Damage formula:

float healthLose = ((float)this->attack / (0.5 + target->defense / 100.0));

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**

Destroy your opponent's Kingdom to victory.

Before the game start, you have to choose 1 of 3 Elements. Each element has a Kingdom, 2 skills and 2 Special units.

Then you have to pick 3 Normal units from the pools, so you have 5 units and 2 skills in total.

After start the game, you need gold to buy a unit to fight for you, the main way to find gold is answer some multiple-choices quesiton about coding.

In addition to gold, some units also require your Kingdom level, to buy or upgrade.

And you need energy, can only earn from the right answer, to use skills and unit upgrades.

That's enough for overall, now let's go into details.

# **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: Ambassador of Ice, Lord of Ice

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: Ambassador of Fire, Lord of Fire

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: Ambassador of Life, Lord of Life

Specail Skills: Proliferate, Heaven Bless

# **Part III: Kingdom**

1. **Frozen Kingdom**

Description: Tanky tower with slow aura



Health 1000 / 1250 / 1500

Attack: 100 / 100 / 120

Defense: 110 / 110 / 117

Move Speed: 0

Attack Speed: 30 / 30 / 30

Range: 600 / 650 / 700

Regeneration: 2 / 4 / 6 hps

DPS: 50 / 50 / 60

Durability: 1600 / 2000 / 2500

Overall power: 800 / 1000 / 1500

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

Frozen Kingdom 3: 500 gold, 5 energy

**Special: Frozen Aura: Whoever entered this tower range without permission will be cold, decrease Attack Speed by 15 / 20 / 25%.**

1. **Flamed Kingdom**

Description: Strong attack tower with burning aura



Health 1000 / 1000 / 1200

Attack: 110 / 130 / 170

Defense: 50 / 50 / 50

Move Speed: 0

Attack Speed: 45 / 45 / 45

Range: 500 / 650 / 800

Regeneration: 2 / 4 / 6 hps

DPS: 80 / 100 / 125

Durability: 1000 / 1000 / 1200

Overall power: 800 / 1000 / 1500

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

Flamed Kingdom 3: 500 gold, 5 energy

**Special: Flamed 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 1000 / 1250 / 1818

Attack: 60 / 67 / 75

Defense: 80 / 70 / 60

Move Speed: 0

Attack Speed: 60 / 60 / 60

Range: 700 / 750 / 800

Regeneration: 2 / 4 / 6 hps

DPS: 60 / 67 / 75

Durability: 1300 / 1500 / 2000

Overall power: 800 / 1000 / 1500

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

Blessed Kingdom 3: 500 gold, 5 energy

**Special: Blessing Aura: All allies within this tower range will be blessed, restoring 2.5 / 3.75 / 5 % hps.**

# **Part IV: Unit**

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

Description:



Cost 75g, 1e (required Kingdom level 1)

Health 600 / 800 / 1000

Attack: 90 / 80 / 75

Defense: 0 / 0 / 0

Move Speed: 8

Attack Speed: 20 / 30 / 40

Range: 300 / 350 / 450

Regeneration: 2 / 4 / 6 hps

DPS: 30 / 40 / 50

Durability: 300 / 400 / 500

Overall power: 90 / 160 / 250

Can upgrade 2 time:

**Frost Wyvern 2**: 275 gold, 1 energy (required Kingdom level 2)

**Frost Wyvern 3**: 550 gold, 2 energy (required Kingdom level 3)

**Special:**

**The Presence of Ice**: Slow all enemies on the line, decrease Move Speed by 1 / 1 / 2 and Attack Speed by 4 / 6 / 10%

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

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

Description:



Cost 250g, 1e (required Kingdom level 3)

Health 1200 / 1500

Attack: 120 / 120

Defense: 75 / 85

Move Speed: 6

Attack Speed: 25 / 30

Range: 150 / 150

Regeneration: 3 / 5 hps

DPS: 50 / 60

Durability: 1500 / 2025

Overall power: 750 / 1215

Can upgrade 1 time:

**Polar Bear 2**: 900 gold, 3 energy (required Kingdom level 3)

**Special:**

**Ice Punch**: Each 4 / 3th attack will knock the target into the air, dealing 100 / 300 bonus damage and stun them for 2 seconds.

