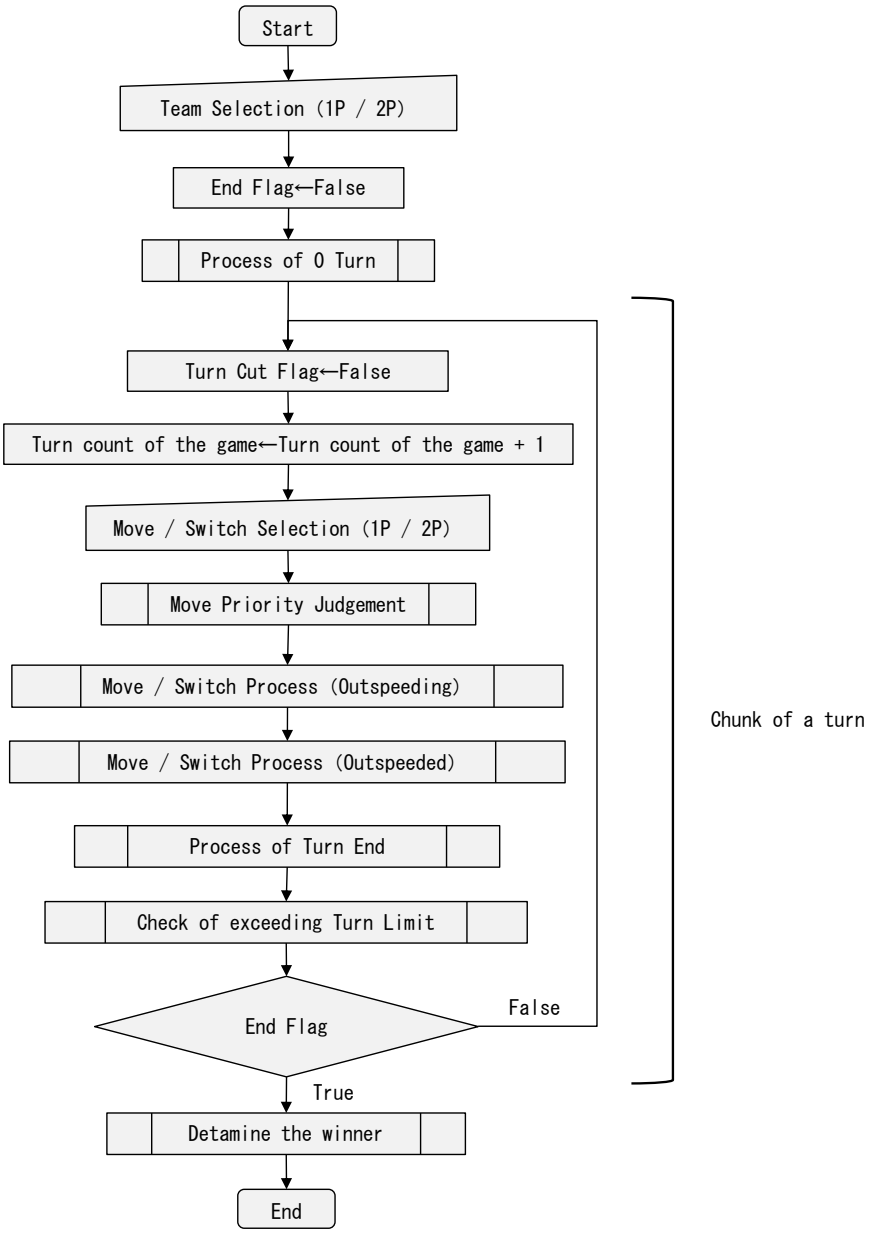
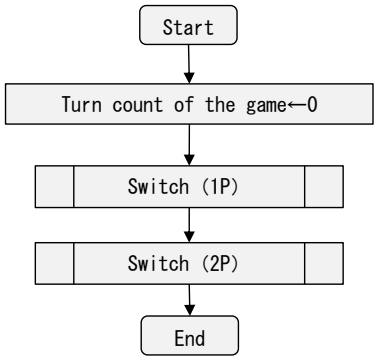
The entire game flow



