Damage formula:

float healthLose = Attack / (0.5 + Defemse/ 100);

DPS formula:

Attack / Attack Rate = Attack \* 60 / Attack Speed

Durable formula: // defense >= 0

Health \* (0.5 + Defense / 100)

Overall power formula

DPS \* Durable / 100

\*\* Attack Rate = 60 / Attack Speed

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# **Part I: Gameplay Introduction**

1. **Level**

Từ 1 đến 25

Lên cấp thông qua Exp nhận được sau mỗi trận.

Mỗi lần lên cấp sẽ nhận được Friendship Point dùng để nâng cấp lính.

Mỗi lính nâng cấp tối đa 5 lần, hủy nâng cấp bằng cách giảm Level (để khi lên cấp sẽ có lại Friendship Point)

1. **Badge**

Gồm có 8 huy hiệu: Brainless, Idiot, Noob, Amateur, Excellence, Profession, Erudition, Transcendence.

Lấy huy hiệu cao hơn bằng cách đấu Challenge (vừa solo code vừa thủ nhà với máy), nhận được 1 lượt đấu Challenge bằng cách thắng 3 trận thường liên tục.

Huy hiệu ảnh hưởng đến việc tìm trận đấu, người chơi chỉ có thể đấu với người có cấp huy hiệu bằng +- 2 mình.

Huy hiệu ảnh hưởng đến việc mở khóa cấp danh hiệu (Title).

1. **Title**

//Assassin

Rookies: mở khóa khi có huy hiệu Idiot, tăng 1% gold nhận được khi hạ gục đối phương. Đạt được danh hiệu bằng cách hạ gục 200 units.

Nominated Killer: mở khóa khi có huy hiệu Amateur, tăng 2% gold nhận được khi hạ gục đối phương. Đạt được danh hiệu bằng cách hạ gục 300 units.

Cruel Assassin: mở khóa khi có huy hiệu Profession, tăng 3% gold nhận được khi hạ gục đối phương. Đạt được danh hiệu bằng cách hạ gục 400 units.

Ambassador of Death: mở khóa khi có huy hiệu Transcendence, tăng 4% gold nhận được khi hạ gục đối phương. Đạt được danh hiệu bằng cách hạ gục 500 units.

Tương tự là danh hiệu Knowledge (về số câu trả lời đúng) và các thể loại khác có thể tạo thêm trong quá trình phát triển game.

1. **Battle**

Thể loại 1 vs 1.

Cả hai chọn ẩn Element, rồi lần lượt cấm và chọn bài ( mỗi người có danh sách bài riêng biệt ).

Người có Exp thấp hơn cấm 2 lá và chọn 1 lá.

Người có Exp cao hơn cấm 2 lá và chọn 2 lá.

Người có Exp thấp hơn cấm 1 lá và chọn 2 lá.

Người có Exp cao hơn cấm 1 lá và chọn 2 lá.

Người có Exp thấp hơn chọn 1 lá.

Tổng cộng: Mỗi người chọn thêm 4 lá. Người có Exp thấp hơn cấm 4 lá, người còn lại cấm 3.

Khởi đầu trận đấu, mỗi người có sẵn:

1 Kingdom level 1 dựa trên hệ đã chọn

500 Gold. (+5 mỗi giây)

1 Knowledge

0 / 50 Energy (+1 mỗi giây)

6 lá bài (2 lá mặc định của hệ và 4 lá đã chọn)

Hai người chơi sẽ cùng trả lời các câu hỏi trắc nghiệm về lập trình. Mỗi câu trả lời sẽ nhận được

( 1 + TimeRemaining % / 1.5) \* QuestionLevel \* 100 ) Gold và 1 Knowledge

cho câu đúng,

( 1 + TimeRemaining % / 1.5) \* QuestionLevel \* 100 ) \* Rand[0.2 , 0.6] Gold

cho câu sai.

Độ khó của câu hỏi tùy thuộc vào thời gian trong trận đấu: 2 phút unlock level 2, 5 phút unlock level 3.

Ngoài ra người chơi con nhận được 10% Gold cost khi hạ gục quân địch.