**Icy Body:** Whoever attacked this bear will tremble, decrease 12% / 20% Attack for 5 seconds.

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

Description: medium range magician



Cost 100g, 1e (required Kingdom level 2)

Health 1000 / 1360

Attack: 120 / 130

Defense: 0 / 0

Move Speed: 10

Attack Speed: 30 / 30

Range: 300 / 350

Regeneration: 4 / 5 hps

DPS: 60 / 65

Durability: 500 / 680

Overall power: 300 / 442

Can upgrade 1 time:

**Volcarona 2:** 350 gold, 1 energy (required Kingdom level 3)

**Special:**

**The Presence of Fire:** burn all non-Fire-Special unit on the line, dealing 2 / 3 dps and decrease Regeneration by 20 / 30%

**Fire Armor:** buff an ally with Fire Armor, reflect 10 / 15% pure damage to whoever attacks them. (Duration: 10s, Cooldown: 10s)

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

Description: A heavy frenzy warrior will burn everything to hell



Cost: 200g, 1e (required Kingdom level 3)

Health 1000 / 1000

Attack: 140 / 300

Defense: 50 / 50

Move Speed: 8

Attack Speed: 30 / 20

Range: 150 / 150

Regeneration: 0

DPS: 70 / 100

Durability: 1000 / 1000

Overall power: 700 / 1000

Can upgrade 1 time:

**Enraged Ursa 2:** 600 gold, 2 energy (required Kingdom level 3)

**Special:**

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

**Lucifer's Indignation:** become angry when Health below 50%, improve normal attacks, causing splash damage equal to 35% Attack within 400 range around its target.

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

Description:



Cost: 125g, 1e (required Kingdom level 2)

Health 500 / 625

Attack: 120 / 96

Defense: 50 / 50

Move Speed: 11

Attack Speed: 35 / 50

Range: 500 / 600

Regeneration: 3 / 5 hps

DPS: 70 / 80

Durability: 500 / 625

Overall power: 350 / 500

Can upgrade 1 time:

**Poisonous Butterfly 2**: 500 gold, 2 energy (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 / 30%

**Agent Orange:** improve normal attacks with Agent Orange, causing the target to lose Current Health by 2 / 3% of Max Health.

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

Description: Vampire Dragon



Cost: 175g, 1e (required Kingdom level 2)

Health 500 / 650

Attack: 75 / 70

Defense: 100 / 150

Move Speed: 7

Attack Speed: 40 / 60

Range: 150 / 200

Regeneration: 2 / 3 hps

DPS: 50 / 70

Durability: 750 / 1300

Overall power: 375 / 910

Can upgrade 1 time:

**Vampire Dragon 2**: 800 gold, 3 energy (required Kingdom level 3)

**Special:**

**Vampire Touch:** Improve normal attacks, restores Health by 8 / 15% damage dealt.

**Blessings From Demeter:** If an enemy dies within 200 range around Vampire Dragon, it will be revived by the hand of The Goddess, into a Small Vampire Dragon with 35 / 50% power. (Small Vampire Dragon does not have this ability)

1. **Hotheaded Gunner (robot7)**

Description: tanky short-ranger



Cost: 50g (required Kingdom level 1)

Health 350 / 450 / 500

Attack: 30 / 30 / 30

Defense: 150 / 150 / 150

Move Speed: 6

Attack Speed: 40 / 60 / 80

Range: 250 / 250 / 300

Regeneration: 1 / 2 / 3 hps

DPS: 20 / 30 / 40

Durability: 700 / 900 / 1000

Overall power: 140 / 270 / 400

Can upgrade 2 times:

**Hotheaded Gunner 2:** 250 gold, 1 energy (required Kingdom level 2)

**Hotheaded Gunner 3:** 400 gold, 1 energy (required Kingdom level 3)

1. **Crazy Wolf (robot10)**

Description: crazy wolf



Cost: 75g (required Kingdom level 2)

Health 350 / 450 / 500

Attack: 80 / 85 / 90

Defense: 50 / 50 / 70

Move Speed: 9

Attack Speed: 30 / 35 / 40

Range: 150 / 150 / 150

Regeneration: 3 / 4 / 5 hps

DPS: 40 / 50 / 60

Durability: 350 / 450 / 600

Overall power: 140 / 225 / 360

Can upgrade 2 times:

**Crazy Wolf 2:** 200 gold, 1 energy (required Kingdom level 2)

**Crazy Wolf 3:** 500 gold, 2 energy (required Kingdom level 3)

Special:

**Berserker's Blood:** double amount of Regeneration when Health below 25 / 35 / 50%. Tripple amount of Regeneration when Health below 0 / 10 / 25%

1. **Helicopter (robot12)**

Description: multi-target, slow but huge damage



Cost: 125g (required Kingdom level 2)

