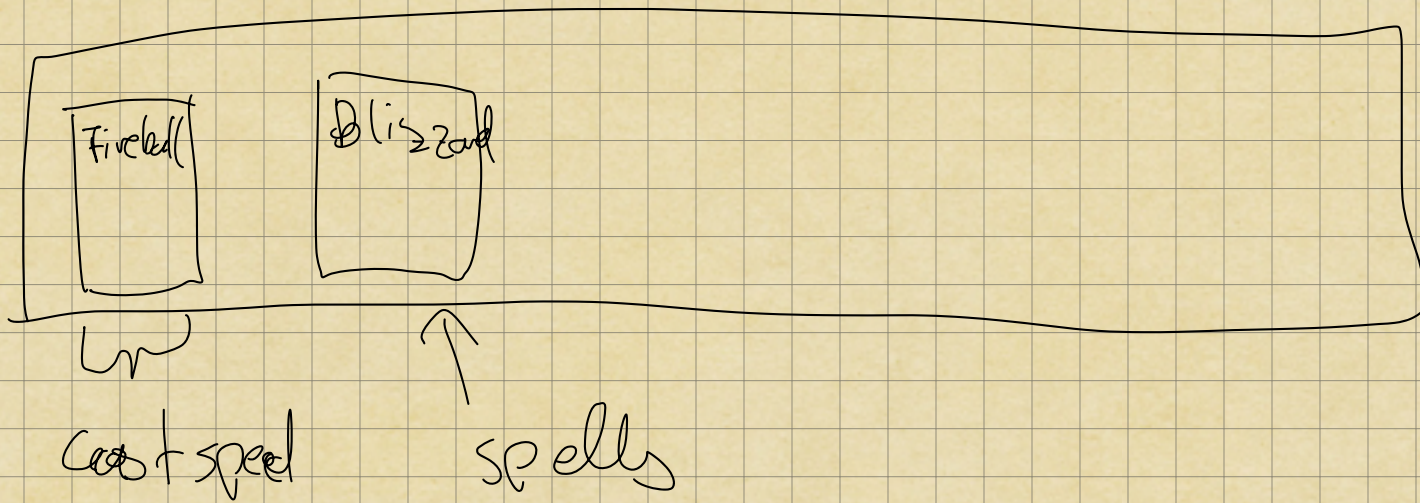


# Mumbling Mages



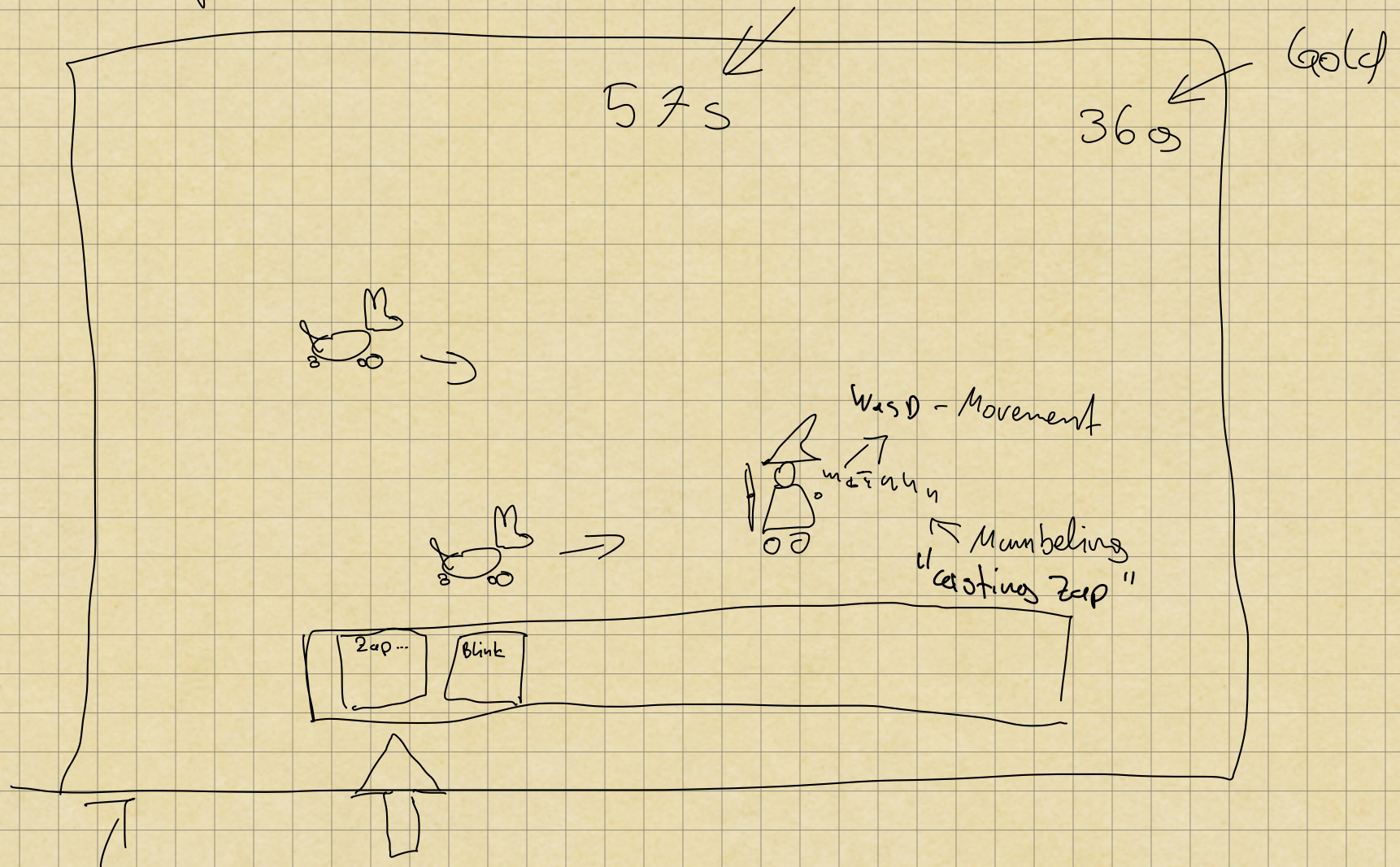
Cast Sequence





Game Loop like Brobudo

Time to survive

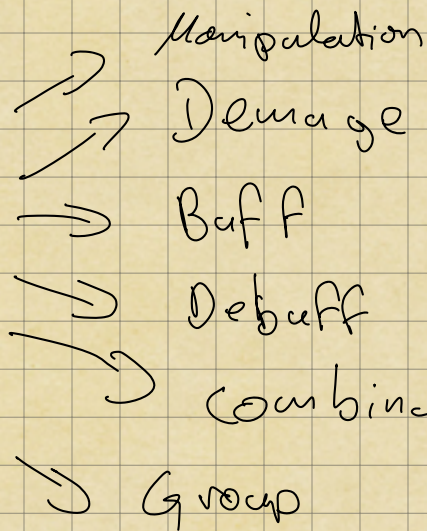


