Health: Lính sẽ chết khi máu giảm về 0

Attack: Tỉ lệ thuận với sát thương gây ra.

Defense: Tỉ lệ nghịch với sát thương nhận vào.

Attack Range: Tỉ lệ thuận với tầm xa có thể tấn công tới.

Attack Speed: Tỉ lệ thuận với tốc độ tấn công.

Move Speed: Tỉ lệ thuận với tốc độ di chuyển.

Regeneration: Số máu hồi phục mỗi giây.

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# **Part I: Gameplay Introduction**

1. **Level**

Có tổng cộng 25 cấp. Lên cấp thông qua Exp nhận được sau mỗi trận.

Exp để lên cấp = 100 + 25 \* [Current Level]

Exp nhận sau mỗi trận = ( [Question Point] + [Battle Point] ) \* [Victory Point]

Question Point = [Total Answers] \* ( 0.5 + [Correct Rate] \* 2 )

Battle Point = [Total Gold Receive From Defeated Enemy] \* 0.01

Victory Point = Victory ? 1.3 : 0.8

Mỗi lần lên cấp sẽ nhận được Challenge Point dùng để vào Code Challenge.

Thắng Code Challenge sẽ nhận được Friend Ship point để nâng cấp lính.

Mỗi lính nâng cấp tối đa 5 lần, hủy nâng cấp bằng cách tự giảm Level.

1. **Battle**

Thể loại 1 vs 1.

Chuẩn bị battle:

* Người chơi chọn ẩn Element (10 giây)
* Người chơi cấm 2 lá bài của đối phương (10 giây)
* Người chơi chọn 4 lá bài, nếu không chọn kịp hệ thống sẽ chọn ngẫu nhiên (20 giây).

Khởi đầu trận đấu, mỗi người có sẵn:

* 1 Kingdom dựa trên Element đã chọn, sập cái này là thua.
* 200 Gold (+5ps)
* 0 / 100 Energy (+1ps)
* 1 Knowledge
* 6 lá bài (2 lá mặc định của hệ và 4 lá đã chọn)
* 3 Skill dựa trên Element đã chọn (trong đó có 1 Skill passive).

Người chơi sử dụng Gold để mua quân, bằng cách kéo ra 1 trong 3 đường.

Người chơi sử dung Knowledge và Gold để nâng cấp bài và Kingdom, tăng 25 Energy Cap khi Kingdom lên level.

Người chơi sử dụng Energy để kích hoạt Skill.

Người chơi nhận được Gold = 10% giá trị quân địch khi hạ gục.

Người chơi có thể trả lời các câu hỏi trắc nghiệm về lập trình để kiếm thêm Gold và Knowledge. Lần lượt từng người sẽ chọn độ khó cho câu hỏi tiếp theo, nếu không chọn thì sẽ đổi lượt cho người kia.

Thông qua trả lời câu hỏi, người chơi sẽ nhận được:

( 1 + TimeRemaining % / 1.8) \* QuestionLevel \* 100 ) Gold và 1 Knowledge

cho câu đúng,

( 1 + TimeRemaining % / 1.8) \* QuestionLevel \* 100 ) \* Rand[0.2 , 0.6] Gold

cho câu sai.

1. **Trophy**

Người chơi sẽ nhận được cúp tương ứng với thành tựu đã đạt được trong game. Có 3 loại cúp là Knowledge Trophy, Battle Trophy và Conquest Trophy.

* 1. **Knowledge Trophy**

Nhận được thông qua trả lời câu hỏi đúng, có 7 cấp.

