ELEMENTS

Elements are substances that exhibit unique behaviours based on their chemical properties. There are two types of elements in the game.

* Natural/Fundamental Elements
* Hybrid/Man-made Elements

NOTE: - Please refer the ‘Terminologies’ file for clarification of in-game terms.

NATURAL ELEMENTS

Natural elements are formed naturally and pre-exist within the game. They possess only one unique property that very well differentiates them with other elements. Combining two or more fundamental elements forms a Hybrid element.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| S.NO | ELEMENT NAME | CHEMICAL NAME | ATTRIBUTE | REACTION | RANGE | UPGRADES | T O R |
| 1 | **NULL** | **NULL** | **DAMAGE** | **- 50 UNITS** | **4C** | **NULL** | **1 sec** |
| 2 | NULL | **NULL** | **DEFENSE** | **+ 50 UNITS** | **4C** | **NULL** | **1 sec** |
| 3 | NULL | **NULL** | **BIRTH** | **[] + 50 UNITS** | **1C** | **NULL** | **1 sec** |
| 4 | NULL | **NULL** | **RE-BIRTH** | **^ + 25 UNITS** | **1C** | **NULL** | **2 sec** |
| 5 | NULL | **NULL** | **INFECTION** | **-> - 50 UNITS** | **1C** | **NULL** | **2 sec** |

The list of Natural elements in the game are 15.

NOTE: - All the properties listed for the elements are only valid for their first level

SYMBOLS

- : Reduces cell health

+ : Increases cell health

[] : Forms new cell/cells

^ : Revives cell/cells

-> : Infects neighbour cell/cells

ELEMENT 1

Element 1 deals with only damage to the opponent’s cells. It damages the enemy’s cell by its reaction effect up to its range.

Replace this with an image

ELEMENT 2

Element 2 assists its surrounding ally cell by increasing its health. The amount of health that the cell gains depend upon the element’s reaction factor.

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ELEMENT 3

Element 3 gives birth