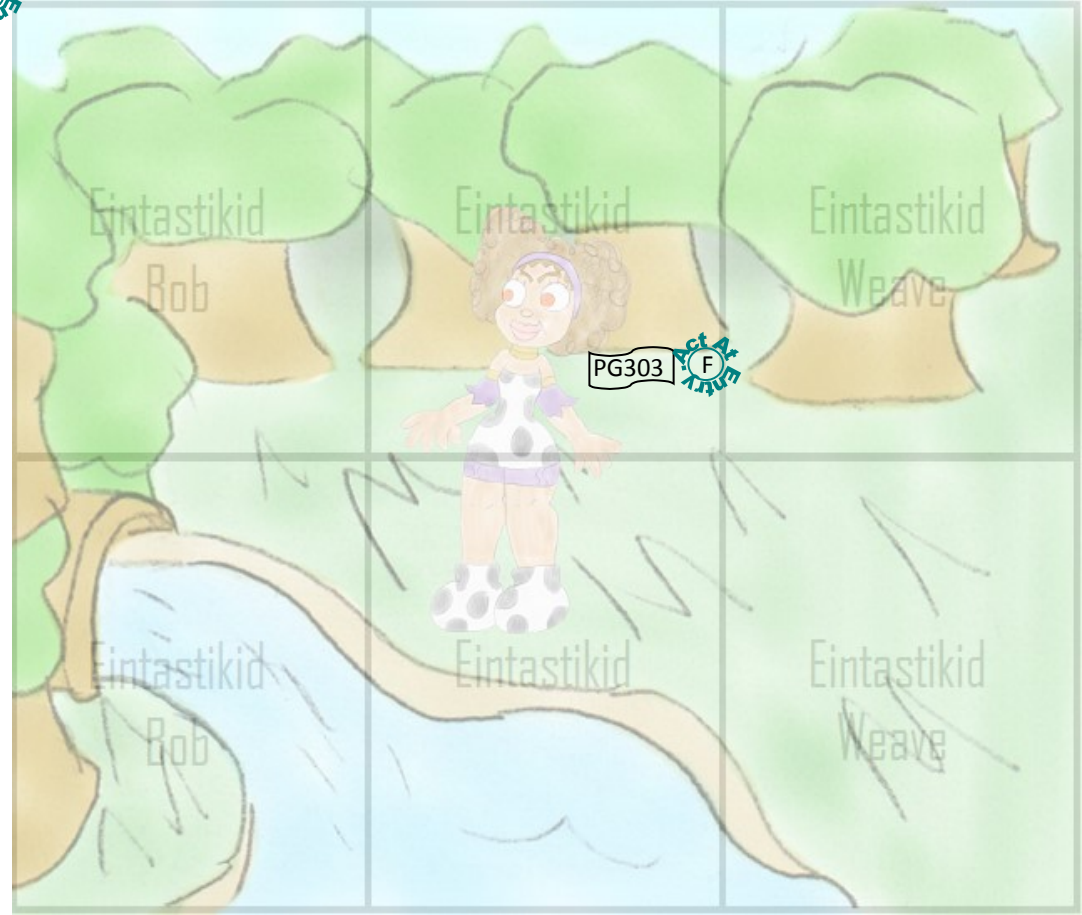
Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Set Eíntastikid.

Ignore This.

Fight From Pg. 303 AI



Page: 306

Page: 301 C



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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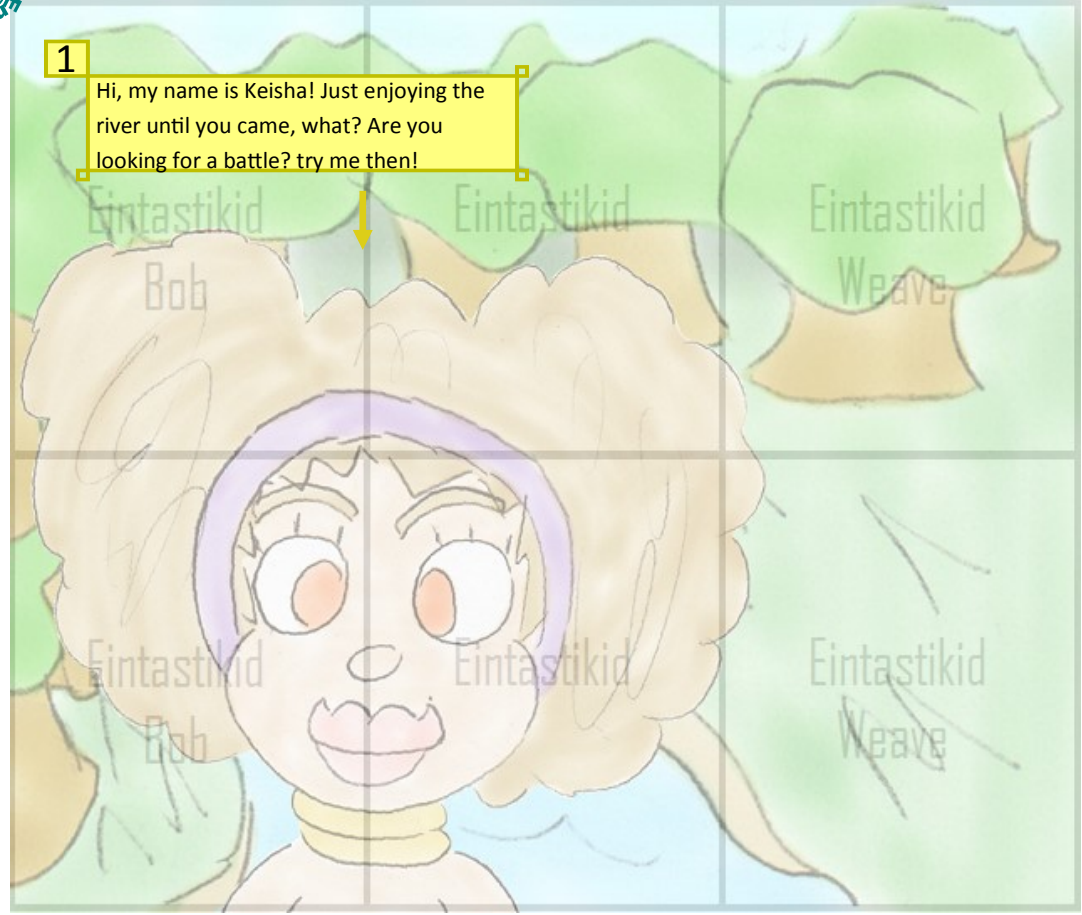
Set Eíntastikid.

"Fight Her" To Page 302

Scene

"Decline Her" To Page 305

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off"  
To Page 302

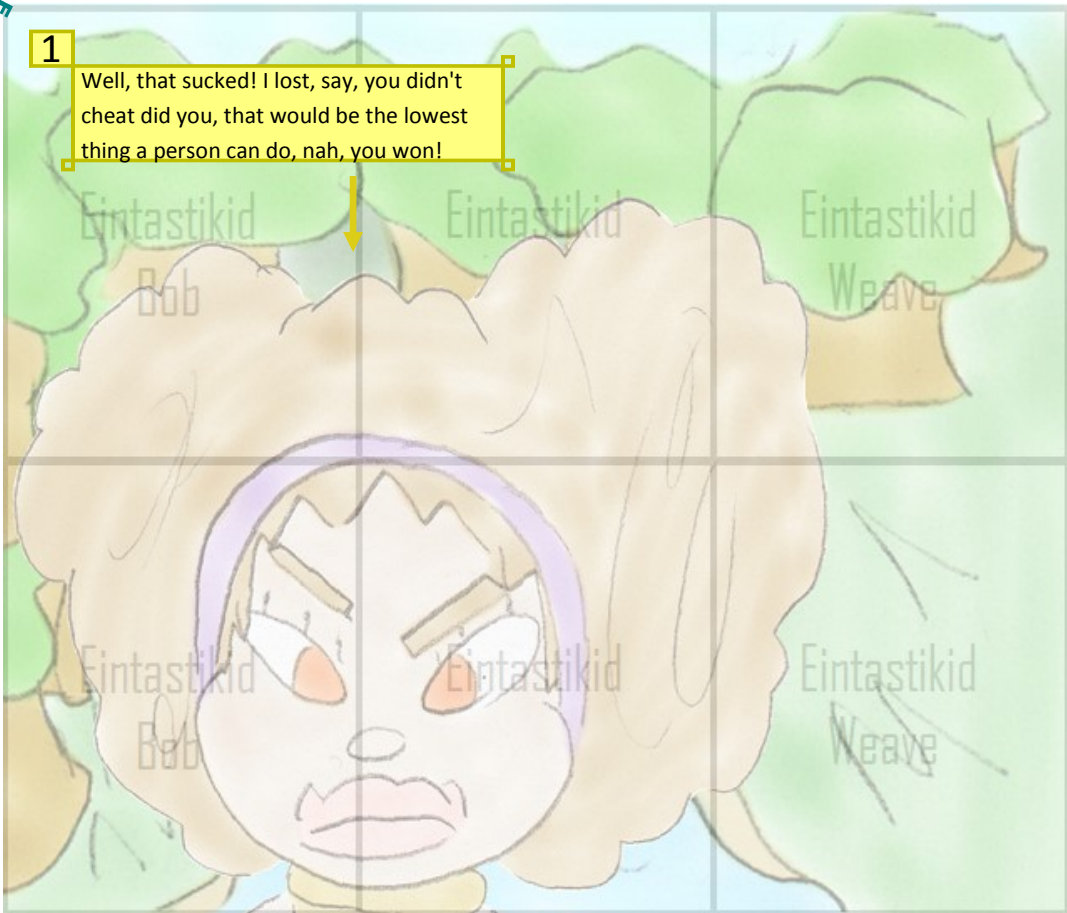
Scene

Ignore This.



1

Well, that sucked! I lost, say, you didn't cheat did you, that would be the lowest thing a person can do, nah, you won!



Page's View



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off"  
To Page 302

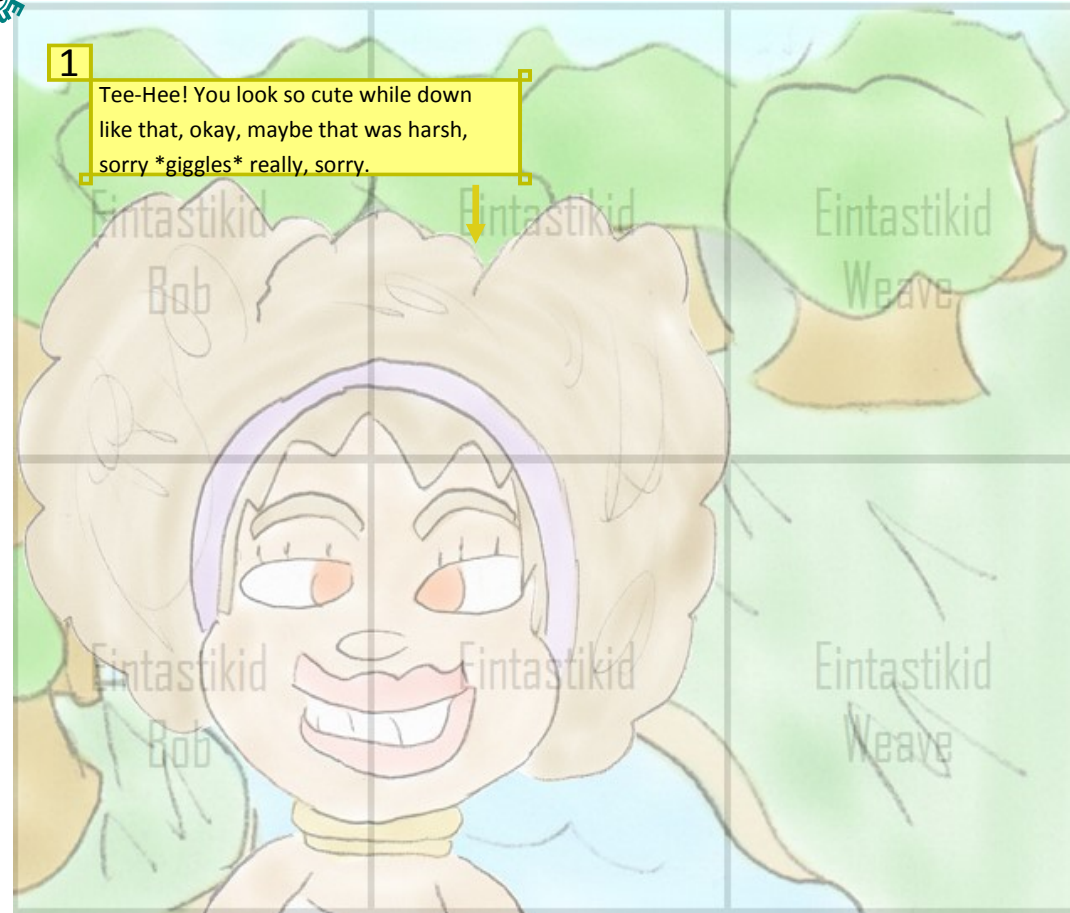
Scene

Ignore This.



1

Tee-Hee! You look so cute while down like that, okay, maybe that was harsh, sorry \*giggles\* really, sorry.



Page's View



Page's View



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

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The area, the words in this box are a area name, which is the "Area" of this page.

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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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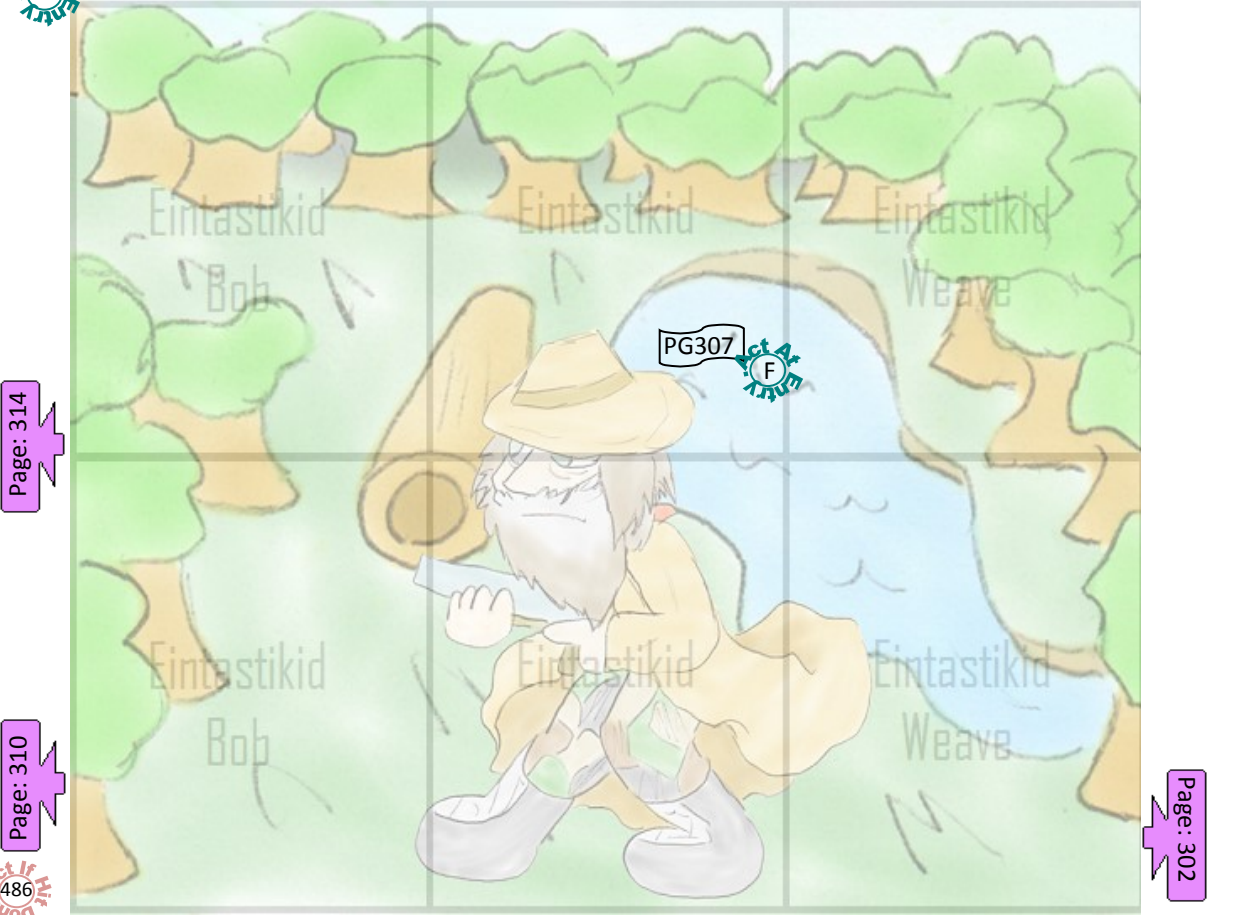
Set Eíntastikid.

Ignore This.

Fight From Pg. 307 AL



Page: 318



Page: 314

Page: 310



Page: 319 C



Set Eíntastikid.

"Fight Him" To Page 306

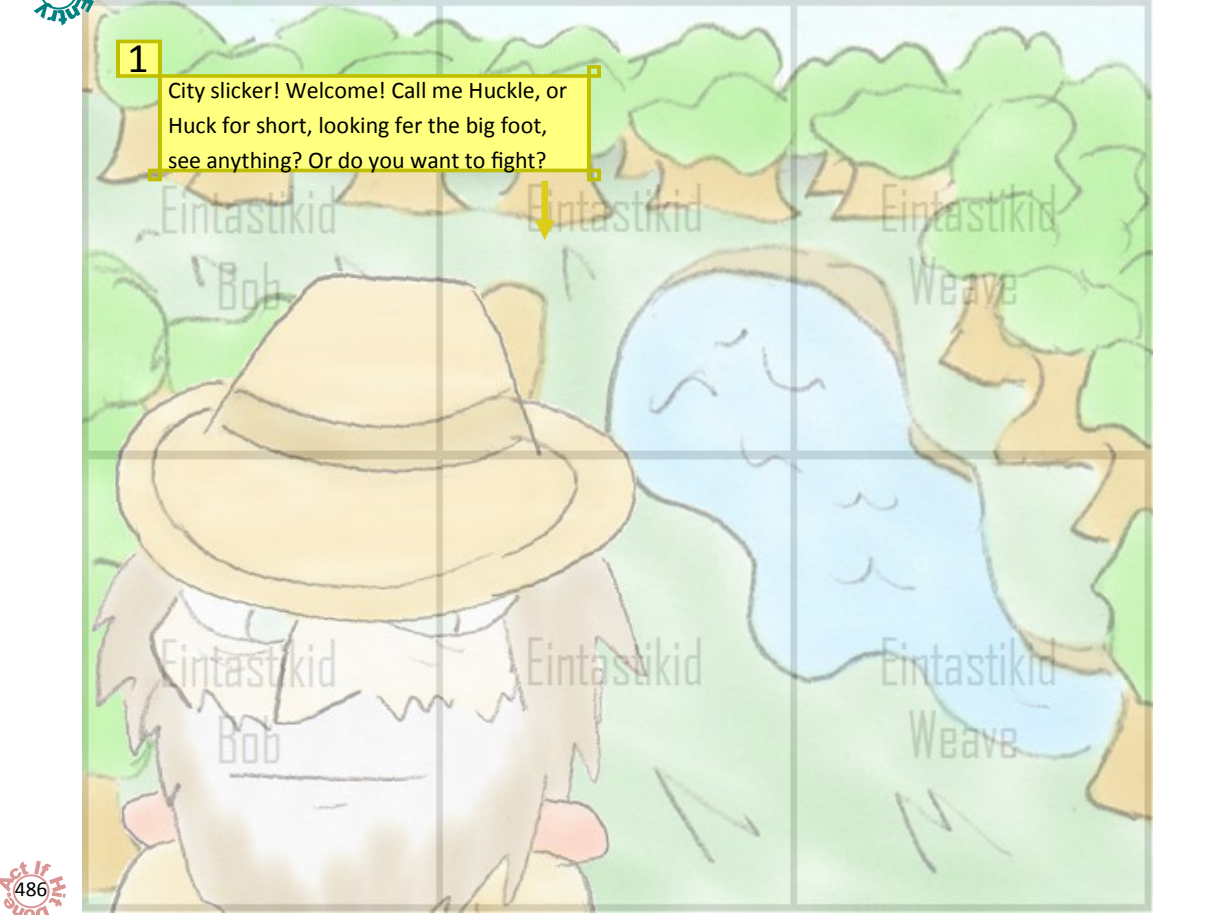
Scene

"Decline Him" To Page 309

Ignore This.



Page: 312



Page: 312 A

Page: 312 B

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

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Nothing Here.

Set Eíntastikid.

"Back Off" To Page 306

Scene

Ignore This.



1 A city boy beat me! A city boy! I tip my fedora down in shame, and bid you your victory!



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

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Set Eíntastikid.

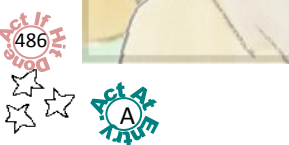
"Back Off" To Page 306

Scene

Ignore This.



1 City slicker! Get out of my face! You are not worthy of my grace! Stupid city boy!



The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

The area, the words in this box are a area name, which is the "Area" of this page.  
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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

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Set Eíntastikid.

Ignore This.

Fight From Pg. 311 AJ

Set Eíntastikid.

"Fight Her" To Page 310

Scene

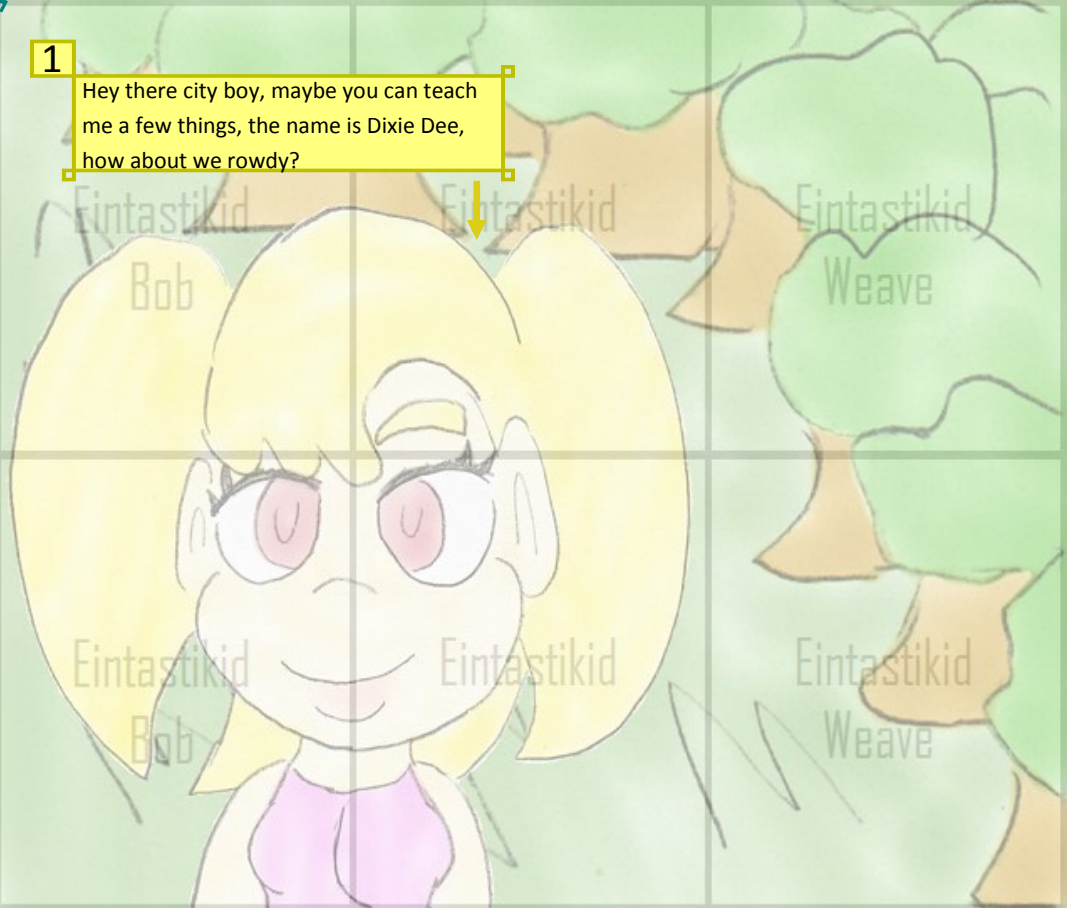
"Decline Her" To Page 313

Ignore This.

