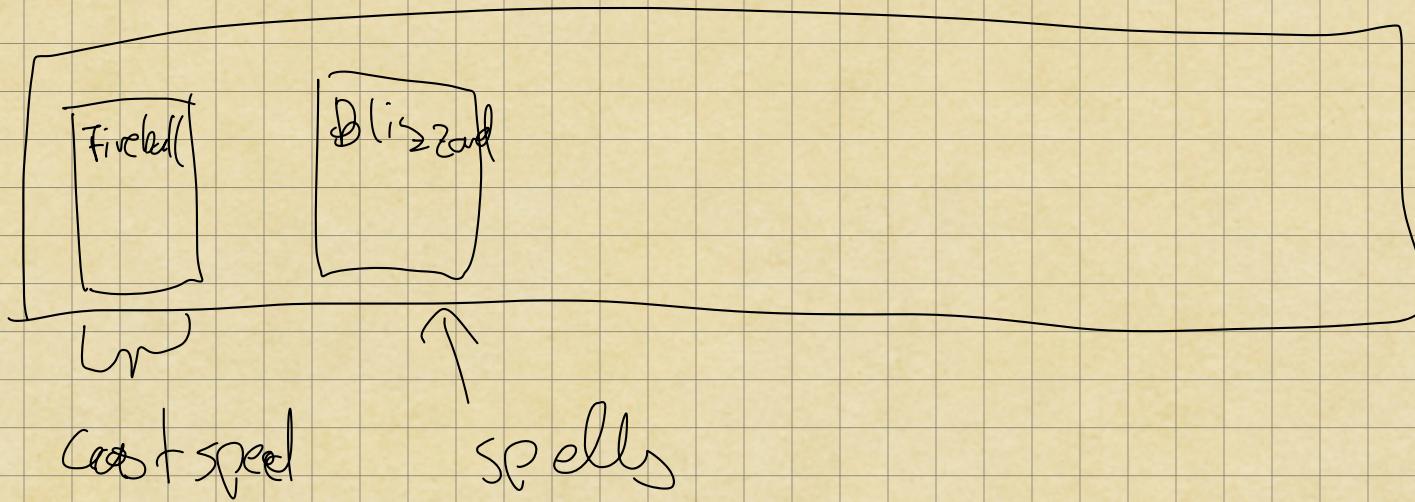


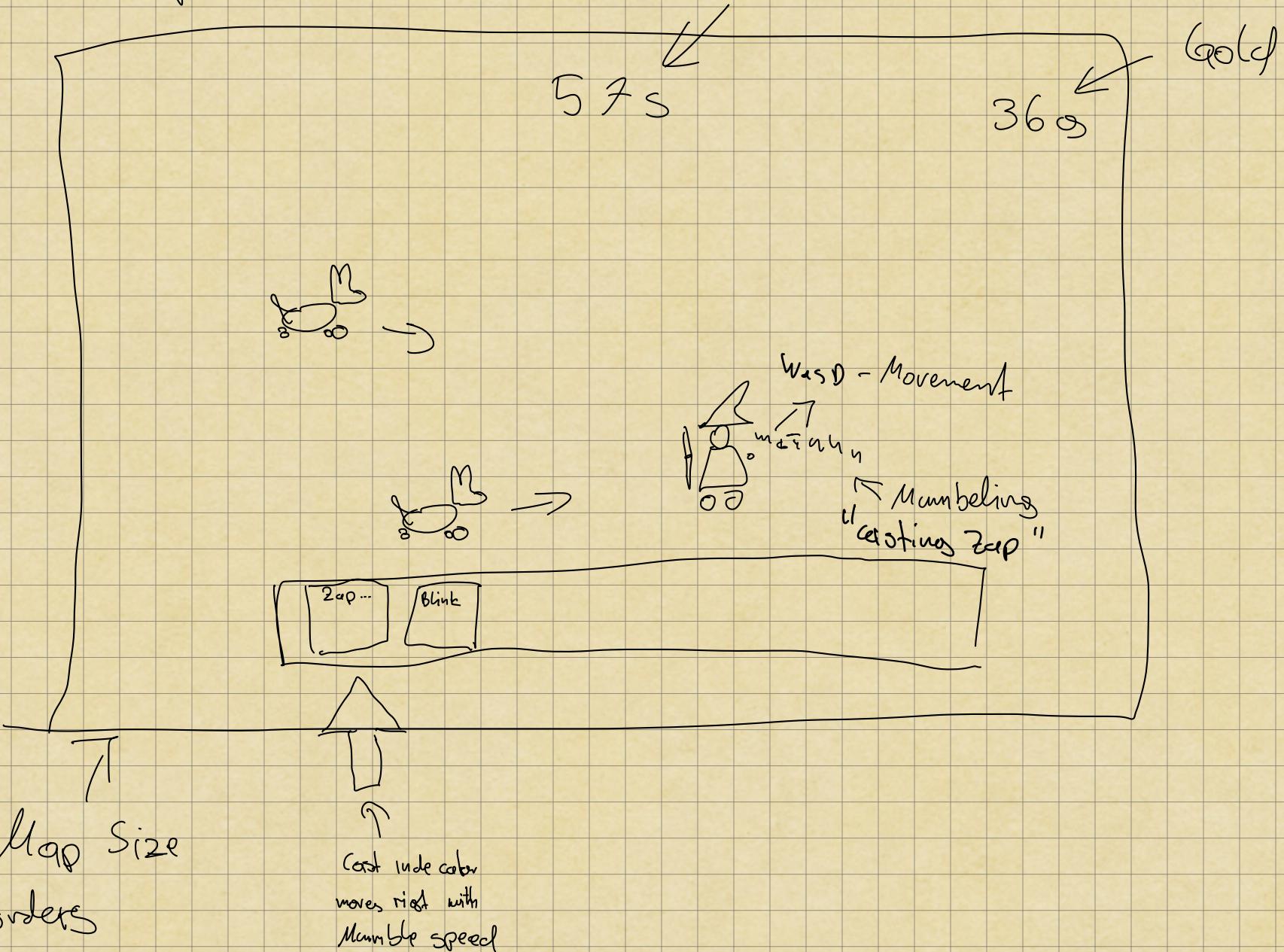
# Mumbling Mages



Cast Sequence



# Game Loop like Broboto Time to survive

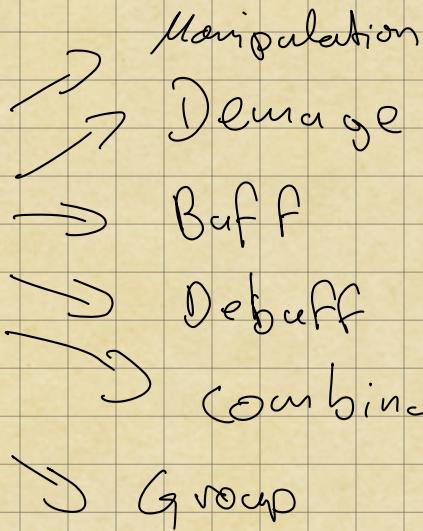


Mumble

Spells Classes

Ersetze alle

Spells durch Mumble!



## Damage Spell

Name

Blizzard [Lvl. 7]	38
	Cast time

Amount of mumble words

Call ice storm

Description

Range = 10.0 m  
Duration = 45  
Projectiles = 7  
Damage = 20

Properties

[Area] [Damage]  
[Duration] [Slow]  
[Ice]

Leach - LVL 3 1,0s

Leach Enemy

Range = 2 m

projectiles = 1

Damage = 10

convert to meal =  $\times 0.2$

[Damage] [Vampire]  
[Projectile]

## Buff Spell

Haste lvl 1 35

increase speed

cast time = -20%

Move speed = + x 0,2

[Buff]

## Manipulation Spell

Echo lvl 2 45

Next spell will be casted multiple times