Brainless

Trả lời đúng 0 câu hỏi

Nhận +10% Gold khi trả lời đúng

Nhận +5% Gold khi trả lời sai



Noob

Trả lời đúng 100 câu hỏi

Nhận +15% Gold khi trả lời đúng

Nhận +5% Gold khi trả lời sai

Amateur

Trả lời đúng 200 câu hỏi

Nhận +25% Gold khi trả lời đúng

Nhận +5% Gold khi trả lời sai



Excellence

Trả lời đúng 400 câu hỏi

Nhận +30% Gold khi trả lời đúng

Nhận +10% Gold khi trả lời sai



Profession

Trả lời đúng 800 câu hỏi

Nhận +36% Gold khi trả lời đúng

Nhận +15% Gold khi trả lời sai



Erudition

Trả lời đúng 1200 câu hỏi

Nhận +42% Gold khi trả lời đúng

Nhận +20% Gold khi trả lời sai



Transcendence

Trả lời đúng 2000 câu hỏi

Nhận +50% Gold khi trả lời đúng

Nhận +25% Gold khi trả lời đúng

* 1. **Battle Trophy**

Nhận được thông qua hạ gục địch, có 5 cấp.

Rookie

Hạ gục 200 quân địch

Nhận +5% Gold khi hạ địch

Nhận Energy = 1‰ Gold cost khi hạ địch

Experienced Slayer

Hạ gục 500 quân địch

Nhận +8% Gold khi hạ địch

Nhận Energy = 2‰ Gold cost khi hạ địch

Brutal Assassin

Hạ gục 1000 quân địch

Nhận +12% Gold khi hạ địch

Nhận Energy = 5‰ Gold cost khi hạ địch

Serial Murderer

Hạ gục 3000 quân địch

Nhận +15% Gold khi hạ địch

Nhận Energy = 8‰ Gold cost khi hạ địch



Alexander Magnus

Hạ gục 5000 quân địch

Nhận +20% Gold khi hạ địch

Nhận Energy = 10‰ Gold cost khi hạ địch

* 1. **Conquest Trophy**

Nhận được thông qua chiến thắng, có 3 cấp.

Wise Strategist

Thắng 40 trận

Nhận +1 Gold / s

Nhận +0.5 Energy / s

Excellent King

Thắng 160 trận

Nhận +3 Gold / s

Nhận +1 Energy / s

Immortal Emperor

Thắng 400 trận

Nhận +5 Gold / s

Nhận +1.5 Energy / s

# **Part II: Element specific**

1. **Ice**

Under the power of Ice, it freezes its opponents, causing them move slowly, attack slower, and freeze. This element's army should has decent Health and Defense, to become strong in late game.

Kingdom: Frozen Kingdom

Special Units: Frost Wyvern, Polar Bear

Specail Skills: Cool-Blooded, Icy Soul, Ice Age

1. **Fire**

Under the power of Fire, it burns its opponents, deal great damage and reducing health per second (hps). This element's army should has decent Attack, to become strong in early game.

Kingdom: Flamed Kingdom

Special Units: Volcarona, Enraged Ursa

Specail Skills: Burining Enthusiasm, Fiery Spirit, Hell Fire

1. **Nature**

Under the power of Life, it restores its allies and blesses them. This element's army should has decent Regeneration and Attack Speed, to become strong in mid game.

Kingdom: Blessed Kingdom

Special Units: Poisonous Butterfly, Vampire Dragon

Specail Skills: Proliferate, Pure Heart, Heaven Bless

# **Part III: Kingdom**

1. **Frozen Kingdom**

Description: Tanky tower with frozen aura



Health 1600 / 1800 / 2000

Attack: 40 / 64 / 90

Defense: 100 / 150 / 200

Attack Speed: 30 / 30 / 30

Range: 400 / 500 / 600

Regeneration: 1 / 2 / 3 hps

DPS: 20 / 32 / 45

Durability: 2400 / 3600 / 5000

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 2500 / 2750 / 3000

Attack: 45 / 60 / 72

Defense: 30 / 50 / 75

Attack Speed: 40 / 45 / 50

Range: 300 / 450 / 600

Regeneration: 1 / 1 / 1 hps

DPS: 30 / 45 / 60

Durability: 2000 / 2750 / 3750

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 2000 / 2000 / 2000

Attack: 30 / 40 / 50

Defense: 50 / 75 / 100

Attack Speed: 60 / 60 / 60

Range: 600 / 650 / 700

Regeneration: 2 / 4 / 8

DPS: 30 / 40 / 50

Durability: 2000 / 2500 / 3000

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**

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) / 10

Overall power formula

DPS \* Durable / 100

\*\* Attack Rate = 60 / Attack Speed

\*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.