483 484 485 483 D 313



484 485 482 484 485



486 A B E 312

486 A B



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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Set Eíntastikid.

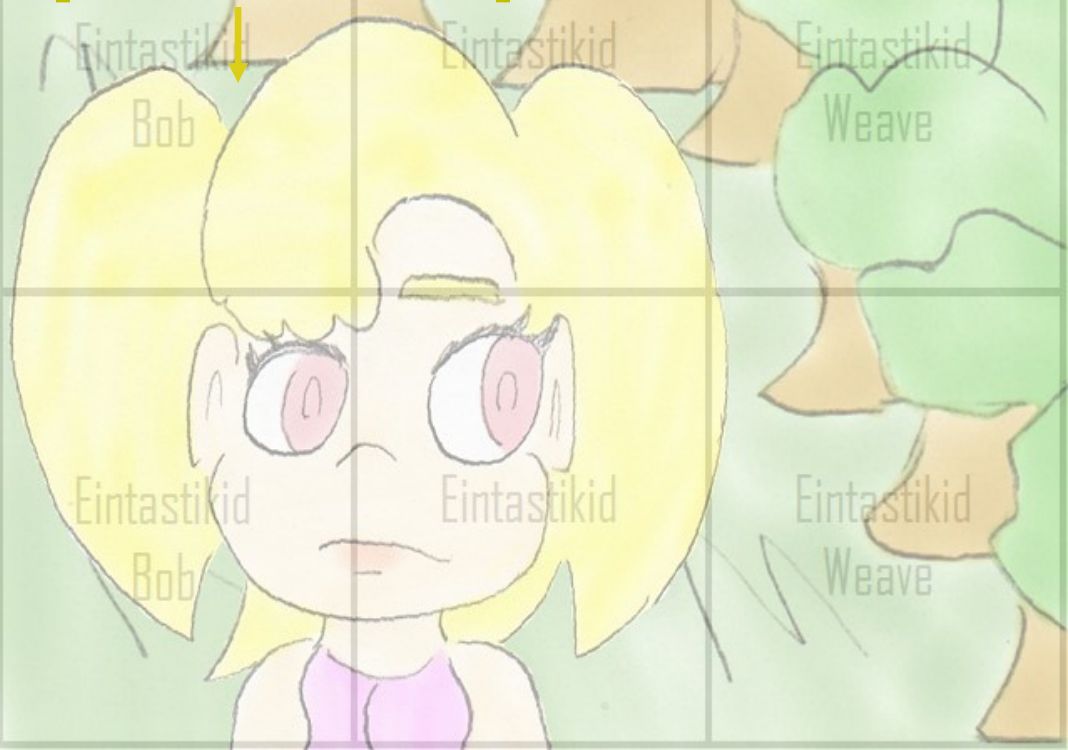
"Back Off" To Page 310

Scene

Ignore This.



1  
Ow! Do you city slickers know how to treat ladies? Fine, take your victory. But next time be more gentle.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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Set Eíntastikid.

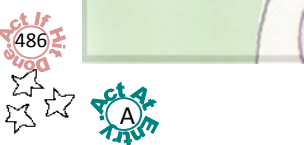
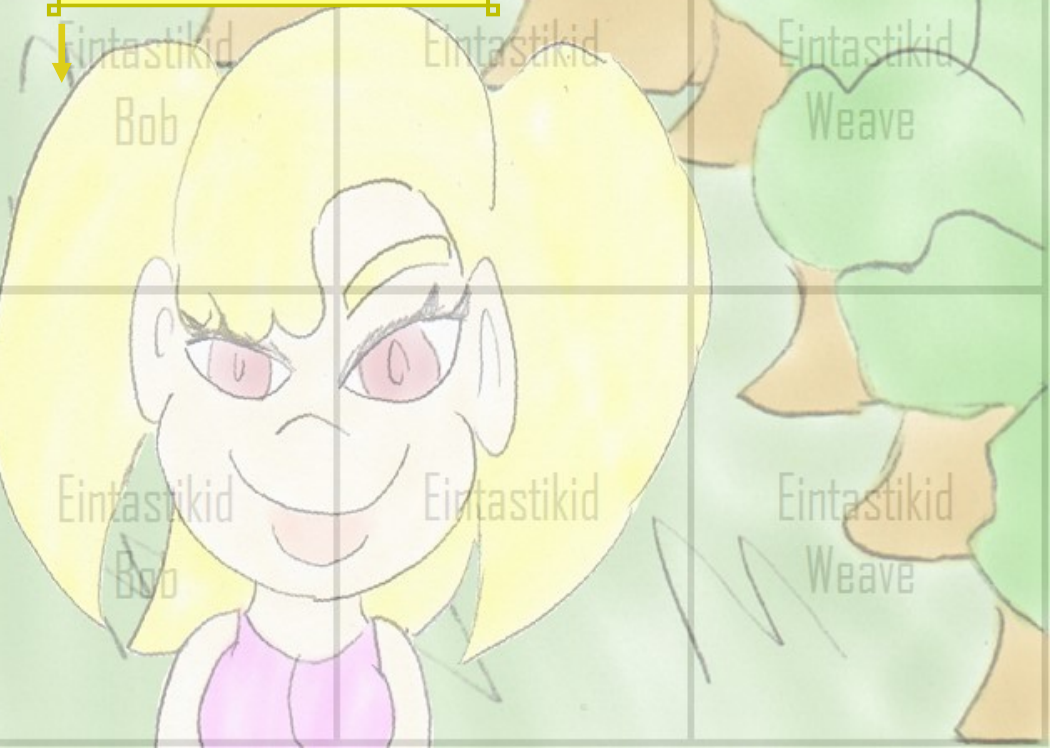
"Back Off" To Page 310

Scene

Ignore This.



1  
Oh come on, city boy, cant handle the ride?



The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

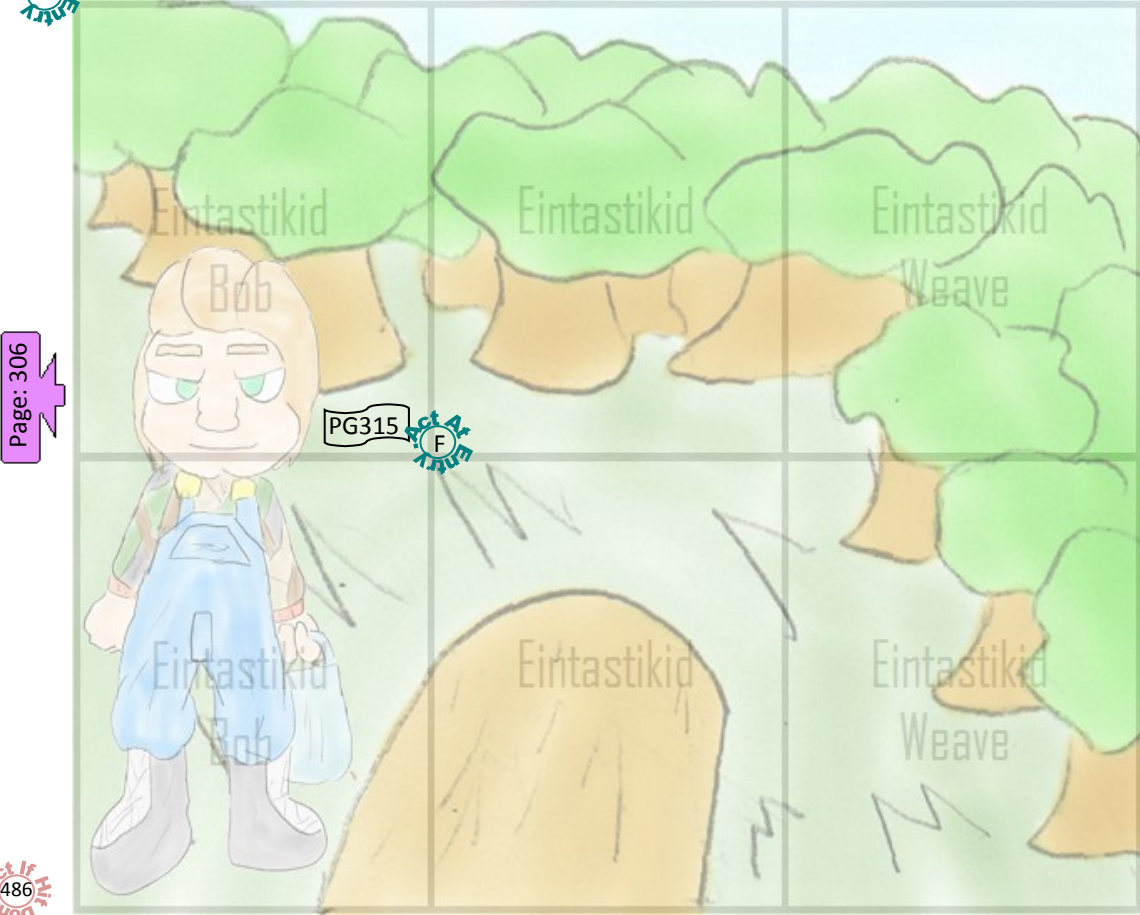
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Fight From Pg. 315** **BW**



Page: 310



Page: 288

The area, the words in this box are a area name, which is the "Area" of this page.  
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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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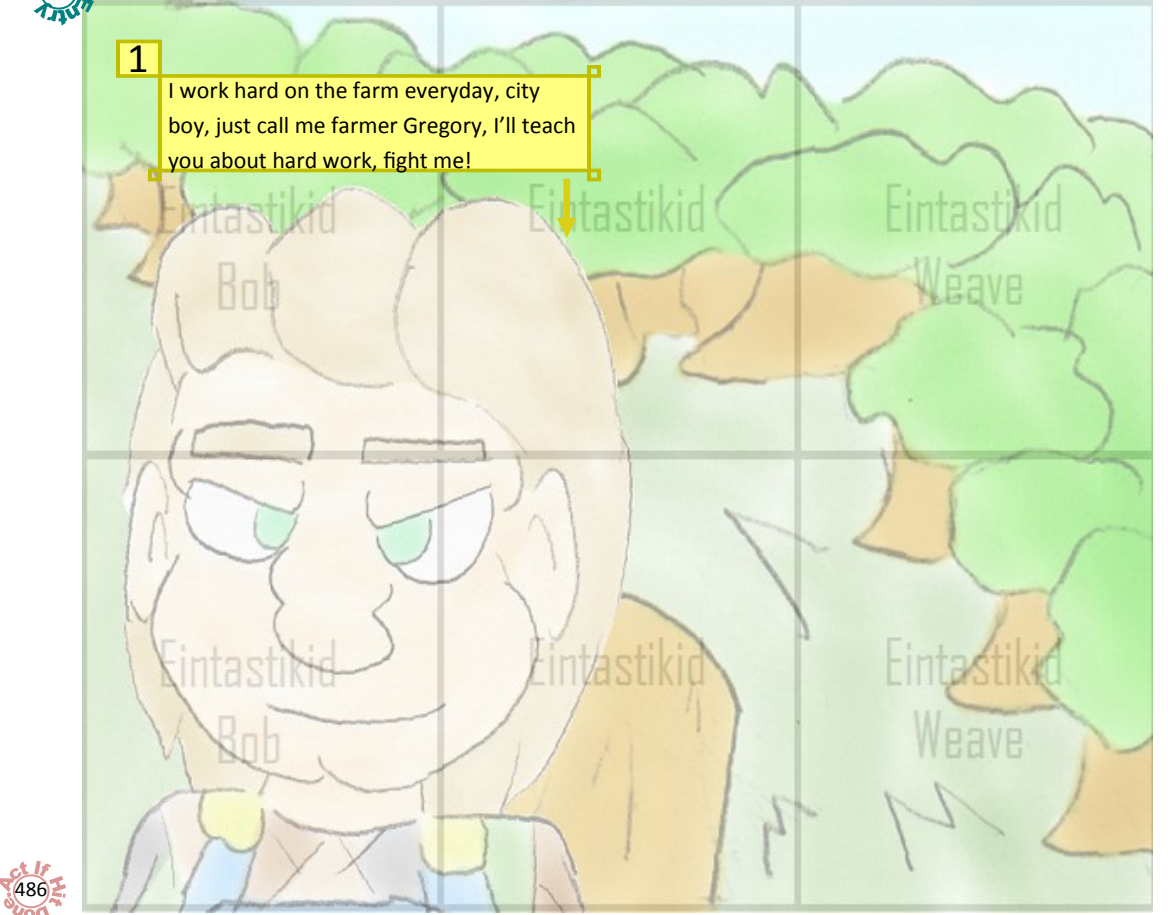
Nothing Here.  
**Set Eíntastikid.**

**"Fight Him"**  
To Page 314

**Scene**

**"Decline Him"**  
To Page 317

**Ignore This.**



The area, the words in this box are a area name, which is the "Area" of this page.

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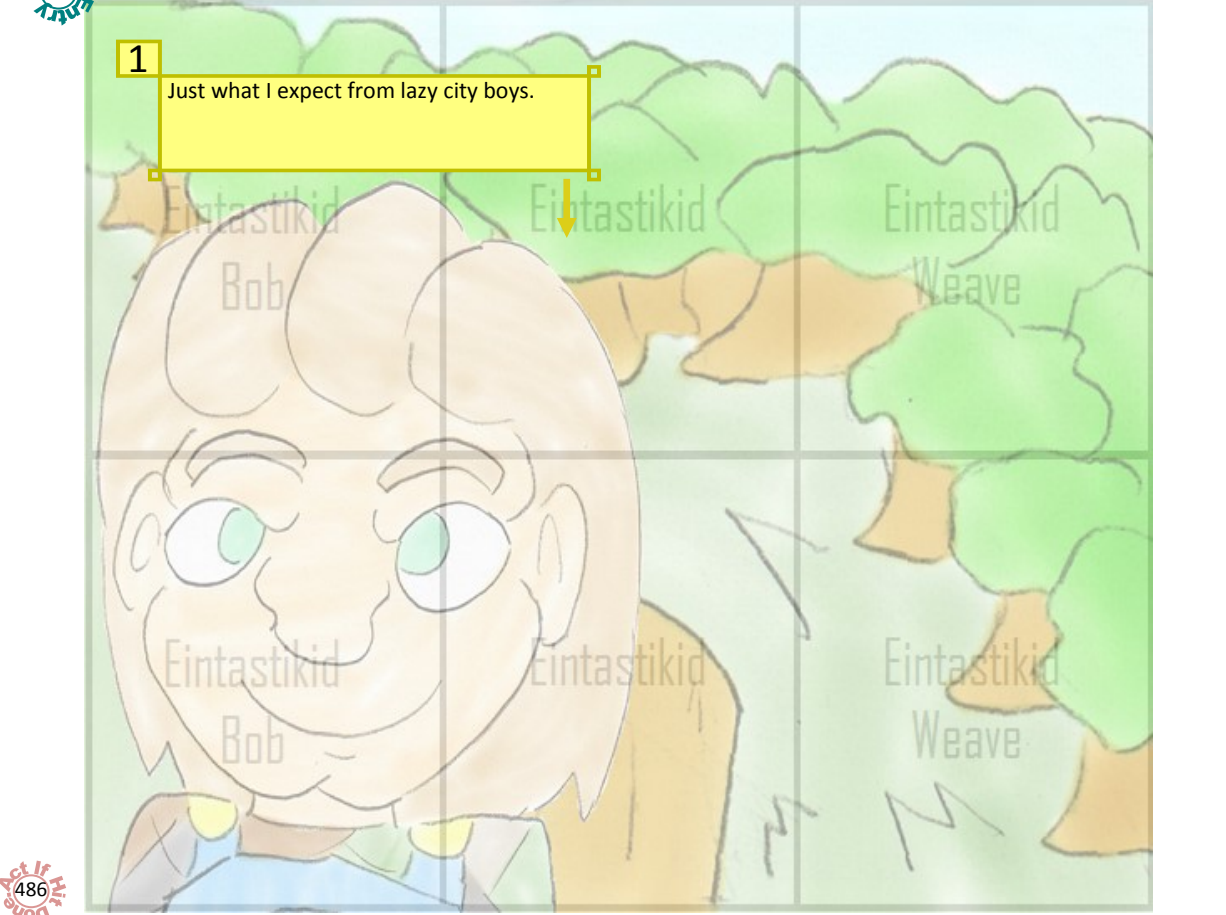
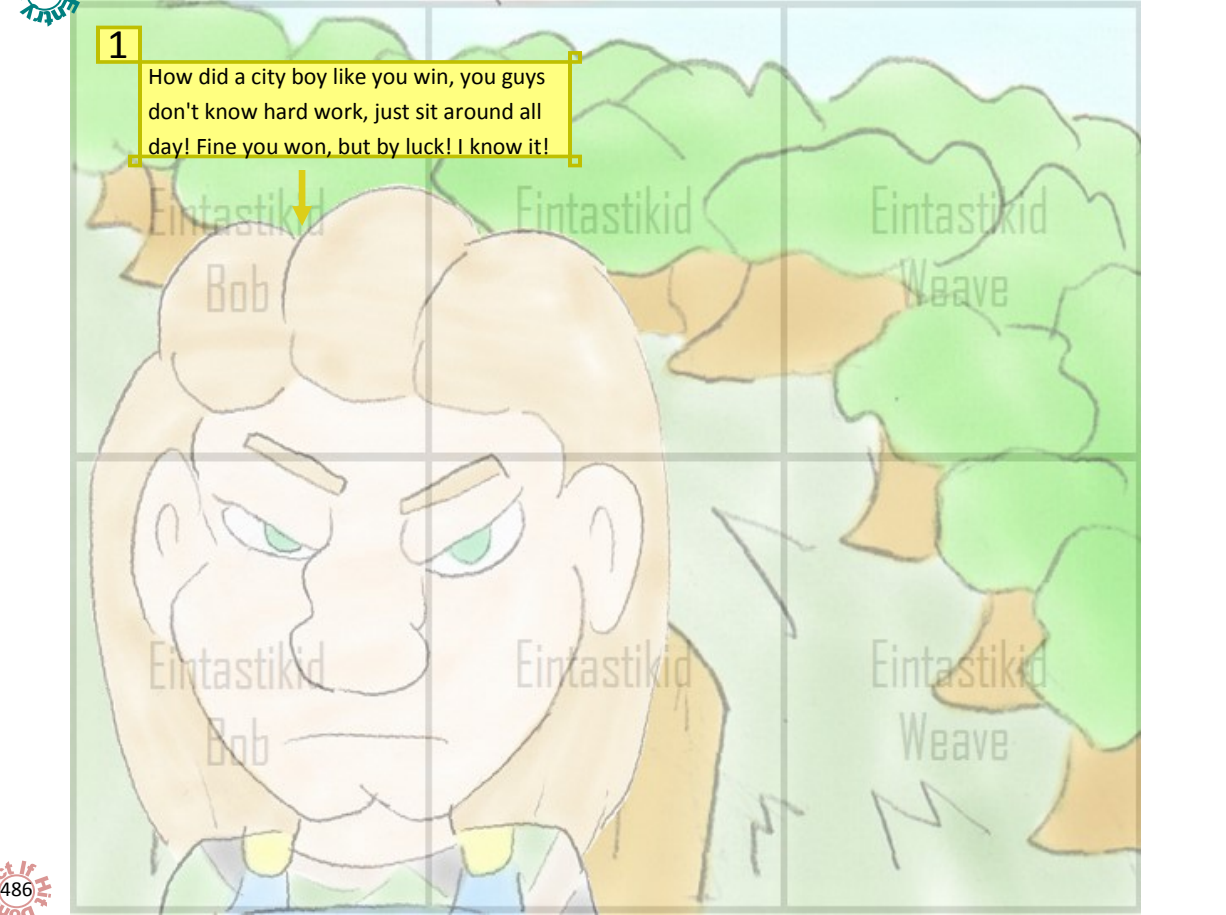
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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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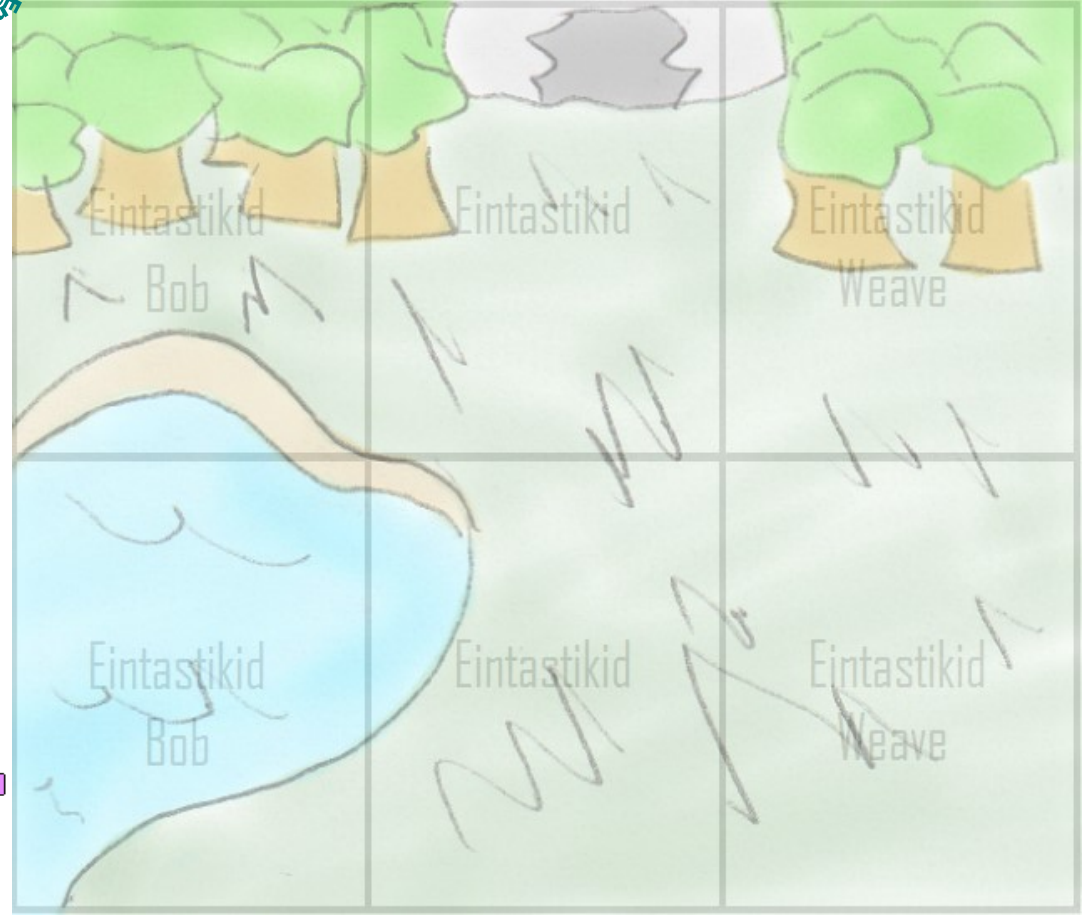
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 306



Page: 301

486



Page: 293



318

Layman's Forest

Play Music: 03 (To use go to page 346)

Page's View

The area, the words in this box are a area name, which is the "Area" of this page.  
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The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
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A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
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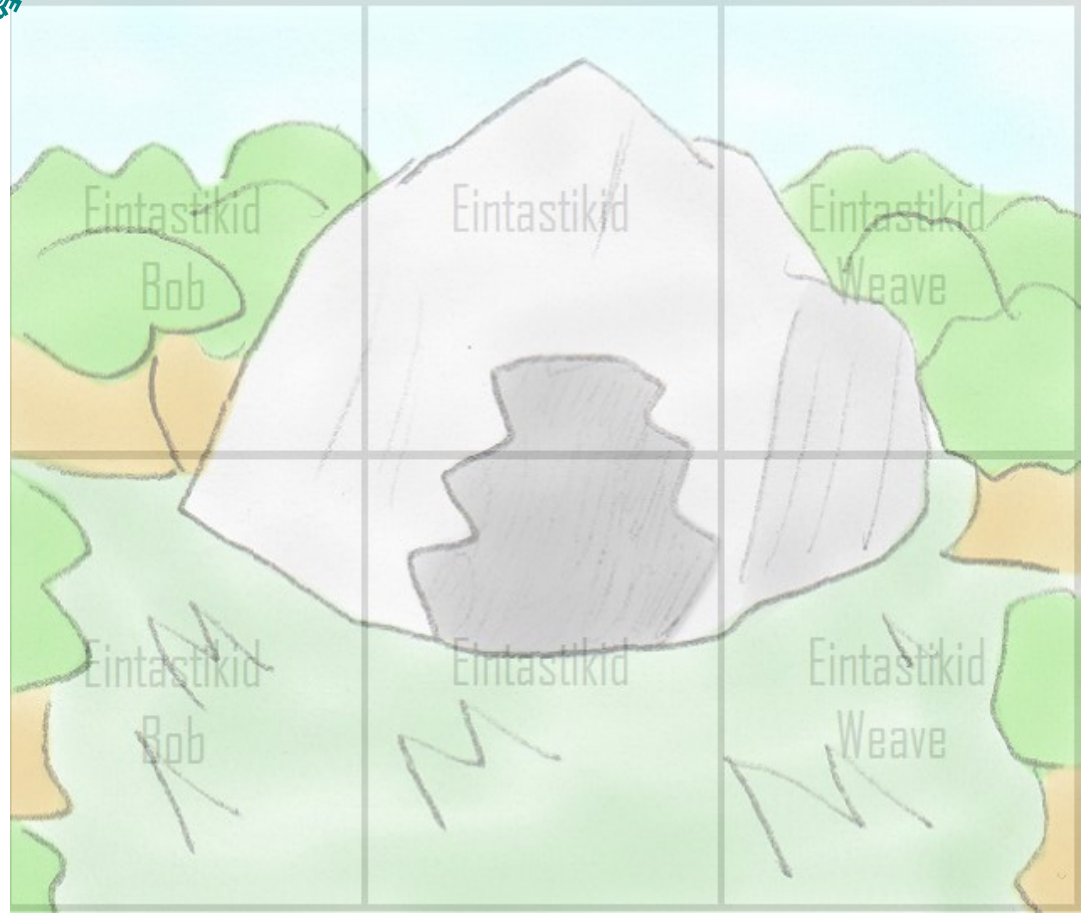
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 011



486



Page: 306



Layman's Forest

Play Music: 03 (To use go to page 346)

Page's View

319

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

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Nothing Here.