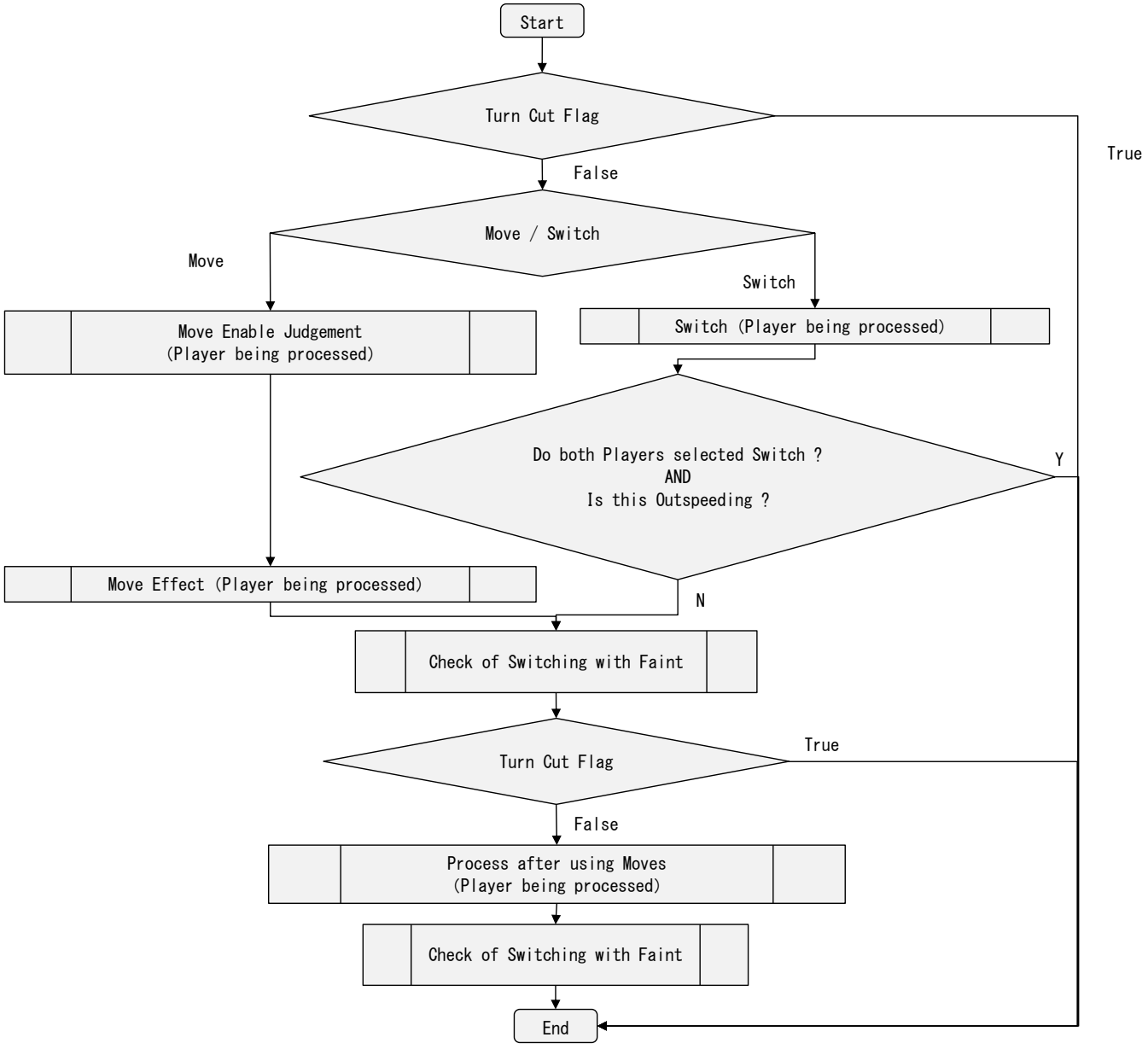
Process of 0 Turn



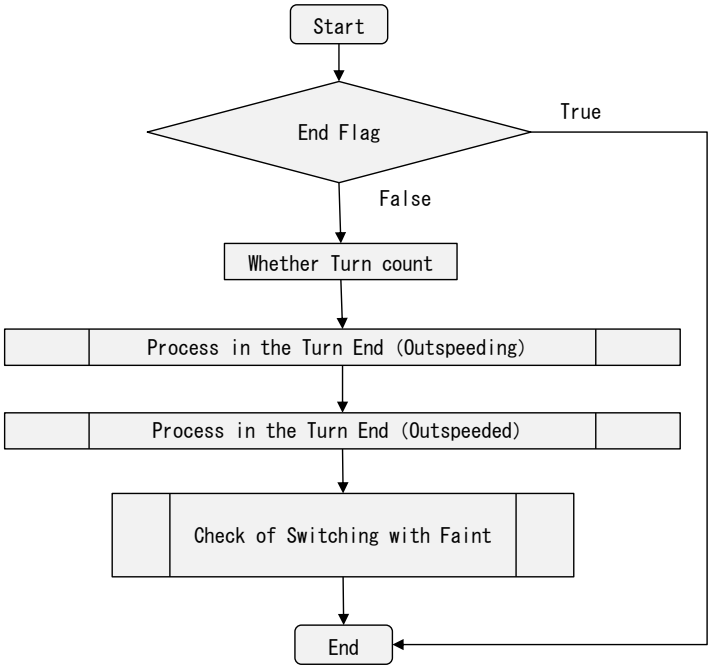
Move Priority Judgement

The Move Priority and Speed values are used to determine whether 1P or 2P will be outspeed.
For details on the process, see the Smogon article (Move Priority) below.