**Friendship:** Level 1: +40 Health

Level 2: +10 Defense

Level 3: +50 Range

Level 4: +50 Health

Level 5: +5 Attack Speed

Cost 150 (required Kingdom level 1) Health 300 / 320 / 360

Attack: 60 / 60 / 60 Defense: 50 / 75 / 90

Attack Speed: 20 / 28 / 35 Regeneration: 2 / 4 / 6

Range: 200 / 250 / 350 Move Speed: 60 / 50 / 40

DPS : Gold = 20 / 28 / 35 = 0.13 / 0.19 / 0.23

Durability : Gold = 30 / 40 / 50 = 0.20 / 0.27 / 0.33

Can upgrade 2 time:

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

**Frost Wyvern 3**: 700 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.

**Friendship:** Level 1: +50 Health

Level 2: +4 Attack

Level 3: +25 Defense

Level 4: +6 Attack

Level 5: +70 Health

Cost 300 (required Kingdom level 2) Health 1200 / 1400 / 1500

Attack: 60 / 40 / 30 Defense: 75 / 100 / 150

Attack Speed: 20 / 30 / 40 Regeneration: 3 / 4 / 5

Range: melee Move Speed: 40 / 40 /. 45

DPS : Gold = 20 / 20 / 20 = 0.07 / 0.07 / 0.07

Durability : Gold = 150 / 210 / 300 = 0.50 / 0.70 / 1.00

Can upgrade 2 times:

**Polar Bear 2**: 600 gold, 2 Knowledge (required Kingdom level 3)

**Polar Bear 3**: 900 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.

**Friendship:** Level 1: +5 Attack

Level 2: +25 Health

Level 3: +50 Range

Level 4: +5 Attack

Level 5: +5 Atack Speed

Cost 125 (required Kingdom level 2) Health 400 / 375

Attack: 80 / 100 Defense: 25 / 30

Attack Speed: 30 / 30 Regeneration: 3 / 4

Range: 300 / 300 Move Speed: 65 / 75

DPS : Gold = 40 / 50 = 0.32 / 0.40

Durability : Gold = 30 / 30 = 0.24 / 0.24

Can upgrade 1 time:

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

**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.

**Friendship:** Level 1: +25 Health

Level 2: +2 Attack Speed

Level 3: +10 Move Speed

Level 4: +4 Attack Speed

Level 5: +20 Defense

Cost 250 (required Kingdom level 2) Health 650 / 625

Attack: 120 / 250 Defense: 50 / 30

Attack Speed: 30 / 24 Regeneration: 2 / 3

Range: melee Move Speed: 60 / 70

DPS : Gold = 60 / 100 = 0.24 / 0.4

Durability : Gold = 65 / 50 = 0.26 / 0.2

Can upgrade 1 time:

**Enraged Ursa 2:** 900 gold, 3 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.

 **Friendship:** Level 1: +2 Attack Speed

Level 2: +28 Health

Level 3: +3 Attack Speed

Level 4: +32 Health

Level 5: +5 Attack Speed

Cost 150 (required Kingdom level 2) Health 250 / 240

Attack: 40 / 40 Defense: 50 / 75

Attack Speed: 30 / 45 Regeneration: 4 / 6

Range: 350 / 500 Move Speed: 80 / 80

DPS : Gold = 20 / 30 = 0.13 / 0.2

Durability : Gold = 25 / 30 = 0.17 / 0.2

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.

 **Friendship:** Level 1: +5 Attack

Level 2: +2 Regeneration

Level 3: +8 Attack Speed

Level 4: +3 Regeneration

Level 5: +9 Attack

Cost 200 (required Kingdom level 2) Health 520 / 480

Attack: 75 / 66 Defense: 50 / 75

Attack Speed: 40 / 60 Regeneration: 7 / 15

Range: melee Move Speed: 80 / 90

DPS : Gold = 50 / 66 = 0.25 / 0.33

Durability : Gold = 52 / 60 = 0.26 / 0.30

Can upgrade 1 time:

**Vampire Dragon 2**: 1200 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.

( 40 + 0.1\*maxHealth ) % power in Level 1

( 30 + 0.25\*maxHealth ) % power in Level 2

1. **Hotheaded Gunner (robot7)**

Description: A cheap robot with high defense

 **Friendship:** Level 1: +2 Attack

Level 2: +25 Health

Level 3: +3 Attack

Level 4: +35 Health

Level 5: +5 Attack

Cost 75 (required Kingdom level 1) Health 300 / 300 / 300

Attack: 27 / 24 / 30 Defense: 75 / 110 / 150

Attack Speed: 20 / 30 / 30 Regeneration: 1 / 2 / 3

Range: 150 / 200 / 250 Move Speed: 45 / 55 /. 60

DPS : Gold = 9 / 12 / 15 = 0.12 / 0.16 / 0.2

Durability : Gold = 42 / 48 / 60 = 0.5 / 0.64 / 0.8

Can upgrade 2 times:

**Hotheaded Gunner 2:** 400 gold, 1 Knowledge (required Kingdom level 2)

**Hotheaded Gunner 3:** 600 gold, 1 Knowledge (required Kingdom level 3)

Special:

**Steel Skin:** reduce damage received by 10% Defense, calculate after Defense. (means -7.5 / -11 / -15 Health lose under normal circumstances).

1. **UFO Driver (zombie7)**

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

**Friendship:** Level 1: +50 Health

Level 2: +2 Attack

Level 3: +8 Defense

Level 4: +2 Attack Speed

Level 5: +3 Attack

Cost 75 (required Kingdom level 1) Health 160 / 180 / 200 / 200

Attack: 45 / 45 / 42 / 45 Defense: 25 / 25 / 25 / 40

Attack Speed: 28 / 30 / 36 / 40 Regeneration: 1 / 2 / 3 / 3

Range: 300 / 350 / 400 / 450 Move Speed: 55 / 60 / 70 / 75

DPS : Gold = 21 / 22.5 / 25.5 / 30 = 0.28 / 0.32 / 0.34 / 0.40

Durability : Gold = 12 / 13.5 / 15.0 / 18 = 0.16 / 0.18 / 0.2 / 0.24

Can upgrade 3 times:

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

**UFO Driver 3:** 300 gold, 1 Knowledge (required Kingdom level 2)

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

Special:

**Wrong Button:** each 5 / 4 / 4 / 3th attack, the driver presses the wrong button, causing the next attack to increase damage by 2 / 2.4 / 2.8 / 3, but the UFO runs of energy in 3.5 / 2.5 / 2 / 2 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.

 **Friendship:** Level 1: +2 Attack Speed

Level 2: +40 Health

Level 3: +3 Attack Speed

Level 4: +40 Health

Level 5: +5 Attack Speed

Cost 125 (required Kingdom level 1) Health 375 / 500 / 320

Attack: 42 / 60 / 60 Defense: 30 / 20 / 75

Attack Speed: 25 / 25 / 30 Regeneration: 1 / 2 / 5

Range: 175 / 225 / 275 Move Speed: 90 / 100 / 120

DPS : Gold = 17.5 / 25 / 30 = 0.14 / 0.2 / 0.24

Durability : Gold = 30 / 35 / 40 = 0.24 / 0.28 / 0.32

Can upgrade 2 times:

**Winged Orc 2:** 350 gold, 1 Knowledge (required Kingdom level 2)

**Winged Orc 3:** 400 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. **Helicopter (robot12)**

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

**Friendship:** Level 1: +28 Health

Level 2: +2 Attack Speed

Level 3: +42 Health

Level 4: +2 Attack Speed

Level 5: +10 Defense

Cost 125 (required Kingdom level 2) Health 250 / 300

Attack: 100 / 100 Defense: 50 / 50

Attack Speed: 15 / 20 Regeneration: 1 / 1

Range: 400 / 625 Move Speed: 40 / 45

DPS : Gold = 25 / 33 = 0.2 / 0.26

Durability : Gold = 25 / 30 = 0.2 / 0.24

Can upgrade 1 time:

**Helicopter 2:** 375 gold, 5 Knowledge (required Kingdom level 3)

Special:

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

1. **Crazy Wolf (robot10)**

Description: A crazy beast with great resillience.