Người chơi sử dụng:Gold để ra bài, Gold và Knowledge để nâng cấp, Energy để sử dụng Skill đặc trưng của hệ.

Ngoài ra Knowledge còn dùng để tăng Energy cap, Energy regeneration, Gold nhận mỗi giây, tỉ lệ Gold nhận khi trả lời câu hỏi, hiệu ứng cho toàn bộ army…

Tất cả để phá hủy Kingdom của đối phương và chiến thắng.

1. **Engame**

Sau trận đấu, người chơi sẽ nhận được kinh nghiệm dựa trên:

Số câu đúng, số câu sai, tỉ lệ trả lời đúng

Số kẻ địch đã hạ gục

Kết quả thắng / thua.

Những thông số này sẽ được thêm vào bảng thành tích.

# **Part II: Element specific**

1. **Ice**

Under the power of Ice, this element freezes its opponents, causing them move slowly, attack slower, and freeze. This element strong in late game.

Kingdom: Frozen Kingdom

Special Units: Frost Wyvern, Polar Bear

Specail Skills: Cool-Blooded, Ice Age

1. **Fire**

Under the power of Fire, this element burns its opponents, deal great damage and reducing health per second (hps). This element strong in early game.

Kingdom: Flamed Kingdom

Special Units: Volcarona, Enraged Ursa

Specail Skills: Burining Enthusiasm, Hell Fire

1. **Nature**

Under the power of Life, this element restores allies and blesses them.

Kingdom: Blessed Kingdom

Special Units: Poisonous Butterfly, Vampire Dragon

Specail Skills: Proliferate, Heaven Bless

# **Part III: Kingdom**

1. **Frozen Kingdom**

Description: Tanky tower with frozen aura



Health 1000 / 1750 / 1750

Attack: 80 / 96 / 120

Defense: 100 / 100 / 150

Attack Speed: 30 / 30 / 30

Range: 400 / 500 / 575

Regeneration: 1 / 2 / 3 hps

DPS: 40 / 48 / 60

Durability: 1500 / 2625 / 3500

Overall power: 600 / 1260 / 2100

Can upgrade 2 times: Frozen Kingdom 2: 200 gold, 3 Knowledge

Frozen Kingdom 3: 500 gold, 5 Knowledge

**Special: Frozen Aura: Whoever entered this tower range without permission will be cold, decrease Attack Speed by 10 / 15 / 20%.**

1. **Flamed Kingdom**

Description: Strong attack tower with burning aura



Health 1500 / 2000 / 2000

Attack: 75 / 88 / 90

Defense: 0 / 25 / 50

Attack Speed: 40 / 45 / 50

Range: 300 / 450 / 600

Regeneration: 1 / 1 / 1 hps

DPS: 50 / 66 / 75

Durability: 750 / 1500 / 2000

Overall power: 375 / 990 / 1500

Can upgrade 2 times: Flamed Kingdom 2: 200 gold, 3 Knowledge

Flamed Kingdom 3: 500 gold, 5 Knowledge

**Special: Burning Aura: Whoever entered this tower range without permission will be burned, Regeneration decrease to -8 / -14 / -20 hps.**

1. **Blessed Kingdom**

Description: Fast tower with blessing aura



Health 900 / 1000 / 1000

Attack: 45 / 55 / 65

Defense: 50 / 70 / 100

Attack Speed: 60 / 60 / 60

Range: 600 / 650 / 700

Regeneration: 3 / 4 / 7 hps

DPS: 45 / 55 / 65

Durability: 900 / 1200 / 1500

Overall power: 405 / 660 / 975

Can upgrade 2 times: Blessed Kingdom 2: 200 gold, 3 Knowledge

Blessed Kingdom 3: 500 gold, 5 Knowledge

**Special: Blessing Aura: All allies within this tower range will be blessed, restoring 2 / 2.75 / 3.5% hps.**

# **Part IV: Unit**

\*Note that almost skill does not affect the Kingdom.

1. **Frost Wyvern – Ambassador of Ice (alien8)**

Description: It slows enemy on the line, can launch Frost Nova which pierce Defense to counter low defense unit.



