

HERO ARENA

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GAME CONCEPT

Hero Arena is a turn-based strategy game similar to the Heroes of Might & Magic series of video games. In this game, you play an up-and-coming young hero fighting for your faction in the Great Arena. You control the tactical decisions in the Arena and decide where to spend your spoils between battles. Will you recruit more troops, buy access to more powerful followers, or learn new spells? The choice is yours.

During the course of your quest for fame and glory, you can gather resources, research spells, explore the world beyond the city gates and discover the capital cities of other factions which will unlock a whole new set of heroes for you to send to the Arena.

KEY FEATURES

The key features of the game are as follows:

- Single-Player Campaign Play (6 Faction Campaigns, 7 Scenarios per Faction)
- Multiplayer Arena Battle
- 45 Hero Portraits (Nine per Faction)
- Leaderboards
- Achievements

GAME CREATION

The player begins a new game by choosing one of three pre-generated heroes or creating a custom hero. Pre-generated heroes are already complete, or you can customize a hero by choosing the following:

- Sex
- Faction
- Name

After choosing one of the pre-generated Heroes or creating a custom one, the player automatically starts the first scenario for their hero's faction in Campaign Mode.

Sex

Hero Arena supports the following three choices of sex for Hero characters. The choice has no effect on game play.

- Male
- Androgyne
- Female

Faction

There are six factions in the game, each with their own culture and faction benefits.

Faction	Description	Bonus	Opposing
Empire	The Empire has a Council of Kings with the High Queen of the Empire acting as both ruler and high priestess of the sun god Talios.	Cheaper training of units. Cheaper Battle spells	Demon
Wizard	The Cloud Wizards are dedicated to wisdom and knowledge. They are ruled by a Council of Orders ruled by the twelve houses. Leadership of a House is by the most powerful through meritocracy.	Produces extra gems. Bonus to attacks on Necromancer units Cheaper Summon spells	Necromancer
Forest	Elfhome is inhabited by sylvan creatures and lead by general acclaim by the androgyne magna Tituron.	Produces extra wood. Cheaper Blessing spells	Darkblood
Demon	The Firelands are ruled by the immortal Demon Scion and the Chaos Lords, the outcast children of Talios that led an unsuccessful attempt to overthrow the sky pantheon.	Produces extra sulfur Bonus to attacks on Empire units Cheaper Curse spells	Empire
Necromancer	The death mages split from the Cloud Wizards after they began pursuing darker magic in their quest for immortality and power. Led by the Hand, a deceitful and powerful tyrant.	Heals more troops after battle by reanimating the dead Cheaper Life spells	Wizard

Darkblood	The Nightlands are ruled as a theocracy by the Dark Elf dark dragon priests. Their realms encompass the underground realms.	Cheaper Destruction spells	Forest
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Name

An automatic name generator suggest a name based on your sex and faction, or you can choose your own. This name is what is shown on leaderboards.

GAME MODES

There are two primary modes of play: single player Campaign mode or multiplayer Arena Battle mode.

Campaign Mode (Single Player)

In Campaign mode, the player can play through six different campaigns, one for each faction. Within each factional campaign, there are eight key scenarios presented in order to tell that faction's story. The stories are interwoven to tell a more complex overall story, and completing all six campaigns unlocks a bonus ending. When the player first chooses a Hero and starts a campaign, the player starts the first scenario. At the conclusion of that scenario, the player is taken to the faction's town to engage in the activities therein. The player may choose to reenter the Arena at any time, and must then choose whether to attempt the next campaign scenario or to fight a general battle. The campaign scenarios have set difficulties based on the overall campaign difficulty. The difficulty of a general battle can be tailored as the player desires. This will allow a player to rebuild troop strength, try out new strategies, and learn to use new spells and troops. After the scenario has been successfully completed, that scenario is now unlocked as a scenario in Arena Battle mode, allowing the player to play that scenario head-to-head against another player.

Arena Battle Mode (Multiplayer)

Arena Battle mode is for multiplayer play for 2-4 players. If not enough players exist for the scenario selected, remaining seats are filled with computer players.

The game host selects from among the following modes of play:

- **Individual Supremacy** – An every-man-for-himself, winner-takes-all structure that ignores traditional partnerships.
- **Good vs. Evil** – A team game split along traditional factional partnership lines (Empire, Wizard, Forest vs. Demon, Darkblood, Necromancer).
- **Player Teams** – A team game with arbitrary teams, regardless of faction (e.g. Demon & Empire vs. Forest & Darkblood)

RESOURCES

There are seven main resources in Hero Arena, each with a primary association per faction (although all factions use all resources to some degree), and gold which is used by all factions.

