The Characters

This guide is a handbook for characters and their actions. It is essential for playing. Every character has 3 options of action, fits different playstyle and is better in team with some teammates, but not as good with others.

**Normal Attack** has no cooldown and can be used any time.

**Special Attack** has a cooldown of 2 rounds for everyone.

**Special Action** has a cooldown of 2 rounds in most cases, but for Tolbus & Žeromán – they have a cooldown of only 1 round, due to the passive nature of their **Special Actions**.

PS: This guide is only for the v2 version, as v1 is very outdated and it has only few differences compared to the v2.

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# Anus

**STATS:**

1. HP, Max. HP = 10
2. Defense = 8

**Normal Attack:** The damage is equal to 3 points.

**Special Attack:** Anus uses his superior penetration & Taekwondo skills to reduce opponent’s hit points by 2 points and increase 1st cooldown by 2 points and 2nd one by 1 point.

**Special Action:** Anus takes time to calculate the situation, then increases his maximum hit points by 1 point, while his actual hit points heal.

**Tips:** Anus is best used as a support character, although he has the capability to strike too – just keep him out of harm’s way using a healing character like [Tolbus](#_Tolbus), and he will serve you great, using his actions to restrict what opponents can do.

# Big Chungus

**STATS:**

1. HP, Max. HP = 13
2. Defense = 6

**Normal Attack:** The damage is equal to 3 points.

**Special Attack:** Big Chungus jumps to the opponent and bounces off him, dealing damage equal to 6 points.

**Special Action:** Big Chungus powers up and gets ready for the incoming attack, making his body take as much space as it can – reducing the next attack’s damage by 3 points.

**Tips:** Big Chungus is one of the few tanks who can also counterattack with powerful attacks. He is universal, as he can fight without support either by reducing opponent’s damage or focusing on attacks.

# Kvítek

**STATS:**

1. HP, Max. HP = 11
2. Defense = 5

**Normal Attack:** The damage is equal to 2 points.

**Special Attack:** Kvítek uses 0,00001% of his power to deliver 4 points of damage to the opponent.

**Special Action:** Kvítek unleashes his sigma grindset & arguments upon the unsuspecting enemy, killing him in an instant. *THIS CAN BE USED ONLY ONCE AND AFTER REACHING THE 4TH ROUND.*

**Tips:** Kvítek needs support characters on his team, as he himself can take only a few shots before losing all HP. However, if he can survive to the 4th round, his enemies are in a big trouble – he can instantly kill one of them and it doesn’t matter if the target had full HP or not.

# Marekec

**STATS:**

1. HP, Max. HP = 13
2. Defense = 7

**Normal Attack:** The damage is equal to 3 points.

**Special Attack:** Marekec runs to the opponent, and in a quick sequence, hits all the weakspots, dealing a damage of 6 points.

**Special Action:** Marekec uses his skills that he learned the hard way to prepare to dodge an incoming attack and retaliate.

**Tips:** Marekec is very versatile, as he can both deal big amounts of damage and survive incoming attacks using his dodge.

# Máta

**STATS:**

1. HP, Max. HP = 12
2. Defense = 3

**Normal Attack:** The damage is equal to 3 points.

**Special Attack:** Máta tries to use some of his Teak-Wondo skills, however, he is weak and so the attack deals only 4 points of damage.

**Special Action:** Máta remembers some of the tips from YT and tries to win an argument with the opponent – nevertheless, he can’t finish it in one round, so he repeats his boring stuff for the next round.

**Tips:** Máta is probably the weakest character of them all, and so he can be used as a throwaway – making a target of him to allow stronger ones to survive.

# Milanus

**STATS:**

1. HP, Max. HP = 15
2. Defense = 4

**Normal Attack:** The damage is equal to 3 points.

**Special Attack:** Milanus shows the opponent a TikTok video, dealing damage equal to 5 points.

**Special Action:** Milanus gathers his private harem around and uses it to increase his defense by 1 and attack the opponent, also dealing 5 points of damage.

**Tips:** Milanus’ every action is an attack of some sort, so he’s best used when others support him. He can take hits too and increase his defense, making him more of a universal character than just an attacker.

# Mojmi-chan

**STATS:**

1. HP, Max. HP = 11
2. Defense = 6

**Normal Attack:** The damage is equal to 2 points.

**Special Attack:** Mojmi-chan touches the opponent, causing emotional damage and 6 point damage.

**Special Action:** Mojmi-chan does the *IShowSpeed squats*, doubling his next attack. *THIS CAN BE USED ONLY ONCE.*

**Tips:** Mojmi-chan can be one of the strongest characters of them all if used correctly – supported by others until his powerful double attack charges. Then, he can literally obliterate an enemy if he combines it with the **Special Attack.**

# PopeC0rn

**STATS:**

1. HP, Max. HP = 12
2. Defense = 8

**Normal Attack:** The damage is equal to 4 points.

**Special Attack:** PopeC0rn uses his arguments, actually good when compared to [Máta](#_Máta).

**Special Action:** PopeC0rn uses his parkour skills to maneuver around his opponent and attack with an advantage, dealing a damage equal to the **Normal Attack** plus two more because of the height advantage.

**Tips:**

# Tolbus

**STATS:**

1. HP, Max. HP = 10
2. Defense = 7

**Normal Attack:** The damage is equal to 4 points.

**Special Attack:** Tolbus starts telling terribly dark jokes and he deals 5 points of damage to his opponent.

**Special Action:** Tolbus retreats behind the friendly lines and helps one of his comrades heal from their injuries, by a maximum of 2 health points.

# Zálabář

**STATS:**

1. HP, Max. HP = 11
2. Defense = 9

**Normal Attack:** The damage is equal to 3 points.

**Special Attack:** Zálabář calls his gang from the Zálabí hood and together with his homies, he delivers 6 points of damage to his opponent.

**Special Aciton:** Zálabář uses his judo skills to quickly attack and retreat, dealing 2 points of damage to the opponent and reducing both of his cooldowns by 1.

# Žeromán

**STATS:**

1. HP, Max. HP = 15
2. Defense = 10

**Normal Attack:** The damage is equal to 4 points.

**Special Attack:** Žeromán attacks the enemy with a powerful punch, however, its damage is random from range of 1 to 10.

**Special Action:** Amidst the chaos of the battle, Žeromán stops to have a snack because bulking is important – and so he eats a few Beef Jerky pieces.

# Žimík

**STATS:**

1. HP, Max. HP = 12
2. Defense = 2

**Normal Attack:** The damage is equal to 3.

**Special Attack:** Žimík accurately throws his jumping ball, dealing 5 points of damage to the opponent.

**Special Action:** Žimík rips his shirt off him, instantly blinding his opponent with his hot body, recovering a maximum of 2 of his defense & increasing both of opponent’s cooldowns by 2. *THIS CAN BE USED ONLY ONCE.*