Cost 140g (required Kingdom level 1)

Health 700 / 700 / 800

Attack: 60 / 60 / 60

Defense: 50 / 50 / 50

Move Speed: 45 / 45 / 45

Attack Speed: 20 / 28 / 35

Range: 200 / 250 / 350

Regeneration: 2 / 4 / 6 hps

DPS: 20 / 28 / 35

Durability: 700 / 700 / 800

Overall power: 140 / 196 / 280

Power per Gold: 1 / 1.4 / 2

Can upgrade 2 time:

**Frost Wyvern 2**: 300 gold, 1 Knowledge (required Kingdom level 2)

**Frost Wyvern 3**: 450 gold, 2 Knowledge (required Kingdom level 3)

**Special:**

**The Presence of Ice**: Slow all enemies on the line, decrease Move Speed by 10 / 15 / 20 and Attack Speed by 10 / 17 / 25%

**Frost Nova:** Launch a snowball toward enemy, dealing 60 / 75 / 100 splash damage in 150 range, pierce 25 / 35 / 50 Defense (Cooldown 7 / 6 / 4 seconds)

\*Note that -25 is limited to Defense in damage calculation, while 0 is minimum Defense value.

1. **Polar Bear – Lord of Ice (alien9)**

Description: A diehard unit who can slow down attackers and stun on attack.



Cost 280g (required Kingdom level 2)

Health 1456 / 1680 / 1750

Attack: 60 / 40 / 30

Defense: 75 / 100 / 150

Move Speed: 40 / 45 / 50

Attack Speed: 20 / 30 / 40

Range: melee

Regeneration: 3 / 4 / 5 hps

DPS: 20 / 20 / 20

Durability: 1820 / 2520 / 3500

Overall power: 364 / 504 / 700

Power per Gold: 1.3 / 1.8 / 2.5

Can upgrade 2 times:

**Polar Bear 2**: 500 gold, 2 Knowledge (required Kingdom level 3)

**Polar Bear 3**: 750 gold, 3 Knowledge (required Kingdom level 3)

**Special:**

**Ice Punch**: Each 3th attack will knock the target into the air, dealing 100 / 200 / 300 bonus damage and stun them for 1 / 2 / 3 seconds.

\*Note that Kingdom can't be stunned but still receive bonus damage.

**Icy Body:** Whoever attacked this bear will tremble, decrease 12 / 16 / 20% Attack. (Trigger after first hit, last 5 seconds)

1. **Volcarona – Ambassador of Fire (alien3)**

Description: Squishy ranger but high output damage and Fire Armor buff.



Cost 120g (required Kingdom level 2)

Health 448 / 500

Attack: 100 / 90

Defense: 25 / 30

Move Speed: 65 / 75

Attack Speed: 30 / 40

Range: 300 / 300

Regeneration: 3 / 4

DPS: 50 / 60

Durability: 336 / 400

Overall power: 168 / 240

Power per Gold: 1.4 / 2

Can upgrade 1 time:

**Volcarona 2:** 700 gold, 1 Knowledge (required Kingdom level 3)

**Special:**

**The Presence of Fire:** burn all enemies on the line, dealing 5 / 7 pure dps and decrease Regeneration by 30 / 35%.

**Fire Armor:** buff an ally with Fire Armor, increase Defense by 25 / 30 and reflect 25 / 30% damage to whoever attacks them. (Duration: 9s, Cooldown: 10s)

\*Note that Pure damage means it's not affected by Defense.

1. **Enraged Ursa – Lord of Fire (alien2)**

Description: A heavy frenzy warrior will burn everything to hell with aoe attack.



Cost: 230g (required Kingdom level 2)

Health 920 / 920

Attack: 150 / 264

Defense: 25 / 25

Move Speed: 75

Attack Speed: 30 / 25

Range: melee

Regeneration: 2 / 3

DPS: 75 / 110

Durability: 460 / 460

Overall power: 345 / 506

Power per Gold: 1.5 / 2.2

Can upgrade 1 time:

**Enraged Ursa 2:** 950 gold, 2 Knowledge (required Kingdom level 3)

**Special:**

**Demon Heart:** increase 1 / 1.5% Attack per 1% Health lose.

**Lucifer's Indignation:** become angry when Health below 75%, improve normal attacks, causing splash damage equal to 35% Attack within 400 range around its target.