Resource	Description
Gold	Gold is primarily used for buying/upgrading city locations and researching hero spells.
Gems	Primary resource for producing Darkblood units Secondary resource for producing Demon units
Mercury	Primary resource for producing Wizard units Secondary resource for producing Darkblood units
Sulfur	Primary resource for producing Demon units Secondary resource for producing Wizard units
Metal	Primary resource for producing Empire units Secondary resource for producing Necromancer units
Wood	Primary resource for producing Forest units Secondary resource for producing Empire units
Bone	Primary resource for producing Necromancer units Secondary resource for producing Forest units

All of these resources can be acquired from:

1. Resource Centers: These locations on the City Map produce resources at a slow but steady rate.
2. Factories: These locations on the World Map are the fastest way to acquire resources by playing a mini game unique to that resource.
3. Battle Production: Certain locations on battle maps can generate small amounts of resources for casting that critical spell
4. Victory Rewards: Winning a battle may provide resources as a reward.

HEROES

With each battle, a hero will earn XP based on the units defeated with bonus XP for completing Faction Quest scenarios. When they reach the threshold for a new level, they increase their level and may choose one new Hero Ability that may be added to their hero on even levels or a Tribute Package (3 different packages of resources) on odd levels. Heroes start at level 1 and may advance to level 20.

CITY MAP

From the City Map, a player may acquire new units, invest in gaining access to new parts of the city to make new units available, gain resources, upgrade current units, and learn new spells. Each faction's locations have unique appearances, but are similar in function. All city locations are presented on a single-screen City Map. Each city location is detailed below.

City Gates

From the City Gates, a player can initiate World Exploration (see below).

Troop Locations

Each faction has seven troop locations on the City Map, one for each tier of combat troops. The first two tiers of troop locations are available at the start of the campaign. Once a player has purchased access to a location, the basic unit of that tier is available for purchase. The player may also invest in a location to make the upgraded version of the unit available. The two levels of troops available for each building are listed in the table below.

Troop Locations & Troop Types

	Empire	Wizard	Forest	Demon	Necromancer	Darkblood
Tier 1	Peasant Huts 1. Peasant 2. Conscript	Gremlin Workshop 1. Gremlin 2. Master Gremlin	Faerie Tree 1. Pixie 2. Sprite	Crucible 1. Imp 2. Familiar	Graveyard 1. Skeleton 2. Skeleton Archer	Black Den 1. Scout 2. Assassin
Tier 2	Archer Tower 1. Archer 2. Marksman	Parapet 1. Gargoyle 2. Obsidian Gargoyle	Battle Terrace 1. Blade Dancer 2. War Dancer	Demon Tower 1. Demon 2. Overseer	Crypt 1. Zombie 2. Plague Zombie	Blood Arena 1. Blood Maiden 2. Blood Fury
Tier 3	Barracks 1. Footman 2. Squire	Golem Forge 1. Golem 2. Steel Golem	Hunting Lodge 1. Hunter 2. Ranger	Kennels 1. Hell Hound 2. Cerberus	Haunted Tower 1. Ghost 2. Specter	Labyrinth 1. Minotaur 2. Minotaur Guard
Tier 4	Griffin Tower 1. Griffin 2. Imperial Griffin	Mage Tower 1. Mage 2. Archmage	Stone Circle 1. Druid 2. Druid Elder	Sin Palace 1. Succubus 2. Succubus Mistress	Gothic Mansion 1. Vampire 2. Vampire Lord	Grim Hall 1. Dark Raider 2. Grim Raider

Tier 5	Monastery 1. Priest 2. Inquisitor	Palace 1. Djinn 2. Djinn Sultan	Unicorn Glade 1. Unicorn 2. Silver Unicorn	Burning Stable 1. Hell Charger 2. Nightmare	Mausoleum 1. Lich 2. Archlich	Hissing Cavern 1. Hydra 2. Deep Hydra
Tier 6	Jousting Arena 1. Cavalier 2. Paladin	Pavilion 1. Rakshasa Rani 2. Rakshasa Raja	Treant Arch 1. Treant 2. Ancient Treant	Abyss 1. Pit Fiend 2. Pit Lord	Barrow 1. Wight 2. Wraith	Shadow Tower 1. Shadow Witch 2. Ebony Witch
Tier 7	Temple 1. Angel 2. Archangel	Coliseum 1. Colossus 2. Titan	Dragon Altar 1. Green Dragon 2. Emerald Dragon	Fallen Temple 1. Devil 2. Archdevil	Dragon Graveyard 1. Bone Dragon 2. Spectral Dragon	Dragon Spire 1. Shadow Dragon 2. Black Dragon