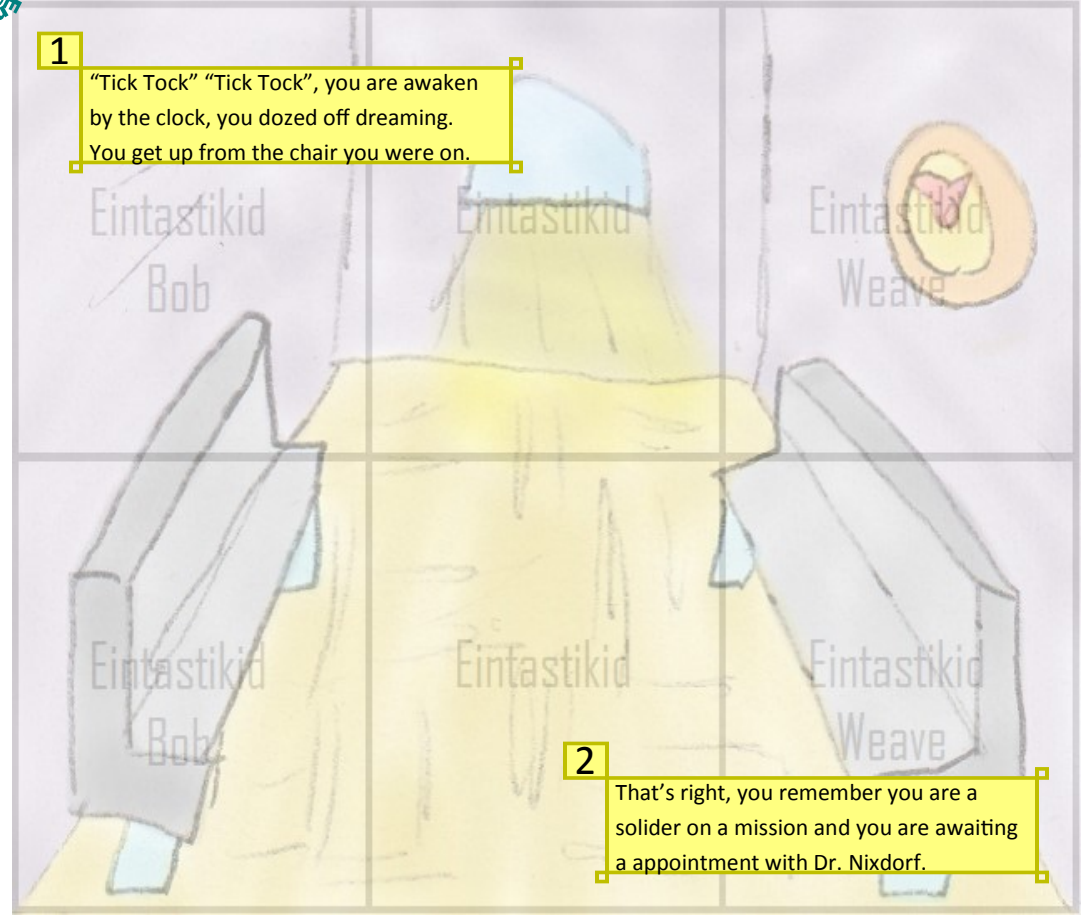
Nothing Here.

Set Eíntastikid.

"Walk Down" To Page 321

Scene

Ignore This.



1 "Tick Tock" "Tick Tock", you are awoken by the clock, you dozed off dreaming. You get up from the chair you were on.

2 That's right, you remember you are a soldier on a mission and you are awaiting a appointment with Dr. Nixdorf.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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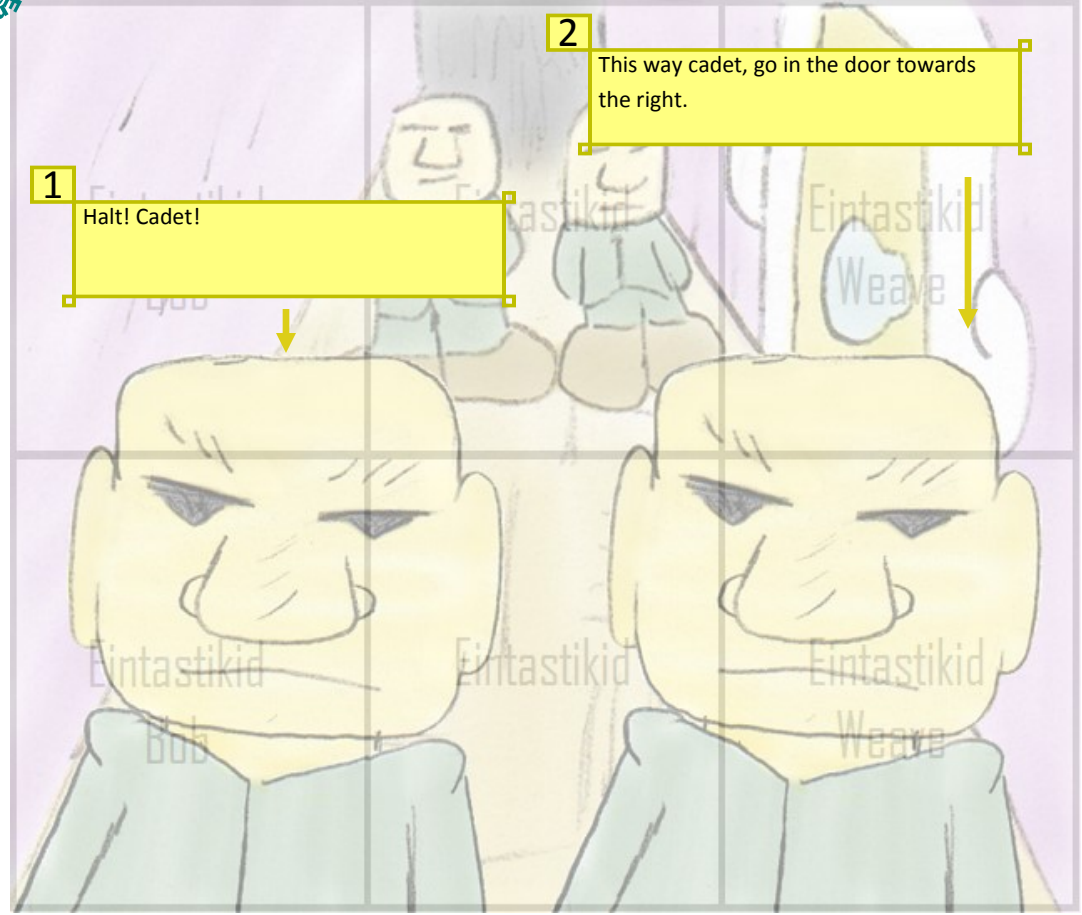
Nothing Here.

Set Eíntastikid.

"Walk In Door Right" To Page 322

Scene

Ignore This.



1 Halt! Cadet!

2 This way cadet, go in the door towards the right.



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

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Nothing Here.

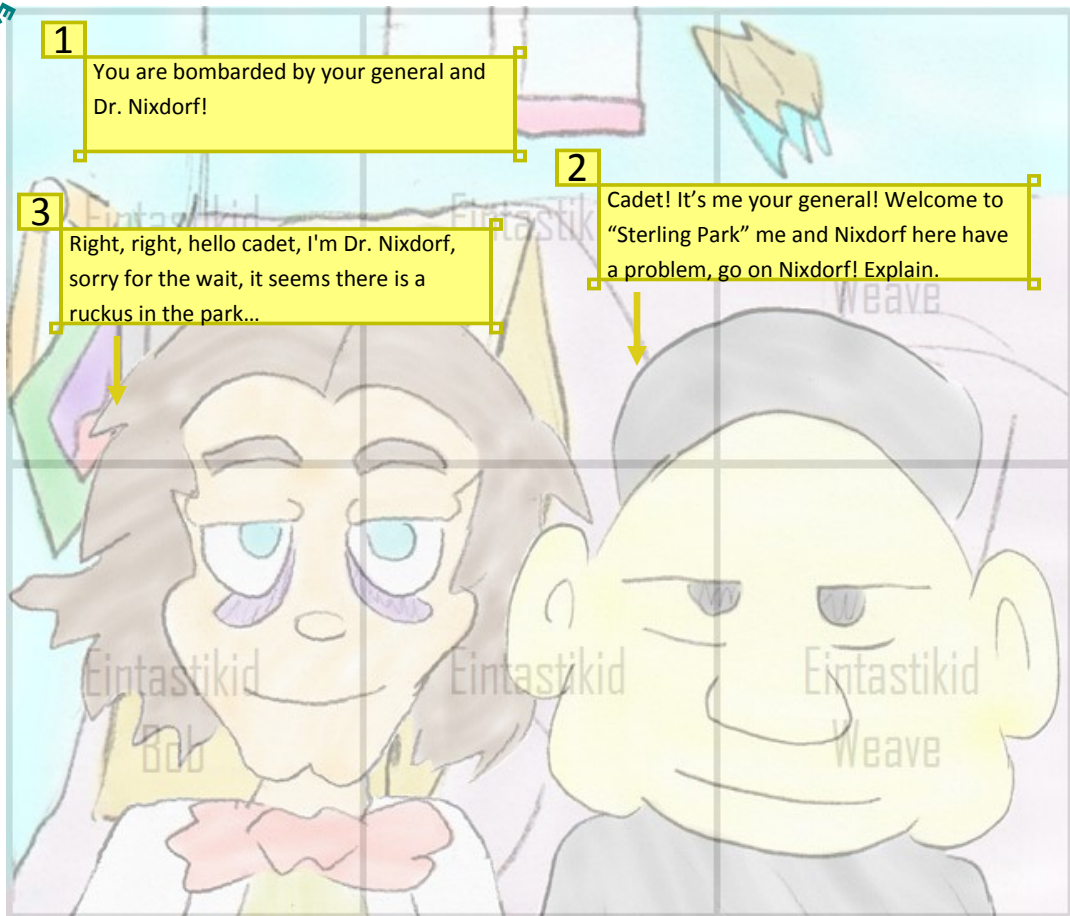
Nothing Here.

Set Eíntastikid.

"Continue To Listen"  
To Page 323

Scene

Ignore This.



1 You are bombarded by your general and Dr. Nixdorf!

2 Cadet! It's me your general! Welcome to "Sterling Park" me and Nixdorf here have a problem, go on Nixdorf! Explain.

3 Right, right, hello cadet, I'm Dr. Nixdorf, sorry for the wait, it seems there is a ruckus in the park...



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Train With Nixdorf"  
To Page 324

Scene

"Decline Offer"  
To Page 325

Ignore This.



4 Cadet, if you are new with Eíntastikology I'll teach you how to fight as a riser, since people raise Eíntastikids. Well?

3 That is all cadet, now head out!, if you want to spar with me, find me at the front gate, see you later!

1 You see a colleague of mine was doing experiments, and one of them has in raged 4 large Eíntastikids.

2 Your assignment is to calm or stop these Eíntastikids and for gods sake see what was experiment was responsible for this.



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

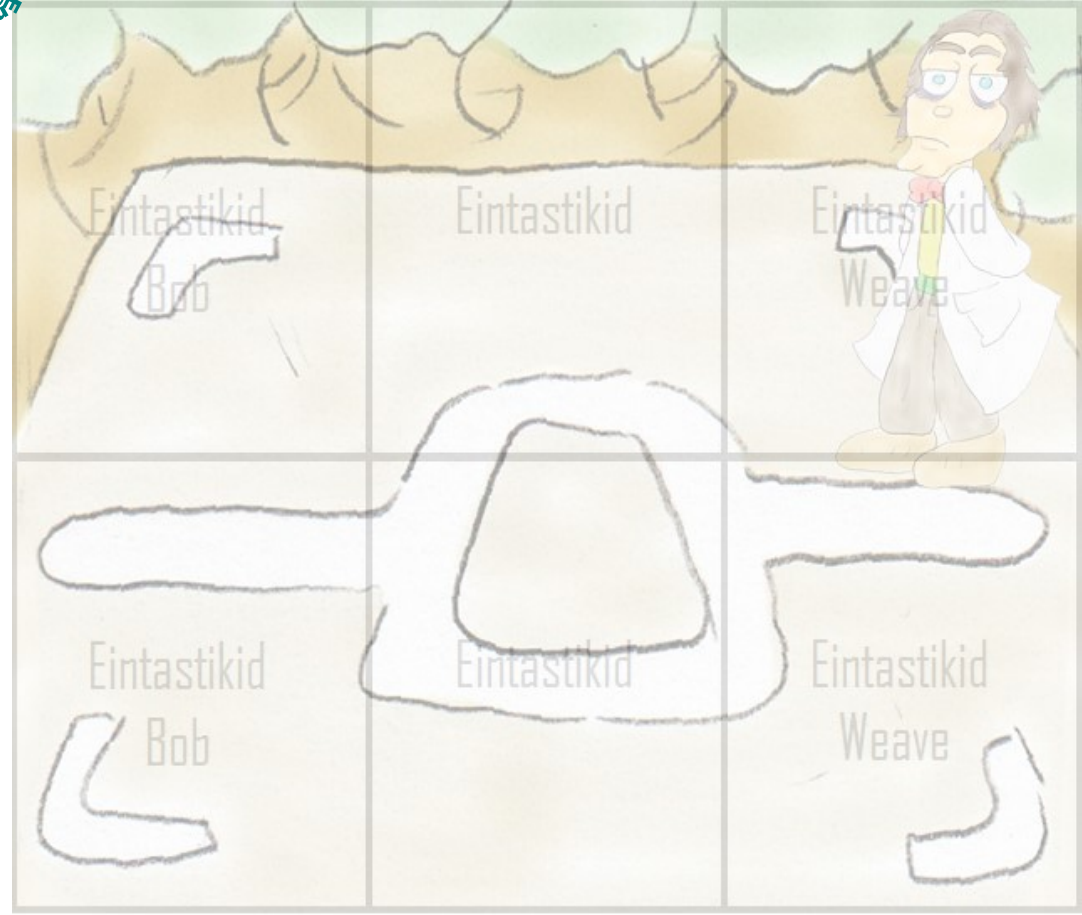
Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Fight From Pg. 323 BP



Set Eíntastikid.

"Walk Outside" To Page 200 Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.  
A "ON" switch stamp, if move onto page of this, add the within number of this as a "Switch" into your mind (imagination).  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A Pickup, once per entry of this's page from another battlefield, go to page listed with the letter also listed.  
Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.  
A "ON" switch stamp, if move onto page of this, add the within number of this as a "Switch" into your mind (imagination).  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A Pickup, once per entry of this's page from another battlefield, go to page listed with the letter also listed.  
Nothing Here.

Set Eíntastikid.

"Continue" To Page 075


Scene

Ignore This.



1 In a blinding flash of light, this big Eíntastikid appears before you! With your impression, you calm it down.

2 Impressed by you it decides to gift itself to you.

3   
Impressive cadet, you calmed it, I'm Dr. Dickson, the one who caused this problem, take this card and I leave you.



Listed: Pg353



Set Eíntastikid.

"Continue" To Page 094


Scene

Ignore This.



1 In brilliant flames, these big Eíntastikids appear before you! With your impression, you calm them down.

2 Impressed by you they decide to gift themselves to you.

3   
Impressive cadet, you calmed them, I'm Dr. Dickson, the one who caused this problem, take this card and I leave you.



Listed: Pg353

Listed: Pg353





The area, the words in this box are a area name, which is the "Area" of this page.  
A "ON" switch stamp, if move onto page of this, add the within number of this as a "Switch" into your mind (imagination).  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A Pickup, once per entry of this's page from another battlefield, go to page listed with the letter also listed.  
Nothing Here.

Set Eíntastikid.

"Continue" To Page 033

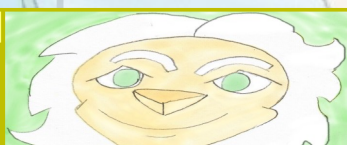
Scene

Ignore This.



1 In deafening winds, this big Eíntastikid appears before you! With your impression, you calm it down.

2 Impressed by you it decides to gift itself to you.

3   
Impressive cadet, you calmed it, I'm Dr. Dickson, the one who caused this problem, take this card and I leave you.



Listed: Pg354



The area, the words in this box are a area name, which is the "Area" of this page.  
A "ON" switch stamp, if move onto page of this, add the within number of this as a "Switch" into your mind (imagination).  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A Pickup, once per entry of this's page from another battlefield, go to page listed with the letter also listed.  
Nothing Here.

Set Eíntastikid.

"Continue" To Page 220

Scene

Ignore This.



1 You step off the elevator and are confronted by the man you come to know as Dr. Dickson...

3 For the park audience Nixdorf must have called you and the general to fix things, thank you for fixing the problem.

2 Hello cadet, we finally meet face to face, yes I was the one who caused the Eíntastikids to go haywire, causing panic.

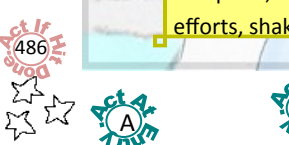
4 I guess you want a explanation, in my research of sound, I have discovered a realm that patches over this one.

5 The ancients called this realm, the "Anglosphere", a significant space for the Anglo peoples.

6 And with this last experiment, I cracked the frequency, all I needed was to pad it out and with your help, it was done.

7 Since you saved the day today, take this special Eíntastikid. You can now enter the Anglosphere from the button on the right

8 The park is safe, your mission is now complete, Dickson, Appreciative of your efforts, shakes your hand. THE END.



Listed: Pg357



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

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Nothing Here.

Nothing Here.

Set Eíntastikid.

"Go In" To Page 095

Scene

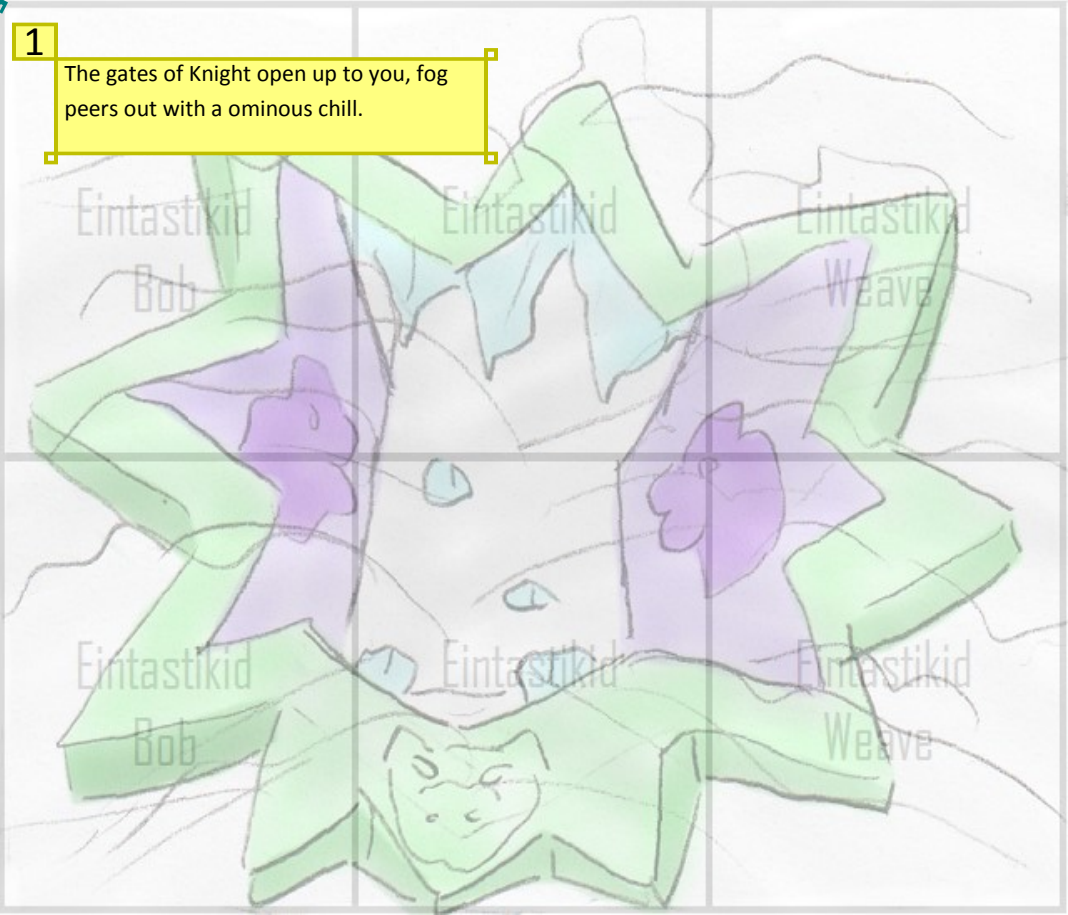
"Stay Back" To Page 091

Ignore This.



1

The gates of Knight open up to you, fog peers out with a ominous chill.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A Pickup, once per entry of this's page from another battlefield, go to page listed with the letter also listed.

A "ON" switch stamp, if move onto page of this, add the within number of this as a "Switch" into your mind (imagination).

Nothing Here.

Nothing Here.

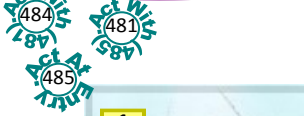
Nothing Here.

Set Eíntastikid.