Fixed Map Size  
with Borders

Cost in color  
moves right with  
Mumble speed



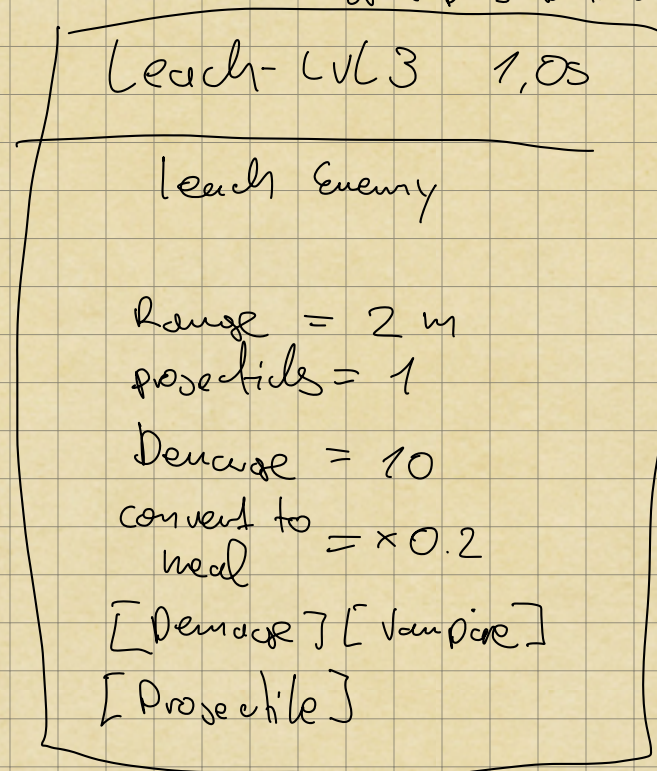
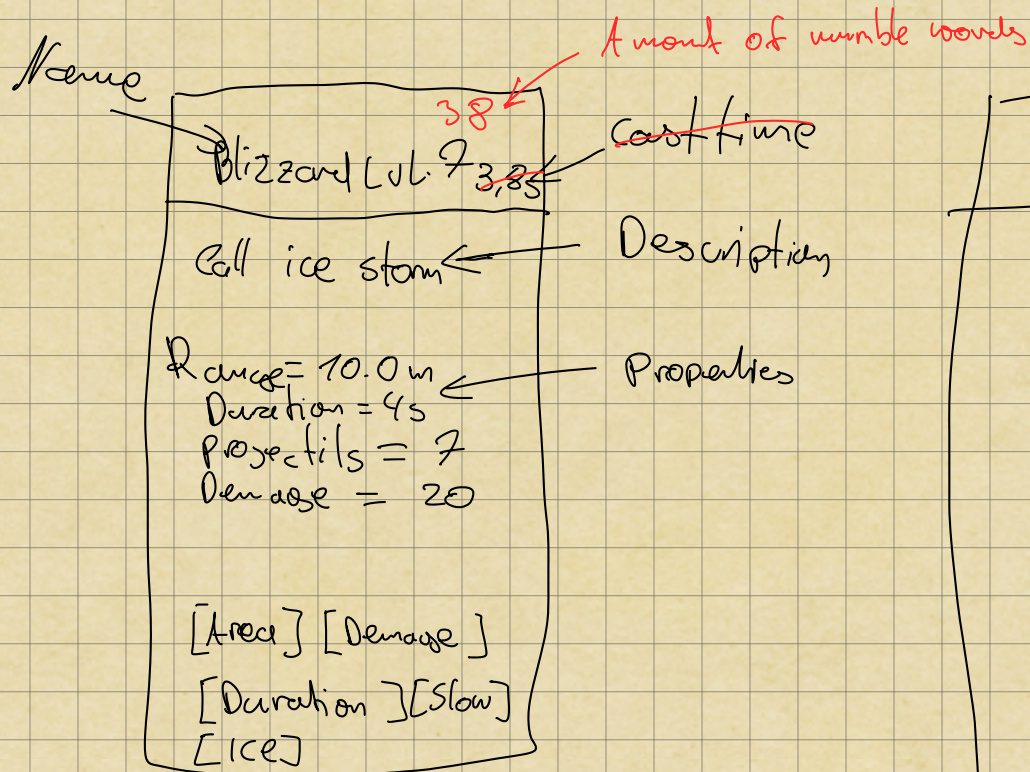
Mumble  
Spells classes