Tavern

Troops from outside your faction are available for purchase in the tavern. One random troop type of each tier will be available each day. A tier will only be available if the player has unlocked the corresponding tier Troop Location in their own city. If the player has also unlocked the upgraded version of that tier's troops, the foreign troops will be available in either their basic or upgraded versions.

Healing Center

This location allows the player to bring some troops back from the dead. The five most recent unit types that have died are displayed, along with a number that can be healed of that type and the cost for healing that unit type (in gold or other resources). The player must heal all of the unit type at once.

Barracks

The player may store up to seven stacks of troops in the barracks. This allows the player to switch combat troops for a battle without losing the troops.

Spell Tower

The spell tower is where a Hero can learn new spells. The player may purchase any available spell. Some spells have prerequisites that must be fulfilled before they will be available.

Resource Centers

Purchasing access to these locations allows the player to produce a steady supply of that particular resource type. The player must visit the resource center to collect earned resources into their supply. Each resource center can be upgraded 10 times to produce additional resources.

Arena Gate

The Arena Gate is a magical portal from each capital city to the Great Arena and is the key location for advancement of the Campaign Mode, earning gold to unlock/upgrade buildings in the City Map, or for challenging other players to Arena Battle. The three options you are presented with when entering the Arena are:

1. Faction Quest – advance the main storyline of your faction.
2. Replay Quest – replay a previous faction quest.
3. Arena Battle – PvP battle to earn prestige or to compete on the leaderboards.

WORLD MAP

World Map exploration functions much like in Puzzle Quest with node-to-node movement and a chance of random encounters that trigger a randomly generated combat:

Puzzle Quest World Map



Random encounters generate gold and sometimes resources based on the troop types in the random encounter. You may flee from a random encounter to the node you approached from, but that random encounter will remain on the map and you'll be unable to pass through that node again without defeating that random encounter.

As you travel to each node and defeat the random encounter there (if any), additional links are revealed to adjacent sites. Sites may include:

World Map Site	Description
Capital	You start from your faction's capital. Discovering a new capital allows you to start a new hero of that faction type. Thereafter, visiting a location with a hero on it (heroes are visible on the world map), you may switch to playing that hero. You may not enter a Capital with a hero that does not belong to that faction.
Garrison	Location that generates troops of a particular type that you can hire with gold.
Factory	Site that generates resources by playing a mini-game
Portals	Teleport to another specific map location. Two portals are always linked.
Empty	No specific ability, just unlocks links to new nodes. Most common location type.

The appearance of the Capitals and Garrisons reflect the appearance of the faction that owns that area of the world.

Factories

Factories are sites on the world map that generate resources by playing a mini-game. The possible factories include:

Factory Type	Mini-Game
Gem Mine	Bejeweled-like mini game
Sulfur Pit	Dynomite-like mini game
Distillery	Rocket Mania-like mini game
Ore Mine	Puzzle Craft-like mini game
Lumber Mill	Collapse!-like mini game
Cemetery	Dig Dug-like mini game

COMBAT

Image: HoMM VI – Rough Battle Map Concept



Game play takes place in turns, with each stack of troops or Hero taking their turns in an order determined by their initiative. Each player issues their orders and the results are generated before the next stack's turn. In general, the player is trying to achieve certain scenario objectives such as capturing and holding key map sites or destroying all enemy units. They achieve these objectives by advancing their combat units, engaging in individual/coordinated combat, using special abilities, and casting spells. Certain maps also include secret location which, when captured, unlock additional game content for that faction. The scores for that game are uploaded to the appropriate leaderboard(s) for comparison against all other players in the world after the game's conclusion.

Turn Structure

Arena combat in both Campaign and Arena Battle modes is conducted in a series of turns in which each combat stack (a group of 1-99 units of the same type in a single square) and Hero takes an action. The turn order is determined by the stack or Hero's initiative and it is possible for one stack to have two or more turns between turns for another stack. Each troop type and Hero has a base initiative. This can then be modified by multiple factors including morale, terrain, spells, special abilities, and scripted events in a scenario. A stack's initiative can change during the battle and the timing of the stack's next turn will immediately be adjusted.