"Continue" To Page 096

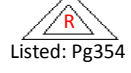
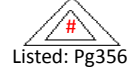
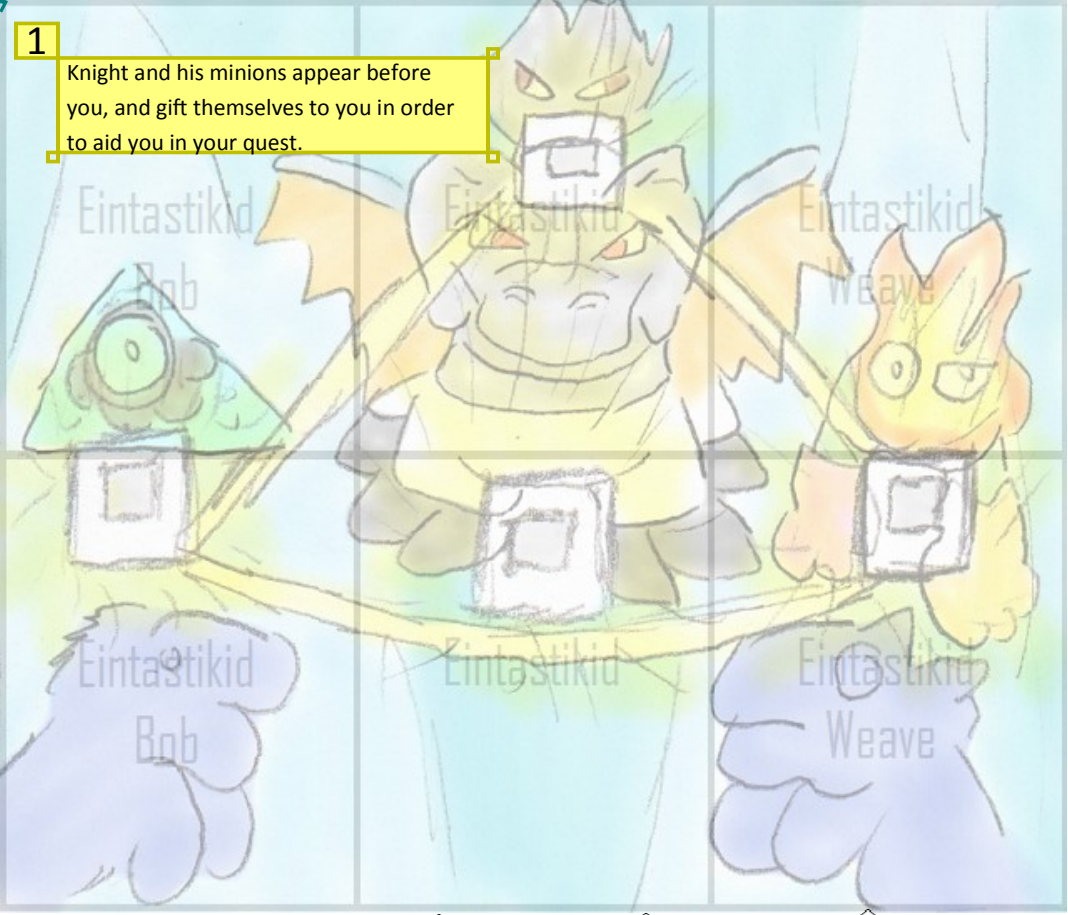
Scene

Ignore This.



1

Knight and his minions appear before you, and gift themselves to you in order to aid you in your quest.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Go In" To Page 076

Scene

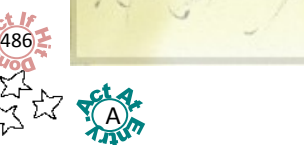
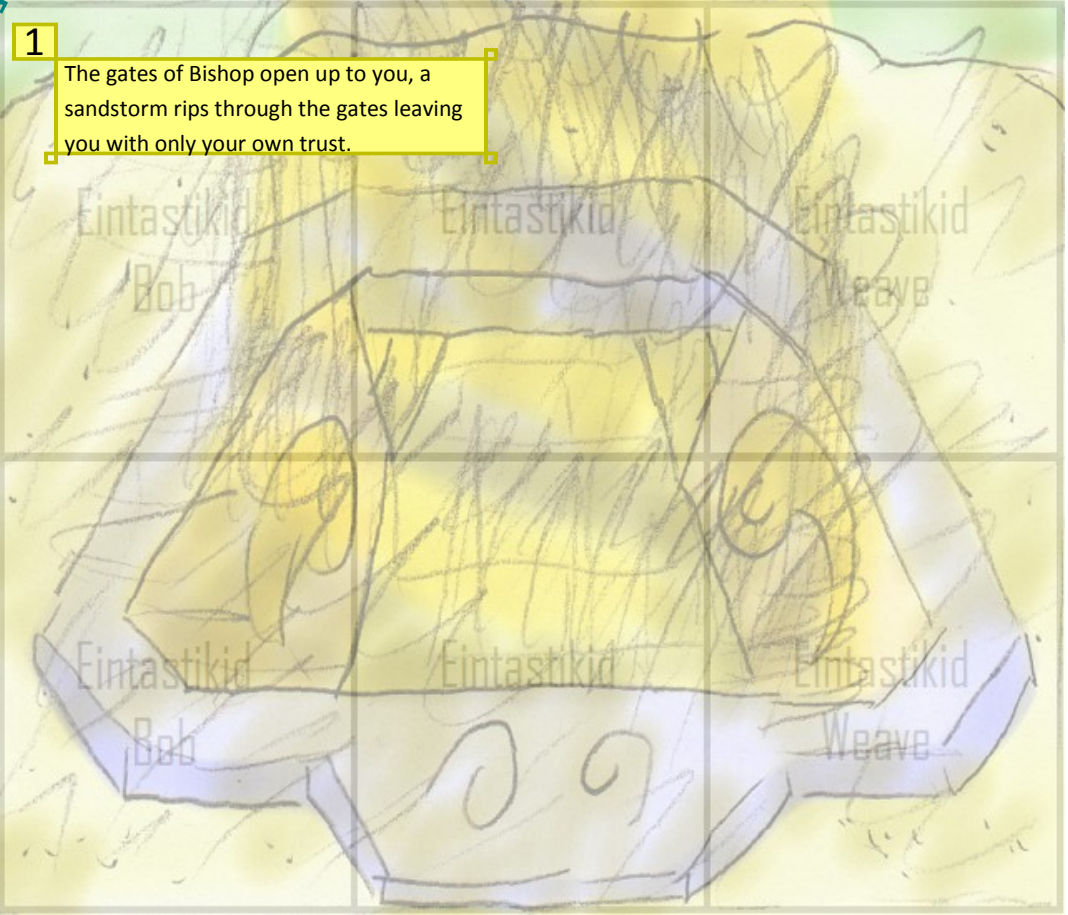
"Stay Back" To Page 059

Ignore This.



1

The gates of Bishop open up to you, a sandstorm rips through the gates leaving you with only your own trust.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A Pickup, once per entry of this's page from another battlefield, go to page listed with the letter also listed.

A "ON" switch stamp, if move onto page of this, add the within number of this as a "Switch" into your mind (imagination).

Nothing Here.

Nothing Here.

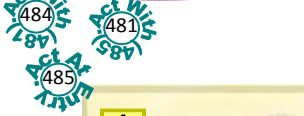
Nothing Here.

Set Eíntastikid.

"Continue" To Page 077

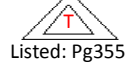
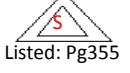
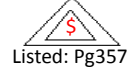
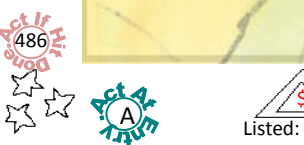
Scene

Ignore This.



1

Bishop and his minions appear before you, and gift themselves to you in order to aid you in your quest.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Go In" To Page 285

Scene

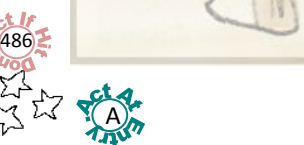
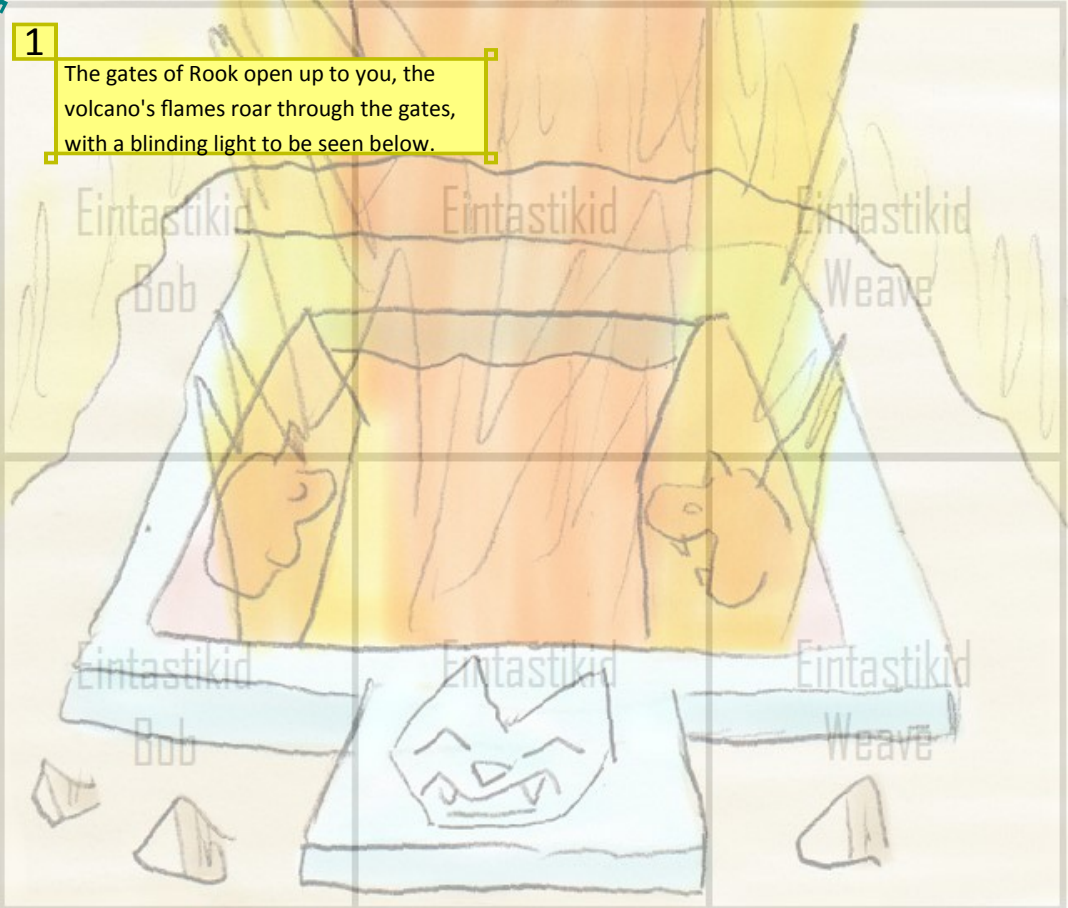
"Stay Back" To Page 138

Ignore This.



1

The gates of Rook open up to you, the volcano's flames roar through the gates, with a blinding light to be seen below.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A Pickup, once per entry of this's page from another battlefield, go to page listed with the letter also listed.

A "ON" switch stamp, if move onto page of this, add the within number of this as a "Switch" into your mind (imagination).

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Continue" To Page 286

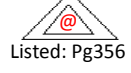
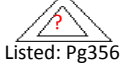
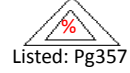
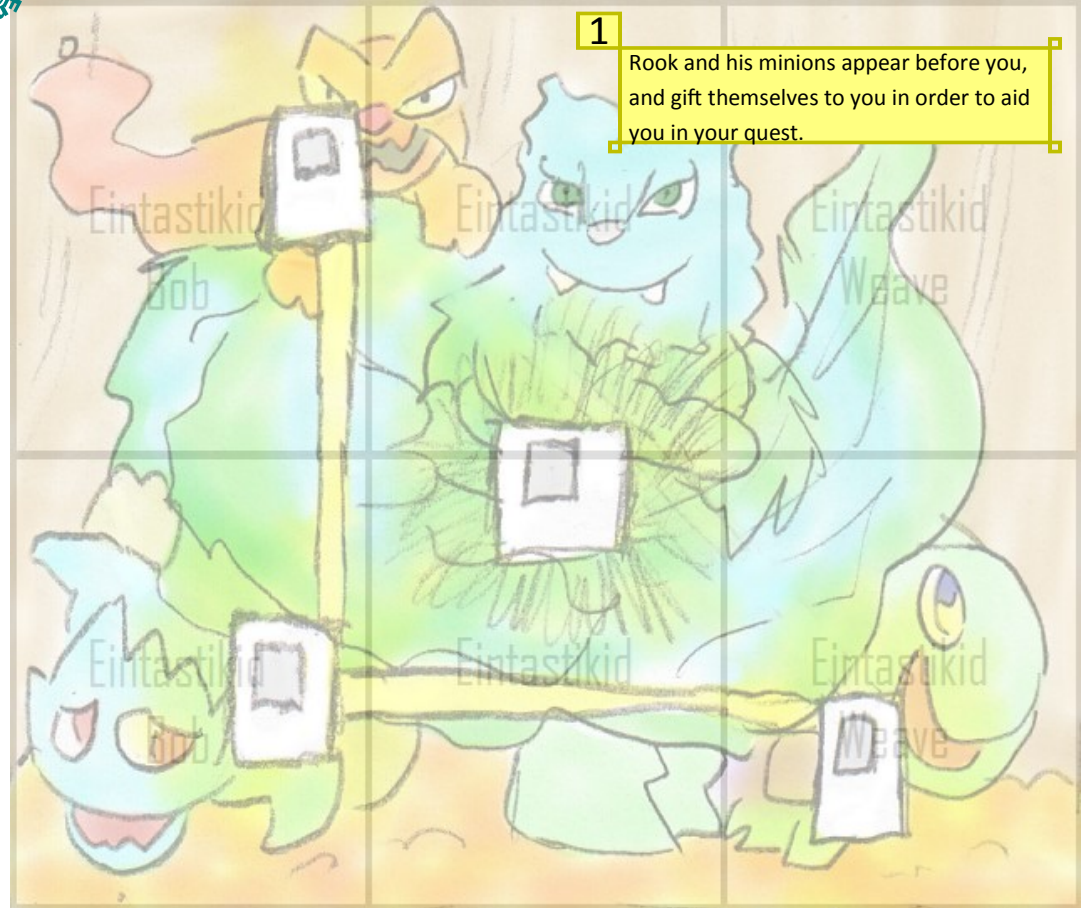
Scene

Ignore This.



1

Rook and his minions appear before you, and gift themselves to you in order to aid you in your quest.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

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Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

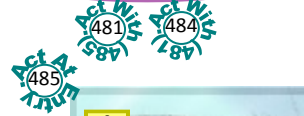
Set Eíntastikid.

"Go In" To Page 140

Scene

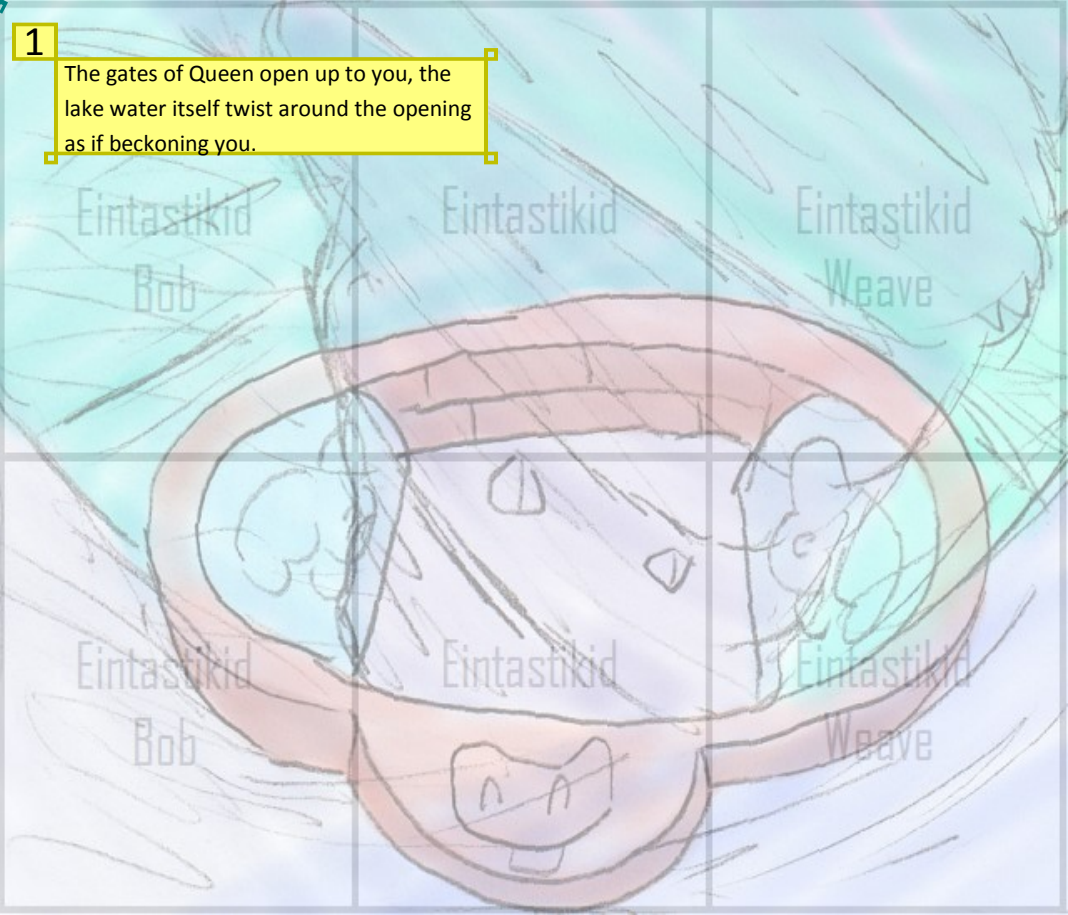
"Stay Back" To Page 121

Ignore This.



1

The gates of Queen open up to you, the lake water itself twist around the opening as if beckoning you.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A Pickup, once per entry of this's page from another battlefield, go to page listed with the letter also listed.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Continue" To Page 141

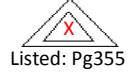
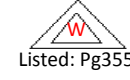
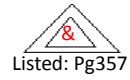
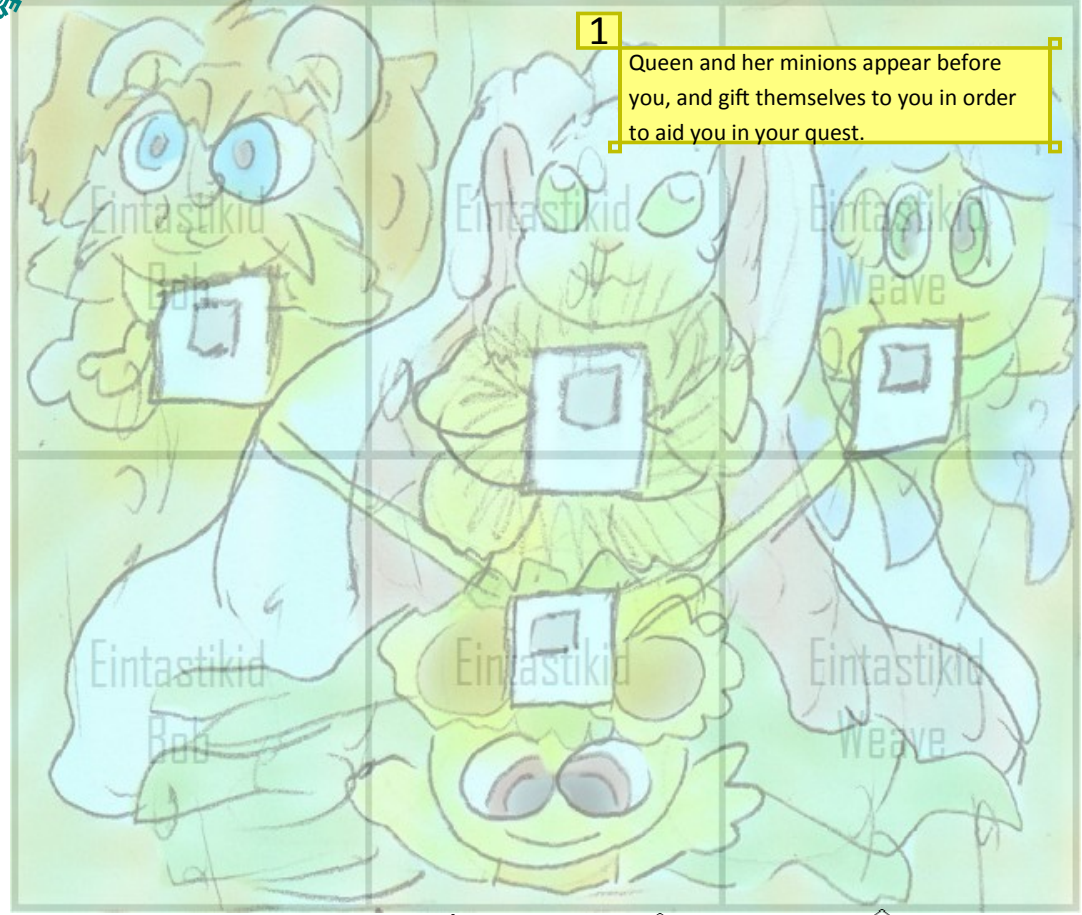
Scene

Ignore This.



1

Queen and her minions appear before you, and gift themselves to you in order to aid you in your quest.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Go In" To Page 217

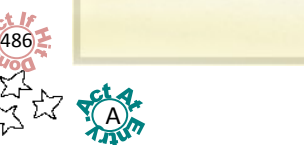
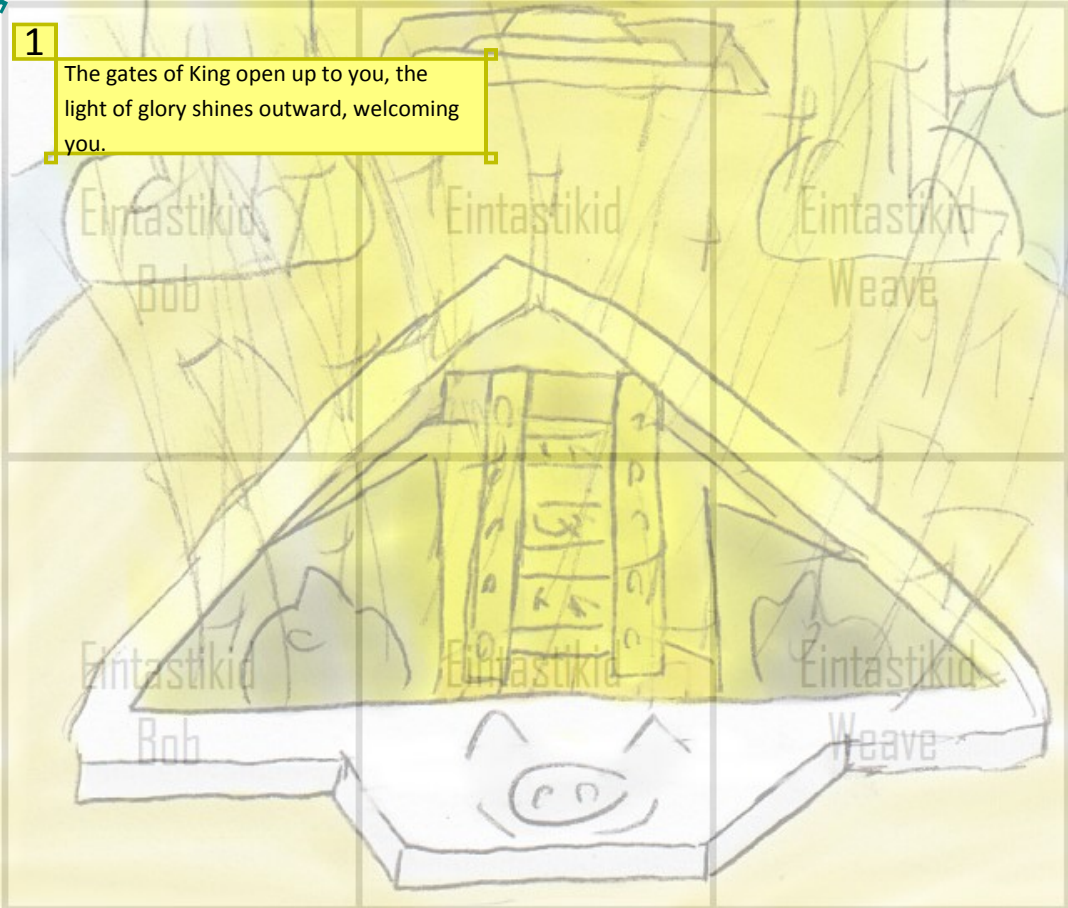
Scene

"Stay Back" To Page 210

Ignore This.