1. **Poisonous Butterfly – Ambassador of Nature**

Description: increase allies' Regeneration and Attack Speed on the line, counter Tanky unit with Agent Orange on attack.



Cost: 150g (required Kingdom level 2)

Health 250 / 240

Attack: 40 / 40

Defense: 50 / 75

Move Speed: 80

Attack Speed: 30 / 45

Range: 350 / 500

Regeneration: 4 / 6 hps

DPS: 20 / 30

Durability: 250 / 300

Overall power: 50 / 90

Power per Gold: 0.3 / 0.6

Can upgrade 1 time:

**Poisonous Butterfly 2**: 500 gold, 2 Knowledge (required Kingdom level 3)

**Special:**

**The Presence of Life:** bless all allies on the line, increase Regeneration by 3 / 5 and Attack Speed by 15 / 25%

**Agent Orange:** improve normal attacks with Agent Orange, dealing bonus damage equal to 2 / 3% the target's Max Health, and decrease target's Defense percent equal to bonus damage.

1. **Vampire Dragon – Lord of Nature**

Description: A vampire with fast Regeneration and can restore Health on attack. Can revive upon death.



Cost: 175g (required Kingdom level 2)

Health 500 / 560

Attack: 60 / 66

Defense: 50 / 75

Move Speed: 85

Attack Speed: 35 / 50

Range: melee

Regeneration: 7 / 15

DPS: 35 / 55

Durability: 500 / 700

Overall power: 175 / 385

Power per Gold: 1 / 2.2

Can upgrade 1 time:

**Vampire Dragon 2**: 950 gold, 3 Knowledge (required Kingdom level 3)

**Special:**

**Vampire Touch:** Improve normal attacks, restores Current Health by 20 / 35% of damage dealt, and steal 0.3 / 0.5% target's Max Health.

**Blessings From Demeter:** On death, it will respawn with power proportional to amount of Health stolen, this ability only trigger one time.

(20 + (float)this->maxHealth / (2 \* 5.0)) / 100.0; (Level 1)

(35 + (float)this->maxHealth / (1.8 \* 5.6)) / 100.0; (Level 2)

1. **Hotheaded Gunner (robot7)**

Description: A cheap robot with high defense



Cost: 50g (required Kingdom level 1)

Health 500 / 400 / 350

Attack: 18 / 20 / 24

Defense: 75 / 110 / 150

Move Speed: 45 / 55 / 60

Attack Speed: 40 / 45 / 45

Range: 150 / 200 / 250

Regeneration: 1 / 2 / 3 hps

DPS: 12 / 15 / 18

Durability: 625 / 640 / 700

Overall power: 75 / 96 / 126

Power per Gold: 1.5 / 1.96 / 2.52

Can upgrade 2 times:

**Hotheaded Gunner 2:** 300 gold, 1 Knowledge (required Kingdom level 2)

**Hotheaded Gunner 3:** 650 gold, 1 Knowledge (required Kingdom level 3)

1. **Crazy Wolf (robot10)**

Description: A crazy beast with great resillience.



Cost: 100g (required Kingdom level 2)

Health 300 / 350 / 400

Attack: 60 / 60 / 75

Defense: 50 / 50 / 75

Move Speed: 90 / 100 / 115

Attack Speed: 30 / 40 / 40

Range: melee

Regeneration: 5 / 7 / 10 hps

DPS: 30 / 40 / 50

Durability: 300 / 350 / 500

Overall power: 90 / 140 / 200

Power per Gold: 0.9 / 1.4 / 2

Can upgrade 2 times:

**Crazy Wolf 2:** 300 gold, 1 Knowledge (required Kingdom level 2)

**Crazy Wolf 3:** 450 gold, 2 Knowledge (required Kingdom level 3)

Special:

**Berserker's Blood:**

Double amount of Regeneration when Health below 35 / 55 / 75%.