Map Objectives

At the start of each combat, the player is presented with a set of objectives that must be accomplished in order to win that scenario. The objectives vary from quest to quest but include (but are not limited by) any of the following:

- Destroy all enemy units.
- Capture key map site(s).
- Destroy key map site(s).
- Meet objective within X days.
- Prevent opponent from achieving objective for X days.
- Destroy all of particular unit type(s).
- Assist an ally in achieving their objective.

The combat ends when any player has achieved their objective(s). Random battles on the World Map are most commonly "Destroy all enemy units".

Arena Map

The game map is a tile-based square grid that represents the entire play area of a particular scenario and may be larger than the displayed screen area (screen may be scrolled with a targeting reticle used to select a particular tile). Each tile of the map consists of one terrain type. Each terrain type has implications for different attacking and defending units and also affects the movement speed of units depending on the unit type and the terrain being moved over. Some units may not be able to enter certain terrain types. The key terrain types are summarized here:

Terrain Type	Description
Grass	Forest: +1 attack, Empire: +1 initiative
Dirt	Necromancer: enemies have -1 morale
Sand	Wizard: no penalties, Others: -1 movement
Lava	Demon: no restrictions, Others: -10% health at start of turn
Subterranean	Darkblood: +1 morale, Others: no flying
Water	Impassible by non-flying troops
Roads	+25% movement

Blocking	Various objects that prevent ground movement into the square and prevent flying troops from landing in the square. Examples include large rocks, fire pits, and chasms.
Ramparts and Towers	Ramparts and towers are blocking terrain.

On top of any particular land terrain a special Battle Map Site may exist which grants varying abilities as described below. Map Sites may be razed (destroyed) by attacking them.

Battle Map Site	Description
Gem Deposit	A site that produces gems. Troops that end their turn on the Gem Deposit draw resources on each of their turns based on the troops' attack strength.
Gold Deposit	A site that produces gold. Troops that end their turn on the Gold Deposit draw resources on each of their turns based on the troops' attack strength.
Sulfur Deposit	A site that produces sulfur. Troops that end their turn on the Sulfur Deposit draw resources on each of their turns based on the troops' attack strength.
Alchemy Lab	A site that produces mercury. Troops that end their turn on the Alchemy Lab draw resources on each of their turns based on the troops' attack strength.
Ore Deposit	A site that produces metal. Troops that end their turn on the Ore Deposit draw resources on each of their turns based on the troops' attack strength.
Sawpit	A site that produces wood. Troops that end their turn on the sawpit draw resources on each of their turns based on the troops' attack strength.
Grave	A site that produces bone. Troops that end their turn on the Grave draw resources on each of their turns based on the troops' attack strength.
Magic Node	A site that generates mana for a Hero. Only magic/caster types may draw mana. Troops that end their turn on the magic node draw mana on each of their turns draw mana based on their attack strength/5.
Objective Locations	Sites that must be held for victory. These may be empty or have some other Battle Map Site at the location.
Rampart	Impassible square for ground movement. Flying units may cross. Some ranged units can shoot over the wall. Ramparts can be attacked and destroyed.
Towers	Site that acts as a Rampart but can also shoot enemies. The Tower has an initiative and takes turns as any other troop.
Portal	A site that teleports a stack entering the square to another square.

Combat Mechanics

Each stack may move and attack on its turn. The Success Factor of the attack is generated by comparing the attacker's attack rating and the defender's defense rating. This factor is combined with the unit's

damage and number of units to determine the damage done. The damage removes hit points from the defending stack. For each full unit worth of damage, the defending stack loses on unit. Partial damage is tracked during the battle, but the unit's strength is not lowered for partial damage.

In addition to the base attack, defense, and damage abilities, many units have special abilities that can affect the combat. Terrain and spells also modify the combat results.

Spells

Each Hero has a certain amount of mana to spend on spells during a battle. Spells may also require material components (resources) that vary by faction. On each of the Hero's turns the player can choose to have the Hero perform a basic powerful attack or cast a spell. Spells can have a variety of effects.

There are six main classes of spell magic:

- Blessing – Buffs and improvements
- Curse – Debuffs and damage over time
- Destruction – Direct damage
- Summon – Create/banish creatures and travel
- Life – Healing/Draining magic
- Battle – Tactical spells with limited duration that cause a variety of battle effects

Each spell class has 10 spells available to learn, and each spell has six levels of mastery, from zero to five. Spells that have not been researched are Level 0, but may still be cast.