1 The gates of King open up to you, the light of glory shines outward, welcoming you.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A Pickup, once per entry of this's page from another battlefield, go to page listed with the letter also listed.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

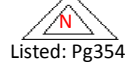
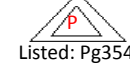
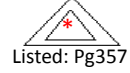
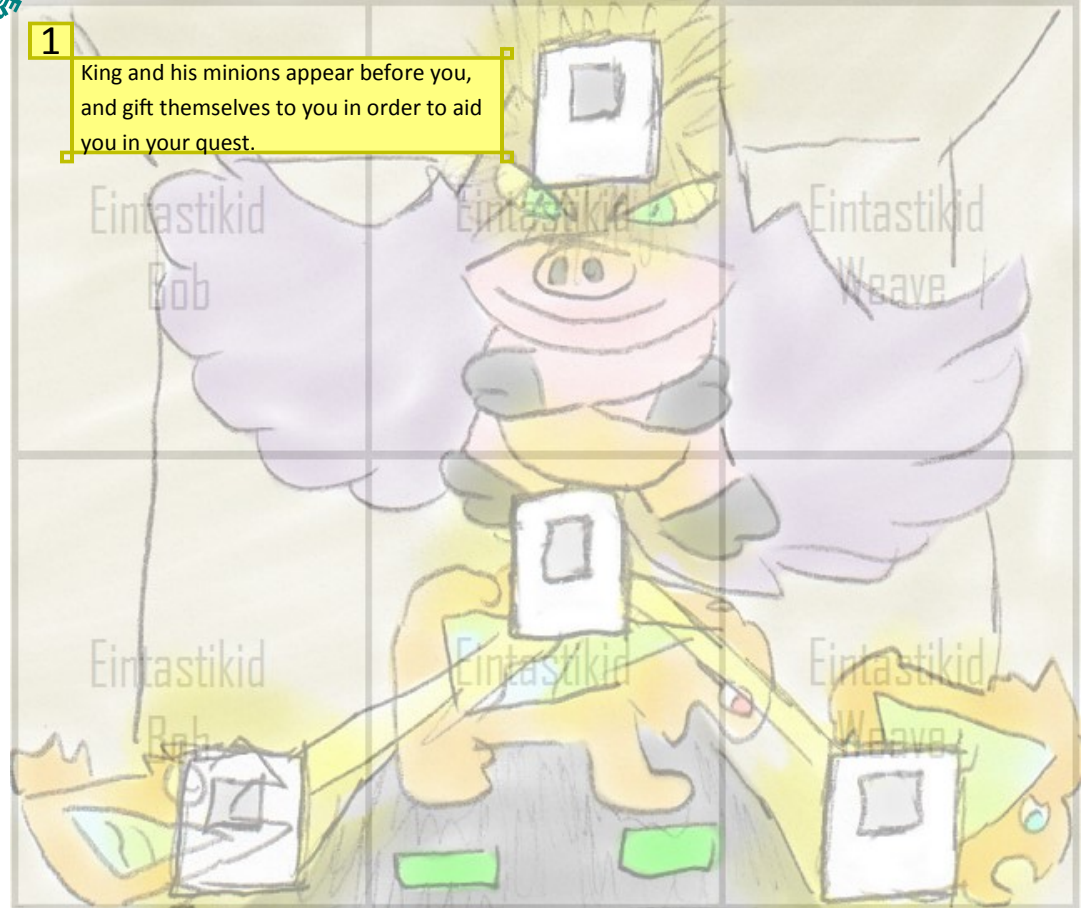
"Continue" To Page 218

Scene

Ignore This.



1 King and his minions appear before you, and gift themselves to you in order to aid you in your quest.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A Pickup, once per entry of this's page from another battlefield, go to page listed with the letter also listed.

Nothing Here.

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Nothing Here.

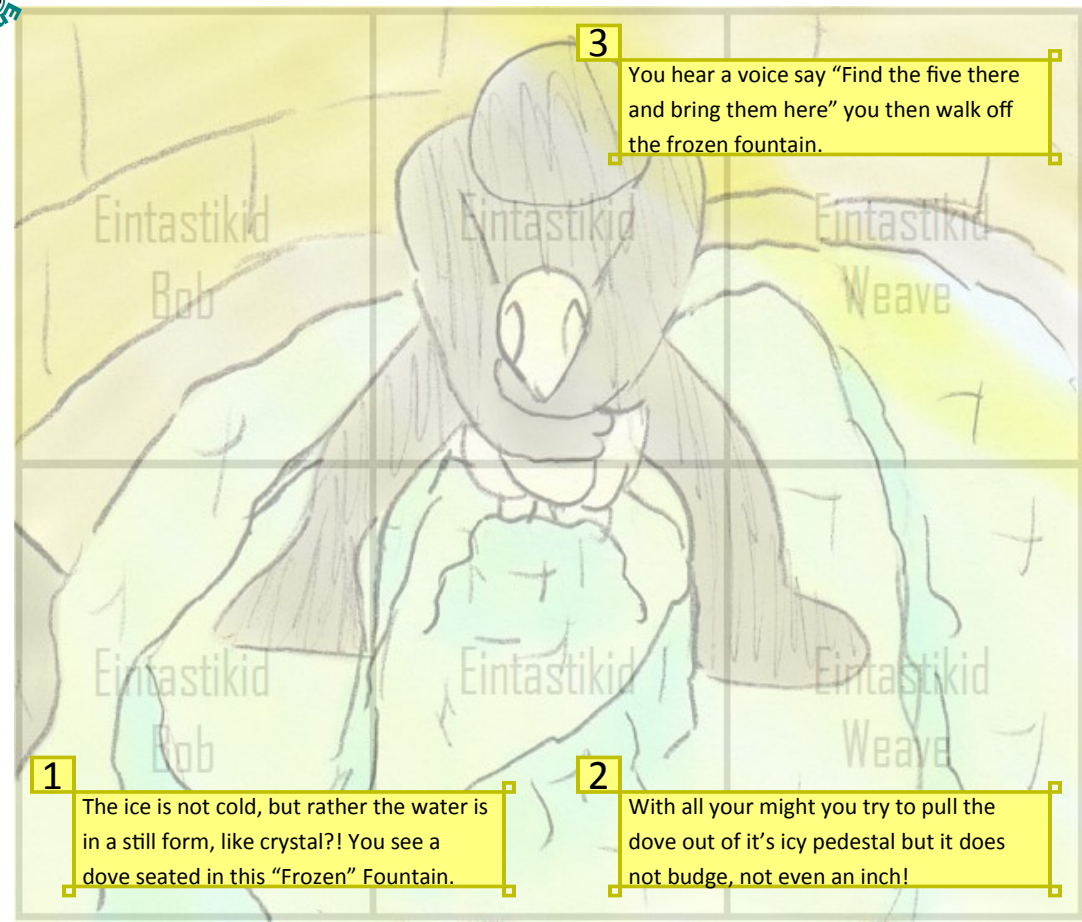
Nothing Here.

Set Eíntastikid.

"Back Off"  
To Page 213

Scene

Ignore This.



1 The ice is not cold, but rather the water is in a still form, like crystal?! You see a dove seated in this "Frozen" Fountain.

2 With all your might you try to pull the dove out of it's icy pedestal but it does not budge, not even an inch!

3 You hear a voice say "Find the five there and bring them here" you then walk off the frozen fountain.

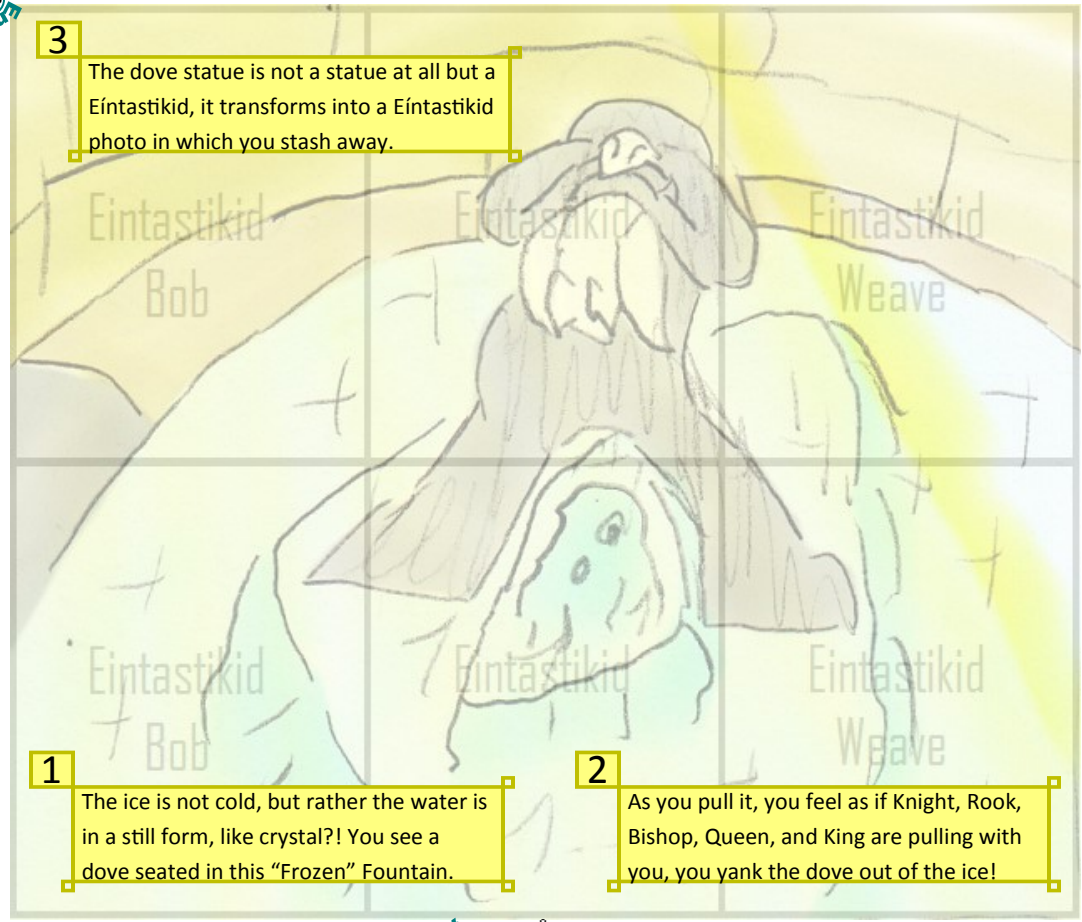


Set Eíntastikid.

"Continue"  
To Page 342

Scene

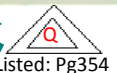
Ignore This.



1 The ice is not cold, but rather the water is in a still form, like crystal?! You see a dove seated in this "Frozen" Fountain.

2 As you pull it, you feel as if Knight, Rook, Bishop, Queen, and King are pulling with you, you yank the dove out of the ice!

3 The dove statue is not a statue at all but a Eíntastikid, it transforms into a Eíntastikid photo in which you stash away.



Listed: Pg354

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

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Nothing Here.

Nothing Here.

Nothing Here.

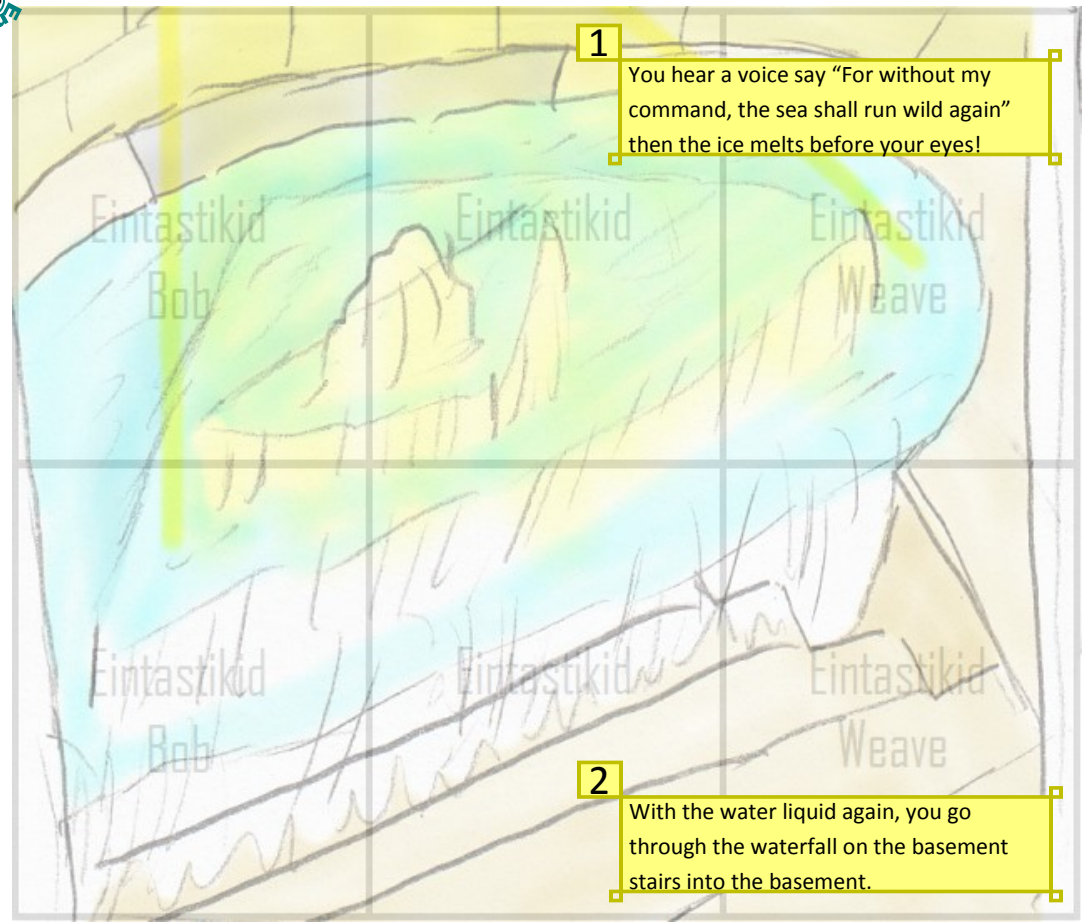
Nothing Here.

Set Eíntastikid.

"Continue" To Page 343

Scene

Ignore This.



1 You hear a voice say "For without my command, the sea shall run wild again" then the ice melts before your eyes!

2 With the water liquid again, you go through the waterfall on the basement stairs into the basement.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A Pickup, once per entry of this's page from another battlefield, go to page listed with the letter also listed.

A "ON" switch stamp, if move onto page of this, add the within number of this as a "Switch" into your mind (imagination).

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

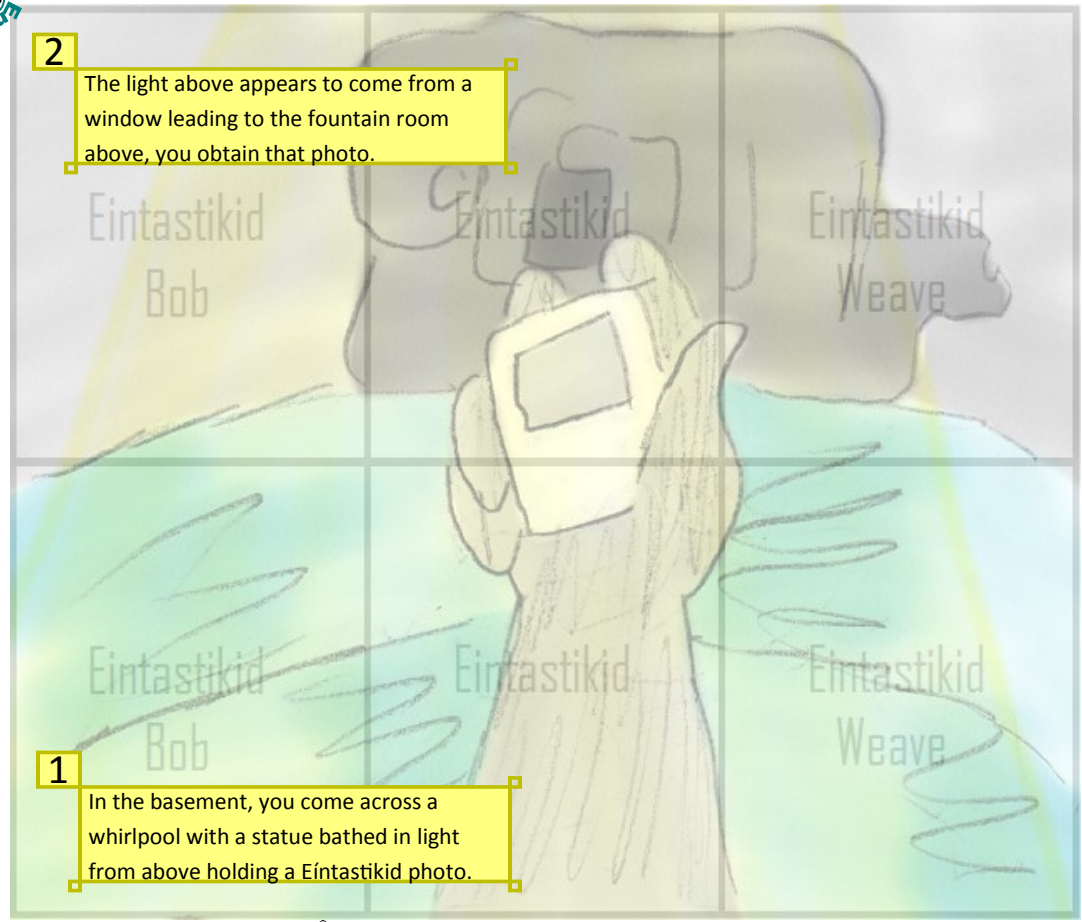
Nothing Here.

Set Eíntastikid.

"Walk Away" To Page 216

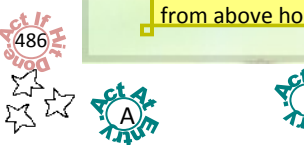
Scene

Ignore This.



2 The light above appears to come from a window leading to the fountain room above, you obtain that photo.

1 In the basement, you come across a whirlpool with a statue bathed in light from above holding a Eíntastikid photo.





Heh''' Hah''', Ing, Eddeh Eh, Duh'' Deh Dah', Eddeh Eh, Duh'' Dah Dee, Eddeh Eh, Duh'' Deh Dah', Eddeh Eh, Duh'' Dah Dee, Binghua-Hah Ball Bow, Tooduh Tooduh Tooduh Tooduh Tutuduh, Tooduh Tooduh Tooduh Tooduh Tutu, Tooduh Tooduh Tooduh Tooduh Tutuduh, Tooduh Tooduh Tooduh Tooduh Tutu, Tooduh Toodal Tooduh ^Toodal Tiddid-Tal, Tat Tat Tudda-Tow, =Tidduh Tooduh-Tuh, Ing, Eddeh Eh, Duh'' Deh Dah', Eddeh Eh, Duh'' Dah Dee, Eddeh Eh, Duh'' Deh Dah', Eddeh Eh, Duh'' Dah Dee, Binghua-Hah Ball Bow, Eddeh Eh, Duh'' Deh Dah', Eddeh Eh, Duh'' Dah Dee, Eddeh Eh, Duh'' Deh Dah', Eddeh Eh, Duh'' Dah Dee. (Once)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that toke you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

Play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, if there is the phrase "Sub to" under the music page phrase of this page, using the number after that phrase, pair that page with a another "music page" with music page phrase "sub-track" and number that matches the number you are using to pair (go to that page when done with this page to continue explanation) there are Sub-Characters that can change how words are pronounced, below for their workings....

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below....

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering it's tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising it's tone from nothing (silence) in till you hear it at it's normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe('): when this character is after a word, you must hang the word's end sound for a moment by extending end's sound, the sound can be hanged longer with additional apostrophes after this one.

The song type character affects the rest of the song after it, meaning if one word has this character in front of it, all words after are now affected by this character when you read over them, the song type characters are below...

Plus(+): All words after this are read vary quickly in till you reach a minus or a equal character, you if you encounter a another plus don't go any faster.

Minus(-): All words after this are read slowly (Make sure it is slower then your normal reading speed) in till you reach a plus or a equal character, if you encounter a another minus don't go any slower.

Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Ve (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Bell,,, BuhBut Bal, Toot-Tit Tiddit, But Budda-Bell,,, BuhBut Bal, Bell,,, BuhBut Bal, Toot-Tit Tiddit, But Budda-Bell,,, Betteh Bal, Bell''' Budda Bal''' Buh Budda-Bell''' Budda Bal''' Bell''' Budda Bal''' Buh Budda-Bell''' Betteh Bal'', Boot Boot Hmm'' Boot Boot Hmm'' Boot Boot Hmm'' Boot Boot Hmm'' Doo Duh Daldoh vDoh Doo, =Doo Duh Daldoh Doh Doh, Doohuh Daldoh'' vDoh'' Doo, =Doohuh Daldoh'' Doh' Doh''' Heh'''. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that toke you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

Play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, if there is the phrase "Sub to" under the music page phrase of this page, using the number after that phrase, pair that page with a another "music page" with music page phrase "sub-track" and number that matches the number you are using to pair (go to that page when done with this page to continue explanation) there are Sub-Characters that can change how words are pronounced, below for their workings....

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below....

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering it's tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising it's tone from nothing (silence) in till you hear it at it's normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe('): when this character is after a word, you must hang the word's end sound for a moment by extending end's sound, the sound can be hanged longer with additional apostrophes after this one.

The song type character affects the rest of the song after it, meaning if one word has this character in front of it, all words after are now affected by this character when you read over them, the song type characters are below...

Plus(+): All words after this are read vary quickly in till you reach a minus or a equal character, you if you encounter a another plus don't go any faster.

Minus(-): All words after this are read slowly (Make sure it is slower then your normal reading speed) in till you reach a plus or a equal character, if you encounter a another minus don't go any slower.

Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Ve (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Music Page "Play Music 01"

Music Page "Play Music 02"



Heh" Huh"" Heh" Huh" Hah"", Heh" Huh"" Heh" Huh" Hah"", Boot Biddit Pit Boot, Boo-Pah, Boo-Pit Poot, Boot Biddit Pit Boot, Boo-Pah, Boo-Pit Poot, Dah Dudduh Deaduh Deedah Deedah, Dah Dudduh Deaduh vDeado Deado, =Dah Dudduh Deaduh Deedah Deedah, Dah Dudduh Deaduh v Deado Deado, =But Betbup Bow Budoh" Boat Boat, But Betbup Bow Budoh" Boat Boat, But Betbup Bow Budoh" Boat Boat, Budda Buddoh Budda Buddoh Buh Buh, Budda Buddoh Budda Buddoh Beh Beh, Budda Buddoh Budda Buddoh Buh Buh, Dah Dudduh Deaduh Deaduh Duhdid Dit. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that toke you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

Play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, if there is the phrase "Sub to" under the music page phrase of this page, using the number after that phrase, pair that page with a another "music page" with music page phrase "sub-track" and number that matches the number you are using to pair (go to that page when done with this page to continue explanation) there are Sub-Characters that can change how words are pronounced, below for their workings....

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below....

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering it's tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising it's tone from nothing (silence) in till you hear it at it's normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe('): when this character is after a word, you must hang the word's end sound for a moment by extending end's sound, the sound can be hanged longer with additional apostrophes after this one.

