

JBattle: A Quest for Java Knowledge

What kind of **Hero** can defeat a relentless horde of zombies?
If you had to fight a bear, what **Weapon** would you choose?
Who else wants to battle **Monsters** with a **Hero** they design themselves?

Think you can create a **Hero** that can take down a bear, a zombie, or even a dragon?

Test your skills and prepare for thrills when you play
JBattle!

JBattle gives you the power to create **Heroes** and **Monsters** of your own imagination.

A few of each have already been made. You can use them as templates for your creations, or to test the gameplay right away.

Once you've made a **Hero** and a **Monster**, pit them against each other in an **Arena** fight, test your **Hero** against an **EndlessWave** of **Monsters**, or discover your personal best against a variety of **Monsters** in a **Gauntlet** battle.