Tripple amount of Regeneration when Health below 0 / 20 / 50%.

Quadruplicate amount of Regeneration when Health below 0 / 10 / 25%.

1. **Helicopter (robot12)**

Description: A multi-target helicopter, slow but can attack every line.



Cost: 120g (required Kingdom level 2)

Health 300 / 375

Attack: 100 / 96

Defense: 50 / 50

Move Speed: 40 / 50

Attack Speed: 15 / 20

Range: 400 / 625

Regeneration: 1 / 1 hps

DPS: 25 / 32

Durability: 300 / 375

Overall power: 75 / 120

Power per Gold: 0.625 / 1

Can upgrade 1 time:

**Helicopter 2:** 500 gold, 4 Knowledge (required Kingdom level 3)

Special:

**Keen Eyes:** attack upto 2 / 3 targets in all lines.

1. **Dead Walker (zombie8)**

Description: A pretty zombie with decay aura.



Cost: 120g (required Kingdom level 1)

Health 600 / 640 / 528

Attack: 48 / 60 / 80

Defense: 50 / 50 / 75

Move Speed: 65 / 65 / 70

Attack Speed: 30 / 30 / 30

Range: melee

Regeneration: 2 / 3 / 5 hps

DPS: 24 / 30 / 40

Durability: 600 / 640 / 660

Overall power: 144 / 192 / 264

Power per Gold: 1.2 / 1.6 / 2.2

Can upgrade 2 times:

**Dead Walker 2:** 250 gold, 1 Knowledge (required Kingdom level 1)

**Dead Walker 3:** 600 gold, 2 Knowledge (required Kingdom level 2)

Special:

**Rotten Aura:** Decrease enemies Attack and Defense by 5 / 7.5 / 10% in 500 range around in all line. (last 5 seconds)

1. **UFO Driver (zombie7)**

Description: An absent-minded driver, sometimes pressing the wrong button



Cost: 60g (required Kingdom level 1)

Health 200 / 320 / 450 / 475

Attack: 81 / 64 / 50 / 64

Defense: 50 / 25 / 25 / 0

Move Speed: 55 / 60 / 70 / 75

Attack Speed: 20 / 28 / 36 / 45

Range: 300 / 350 / 400 / 450

Regeneration: 1 / 2 / 3 / 3 hps

DPS: 27 / 30 / 30 / 48

Durability: 200 / 240 / 300 / 237.5

Overall power: 54 / 72 / 90 / 114

Power per Gold: 0.9 / 1.2 / 1.5 / 1.9

Can upgrade 3 times:

**UFO Driver 2:** 200 gold, 1 Knowledge (required Kingdom level 1)

**UFO Driver 3:** 400 gold, 1 Knowledge (required Kingdom level 2)

**UFO Driver 4:** 600 gold, 2 Knowledge (required Kingdom level 3)

Special:

**Wrong Button:** each 6 / 5 / 4 / 3th attack, the driver presses the wrong button, causing the next attack to increase damage by 1.4 / 2.4 / 3.1 / 4.6, but the UFO runs of Knowledge in 6 / 4 / 2 / 6 second.

1. **Winged Orc (alien5)**

Description: A short-ranged bird, useful for 'rat' Kingdom in early game, and become fucking annoyed for melee unit in late game.



Cost: 125g (required Kingdom level 1)

Health 500 / 400 / 400

Attack: 48 / 60 / 75

Defense: 50 / 75 / 75

Move Speed: 90 / 100 / 120

Attack Speed: 25 / 30 / 32

Range: 175 / 225 / 275

Regeneration: 1 / 2 / 5 hps

DPS: 20 / 30 / 40

Durability: 500 / 500 / 500

Overall power: 100 / 150 / 200

Power per Gold: 0.8 / 1.2 / 1.6

Can upgrade 2 times:

**Winged Orc 2:** 300 gold, 1 Knowledge (required Kingdom level 2)

**Winged Orc 3:** 350 gold, 3 Knowledge (required Kingdom level 3)

Special:

**Deathwing:** blows away everything on attack, knockback both itself and the enemy by 25 / 50 / 100 range if the target is a unit, bonus 75 damage if the target is a building.