The song type character affects the rest of the song after it, meaning if one word has this character in front of it, all words after are now affected by this character when you read over them, the song type characters are below...

Plus(+): All words after this are read vary quickly in till you reach a minus or a equal character, you if you encounter a another plus don't go any faster.

Minus(-): All words after this are read slowly (Make sure it is slower then your normal reading speed) in till you reach a plus or a equal character, if you encounter a another minus don't go any slower.

Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Ve (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Music Page "Play Music 04"

+Bit Boot Boot Pet, Bit Bit Bitpet Boot, Bit Boot Boot Pet, Bit Bit Bitpet Boot, |=Deh Doodoo-Deh vDet-Doo =Dudeh Doo, Deh Doodoo-Deh vDet-Doo =Dudeh Doo, Deh Doodoo-Deh vDet-Doo =Dudeh Doo, Doot Duda Doodoot Dah', ^Dee-Duhdee, =Deh Doodoo-Deh vDet-Doo =Dudeh Doo, Deh Doodoo-Deh vDet-Doo =Dudeh Doo, Deh Doodoo-Deh vDet-Doo =Dudeh Doo, Doot Duda Doodoot Dah', ^Dee-Duhdee, Pudda-Puhputt Puhpoat ^Pat Patat, Pudda-Puhputt Puhpoat ^Pat Patutt, Budda-Boat Budda-Boat Budda-Boat Patat, Pudda-Puhputt Puhpoat ^Pat Paddet. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that toke you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

Play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, if there is the phrase "Sub to" under the music page phrase of this page, using the number after that phrase, pair that page with a another "music page" with music page phrase "sub-track" and number that matches the number you are using to pair (go to that page when done with this page to continue explanation) there are Sub-Characters that can change how words are pronounced, below for their workings....

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below....

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering it's tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising it's tone from nothing (silence) in till you hear it at it's normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe('): when this character is after a word, you must hang the word's end sound for a moment by extending end's sound, the sound can be hanged longer with additional apostrophes after this one.

The song type character affects the rest of the song after it, meaning if one word has this character in front of it, all words after are now affected by this character when you read over them, the song type characters are below...

Plus(+): All words after this are read vary quickly in till you reach a minus or a equal character, you if you encounter a another plus don't go any faster.

Minus(-): All words after this are read slowly (Make sure it is slower then your normal reading speed) in till you reach a plus or a equal character, if you encounter a another minus don't go any slower.

Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Ve (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Music Page "Play Music 05"

Dudda Dut Detto Det Duddutt Deadat Datt, ^Booda Buh, Behduh Budda"" =Booda Booda ^Beh Budda"" =Bedda-Bah Buh Buhdoo Booduh Booduh-Bee, Booda Booda ^Beh Budda"" Dudda Dut Detto Det Duddutt Deadat Datt, Dudda Dut Detto Det Duddutt Deadeet Datt, Booda Buh, Behduh Budda"" =Booda Booda ^Beh Budda"" =Bedda-Bah Buh Buhdoo Booduh Booduh-Bee, Booda Booda ^Beh Budda"" Dudda Dut Detto Det Duddutt Deadat Datt, Dudda Dut Detto Det Duddutt Deadeet Datt, Tut Tut, Tear T, L, I, . (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

Play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, if there is the phrase "Sub to" under the music page phrase of this page, using the number after that phrase, pair that page with another "music page" with music page phrase "sub-track" and number that matches the number you are using to pair (go to that page when done with this page to continue explanation) there are Sub-Characters that can change how words are pronounced, below for their workings....

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below....

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering its tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising its tone from nothing (silence) in till you hear it at its normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe('): when this character is after a word, you must hang the word's end sound for a moment by extending end's sound, the sound can be hanged longer with additional apostrophes after this one.

The song type character affects the rest of the song after it, meaning if one word has this character in front of it, all words after are now affected by this character when you read over them, the song type characters are below...

Plus(+): All words after this are read vary quickly in till you reach a minus or a equal character, you if you encounter a another plus don't go any faster.

Minus(-): All words after this are read slowly (Make sure it is slower then your normal reading speed) in till you reach a plus or a equal character, if you encounter a another minus don't go any slower.

Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Vee (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Music Page "Play Music 06"  
Sub to "02"

Toota Tuh Tehdo-Teh Tut-Tear", ^Toota Tuh Tehdo-Teh Tear", =Ter', Tear', Teh, Tootoot Tooteh Tuh, Toota Tuh Tehdo-Teh Tut-Tear', ^Dudda Dut Detto Det Duddutt Deadat Datt, Dudda Dut Detto Det Duddutt Deadeet Datt, =Booda-Buh Boo" Bahdeh Bahdead Bee, Booda-Buh Boo" Bahdeh Bahdead ^Bee, =Booda-Buh Boo" Bahdeh Bahdead Bee, Booda-Buh Boo" Bahdeh Bahdead ^Buh" Bee", Beh" Buh" Bee" (Repeat)

Do not continuing reading this if you do not know how to use the green box above. You do not read the music box on this page directly, instead read the music box on the page that is paired to this one.

Keep in mind that you treat this page and the one that is paired to this page as one music page, with that being said, on the music box of the page paired to this one, you will notice some colored dotted boxes around some words or group of words or even in some cases blank.

When you start reading the words in a colored dotted box or come up to a blank one like word in that music box, look at both the music boxes of this page and the one paired to this page at the same time if possible or closely together.

Find a dotted box with the same color as the one you starting reading on or came across like a word that is on the music box of this page, if both dotted boxes of the same color on both music boxes have words in them, read and pronounce the words in those boxes at the same time by mixing the sound of each pronouncing (hum) together as one.

If one pronunciation's sound (hum) seems longer than the other when getting mixed, extend the shorter sound in the mixing so both sounds are equal. Now if only one dotted box has words in it and the other of the same color is blank, then just read the one that has words in it as if those words where placed in the position of where the blank dotted box is on the other music box.

There is a special Sub-Character just for dual pronunciations and that is the "Percent (%)", when this character is in colored dotted box, both dotted boxes of same the color are not pronounced at the same length, you read the words of both dotted boxes at the same time however, the short sound ends but the longer sound continues alone to end pronounce.

Now because both boxes are read simultaneously or inter-twined, the music boxes of both paired pages are treated as one song, and you classify it using the play music number on the side of the page that is paired to the sub-track page (this page) and you classify that number to the song that is of both boxes.

Music Page "Sub-Track 02"

The gift box, when you are taken to page of this with a letter, that letter becomes your gift (of that letter) for your visit only. A move, when this is used, install this paragraph as a move onto the cut-out that was written by title of this move's gift box.

The gift title, find a gift box with letter after the word "Gift" that matches letter of your gift, use everything in that gift box. The power bonus, any blue plus with a number of blue stars is the power bonus for the paragraph (move) below this.

Title, when this is used, write a Eintastikid, number and EK is the number, and name in parentheses is default name of Written Kid. The life bonus, any red plus with a number of red hearts is the life bonus for the paragraph (move) below this.

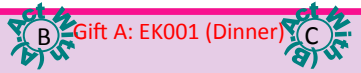
The gift exit, once per gift box usage (created cut-out and installed all moves if any), return to the page take toke to page of this.

The gift box, when you are taken to page of this with a letter, that letter becomes your gift (of that letter) for your visit only. A move, when this is used, install this paragraph as a move onto the cut-out that was written by title of this move's gift box.

The gift title, find a gift box with letter after the word "Gift" that matches letter of your gift, use everything in that gift box. The power bonus, any blue plus with a number of blue stars is the power bonus for the paragraph (move) below this.

Title, when this is used, write a Eintastikid, number and EK is the number, and name in parentheses is default name of Written Kid. The life bonus, any red plus with a number of red hearts is the life bonus for the paragraph (move) below this.

The gift exit, once per gift box usage (created cut-out and installed all moves if any), return to the page take toke to page of this.



Gift A: EK001 (Dinner)



----- Tackle (Sign - Hero/Effect) this move has no additional effect.

Gift D: EK105 (Charstreak)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.

Gift B: EK003 (Lunch)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.

Gift E: EK107 (Fountainfite)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.

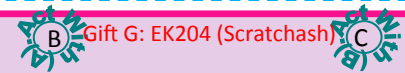
Gift C: EK005 (Breakfast)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.



Gift F: EK109 (Troopie)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.



Gift G: EK204 (Scratchash)



----- Tackle (Sign - Hero/Effect) this move has no additional effect.



Gift J: EK104 (Marvel)



----- Willow-Wing (Sign - Phoenix/Effect) after this tap, flip a coin, if heads, increase the Power of the eintastikid that used this move by 1 for 1 minute.



----- Pyramid Plunge (Sign - Act/Effect) every time the one of this move attacks, reduce the power by 1 but also increase the health by 1 in succession per attack.

Gift H: EK206 (Silksquirt)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.

Gift K: EK202 (Leftwing)



----- Forest Force (Sign - Grass/Effect) add 1 more to this move's reduction amount for each object within a area box on all playfields.



----- Dawn Blast (Sign - Phoenix/Effect) after this move, remove all objects within area boxes in play.

Gift I: EK208 (Palmbalm)

----- Tackle (Sign - Hero/Effect) this move has no additional effect.



Gift L: EK203 (Rightwing)



----- Dusk Blast (Sign - Phoenix/Effect) remove all objects within area boxes on all playfields, also after this, any objects within area boxes added to play are removed.



----- Putrid Chill (Sign - Sea/Effect) select either your opponent's album or field eintastikid in play, the selected cannot tap until it's Health number is increased.

The gift box, when you are taken to page of this with a letter, that letter becomes your gift (of that letter) for your visit only. A move, when this is used, install this paragraph as a move onto the cut-out that was written by title of this move's gift box.

The gift title, find a gift box with letter after the word "Gift" that matches letter of your gift, use everything in that gift box. The power bonus, any blue plus with a number of blue stars is the power bonus for the paragraph (move) below this.

Title, when this is used, write a Eintastikid, number and EK is the number, and name in parentheses is default name of Written Kid. The life bonus, any red plus with a number of red hearts is the life bonus for the paragraph (move) below this.

The gift box, when you are taken to page of this with a letter, that letter becomes your gift (of that letter) for your visit only. A move, when this is used, install this paragraph as a move onto the cut-out that was written by title of this move's gift box.

The gift title, find a gift box with letter after the word "Gift" that matches letter of your gift, use everything in that gift box. The power bonus, any blue plus with a number of blue stars is the power bonus for the paragraph (move) below this.

Title, when this is used, write a Eintastikid, number and EK is the number, and name in parentheses is default name of Written Kid. The life bonus, any red plus with a number of red hearts is the life bonus for the paragraph (move) below this.

The gift exit, once per gift box usage (created cut-out and installed all moves if any), return to the page take toke to page of this.

The gift exit, once per gift box usage (created cut-out and installed all moves if any), return to the page take toke to page of this.

**Gift M: EK300 (Spiritbond)**

----- Shriek Squawk (Sign - Phoenix/Effect) flip 3 coins, the next 3 taps do nothing, if 2 out of 3 are heads, it is the attacked's taps, if 2 out of 3 are tails, it is your taps.

----- Squeal (Sign - Saturn/Effect) the eintastikid using this move does no damage, the next move that does damage by this eintastikid next turn, double that damage.

**Gift P: EK295 (Puzzleleft)**

----- Meditate (Sign - Spirit/Effect) the eintastikid using this move does no damage, instead increase the user's Life by 1.

----- Adjustitate (Sign - Spirit/Effect) this does no damage, you can choose the reduction amount from your opponent's next attack (3 the lowest, original the highest)

**Gift S: EK101 (Passion)**

----- Lighting Bolt (Sign - Thunder/Effect) of the attacked eintastikid's next tap, he/she must flip a coin and get heads or that tap does nothing.

**Gift V: EK200 (Devilevel)**

----- Magic Mist (Sign - Sea/Effect) for 6 minutes, all eintastikids involved in the fight must flip a coin and get heads or their taps do nothing (one use per period).

----- Devil Sink (Sign - Sea/Effect) if the attacked eintastikid is a Sea Type, knock out that eintastikid using this effect.

**Gift N: EK099 (Puzzlemiddle)**

----- Meditate (Sign - Spirit/Effect) the eintastikid using this move does no damage, instead increase the user's Life by 1.

----- Adjustitate (Sign - Spirit/Effect) this does no damage, you can choose the reduction amount from your opponent's next attack (3 the lowest, original the highest)

**Gift Q: EK000 (Newtron)**

----- Helium Bond (Sign - Nuclear/Effect) this move is only used when you have at least 2 not KO eintastikids, the Change Eintastikid option is used after this.

----- Cobalt Clash (Sign - Nuclear/Effect) if this move gets a Hit in the Solar Damage, knock out the attacked eintastikid instead increasing the reduction amount.

**Gift T: EK102 (Assent)**

----- Sky Shot (Sign - Stone/Effect) if the attacked eintastikid is not a Air, Thunder, or Phoenix type eintastikid increase the reduction amount of this move by 2.

**Gift W: EK296 (Oxygyna)**

----- Forest Force (Sign - Grass/Effect) add 1 more to this move's reduction amount for each environmental object on all sides of the battlefield.

----- Shame Slap (Sign - Hero/Effect) this has no additional effect.

**Gift O: EK198 (Puzzleright)**

----- Meditate (Sign - Spirit/Effect) the eintastikid using this move does no damage, instead increase the user's Life by 1.

----- Adjustitate (Sign - Spirit/Effect) this does no damage, you can choose the reduction amount from your opponent's next attack (3 the lowest, original the highest)

**Gift R: EK199 (Humm)**

----- The Hum (Sign - Thunder/Effect) flip a coin, if heads, on your opponent's next tap, he/she must flip a coin and get heads or that attack does nothing.

**Gift U: EK103 (Apathy)**

----- Fog Strike (Sign - Air/Effect) before this attack, flip a coin, if heads you attack normally, if tails you must attack the opponent's album eintastikid.

----- Dry Iced (Sign - Air/Effect) after this move is used, during the minute after, any damage to this Eintastikid is reduced by 1.

**Gift X: EK197 (Goddash)**

----- Big Kick (Sign - Hero/Effect) if the Eintastikid using this's life is lesser then 2, this move is used twice in the same tap.

----- Charm (Sign - Act/Effect) every time this taps, flip a coin until you get tails, for each heads, the tapped eintastikid cannot tap for 1 additional minute.

The gift box, when you are taken to page of this with a letter, that letter becomes your gift (of that letter) for your visit only. A move, when this is used, install this paragraph as a move onto the cut-out that was written by title of this move's gift box.

The gift title, find a gift box with letter after the word "Gift" that matches letter of your gift, use everything in that gift box. The power bonus, any blue plus with a number of blue stars is the power bonus for the paragraph (move) below this.

Title, when this is used, write a Eintastikid, number and EK is the number, and name in parentheses is default name of Written Kid. The life bonus, any red plus with a number of red hearts is the life bonus for the paragraph (move) below this.

The gift exit, once per gift box usage (created cut-out and installed all moves if any), return to the page take toke to page of this.

The gift box, when you are taken to page of this with a letter, that letter becomes your gift (of that letter) for your visit only. A move, when this is used, install this paragraph as a move onto the cut-out that was written by title of this move's gift box.

The gift title, find a gift box with letter after the word "Gift" that matches letter of your gift, use everything in that gift box. The power bonus, any blue plus with a number of blue stars is the power bonus for the paragraph (move) below this.

Title, when this is used, write a Eintastikid, number and EK is the number, and name in parentheses is default name of Written Kid. The life bonus, any red plus with a number of red hearts is the life bonus for the paragraph (move) below this.

The gift exit, once per gift box usage (created cut-out and installed all moves if any), return to the page take toke to page of this.

**Gift Y: EK100 (Aqueen)**

----- Surfs Flow (Sign - Sea/Effect) flip a coin, if heads, remove up to 2 environmental objects on your opponent's battlefield.

----- Sea Dance (Sign - Sea/Effect) remove all environmental objects, increase the Life of this Eintastikid by 1 for each environmental removed by this move.

**Gift ?: EK298 (Familyshock)**

----- Sped Sock (Sign - Hero/Effect) this move has no additional effect.

----- Discharge Disaster (Sign - Thunder/Effect) when you use this move, apply the damage reduction on all Eintastikids on the battlefield that are involved in the fight.

**Gift \$: EK0325 (Bishop)**

----- Radium Rage (Sign - Nuclear/Effect) farther increase the reduction amount of this attack by double the amount of the user's Life that was reduced since in play.

----- Emission Beam (Sign - Stone/Effect) 40 seconds after the Eintastikid that got attacked by this attack is attacked, reduce that Eintastikid's Life by 2.

**Gift \*: EK328 (King)**

----- King Principle (Sign - Stone/Effect) for 3 minutes, negate the effects of any moves that are used (this move can only be repeated 3 times a fight).

----- Ruler's Rush (Sign - Spirit/Effect) you can take the Power amount of a Eintastikid in your album, and increase the reduction amount of this move by that.

**Gift Z: EK201 (Hue-Bustion)**

----- Psy-Fire (Sign - Flame/Effect) Knock out the tapped player's Album Eintastikid after 3 minutes from when this was used if that Eintastikid is not knocked out.

----- Combust (Sign - Act/Effect) Every time this taps, knock out the tapped Eintastikid after 1 minute starting when the tap was done.

**Gift @: EK299 (Airelative)**

----- Scratch (Sign - Hero/Effect) this move as no additional effect.

----- Fiberboard Cut (Sign - Grass/Effect) if you use a attack (tap) within 50 seconds after this move is used, triple the reduction amount of that move.

**Gift %: EK326 (Rook)**

----- Giga Gash (Sign - Hero/Effect) if the Eintastikid using this move's Life is lesser then 3, then double the amount this move reduces.

----- Flare Storm (Sign - Flame/Effect) remove all environmental objects in play, add 3 to the reduction amount of this move per object removed by this effect.

**Gift +: EK329 (Electron)**

----- Pathoference (Sign - Nuclear/Effect) this does no damage, for 3 minutes any attacks on the user do nothing (if this move is repeated, the minute count is restored at 3)

**Gift !: EK297 (Sib-Of-Fire)**

----- Razor Rash (Sign - Hero/Effect) this has no additional effect.

----- Razor Right (Sign - Hero/Effect) this does no damage, however on your next turn, if "Razor Rash" is used, the reduction amount is tripled.

**Gift #: EK324 (Knight)**

----- Principal Peck (Sign - Phoenix/Effect) flip a coin, if heads, select the effect or a effect of 1 move on the attacked Eintastikid, negate that effect for 2 minutes.

----- Horn Skewer (Sign - Stone/Effect) this move's reduction amount is farther increased by the amount of the attacked Eintastikid's original Power number.

**Gift &: EK327 (Queen)**

----- Diva Chill (Sign - Sea/Effect) before Life reduction, flip a coin, if heads, for 3 minutes, the Eintastikid that got attacked by this move cannot tap.

----- Aqua Sing (Sign - Sea/Effect) after this move, until the attacked player gets heads, that player must flip before he/she taps, if tails that player's tap does nothing.

**Gift =: EK321 (Drawmark)**

----- Plasma Pummel (Sign - Nuclear/Effect) you can negate the attack of this, if you do, do damage to that Eintastikid, 1 min. later, double of what it would have been

----- Glory Dance (Sign - Phoenix/Effect) this does no damage, instead reduce this Eintastikid's Life by 1 to have all damage done this Eintastikid reduce by 1 for 1 minute.

The move box, when you are taken to page of this with a EK number, match that number with one of these boxes. A move, when this is used, install this paragraph as a move onto the approved cut-out by this's move box's Class or skip.

Move name, find a move box with EK number on this that matches your taken EK number, use everything in that move box. The power bonus , any blue plus with a number of blue stars is the power bonus for the paragraph (move) below this.

Class, this gets used first, select a cut-out and ability compare the letter (s) in this, if all match, that cut-out is approved. The life bonus , any red plus with a number of red hearts is the life bonus for the paragraph (move) below this.

The move exit, once per move box usage (installed move or not approved by class), return to the page take toke to page of this.

The move box, when you are taken to page of this with a EK number, match that number with one of these boxes. A move, when this is used, install this paragraph as a move onto the approved cut-out by this's move box's Class or skip.

Move name, find a move box with EK number on this that matches your taken EK number, use everything in that move box. The power bonus , any blue plus with a number of blue stars is the power bonus for the paragraph (move) below this.

Class, this gets used first, select a cut-out and ability compare the letter (s) in this, if all match, that cut-out is approved. The life bonus , any red plus with a number of red hearts is the life bonus for the paragraph (move) below this.

The move exit, once per move box usage (installed move or not approved by class), return to the page take toke to page of this.

EK007

----- Leaf Slap (Sign - Grass/Effect) The controller who toke this attack, flips a coin, if tails, that player cannot attack during his/her next turn.

EK010

----- Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

EK086

----- Fake Wake (Sign - Hero/Effect) After this attack is used, next time attacked eíntastikid attacks, for every 2 points in the total damage, reduce the attacker's Life by 1!

EK089

----- Doubledive (Sign - Hero/Effect) Flip 3 coins, if all 3 coins are heads, the total damage from this attack is doubled.

EK011

----- Fire Twister (Sign - Flame/Effect) For the next 2 minutes after this is used, reduce the eíntastikid's Life that was attacked with this attack by 1 each minute.

EK015

----- Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.

EK147

----- Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eíntastikid's Life add 1 point to that total Life reduction amount.

EK148

----- Shed Slap (Sign - Spirit/Effect) Double the damage from this attack, however this attack can only be used once during the fight.

EK016

----- Heaven Razor (Sign - Hero/Effect) Increase the Life of the eíntastikid using this attack by the amount this attack just reduced from the attacked eíntastikid.

EK025

----- Stone Skip (Sign - Stone/Effect) Flip a coin, if heads, the eíntastikid attacked by this attack's next tap does nothing.

EK167

----- Hot Cold (Sign - Air/Effect) Despite this move's sign, treat this move's sign as both Flame and Sea signs at the same time (excluding it's original sign).

EK183

----- Harden (Sign - Hero/Effect) eíntastikid using this move does no damage, for 3 minutes, reduce any damage done to the eíntastikid that use this by 3.

EK035

----- Rock Huddle (Sign - Stone/Effect) After this attack is used, reduce damage done from the eíntastikid attacked by this attack by 2 for 3 minutes.

EK053

----- Squirm Dive (Sign - Hero/Effect) After this, once, when the attacked eíntastikid attacks, the controller flips a coin, if tails, that eíntastikid applies damage to itself.

EK210

----- Stone Toss (Sign - Stone/Effect) Flip 2 coins, if both are heads, the eíntastikid that got attacked by this attack controller cannot tap for 30 seconds.

EK223

----- Fray Ray (Sign - Flame/Effect) Flip a coin, if heads, the eíntastikid that got attacked by this attack's controller must use the change eíntastikid option if possible.

EK057

----- Burn Sting (Sign - Flame/Effect) ADD AREA "L1/O [decrease the Life of the attached eíntastikid by 1 per minute when at least 1 of these are attached]", add 2.

EK069

----- Smoke Out (Sign - Flame/Effect) This does no damage, on the attacked eíntastikid's next tap, he/she must flip 2 coins, if even 1 is tails, that tap does nothing.

EK237

----- Flashflare (Sign - Flame/Effect) After this attack, the next tap from the eíntastikid that got attacked by this attack, flips a coin, if heads that tap does nothing.

EK257

----- Royal Sport (Sign - Hero/Effect) If the Life of the attacker is greater then the attacked eíntastikid's Life, increase the reduction amount of this attack by 2.



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**EK258**

Duo Dawn (Sign - Act/Effect) For 2 minutes from when eintastikid with this move is set or becomes not KO, increase the reduction of all Flame sign attacks by 2.

**IG**

**EK280**

Nite Armor (Sign - Act/Effect) Only once when set, for 3 mins, all damage to the user of this is reduced by 2, if eintastikid with this move is Spirit sign, then 4.

**IR**

**EK034**

Peak Punch (Sign - Hero/Effect) Flip 2 coins, if both are heads, the reduction amount of this attack is doubled.