Spell Level	Mastery
Level 0	25% effective
Level 1	60% effective
Level 2	70% effective
Level 3	80% effective
Level 4	90% effective
Level 5	100% effective

Heroic Abilities

In addition to spells, Heroes gain abilities as they level. Active abilities are used in the same manner as spells, but they have no mana costs. Passive abilities are always in effect. Heroes gain new abilities by advancing in level by earning XP. Many abilities are tied to a specific faction and can only be learned by a Hero of that faction. Examples include:

- Rally (active) – Removes all negative effects on friendly units.
- Raise Dead (active) – Create friendly undead units from the units killed during the battle.
- Summon (active) – Ability to bring additional units from the Barracks into the battle.

- Battle Master (passive) – Increases the attack ratings of all friendly units.
- Enhanced Magic (passive) – Increases the effectiveness of friendly spells.
- Wealthy (passive) – Gains double resources from captured resource map sites

Combat Units

Combat units are those units that can engage in combat with an enemy or capture map sites. All combat units have both a basic and upgraded form. Each faction has seven tiers of combat units, each more powerful than the previous tiers. Initially a Hero only has access to the basic versions of the first two tiers of combat units. Between battles the player can spend gold and other resources to gain access to upgraded versions of units as well as higher tiers of units. Once a Hero has access to the upgraded version of a unit, all basic units of that type can be upgraded. The higher tier combat units have special abilities. The following abilities should be represented in each faction, but each faction may have relatively strong or weak units of that type.

- Flying – Combat units that can fly over obstacles and enemy units.
- Ranged – Combat units that can attack at range.
- Magic – Combat units that attack with magic rather than physically.
- Large – Combat units that take up more than one square on the map.
- Spells – Combat units that can cast hero spells at one level lower than the hero's mastery, limited to the preferred spell type for the faction.

The key stats for each combat unit include:

- Attack – Strength of each attack.
- Shots – Number of attacks with each time their initiative comes up.
- Range – How far away targeted units may be to receive damage.
- Defense – Reduction to attack power before applying damage.
- Initiative – Number of “ticks” before they get their next attack.
- Speed – How many squares they can move on the battlefield.
- Health – How much damage they can withstand.
- Mana – How much mana is available for casting spells.
- XP – How much XP a hero earns when defeating a unit of this type in battle. Losing a battle still awards 25% XP (rounded down) of creatures defeated.

mini-GAMES

Each resource has a mini-game in a Factory on the World Map that is the primary production source for a particular resource type. The mini-games are based on popular and successful casual games. Playing the mini-games is optional, however, as a player could instead invest a more in the resource locations on the City Map to generate a constant supply without playing the mini-games.

Gem Mine

Gem Mine is a Bejeweled-like game. Each gem type has a meter that, when filled, earns 1 gem the first time filled, 2 the second time filled, etc. Each match of three earns 1 on that gem's meter, matches of four earn 3 on that gem's meter as well as creates a "shiny" of that color that acts as a 2x multiplier on future matches, and each match of five earns 5 on the meter and produces a rainbow gem that will match with anything to destroy all gems of that color on the board. Each gem meter has a "length" of 10 times the current level; e.g. it takes 10 3-gem matches to fill a meter the first time, 20 3-gem matches to fill it the second time, etc. The game has a countdown timer and each match refills the time remaining. Occasionally, gold coins appear on the gems for a limited time, and if matched while the gold coin is on the gem you earn extra gold as well.

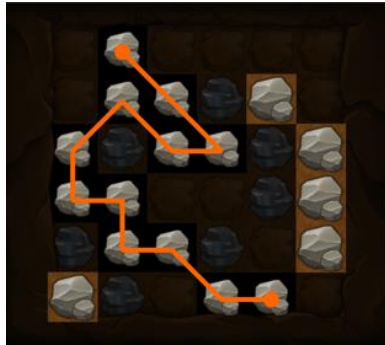
Diagram: Bejeweled



Ore Mine

Ore Mine is a Puzzle Craft type game where you draw connections between matching type of soil/ore to remove them from the grid. Removing soil gets you nothing, but up to four other ore types exist (tin → copper → iron → silver) that you can match together. You must match three or more, but matching 5 or more of one type will add one unit of the next higher type when the board collapses down to fill the empty space (the board is always full). Each metal has a meter that is 10 times the current level of that meter (all start at level 1). Filling the tin meter gives you 1 metal resource, copper gives you 5 metal resources, iron gives 25 metal resources, and silver 125 metal resources, multiplied by the current level of the meter.