Ersetze alle  
Spells durch Mumble!

→ Damage + Buff  
→ Damage + Debuff  
→ Pair of 2 or more Cards.  
Each Cards have to be in the  
Sequence, could be a nempage Spell  
| small | medium | huge |  
or sequence of a single powerful  
spell plus Draw back

## Damage Spell





## Buff spell

Harle	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

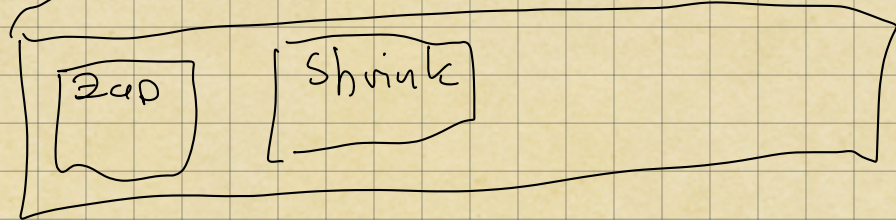
Throw Stones	lvl 1	25
Throw Stones at enemy. Damage if pass		
Projectiles = 3		
Damage = 10		
[Damage] [Projectiles]		

+

Pull Stones	lvl 1...
pull stones. Damage if pass enemy	
Damage = 30	



Cast sequence



Cast sequence

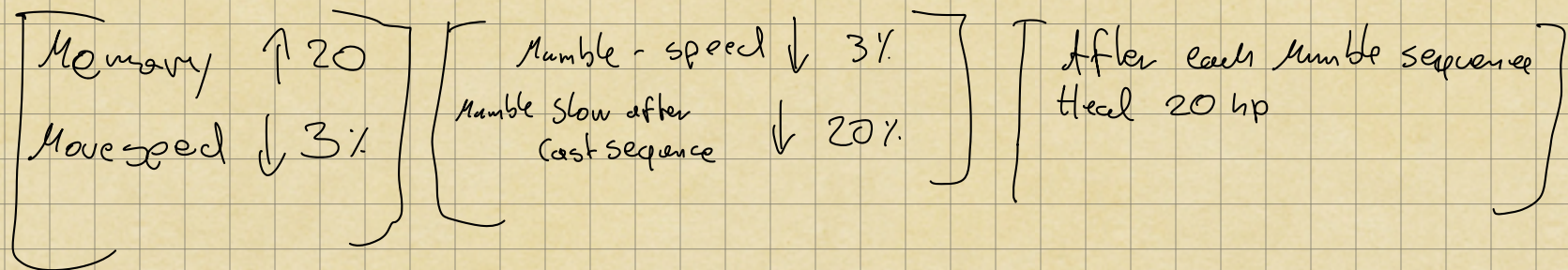
each loop slows  
mumbling speed, so player  
is forced to place more casts in  
bar

length of sequence depends  
on Mage "Memory"

↳ Memory = 200  $\Rightarrow$  Mage can remember  
only 200 mumbling words

After each run

Propertie upgrade (depends on dropped exp)





Shop upgrade Cavel's like Brolto