Amount = 2

[Manipulation]

## Group Spell

Throw Stones lvl 1 2s

Throw Stones at enemy. Damage if pass

Projectiles = 3  
Damage = 10

(Damage) [Projectiles]

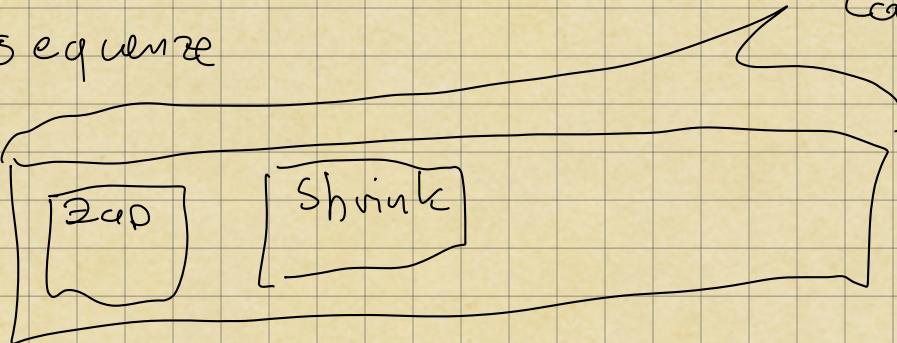
Pull Stones lvl 1

pull Stones. Damage if pass enemy

+

Damage = 30

Cast sequence



Cast Sequence

each loop slows

Mumbling speed, so player  
is forced to place more casts in  
bar

Length of Sequence depends  
on Mage "Memory"

↳ memory=200  $\Rightarrow$  Mage can remember  
only 200 muttering words

After each run

Properties upgrade (depends on dropped exp)

Memory  $\uparrow 20$   
Move speed  $\downarrow 3\%$

Mumble-speed  $\downarrow 3\%$   
Mumble slow after  
cast sequence  $\downarrow 20\%$

After each Mumble sequence  
Heal 20 hp

Shop upscale Cards like Brokers