 **Friendship:** Level 1: +1 Regeneration

Level 2: +4 Attack

Level 3: +1 Regeneration

Level 4: +6 Attack

Level 5: +2 Regeneration

Cost 150 (required Kingdom level 1) Health 500 / 400 / 360

Attack: 45 / 50 / 50 Defense: 25 / 70 / 100

Attack Speed: 36 / 40 / 45 Regeneration: 5 / 7 / 10

Range: melee Move Speed: 90 / 100 /.115

DPS : Gold = 27.0 / 33 / 37.5 = 0.18 / 0.20 / 0.25

Durability : Gold = 37.5 / 48 / 54 = 0.25 / 0.32 / 0.36

Can upgrade 2 times:

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

**Crazy Wolf 3:** 650 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. **Dead Walker (zombie8)**

Description: A pretty zombie with decay aura.

**Friendship:** Level 1: +40 Health

Level 2: +4 Defense

Level 3: +50 Health

Level 4: +6 Defense

Level 5: +60 Health

Cost 150 (required Kingdom level 1) Health 375 / 375 / 450

Attack: 60 / 75 / 90 Defense: 30 / 50 / 50

Attack Speed: 30 / 30 / 30 Regeneration: 2 / 3 / 5

Range: melee Move Speed: 60 / 65 /. 70

DPS : Gold = 30 / 37.5 / 45 = 0.2 / 0.25 / 0.3

Durability : Gold = 30 / 37.5 / 45 = 0.2 / 0.25 / 0.3

Can upgrade 2 times:

**Dead Walker 2:** 400 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. **Liquid Assassin (alien7)**

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

 **Friendship:** Level 1: +6 Attack

Level 2: +30 Health

Level 3: +5 Defense

Level 4: +45 Health

Level 5: +9 Attack

Cost 175 (required Kingdom level 1) Health 650 / 525 / 525

Attack: 56 / 70 / 77 Defense: 20 / 50 / 70

Attack Speed: 30 / 30 / 30 Regeneration: 2 / 3 / 5

Range: melee Move Speed: 60 / 80 /. 100

DPS : Gold = 28.0 / 35.0 / 38.5 = 0.16 / 0.2 / 0.22

Durability : Gold = 45.5 / 52.5 / 63 = 0.26 / 0.3 / 0.36

Can upgrade 2 times:

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

**Liquid Assassin 3:** 600 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.

\*Note that bonus damage from this skill does not affect Kingdom

1. **Elemental Alien (alien1)**

Description: Its power depend on your element

**Friendship:** Level 1: +5 Defense

Level 2: +25 Health

Level 3: +2 Attack Speed

Level 4: +35 Health

Level 5: +5 Attack Speed

Cost 175 (required Kingdom level 1) Health 280 / 350 / 450 / 490

Attack: 60 / 60 / 60 / 60 Defense: 50 / 50 / 50 / 50

Attack Speed: 28 / 35 / 42 / 49 Regeneration: 1 / 2 / 3 / 4

Range: melee Move Speed: 70 / 80 / 90 / 100

DPS : Gold = 28 / 35 / 42 / 49 = 0.16 / 0.2 / 0.24 / 0.28

Durability : Gold = 28 / 35 / 42 / 49 = 0.16 / 0.2 / 0.24 / 0.28

Can upgrade 3 times:

**Elemental Alien 2:** 250 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. **Icy Soul**

Description: with an Icy Soul, all units in this army receive 5% Health and 5% Defense bonus. (+0.5% Health and +0.5% Defense for each correct answer.)

Duration: Passive

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. **Fiery Spirit**

Description: with a Fiery Spirit, all units in this army receive 17% Attack bonus. (+0.8% Attack for each correct answer.)

Duration: Permanently

Energy cost: Passive

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. **Pure Heart**

Description: with a Pure Heart, all units in this army receive 2 Regeneration and 8 Attack Speed bonus. (+0.2 Regeneration and +0.4 Attack Speed for each correct answer.)

Duration: Permanently

Energy cost: Passive

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

\*Note that if both of you choose the same element, your Passive Skill will has the same power.