https://www.smogon.com/gs/articles/move_priority

Move / Switch Process (Player being processed)



Process of Turn End



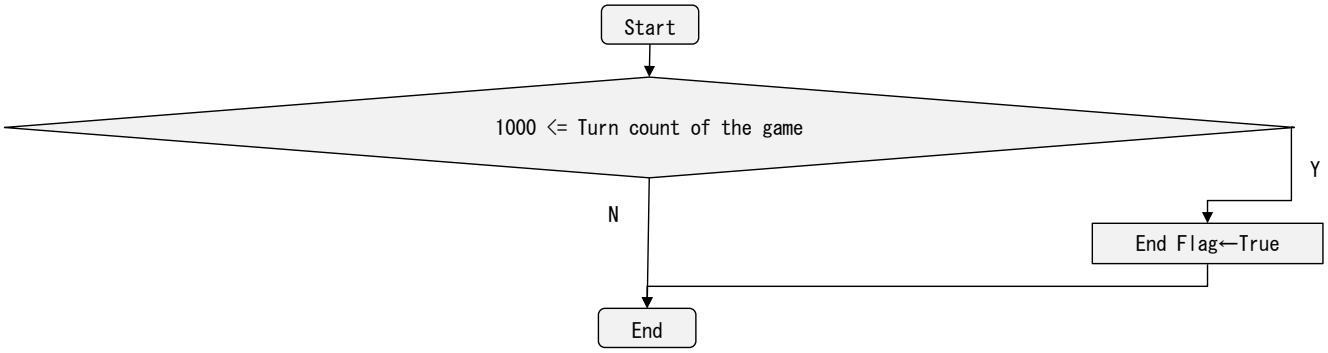
Process in the Turn End (Player being processed)

Process occur in the following order.