1. **Liquid Assassin (alien7)**

Description: An assassin loves to knock out some squishy opponent.



Cost: 100g (required Kingdom level 1)

Health 400 / 400 / 400

Attack: 40 / 48 / 55

Defense: 50 / 60 / 75

Move Speed: 100

Attack Speed: 45 / 48 / 48

Range: melee

Regeneration: 2 / 3 / 4 hps

DPS: 30 / 40 / 44

Durability: 400 / 440 / 500

Overall power: 120 / 176 / 220

Power per Gold: 1.2 / 1.76 / 2.2

Can upgrade 2 times:

**Liquid Assassin 2:** 400 gold, 1 Knowledge (required Kingdom level 2)

**Liquid Assassin 3:** 550 gold, 2 Knowledge (required Kingdom level 3)

Special:

**Death Scratch:** blink toward an enemy on any line and scratch, dealt 100 / 175 / 250 bonus damage on attack. This ability has 1 charge and will be restored when an enemy dies within 550 / 650 / 750 range around Assassin, cooldown 5 seconds.

1. **Elemental Alien (alien1)**

Description: Its power depend on your element



Cost: 100g (required Kingdom level 1)

Health 400 / 400 / 400 / 340

Attack: 50 / 42 / 48 / 48

Defense: 50 / 75 / 75 / 97

Move Speed: 70 / 80 / 90 / 100

Attack Speed: 30 / 40 / 45 / 55

Range: melee

Regeneration: 1 / 2 / 3 / 4 hps

DPS: 25 / 28 / 36 / 44

Durability: 400 / 500 / 500 / 500

Overall power: 100 / 140 / 180 / 220

Power per Gold: 1 / 1.4 / 1.8 / 2.2

Can upgrade 3 times:

**Elemental Alien 2:** 200 gold, 1 Knowledge (required Kingdom level 2)

**Elemental Alien 3:** 325 gold, 1 Knowledge (required Kingdom level 2)

**Elemental Alien 4:** 425 gold, 2 Knowledge (required Kingdom level 2)

Special:

**Icy Claws:** dealt bonus damage as 13 / 20 / 27 / 35% target's Attack on attack.

**Fiery Claws:** dealt bonus damage as 3 / 3.8 / 4.5 / 5\* target's base Regeneration and make them unhealable for 1 / 2 / 3 / 4 seconds on attack.

.

**Vitality Claws:** lifesteal 4 / 4.8 / 5.5 / 6% target's Max Health multiply (90 / 100 / 110 / 120 / Move Speed) on attack.

\*Note that unit still lifesteal while unhealable

# **Part V: Skill**

1. **Cool Blooded**

Description: give an ally a power of Ice, halved their Move Speed and Attack but double Health and Defense.

Duration: Permanently

Energy cost: 20

1. **Ice Age**

Description: freeze all enemies in Ice, stun them for 4 seconds and deal damage inversely proportional to their Attack Speed and proportional to their Attack. (required Kingdom level 2)

Energy cost: 130

Damage: 200 + (60 – Attack Speed + Attack \* 0.15) \* 8

\*Note that 200 is minimum damage

1. **Burning Enthusiasm**

Description: give an ally a power of Fire, double their Attack but receive pure damage equal to 10% of that bonus each second.

Duration: Permanently

Energy cost: 15

1. **Hell Fire**

Description: burn down all enemies with hell fire, dealt damage proportional to your army's Attack each second. (required Kingdom level 3)

Duration: 5

Energy cost: 115

Damage: (average all Attack of your army \* 0.8) per second

1. **Natural Wind**

Description: give an ally a power of Nature, immediately increase Attack Speed by 10, then increase by 1 each second for 20 seconds.

Duration: Permanently

Energy cost: 15

1. **Heaven Bless**

Description: encourage all allies with a bless from heaven, increase current Health and max Health by 300.

Area of effect: Global

Duration: Permanently

Energy cost: 95