Health 250 / 400

Attack: 160 / 200

Defense: 50 / 50

Move Speed: 6

Attack Speed: 15 / 20

Range: 500 / 725

Regeneration: 1 / 1 hps

DPS: 40 / 66.6

Durability: 250 / 300

Overall power: 100 / 200

Can upgrade 1 time:

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

Special:

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

1. **Zombie aka Dead Walker (zombie8)**

Description: strong melee with decay aura



Cost: 75g (required Kingdom level 1)

Health 500 / 800 / 1000

Attack: 50 / 70 / 90

Defense: 50 / 50 / 80

Move Speed: 6

Attack Speed: 30 / 30 / 30

Range: 150 / 150

Regeneration: 3 / 4 / 5 hps

DPS: 25 / 35 / 45

Durability: 500 / 800 / 1300

Overall power: 125 / 280 / 585

Can upgrade 2 times:

**Dead Walker 2:** 350 gold, 1 energy (required Kingdom level 1)

**Dead Walker 3:** 700 gold, 2 energy (required Kingdom level 2)

Special:

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

1. **UFO Driver (zombie7)**

Description: strong melee with decay aura



Cost: 75g (required Kingdom level 1)

Health 500 / 800 / 1000

Attack: 50 / 70 / 90

Defense: 50 / 50 / 80

Move Speed: 6

Attack Speed: 30 / 30 / 30

Range: 150 / 150

Regeneration: 3 / 4 / 5 hps

DPS: 25 / 35 / 45

Durability: 500 / 800 / 1300

Overall power: 125 / 280 / 585

Can upgrade 2 times:

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

**Dead Walker 3:** 450 gold, 2 energy (required Kingdom level 2)

Special:

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

1. **Chưa có tên (alien5)**

Description: strong melee with decay aura



Cost: 75g (required Kingdom level 1)

Health 500 / 800 / 1000

Attack: 50 / 70 / 90

Defense: 50 / 50 / 80

Move Speed: 6

Attack Speed: 30 / 30 / 30

Range: 150 / 150

Regeneration: 3 / 4 / 5 hps

DPS: 25 / 35 / 45

Durability: 500 / 800 / 1300

Overall power: 125 / 280 / 585

Can upgrade 2 times:

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

**Dead Walker 3:** 450 gold, 2 energy (required Kingdom level 2)

Special:

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

1. **Chưa có tên (alien7)**

Description: strong melee with decay aura



Cost: 75g (required Kingdom level 1)

Health 500 / 800 / 1000

Attack: 50 / 70 / 90

Defense: 50 / 50 / 80

Move Speed: 6

Attack Speed: 30 / 30 / 30

Range: 150 / 150

Regeneration: 3 / 4 / 5 hps

DPS: 25 / 35 / 45

Durability: 500 / 800 / 1300

Overall power: 125 / 280 / 585

Can upgrade 2 times:

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

**Dead Walker 3:** 450 gold, 2 energy (required Kingdom level 2)

Special:

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

# **Part V: Skill**

1. **Cool-Blooded**

Description: decrease Attack Speed and Move Speed of all units by 25%. If the unit in Ice's army, increase Attack by 50%. (required Kingdom level 2)

Area of efftect: choosing line

Duration: 15s

Energy cost: 1

Cooldown: 60s

1. **Ice Age**

Description: stun all enemies and deal damage inversely proportional to their Move Speed and Attack Speed. (required Kingdom level 3)

Area of effect: 600 range around cast point

Duration: 2s

Energy cost: 2

Damage: 200 + (Move Speed – 8) \* 30 + (60 – Attack Speed)\*5

( Move Speed – 8 > 0 && 60 – Attack Speed > 0 )

Cooldown 90s

1. **Burining Enthusiasm**

Description: give all allies a power of Fire, increase their attack by 50% but reduce 15 hps. (required Kingdom level 2)

Area of effect: 600 range around cast point

Duration: 10

Energy cost: 1

Cooldown: 40s

1. **Hell Fire**

Description: burn down all enemies with hell fire. (required Kingdom level 3)

Area of effect: Global

Duration: 5s

Energy cost: 2

Damage: (average all the casters unit damage \* 0.75) per second

Cooldown 120s

1. **Proliferate**

Description: duplicate a Normal ally and give them the blessing of Life, making them fully recovered. (required Kingdom level 2)

Area of effect: selected unit

Energy cost: 1

Cooldown: 50s

1. **Heaven Bless**

Description: double amount of Regeneration of all allies, increase their current Health and max Health by 250 (required Kingdom level 3)

Area of effect: Global

Duration: Permanently

Energy cost: 2

Cooldown 100s