**U**

**EK038**

Windcut (Sign - Air/Effect) After this attack, at the user's choice, can use the Change Eintastikid option immediately after this attack during the tap.

**F**

**EK092**

Shady Bite (Sign - Spirit/Effect) If a Spirit type eintastikid is using this move, increase the reduction amount of this move by 3.

**IG**

**EK093**

Sand Kick (Sign - Stone/Effect) The eintastikid that was attacked by this attack's controller must flip a coin before his/her attack, if tails that attack is negated.

**IM**

**EK054**

Cross Chew (Sign - Hero/Effect) if the reduction amount of this attack is enough to make attacked Life 0, reduce to 1 instead (it is already at 1 life).

**H**

**EK056**

Flare Streak (Sign - Flame/Effect) For 3 minutes after the attacked eintastikid was attacked by this attack, reduce that eintastikid's Life by 1 per minute.

**E**

**EK018**

Groundbreaker (Sign - Stone/Effect) The reduction amount of this attack is applied to the Life of all eintastikids involved in the fight except the user.

**IM**

**EK019**

Air Bake (Sign - Flame/Effect) This attack's sign is treated as both Air and Flame.

**DR**

**EK067**

Watercolor (Sign - Sea/Effect) After this attack, choose a type (Flame, Grass, or Sea), treat the type of the attacked eintastikid as the type you chosen until it's KO.

**D**

**EK081**

Bullet Nut (Sign - Grass/Effect) You can use this attack to attack your opponent's album eintastikid as if it were on the battlefield.

**CM**

**EK021**

Star Strike (Sign - Flame/Effect) ADD AREA "L2/O [decrease the Life of the attached eintastikid by 1 per min. when at least 1 of these are attached to it]", add 2.

**Y**

**EK022**

Rotted Swipe (Sign - Spirit/Effect) The eintastikid attacked by this attack is now treated as a Spirit type eintastikid until that eintastikid is knocked out.

**P**

**EK092**

Zap Discharge (Sign - Thunder/Effect) After this, until the end of the fight or KO, the attacked eintastikid, must flip a coin and get heads or it's taps do nothing.

**T**

**EK093**

Eon Spin (Sign - Thunder/Effect) If the Life of eintastikid that used this attack is greater then 4, next time this eintastikid attacks, increase it's Power by 2.

**T**

**EK023**

Shadowcut (Sign - Spirit/Effect) The eintastikid that got attacked by this attack's controlller must flip a coin and get heads, or his/her next tap does nothing.

**IG**

**EK028**

Rabid Punch (Sign - Hero/Effect) After using this attack willing, the user of this attack must use this attack 2 more times when ever possible.

**IG**

**EK096**

Fire Float (Sign - Flame/Effect) After this attack, select 1 environmental object on any battlefield, remove that object from it's side of the battlefield.

**E**

**EK164**

Retract Attack (Sign - Hero/Effect) If you attack and remove a environmental object with this, reduce the attached eintastikid by the original Life of that object.

**J**

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EK185

Snipe Strike (Sign - Stone/Effect) You can use this attack to attack a eíntastikid in any album as if it were in the battlefield.

EK187

Twin Kick (Sign - Hero/Effect) When you use this attack, you can use it again twice in a row in the same tap.

EK213

Trislap (Sign - Hero/Effect) Choose 3 move signs of your choice, this attack sign is treated as all those chosen signs until the end of the attack.

EK217

Chaos Clamp (Sign - Spirit/Effect) Flip a coin, if heads, the total reduction amount of this attack is doubled.

EK253

Chem Trend (Sign - Act/Effect) The eíntastikid of this, can choose a eíntastikid type once per min, that eíntastikid is now treated as that type during that time.

EK254

Eye Stream (Sign - Thunder/Effect) The reduction amount of this attack is applied to the Life numbers of all eíntastikids involved in the fight except the user.

EK283

Pin Propel (Sign - Flame/Effect) Depending on the Life number of the eíntastikid using this, increase the total reduction amount by the Life number.

EK282

Orbit Slam (Sign - Flame/Effect) Increase this attack's total reduction amount by the number of minutes you have not attacked since your last attack.

EK094

Spin Dive (Sign - Sea/Effect) If this attack is used 1 minute after you used the Change Eíntastikid to put the user on the battlefield, double the damage of this move.

EK287

Gum Whip (Sign - Hero/Effect) For the next 1 min, the controller of the eíntastikid that got attacked by this attack cannot use his/her Change Eíntastikid option.

EK025

Marrow Coat (Sign - Stone/Effect) This move does no damage, instead for 3 minutes, damage done to the user becomes 1, also you cannot use Change Eíntastikid.

EK268

Rift Cut (Sign - Spirit/Effect) You can take any amount of the reduction amount of this attack, and reduce the Life of a eíntastikid in any album by it.

EK032

Hermit Hide (Sign - Act/Effect) For the 2 minutes after the one of this move is set, damage done to it becomes 1, you cant Change Eíntastikid during that time.

EK046

Bitter Bash (Sign - Spirit/Effect) Double the reduction amount of this, also for 5 minutes you cannot use Change Eíntastikid option (resets after duration).

EK048

Lighter Blow (Sign - Flame/Effect) If this is used by a Thunder type Eíntastikid, on attacked's next turn, he/she must flip a coin and get heads or tap does nothing.

EK049

Flame Spiral (Sign - Flame/Effect) KO the user, to double this move's damage and apply that damage to all the opponent's album and battlefield eíntastikids.

EK051

Sleek Slap (Sign - Thunder/Effect) This attack cannot be negated, prevented or stopped.

EK079

Proud Slam (Sign - Wrath/Effect) If the Life number of the user is equal to it's original Life number, any eíntastikid attacked with this attack is Knocked Out.

EK114

Free Dance (Sign - Wrath/Effect) Eíntastikid using this move does no damage, once within the next minute, any damage by this eíntastikid is doubled that damage.

EK117

Push Peck (Sign - Air/Effect) Take the original Life number of 1 of your opponent's album eíntastikids and increase this move's reduction amount by that amount

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**EK120**




----- Bone Stab (Sign - Stone/Effect) After this attack, reduce the Power of the attacked eíntastikid by 2 for 2 minutes.







**EK191**




----- Heat Shot (Sign - Flame/Effect) You can choose to negate this attack, if you do, reduce the Life of all eíntastikids involved in the fight except the attacked by 2.

I  
P  
V  
G  
E







**EK222**




----- Conceal (Sign - Spirit/Effect) After this attack, starting on your opponent's next tap, negate all solar damage done to this eíntastikid for 2 mins after the tap.






**EK236**



----- Thruster Toss (Sign - Air/Effect) If a Air sign move was used on your previous tap (excluding this move), double the reduction amount of this move.

L  
A  
B  
C  
D


**EK268**



----- Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

R  
K


**EK082**



----- Weedwhack (Sign - Grass/Effect) If the attacked eíntastikid has a Power number greater then the Power of user of this move, double this attack's reduction amount.

D  
C


**EK159**



----- Spike Slash (Sign - Hero/Effect) ADD AREA "L1/O [decrease the Life of the attached eíntastikid by 1 per 10 secs. when at least 1 of these are attached to it]", add 2.

J


**EK161**



----- Length Lick (Sign - Hero/Effect) You can use this attack to attack a eíntastikid in any album as if it were on the battlefield.

M


**EK189**



----- Card Cut (Sign - Grass/Effect) If the attacked eíntastikid is still on the battlefield 3 minutes after this attack, reduce that eíntastikid's Life by 3.

G


**EK119**



----- Spin Cut (Sign - Grass/Effect) After this attack, reduce the Life of a not KO eíntastikid in the album that belongs to the attacked eíntastikid by this attack by 3.

G


**EK163**



----- Hoop Swirl (Sign - Sea/Effect) Damage from this move is doubled, however flip a coin, if heads, reduction amount is applied to your opponent, if tails, yourself.

U  
J


**EK179**



----- Flash-Butt (Sign - Thunder/Effect) Damage from this move is doubled, but next time user of this move taps, flip a coin and get heads, or the tap does nothing.

X


**EK285**



----- Tail Swipe (Sign - Hero/Effect) This attack has no additional effect.

J  
V


**EK098**



----- Boil Bash (Sign - Flame/Effect) This attack first does 1 damage, however each time this move is used, the damage done increases by 1, so long as it is in succession.

J


**EK181**



----- Ball Hoop (Sign - Hero/Effect) If the user's Life number is greater then 5, increase this move's reduction amount by 2.

Y  
G


**EK264**



----- Drunk Flunk (Sign - Hero/Effect) Flip a coin, if heads, this attack's reduction amount is doubled, if tails, this attack's reduction amount becomes 2.

Y  
G


**EK045**



----- Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

J


**EK066**



----- Confession (Sign - Hero/Effect) If the eíntastikid using this is knocked out within a 1 minute period this is used, knock out the eíntastikid that KO this move's user.

J


**EK265**



----- Vital Drain (Sign - Grass/Effect) increase the Life of the eíntastikid using this attack by 1 for every 2 points reduced to the attacked eíntastikid by this attack.

I

**EK023**



----- Dum Tumble (Sign - Hero/Effect) If this attack is negated, or prevented, increase the user's Life by 3.

K  
L

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EK041




I H



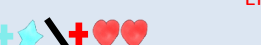
----- Blind Dash (Sign - Spirit/Effect) Flip a coin, if heads this move's reduction amount is doubled, if tails, this move does nothing.

EK012



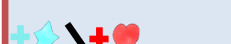
----- Blind Kick (Sign - Spirit/Effect) Flip a coin, if heads this move's reduction amount is doubled, if tails, this move does nothing.

EK052




----- Sap Slap (Sign - Grass/Effect) The controller of the eintastikid that got attacked by this attack, must used the Change Eintastikid option after this attack (if possible).

EK063




----- Leek Fleet (Sign - Grass/Effect) Triple the damage done by this attack, however this attack can only be used once per fight.

EK083




----- Rare Recollection (Sign - Spirit/Effect) For 5 minutes, any damage taken to the user of this move becomes 1.

EK087




----- Fountain Slap (Sign - Sea/Effect) After this attack, you can remove 1 environmental object from each player's side of the battlefield.

EK160




----- Spiral Pool (Sign - Sea/Effect) All players must use the Change Eintastikid option if possible after this attack (except the user).

EK166




----- Last Laser (Sign - Nuclear/Effect) After this, you can take up to (any) 3 environmental objects and rearrange them on any unoccupied area (any battlefield)

EK184




----- Radium Raid (Sign - Nuclear/Effect) Knock out the eintastikid that was attacked by this attack 3 minutes after it was attacked.


EK186




----- 13 Arrows (Sign - Phoenix/Effect) This attack applies to all eintastikids involved in the fight, also Knock out all that was attacked by this attack 3 minutes after.



EK214




Y M




----- 13 Leaves (Sign - Grass/Effect) This applies to all eintastikids involved in the fight, also increase user's Life by 1 for each 2 points reduced (all total) by this attack.

EK219




----- Cheap Slash (Sign - Spirit/Effect) For 15 seconds, the user of the attacked eintastikid cannot use the Left Weave Box.

EK226



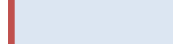
----- Stone Toss (Sign - Stone/Effect) After this attack, the controller of the eintastikid that got attacked by this move must flip a coin and get heads or tap don't work.

EK228



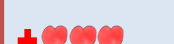
----- Wiesel Punch (Sign - Spirit/Effect) flip 3 coins, if 2 out of 3 are heads, for 2 minutes, the user of the attacked eintastikid cannot use the Right Weave Box.

EK229




----- Consume (Sign - Spirit/Effect) The eintastikid attacked by this move is now the absorbed eintastikid, this does nothing if you already absorbed a eintastikid.

EK232



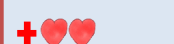
----- Drizzle (Sign - Sea/Effect) ADD AREA "L3/Y [Call this object "Water Drop"]", add 2 of these objects (if possible).

EK233




----- Red Vail (Sign - Act/Effect) For 45 secs. All taps to the eintastikid of this move do nothing, you can activate this any time during the fight, but only once per fight.

EK235




----- Heart Defibrillator (Sign - Act/Effect) When the one of this move is set, select a eintastikid that is KO, restore that eintastikid to original health, once per fight.

EK234



----- Big Bang (Sign - Act/Effect) Activate anytime but only once per fight, Make the health of all eintastikids involved at 1 (except those with KO, knocked out).

EK263



----- Hate Toxic (Sign - Act/Effect) You can KO the one of this move to select a not knocked out eintastikid involved, and make the Health of selected eintastikid 1.

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 EK279

----- Volcanic Blow (Sign - Act/Effect) Activate anytime, but only once during the fight, all Act type moves do nothing for the rest of the fight after this's use

 EK281

----- Volcano Shake (Sign - Act/Effect) Select 1 Act type move that is useable, that and this move both do nothing for the rest of the fight (after this move is used).

 EK046

----- Graceful Mist (Sign - Act/Effect) For every 1 minute that the eintastikid of this move is on the battlefield, increase the health of that eintastikid by 1.

EK268

----- Reblless (Sign - Act/Effect) Reduce your battlefield eintastikid's health by 2 to use this, select 1 Act type move, it can be used again despite conditions.

EK027


----- Clear Wall (Sign - Act/Effect) When your opponent taps, that tap does nothing and for the rest of the fight, this move does nothing (after this effect).

EK037


----- Pain To Pleasure (Sign - Act/Effect) When your opponent taps, only once for the fight, increase the health by the reduction amount instead reducing it.

EK043


----- Mirror Vail (Sign - Act/Effect) When your opponent taps, only once, apply reduction to all opposing eintastikids of the same Power as the tapper instead.

 EK044




----- Principal Decree (Sign - Act/Effect) As long as this is in the fight, negate all effects/ behaviors in the fight, reduce your eintastikid life by 1 per 10 secs or negate this.

 EK116


----- Decoy Doll (Sign - Act/Effect) Only twice per fight, you can make a tap on this move's eintastikid do nothing instead when that eintastikid is tapped.

 EK121

----- Flare Cut (Sign - Act/Effect) When your opponent taps your eintastikid, health reduction to that eintastikid is reduced to half of it's amount.

   EK122

----- Trick Swap (Sign - Act/Effect) If your eintastikid is tapped, select not KO eintastikid in your album and switch it with the tapped and have it tapped in place of it.

 EK125


----- Holy Dispel (Sign - Act/Effect) If prayer eintastikid taps, before the tap, that eintastikid is changed to it's original name and EK number (it's information is redone).

EK142


----- Swift Slug (Sign - Hero/Effect) you can choose to treat this attack as a Spirit Sign Move when you attack with this move.

EK165


----- Tumble (Sign - Stone/Effect) flip a coin, if heads, double this move's damage, if tails apply the reduction amount of this move to the eintastikid using this move.

 EK169


----- Wobble (Sign - Hero/Effect) the reduction amount of this move is double the amount you taken from the last attack (this does nothing if not attacked).

 EK177


----- Multiplex (Sign - Hero/Effect) before calculating Solar Damage, you can choose whatever move sign you want as this move's sign..

 EK178


----- Multipolar (Sign - Act/Effect) every time you are tapped, before calculating Solar Damage, you can choose this user's Type.

 EK180

----- Whack (Sign - Hero/Effect) add a additional 3 to the Life reduction amount of this move.

 EK182

----- Pummel Punch (Sign - Stone/Effect) flip a coin, if heads, double this move's damage, if tails, add a additional 3 to the Life reduction of this move.

 EK230

----- Ramdozer (Sign - Stone/Effect) flip 3 coins, if 2 out of 3 are heads, knock out the attacked eintastikid, if 2 out of 3 are tails, this move does nothing.


Personality Title: AA

Personality Title: AB


Personality Title: AC

Personality Title: AD


1: EK010 (Nicknamed: "Gohappy")

 Move 1: Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.


1: EK183 (Nicknamed: "Copterson")

 Move 1: Move 1: Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.





1: EK210 (Nicknamed: "Ace")

 Move 1: Weedwhack (Sign - Grass/Effect) If the attacked éintastikid has a Power number greater then the Power of user of this move, double this attack's reduction amount.





1: EK223 (Nicknamed: "Pilot")

 Move 1: Boil Bash (Sign - Flame/Effect) This attack first does 1 damage, however each time this move is used, the damage done increases by 1, so long as it is in succession.





Pattern 1: if the personality's health is greater than yours.

 →  →  → 





Pattern 1: if the personality's health is greater than yours.

 →  →  → 





Pattern 1: if the personality's health is greater than yours.

 →  →  → 





Pattern 1: if the personality's health is greater than yours.

 →  →  → 





Pattern 2: if the personality's health is lesser than yours.

 →  →  → 





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 →  →  → 

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 →  →  → 

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Personality Title: AE


Personality Title: AF


Personality Title: AG


Personality Title: AH


1: EK147 (Nicknamed: "Jeyjet")  
  
 Move 1: Pin Propel (Sign - Flame/Effect) Depending on the Life number of the eíntastikid using this, increase the total reduction amount by the Life number.


1: EK093 (Nicknamed: "Primadam")  
  
 Move 1: Gum Whip (Sign - Hero/Effect) For the next 1 min, the controller of the eíntastikid that got attacked by this attack cannot use his/her Change Eíntastikid option.


1: EK287 (Nicknamed: "En-Amber")  
  
 Move 1: Vital Drain (Sign - Grass/Effect) increase the Life of the eíntastikid using this attack by 1 for every 2 points reduced to the attacked eíntastikid by this attack.


1: EK187 (Nicknamed: "Stingilder")  
 Move 1: Royal Sport (Sign - Hero/Effect) If the Life of the attacker is greater then the attacked eíntastikid's Life, increase the reduction amount of this attack by 2.  



2: EK291 (Nicknamed: "Envirex")  
  
 Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.


2: EK068 (Nicknamed: "Popgoblin")  
  
 Move 1: Sleek Slap (Sign - Thunder/Effect) This attack cannot be negated, prevented or stopped.

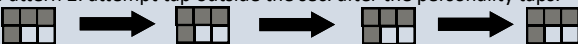
  
 Move 2: Air Bake (Sign - Flame/Effect) This attack's sign is treated as both Air and Flame.

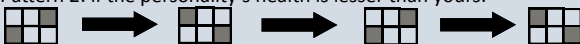
Pattern 1: this automatically matches your situation regardless.  



Pattern 1: if the personality's health is greater than yours.  


Pattern 1: if the personality's Eíntastikid is EK291.  


Pattern 1: this automatically matches your situation regardless.  


Pattern 2: attempt tap outside the sec. after the personality taps.  


Pattern 2: if the personality's health is lesser than yours.  


Pattern 1: if the personality's Eíntastikid is EK287.  


Move 2: after use of "Move 1" (each time).

Personality Title: AI

Personality Title: AJ

Personality Title: AK

Personality Title: AL

1: EK284 (Nicknamed: "Slewstick")

Move 1: Rotted Swipe (Sign - Spirit/Effect) The eíntastikid attacked by this attack is now treated as a Spirit type eíntastikid until that eíntastikid is knocked out.

Move 2: Sand Kick (Sign - Stone/Effect) The eíntastikid that was attacked by this attack's controller must flip a coin before his/her attack, if tails that attack is negated.

1: EK034 (Nicknamed: "Dazee-Laydee")

Move 1: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eíntastikid's Life add 1 point to that total Life reduction amount.

.....

2: EK094 (Nicknamed: "Scarecorn")

Move 1: Flashflare (Sign - Flame/Effect) After this attack, the next tap from the eíntastikid that got attacked by this attack, flips a coin, if heads that tap does nothing.

.....

3: EK092 (Nicknamed: "Primeve")

Move 1: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

1: EK029 (Nicknamed: "Diggerdive")

Move 1: Spin Dive (Sign - Sea/Effect) If this attack is used 1 minute after you used the Change Eíntastikid to put the user on the battlefield, double the damage of this move.

Move 2: Harden (Sign - Hero/Effect) eíntastikid using this move does no damage, for 3 minutes, reduce any damage done to the eíntastikid that use this by 3.

.....

2: EK263 (Nicknamed: "Chiefdance")

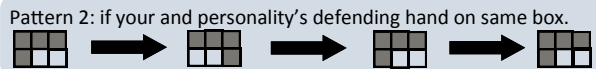
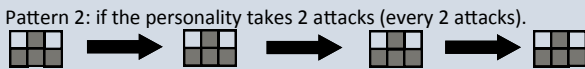
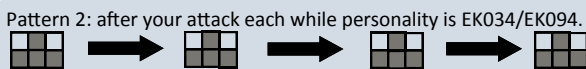
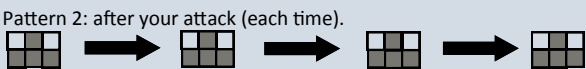
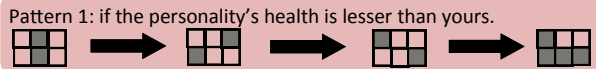
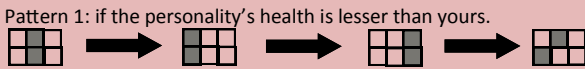
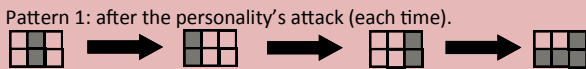
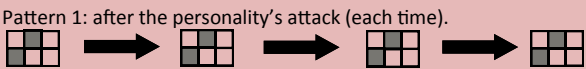
Move 1: Royal Sport (Sign - Hero/Effect) If the Life of the attacker is greater then the attacked eíntastikid's Life, increase the reduction amount of this attack by 2.

Move 2: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

1: EK014 (Nicknamed: "Peekagoon")

Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

Move 2: Harden (Sign - Hero/Effect) eíntastikid using this move does no damage, for 3 minutes, reduce any damage done to the eíntastikid that use this by 3.



Move 2: after "Move 1" is used (each time)

.....

.....

Move 2: if the personality takes 2 attacks (every 2 attacks)

.....

Move 2: if the personality's health is lesser than yours.

.....



Personality Title: AM

Personality Title: AN

Personality Title: AO

Personality Title: AP

1: EK080 (Nicknamed: "Razor")

⚡⚡⚡

Move 1: Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.

⚡⚡ / + ❤️❤️

Move 2: Sand Kick (Sign - Stone/Effect) The eintastikid that was attacked by this attack's controller must flip a coin before his/her attack, if tails that attack is negated.

---

2: EK193 (Nicknamed: "Stabber")

⚡⚡ / + ❤️

Move 1: Proud Slam (Sign - Wrath/Effect) If the Life number of the user is equal to it's original Life number, any eintastikid attacked with this attack is Knocked Out.

⚡⚡⚡⚡⚡⚡ / + ❤️❤️❤️

Move 2: Free Dance (Sign - Wrath/Effect) Eintastikid using this move does no damage, once within the next minute, any damage by this eintastikid is doubled that damage.

1: EK080 (Nicknamed: "Razor")

⚡⚡ / + ❤️

Move 1: Proud Slam (Sign - Wrath/Effect) If the Life number of the user is equal to it's original Life number, any eintastikid attacked with this attack is Knocked Out.

⚡⚡ / + ❤️❤️

Move 2: Sand Kick (Sign - Stone/Effect) The eintastikid that was attacked by this attack's controller must flip a coin before his/her attack, if tails that attack is negated.

---

2: EK115 (Nicknamed: "Blimpuff")

⚡⚡⚡ / + ❤️

Move 1: Zap Discharge (Sign - Thunder/Effect) After this, until the end of the fight or KO, the attacked eintastikid, must flip a coin and get heads or it's taps do nothing.

+ ❤️❤️

Move 2: Air Bake (Sign - Flame/Effect) This attack's sign is treated as both Air and Flame.

---

3: EK118 (Nicknamed: "Rang")

+ ❤️

Move 1: Shadowcut (Sign - Spirit/Effect) The eintastikid that got attacked by this attack's controlller must flip a coin and get heads, or his/her next tap does nothing.

1: EK192 (Nicknamed: "Razorback")

⚡⚡ / + ❤️

Move 1: Proud Slam (Sign - Wrath/Effect) If the Life number of the user is equal to it's original Life number, any eintastikid attacked with this attack is Knocked Out.