Diagram: Puzzle Craft



Sulfur Pit

Sulfur Pit is a Dynamite-like game, but inverted to push up from the bottom. You have different colored pick-axes to throw into the pit to remove matching colors of 3 or more. If the pick-axe doesn't remove 3 or more, it turns into another ball itself of that color. You can aim the pick-axe from the top and it will bounce off walls, but it will stop as soon as it touches a ball and either turn into a ball or remove balls that match its color. Removing balls of different colors adds the sulfur balls that you are trying to collect, and the more you remove at once, the more sulfur is added. Furthermore, removing a set will also remove any balls above it that are not connected to the main mass. Periodically, "lava" pushes up a new row from the bottom and if any of the balls reach the line at the top, the game ends. Collecting the sulfur balls adds them to your supply. Removing 3 at once adds 1 to your supply, and each additional sulfur ball removed at the same time results in triangular scoring; e.g. 1, 3, 6, 10, 15, 21 sulfur for 3, 4, 5, 6, 7, and 8 balls, respectively.

Diagram: Dynamite



Distillery

Distillery is a Rocket Mania type game where you have a grid of different pipe connector types that you can rotate to make connections between the boiling vats on one edge of the grid to mercury flasks on the other side. All mercury flasks start at level 1, but each time they're filled, they increase in level. As soon as a path exists from one side of the grid to another, the mercury begins flowing through the pipes from the vat and fills all connected flasks. Once a pipe segment is filled, it can no longer be rotated, but other

pipe segments can be. It is possible to fill more than one pipe segment at a time. There is a countdown timer that has more time added to it each time you make a connection; the amount of time depends on the number of pipe segments filled. Once the path from the vat to the flask is filled with mercury, new pipes are pushed onto the grid automatically and can then be rotated to create new paths. A preview row shows the next set of pipe segments will be pushed onto the grid. Every time 10 or more segments are removed from the grid, a gold coin will appear somewhere on the grid; collecting that pipe segment earns extra gold.

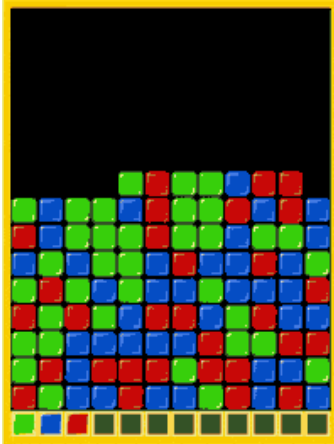
Diagram: Rocket Mania (replace matches with vats, rockets with flasks)



Lumber Mill

Lumber Mill is a Collapse!-like game where blocks of different colors push up from the bottom. If the blocks reach the top of the screen, the game ends. Each block represents a different wood type. Clicking on a color block with three or more orthogonally-connected blocks removes them, and adds to the meter for that wood type and causes any blocks on top of it to collapse downward to fill empty space. Each match of 5-9 blocks advances that wood type's meter, matches of 10-14 earn 3 on that wood type's meter, and each match of 15 or more earns 5 on the meter. Each wood type meter has a "length" of 10 times the current level of that meter; e.g. it takes ten 5-9 block matches to fill a meter the first time, twenty 5-9 block matches to fill it the second time, etc. The game starts with 3 block colors and every time 100 blocks are cleared, a new color/wood type is added to the mix. The new wood types produce 1 additional increment on the meter when cleared for the first new color, 2 additional increments for the second time cleared, etc.

Diagram: Collapse! (add leaf symbols to blocks)



Cemetery

Cemetery is a Dig Dug-like game where you dig in the earth and collect bones in the cemetery by passing underneath them to dislodge them while chased by ghosts. Collecting all the bones on the first level advances you to the next level where the bones are worth more. On each level, you have 5 magic shields that cause ghosts to flee from you for a short period of time. You have 3 lives to collect as many bones as possible. Dropping bones on the ghosts will “kill” them, but they will respawn after a few seconds.

Diagram: Dig Dug (replace rocks with bones and add more)



LEADERBOARDS

Each mini-game has its own leaderboard, as does multiplayer battles in the Great Arena. Leaderboards in the Great Arena are reset weekly and prizes are awarded based on leaderboard rank.