1. Inflict damage of Future Sight
2. Inflict damage of Sand Storm
3. Turn count and cause Confusion when end of Thrash / Petal Dance / Dragon Rage
   (If you have an item that restores Confusion, it will be consumed)
4. Turn count and cause Faint when count 0 of Perish Song
5. Turn count and inflict damage of Bind etc
6. Recovery of Leftovers
7. Judging of thaw of Freeze (If you have an item that restores this, it will be consumed in advance)
8. Turn count of Reflect / Light Screen / Safeguard
9. Consuming of Berry etc (including Miracle Berry etc)
10. Turn count of Encore

Note:
If you faint by process 1-5, process 6-10 will be skipped.

Check of exceeding Turn Limit



Detamine the winner

The winner will be determined by the following conditions.

1. If either player's number of Pokemon reaches 0, the player with over 1 number of Pokemon wins.
2. If both players' number of Pokemon reaches 0, it is tie.
3. If reaches 1000 turns, it is tie.

Note:
If the following commands are injected, all processing will be skipped and the winner will be decided.

1. If one player sends a forfeit, the player who receives it wins.
2. If reaches over 100 turns and both players agree to treat it as tie, it is tie.

Switch (Player being processed)

It performs the process of switching Pokemon.
After that, below process will be occurred.

1. Inflicting damage of Spikes
2. Consuming of Berserk Gene

Move Enable Judgement (Player being processed)

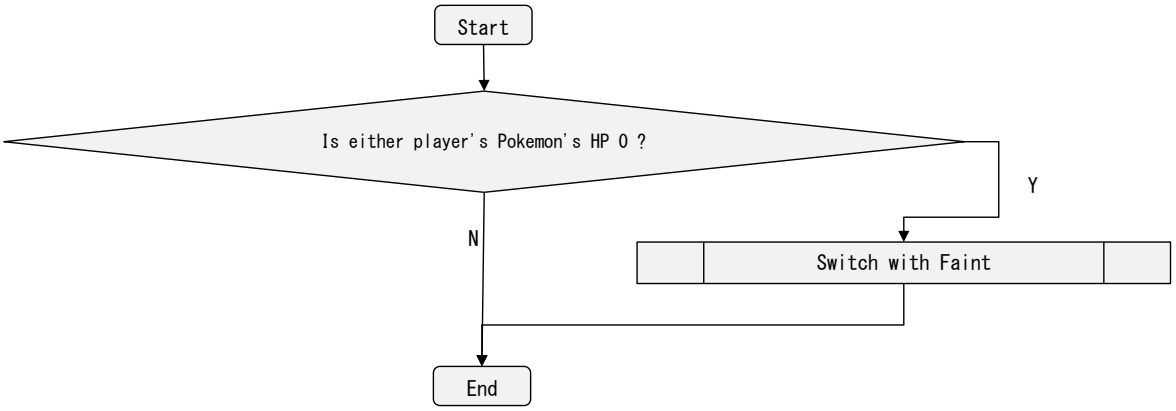
Determine whether Move can be used.
The determination is made in the following order.
1. Sleep / Freeze (If you have an item that restores this, it will be consumed in advance)
2. Flinch
3. Recharge of Hyper Beam
4. Confuse (If you have an item that restores this, it will be consumed in advance)
5. Attract
6. Disable
7. Paralyze (If you have an item that restores this, it will be consumed in advance)
8. PP (with consuming PP if Move can be used)

Move Effect (Player being processed)