⚡⚡⚡⚡⚡⚡ / + ❤️❤️❤️

Move 2: Free Dance (Sign - Wrath/Effect) Eintastikid using this move does no damage, once within the next minute, any damage by this eintastikid is doubled that damage.

---

2: EK192 (Nicknamed: "Razorback")

+ ❤️

Move 1: Fire Twister (Sign - Flame/Effect) For the next 2 minutes after this is used, reduce the eintastikid's Life that was attacked with this attack by 1 each minute.

⚡⚡ / + ❤️❤️

Move 2: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eintastikid's Life add 1 point to that total Life reduction amount.

1: EK193 (Nicknamed: "Stabber")

+ ❤️

Move 1: Fire Twister (Sign - Flame/Effect) For the next 2 minutes after this is used, reduce the eintastikid's Life that was attacked with this attack by 1 each minute.

⚡⚡ / + ❤️❤️

Move 2: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eintastikid's Life add 1 point to that total Life reduction amount.

---

2: EK080 (Nicknamed: "Razor")

Move 1: Squirm Dive (Sign - Hero/Effect) After this, once, when the attacked eintastikid attacks, the controller flips a coin, if tails, that eintastikid applies damage to itself.

+ ❤️❤️❤️❤️

Move 2: Fake Wake (Sign - Hero/Effect) After this attack is used, next time attacked eintastikid attacks, for every 2 points in the total damage, reduce the attacker's Life by 1.

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time).

Move 2: after "Move 1" is used (each time).

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time).

Move 2: if personality is not EK118, it's health is less than yours.

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time).

Move 2: if the personality's health is lesser than yours.

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time).

Move 2: if the personality's health is lesser than yours.

Personality Title: AQ

Personality Title: AR

Personality Title: AS

Personality Title: AT

1: EK163 (Nicknamed: "Coldwalker")

Move 1: Twin Kick (Sign - Hero/Effect) When you use this attack, you can use it again twice in a row in the same tap.

Move 2: Spedstrong (Sign - Stone/Effect) This attack has no additional effect.

1: EK294 (Nicknamed: "Contrail")

Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

Move 2: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

1: EK161 (Nicknamed: "Coldude")

Move 1: Squirm Dive (Sign - Hero/Effect) After this, once, when the attacked eintastikid attacks, the controller flips a coin, if tails, that eintastikid applies damage to itself.

Move 2: Rock Huddle (Sign - Stone/Effect) After this attack is used, reduce damage done from the eintastikid attacked by this attack by 2 for 3 minutes.

1: EK229 (Nicknamed: "Copter")

Move 1: Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.

2: EK294 (Nicknamed: "Contrail")

Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

Move 2: Groundbreaker (Sign - Stone/Effect) The reduction amount of this attack is applied to the Life of all eintastikids involved in the fight except the user.

2: EK193 (Nicknamed: "Stabber")

Move 1: Squirm Dive (Sign - Hero/Effect) After this, once, when the attacked eintastikid attacks, the controller flips a coin, if tails, that eintastikid applies damage to itself.

Move 2: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

2: EK163 (Nicknamed: "Coldwalker")

Move 1: Boil Bash (Sign - Flame/Effect) This attack first does 1 damage, however each time this move is used, the damage done increases by 1, so long as it is in succession.

Move 2: Rotted Swipe (Sign - Spirit/Effect) The eintastikid attacked by this attack is now treated as a Spirit type eintastikid until that eintastikid is knocked out.

2: EK263 (Nicknamed: "Chieftance")

Move 1: Move 1: Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.

Move 2: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.

3: EK179 (Nicknamed: "Sharpicle")

Move 1: Shadowcut (Sign - Spirit/Effect) The eintastikid that got attacked by this attack's controller must flip a coin and get heads, or his/her next tap does nothing.

Move 2: Rotted Swipe (Sign - Spirit/Effect) The eintastikid attacked by this attack is now treated as a Spirit type eintastikid until that eintastikid is knocked out.

3: EK064 (Nicknamed: "Barbster")

Move 1: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eintastikid's Life add 1 point to that total Life reduction amount.

Pattern 1: after the personality's attack (each time).

Pattern 1: after the personality's attack (each time).

Pattern 1: after the personality's attack (each time).

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time).

Pattern 2: after your attack (each time).

Pattern 2: after your attack (each time).

Pattern 2: after your attack (each time).

Move 2: if the personality's health under 3.

Move 2: if the personality's health under 3.

Move 2: if the personality's health under 3.

Move 2: if the personality's health under 3.


Personality Title: AU


Personality Title: AV

Personality Title: AW

Personality Title: AX


1: EK186 (Nicknamed: "Grand")


 Move 1: Rock Huddle (Sign - Stone/Effect) After this attack is used, reduce damage done from the eíntastikid attacked by this attack by 2 for 3 minutes.

 Move 2: Groundbreaker (Sign - Stone/Effect) The reduction amount of this attack is applied to the Life of all eíntastikids involved in the fight except the user.

---


2: EK220 (Nicknamed: "Rockmight")

 Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.


 Move 2: Rock Huddle (Sign - Stone/Effect) After this attack is used, reduce damage done from the eíntastikid attacked by this attack by 2 for 3 minutes.

---

3: EK047 (Nicknamed: "UFOccupent")


 Move 1: Vital Drain (Sign - Grass/Effect) increase the Life of the eíntastikid using this attack by 1 for every 2 points reduced to the attacked eíntastikid by this attack.


1: EK266 (Nicknamed: "Cutdive")

 Move 1: Card Cut (Sign - Grass/Effect) If the attacked eíntastikid is still on the battlefield 3 minutes after this attack, reduce that eíntastikid's Life by 3.

---


2: EK227 (Nicknamed: "Scardive")

 Move 1: Card Cut (Sign - Grass/Effect) If the attacked eíntastikid is still on the battlefield 3 minutes after this attack, reduce that eíntastikid's Life by 3.


 Move 2: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.


1: EK065 (Nicknamed: "Luster")

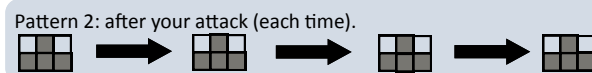
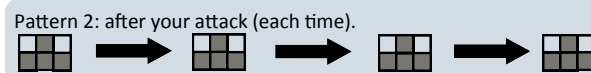
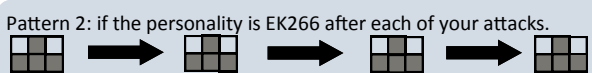
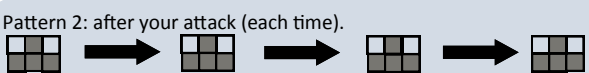
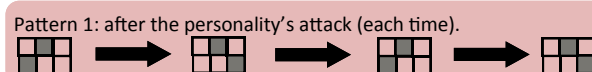
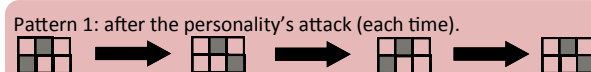
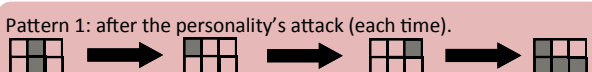
Move 1: Stone Skip (Sign - Stone/Effect) Flip a coin, if heads, the eíntastikid attacked by this attack's next tap does nothing.

 Move 2: Sand Kick (Sign - Stone/Effect) The eíntastikid that was attacked by this attack's controller must flip a coin before his/her attack, if tails that attack is negated.

1: EK196 (Nicknamed: "Ethereal")

 Move 1: Shadowcut (Sign - Spirit/Effect) The eíntastikid that got attacked by this attack's controller must flip a coin and get heads, or his/her next tap does nothing.

 Move 2: Nite Armor (Sign - Act/Effect) Only once when set, for 3 mins, all damage to the user of this is reduced by 2, if eíntastikid with this move is Spirit sign, then 4.



Move 2: if personality is not EK047, it's health is less than 3.

Move 2: if personality is not EK266, it's health is less than 3.

Move 2: if the personality's health under 3.

Move 2: if the personality's health under 3.

Personality Title: AY

Personality Title: AZ

Personality Title: BA

Personality Title: BB

1: EK193 (Nicknamed: "Stabber")

Move 1: Sharp Swipe (Sign - Hero/Effect) This attack has no additional effect.

Move 2: Heaven Razor (Sign - Hero/Effect) Increase the Life of the eintastikid using this attack by the amount this attack just reduced from the attacked eintastikid.

1: EK256 (Nicknamed: "Flo")

Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

2: EK123 (Nicknamed: "Twinhouse")

Move 1: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eintastikid's Life add 1 point to that total Life reduction amount.

1: EK127 (Nicknamed: "Drakololusus")

Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

2: EK127 (Nicknamed: "Drakololusus")

Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

Move 2: Hot Cold (Sign - Air/Effect) Despite this move's sign, treat this move's sign as both Flame and Sea signs at the same time (excluding it's original sign).

1: EK240 (Nicknamed: "Adolestar")

Move 1: Squirm Dive (Sign - Hero/Effect) After this, once, when the attacked eintastikid attacks, the controller flips a coin, if tails, that eintastikid applies damage to itself.

2: EK241 (Nicknamed: "Performert")

Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

Move 2: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eintastikid's Life add 1 point to that total Life reduction amount.

Pattern 1: after the personality's attack (each time).



Pattern 2: after your attack (each time), or personality's health at 3.



Move 2: if the personality's health under 3.

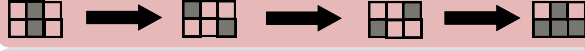
Pattern 1: after the personality's attack (each time).



Pattern 2: after every 2 second period.



Pattern 1: after the personality's attack (each time).



Pattern 2: if the personality is EK127 after each of your attacks.



Move 2: if personality is not EK127, it's health is less than 3.

Pattern 1: after the personality's attack (each time).



Pattern 2: if the personality is EK240 after each of your attacks.





Move 2: if personality is not EK240, it's health is less than 3.


Personality Title: BC


Personality Title: BD



Personality Title: BE


Personality Title: BF



1: EK170 (Nicknamed: "Extraordinary")  
  
 -----  
 Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.  
 -----  
  
 Move 2: Ditzzy Dance (Sign - Sea/Effect) this move does no damage, increase the Life of the user by 5. the increase amount goes up to it's original Life number.


1: EK182 (Nicknamed: "Cryptun")  
  
 -----  
 Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.



2: EK177 (Nicknamed: "Ancendent")  
  
 -----  
 Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.


3: EK231 (Nicknamed: "Advantage")  
  
 -----  
 Move 1: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eintastikid's Life add 1 point to that total Life reduction amount.  
 -----  
  
 Move 2: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

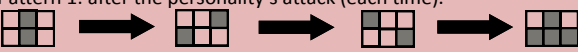
1: EK180 (Nicknamed: "Sharp")  
  
 -----  
 Move 1: Shadowcut (Sign - Spirit/Effect) The eintastikid that got attacked by this attack's controlller must flip a coin and get heads, or his/her next tap does nothing.

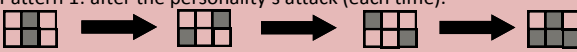
2: EK239 (Nicknamed: "Quad-Eyes")  
  
 -----  
 Move 1: Fray Ray (Sign - Flame/Effect) Flip a coin, if heads, the eintastikid that got attacked by this attack's controller must use the change eintastikid option if possible.  
 -----  
  
 Move 2: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

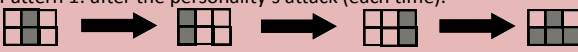
1: EK142 (Nicknamed: "Speedy")  
  
 -----  
 Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

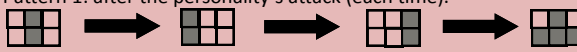
2: EK116 (Nicknamed: "Hurripain")  
  
 -----  
 Move 1: Stone Toss (Sign - Stone/Effect) Flip 2 coins, if both are heads, the eintastikid that got attacked by this attack controller cannot tap for 30 seconds.  
 -----  
  
 Move 2: Hot Cold (Sign - Air/Effect) Despite this move's sign, treat this move's sign as both Flame and Sea signs at the same time (excluding it's original sign).


3: EK142 (Nicknamed: "Speedy")  
  
 -----  
 Move 1: Shadowcut (Sign - Spirit/Effect) The eintastikid that got attacked by this attack's controlller must flip a coin and get heads, or his/her next tap does nothing.

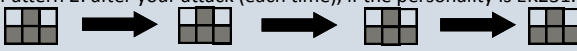
Pattern 1: after the personality's attack (each time).  



Pattern 1: after the personality's attack (each time).  



Pattern 1: after the personality's attack (each time).  


Pattern 1: after the personality's attack (each time).  


Pattern 2: after your attack (each time).  


Pattern 2: after your attack (each time), if the personality is EK231.  


Pattern 2: if the personality is EK180, after each of your attacks.  


Pattern 2: if the personality is not EK116, after each of your attacks.  


Move 2: if the personality's health is lesser than yours.

Move 2: if the personality's health under 3 and not EK231.

Move 2: if personality's health is lesser than yours and is EK239.

Move 2: if personality's health is lesser than yours and is EK116.

Personality Title: BG

Personality Title: BH

Personality Title: BI

Personality Title: BJ

1: EK262 (Nicknamed: "Neckjaw")

Move 1: Shady Bite (Sign - Spirit/Effect) If a Spirit type eíntastikid is using this move, increase the reduction amount of this move by 3.

2: EK273 (Nicknamed: "Champer")

Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

3: EK278 (Nicknamed: "Spearcoil")

Move 1: Squirm Dive (Sign - Hero/Effect) After this, once, when the attacked eíntastikid attacks, the controller flips a coin, if tails, that eíntastikid applies damage to itself.

1: EK196 (Nicknamed: "Ethereal")

Move 1: Rotted Swipe (Sign - Spirit/Effect) The eíntastikid attacked by this attack is now treated as a Spirit type eíntastikid until that eíntastikid is knocked out.

Move 2: Shady Bite (Sign - Spirit/Effect) If a Spirit type eíntastikid is using this move, increase the reduction amount of this move by 3..

1: EK227 (Nicknamed: "Scardive")

Move 1: Twin Kick (Sign - Hero/Effect) When you use this attack, you can use it again twice in a row in the same tap.

Move 2: Orbit Slam (Sign - Flame/Effect) Increase this attack's total reduction amount by the number of minutes you have not attacked since your last attack.

2: EK227 (Nicknamed: "Scardive")

Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

Move 2: Orbit Slam (Sign - Flame/Effect) Increase this attack's total reduction amount by the number of minutes you have not attacked since your last attack.

1: EK266 (Nicknamed: "Speerich (Up)")

Move 1: Heaven Razor (Sign - Hero/Effect) Increase the Life of the eíntastikid using this attack by the amount this attack just reduced from the attacked eíntastikid.

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time).

Kid 2: if the personality's Eíntastikid's "Power" is lesser than yours.

Kid 3: if personality's Eíntastikid's "Power" is greater than yours.

Pattern 1: if you miss in your tap attempt (each time).

Pattern 2: if the personality's offending hand is not on Eíntastikid.

Move 2: if the personality's health is lesser than yours.

Pattern 1: if you miss in your tap attempt (each time).

Pattern 2: if the personality's offending hand is not on Eíntastikid.

Move 2: if the personality's health is lesser than yours.

Pattern 1: this automatically matches your situation.

Personality Title: BK

Personality Title: BL

Personality Title: BM

Personality Title: BN

1: EK072 (Nicknamed: "Zommy")

Move 1: Rotted Swipe (Sign - Spirit/Effect) The eíntastikid attacked by this attack is now treated as a Spirit type eíntastikid until that eíntastikid is knocked out.

2: EK073 (Nicknamed: "Creepyclaw")

Move 1: Rotted Swipe (Sign - Spirit/Effect) The eíntastikid attacked by this attack is now treated as a Spirit type eíntastikid until that eíntastikid is knocked out.

Move 2: Shadowcut (Sign - Spirit/Effect) The eíntastikid that got attacked by this attack's controller must flip a coin and get heads, or his/her next tap does nothing.

1: EK071 (Nicknamed: "Mummyhed")

Move 1: Rotted Swipe (Sign - Spirit/Effect) The eíntastikid attacked by this attack is now treated as a Spirit type eíntastikid until that eíntastikid is knocked out.

1: EK151 (Nicknamed: "Mimetime")

Move 1: Flashflare (Sign - Flame/Effect) After this attack, the next tap from the eíntastikid that got attacked by this attack, flips a coin, if heads that tap does nothing.

2: EK261 (Nicknamed: "Dumscum")

Move 1: Sand Kick (Sign - Stone/Effect) The eíntastikid that was attacked by this attack's controller must flip a coin before his/her attack, if tails that attack is negated.

1: EK269 (Nicknamed: "Morselhero")

Move 1: Air Bake (Sign - Flame/Effect) This attack's sign is treated as both Air and Flame.

2: EK269 (Nicknamed: "Morselhero")

Move 1: Boil Bash (Sign - Flame/Effect) This attack first does 1 damage, however each time this move is used, the damage done increases by 1, so long as it is in succession.

Pattern 1: after the personality's attack (each time).

Pattern 2: if the personality is EK072, after each of your attacks.

if personality's health is lesser than yours and is EK073.

Pattern 1: this automatically matches your situation.

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time), if the personality is EK261.

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack, if personality has one move.

### Personality Title: BO

### Personality Title: BP

### Personality Title: BQ

### Personality Title: BR

1: EK264 (Nicknamed: "Cloudlishous")

Move 1: Smoke Out (Sign - Flame/Effect) This does no damage, on the attacked eíntastikid's next tap, he/she must flip 2 coins, if even 1 is tails, that tap does nothing.

2: EK216 (Nicknamed: "Tailmotion")

Move 1: Tail Swipe (Sign - Hero/Effect) This attack has no additional effect.

3: EK154 (Nicknamed: "Sleekman")

Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

1: EK007 (Nicknamed: "Clawnife")

Move 1: Tackle (Sign - Hero/Effect) this move has no additional effect.

1: EK265 (Nicknamed: "Mist")

Move 1: Hydro Rush (Sign - Sea/Effect) During the next 2 minutes after this was used, any Flame sign attacks used, reduce the total damage from those attacks by 1.

2: EK266 (Nicknamed: "Speerich (Up)")

Move 1: Shadowcut (Sign - Spirit/Effect) The eíntastikid that got attacked by this attack's controlller must flip a coin and get heads, or his/her next tap does nothing.

3: EK267 (Nicknamed: "Speerich (Down)")

Move 1: Rotted Swipe (Sign - Spirit/Effect) The eíntastikid attacked by this attack is now treated as a Spirit type eíntastikid until that eíntastikid is knocked out.

1: EK267 (Nicknamed: "Speerich (Down)")

Move 1: Shadowcut (Sign - Spirit/Effect) The eíntastikid that got attacked by this attack's controlller must flip a coin and get heads, or his/her next tap does nothing.

Pattern 1: this automatically matches your situation.

Pattern 1: after the personality's attack (each time).

Pattern 1: after the personality's attack (each time).

Pattern 1: after the personality's attack (each time).

Pattern 2: after your attack (each time).

Pattern 2: after your attack (each time).

Pattern 2: after your attack (each time).

Pattern 2: after your attack (each time).

EK264 (Cloudlishous) EK265 (Mist) EK243 (Phantomofthepaw) EK030 (Kootball)  
EK266 (Speerich (Up)) EK267 (Speerich (Down)) EK074 (Luchavo) EK084 (Bolatrol)

EK085 (Goalpost) EK144 (Maceball) EK250 (Ballnose) EK251 (Femail)  
EK155 (Sportool) EK247 (Goaling) EK252 (Mail) EK245 (Flashlite)



Personality Title: BS

Personality Title: BT

Personality Title: BU

Personality Title: BV

1: EK111 (Nicknamed: "Powerie")

Move 1: Flashflare (Sign - Flame/Effect) After this attack, the next tap from the eíntastikid that got attacked by this attack, flips a coin, if heads that tap does nothing.

1: EK097 (Nicknamed: "Virtue")

Move 1: Quarterkick (Sign - Hero/Effect) For every 2 points into the total attacked eíntastikid's Life add 1 point to that total Life reduction amount.

2: EK156 (Nicknamed: "Sniperoo")

Move 1: Twin Kick (Sign - Hero/Effect) When you use this attack, you can use it again twice in a row in the same tap.

1: EK158 (Nicknamed: "Springs")

Move 1: Spedstrong (Sign - Stone/Effect) This attack has no addition effect.

1: EK321 (Nicknamed: "Drawmark")

Move 1: Radium Raid (Sign - Nuclear/Effect) Knock out the eíntastikid that was attacked by this attack 3 minutes after it was attacked.

2: EK322 (Nicknamed: "Fateseal")

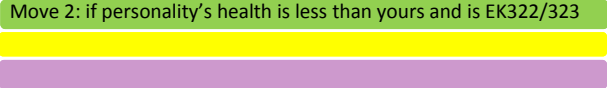
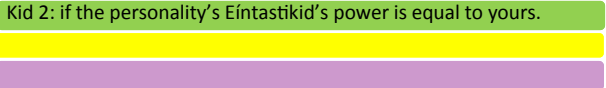
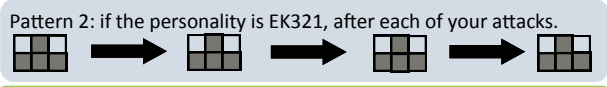
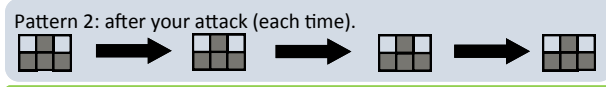
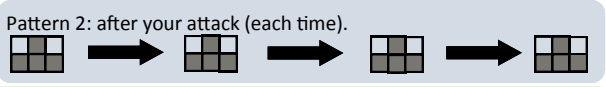
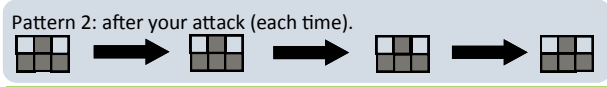
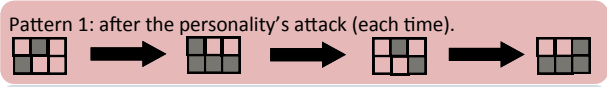
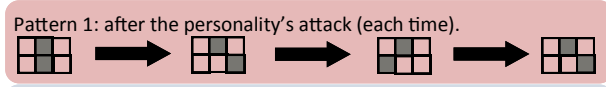
Move 1: Radium Raid (Sign - Nuclear/Effect) Knock out the eíntastikid that was attacked by this attack 3 minutes after it was attacked.

Move 2: 13 Arrows (Sign - Phoenix/Effect) This attack applies to all eíntastikids involved in the fight, also Knock out all that was attacked by this attack 3 minutes after.

3: EK323 (Nicknamed: "Symbol")

Move 1: 13 Arrows (Sign - Phoenix/Effect) This attack applies to all eíntastikids involved in the fight, also Knock out all that was attacked by this attack 3 minutes after.

Move 2: 13 Leaves (Sign - Grass/Effect) This applies to all eíntastikids involved in the fight, also increase user's Life by 1 for each 2 points reduced (all total) by this attack.



1: EK213 (Nicknamed: "Tastewalk")

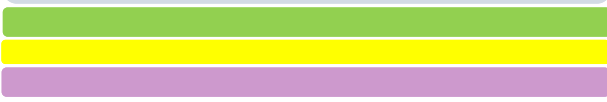
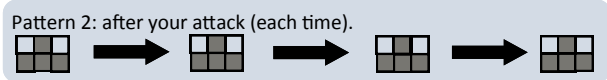
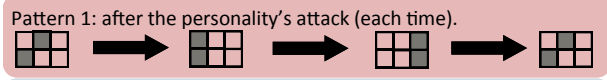
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Move 1: Gum Whip (Sign - Hero/Effect) For the next 1 min, the controller of the éintastikid that got attacked by this attack cannot use his/her Change Éintastikid option.

2: EK217 (Nicknamed: "Nano")

Move 1: Tackle (Sign - Hero/Effect) this move has no additional effect.

3: EK218 (Nicknamed: "Nutcell")

Move 1: Tackle (Sign - Hero/Effect) this move has no additional effect.



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