**List of Mechanics**

**Biter (formerly Cutter):** Causes a node to loose all of the appendages are connected to it

**Sprouter (formerly Grower):** the grower extends the length oft he root that touched it

**Halter (formerly Slower):** Slows down the movement of one node-> any notes attached to it are unaffected and can be moved at regular speed-> the effect is merely temporary

**Checkpoint:** allows players to save all progress they have made thusfar

**Freezer:** Causes the timer to stop momentarily, providing players with more time to grow their root and earn points

**Recharger:** refills part of the time that has already been deducted from the timer until the present point in time

**Shield:** When touched, the shield element grants a shield on contact-> Shield awards one node with one time protection from harm via a cutter

**Splitters:** Makes a node split of into two seperate branches