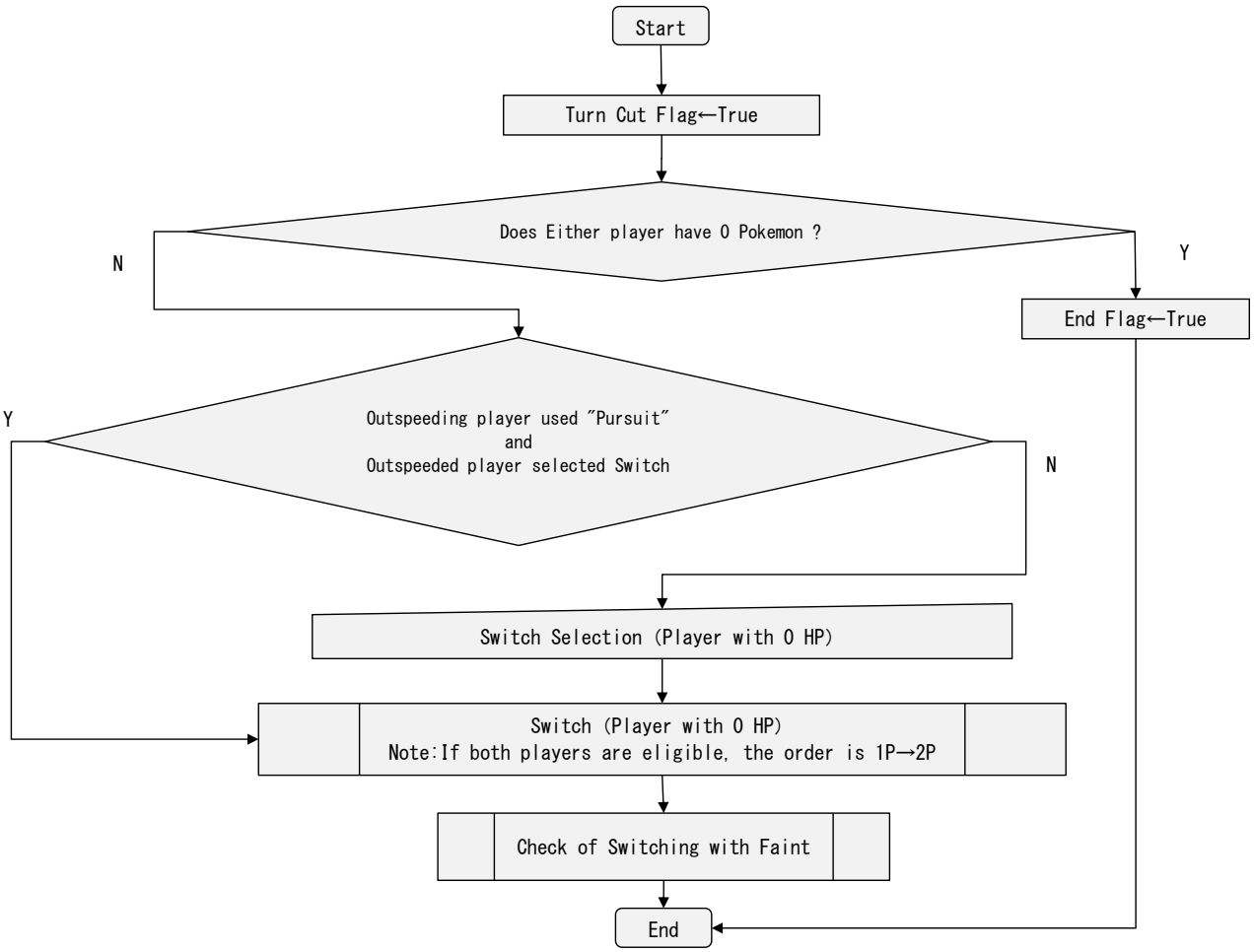
Actually use choosen move.
For the specific effects of each moves, see the Bulbapedia page (List of moves) below etc.
https://bulbapedia.bulbagarden.net/wiki/List_of_moves

Note:
Regarding Baton Pass, when you use Move, a switching window will appear and the following process will take place after switching.
Inflicting damage of Spikes → Consuming of Berserk Gene

Check of Switching with Faint



Switch with Faint



Process after using Moves (Player being processed)

Damage and recovery occur in the following order.

1. Poison / Burn (If you have an item that restores this, it will be consumed in advance)
2. Leech Seed
3. Nightmare
4. Curse