Upgrades:  
Rout choice between No energy/mana cap or dealing substantially more damage while the next ability used when energy is full.  
No energy/mana cap path:  
 Deal logarithmically more damage based on energy/mana. +100% for each 2x base pool size.  
More damage at max energy path:  
 Using an ability at full energy reduces it’s cost by 50% or it’s cost for 5 seconds if it’s a channeled ability.  
Using an ability causes all other abilities to cost 10% less, resetting when using that ability.  
Status effects:  
 Poison – High flat damage based on level and ability damage multiplier. Damage/tick goes down over time. ~10 seconds max duration. Re-applying restarts the damage and time instead of stacking.  
 Amaterasu-Starts at very low value, but goes up constantly over time, and never ends.  
 Heat-Damage goes down over time until it hits zero. Re-applying heat increases damage. Much lower damage than poison ~10x lower.  
 Electric? Low damage immediate hit that hits multiple enemies?  
 Ice – Increases ball damage. Blocks breaking deal a percentage of their hp to nearby blocks based on ice damage dealt to the block. (10% of hp dealt as ice == 100% hp shatter damage)  
 Radiation – Deal AOE damage constantly around the balls. Also causes blocks to take more damage. Adds additive damage multiplier = 0.01 per second when ball radius distance from a block, down to 0 at radiation effect distance away.   
Syncronize – Damaging a block with a basic attack and a ball within 0.5 sec restores energy and equal to 2x the cost of the click, deals a percentage of current hp to the block (20%) and consumes the buff. Can only trigger once per click. Only consumes the oldest buff on a block in the damage range.  
Synchronize’s creates a buff that increases the effectiveness of synchronize by 100% per stack for 2 seconds. Current health damage is multiplicative instead. 1 – 0.8^stacks.  
Crit frenzy – Hitting 5 crits in a row causes the next 3 taps to be crits. (stacks and is saved. Hitting a weak spot doesn’t consume a charge)  
Line them up – Executing is now delayed for 5 seconds. If 3 blocks are marked for execution at once, they will all detonate, dealing 35% max hp damage in a larger range and restoring 5 seconds of energy.  
Knock them down – Triggering line them up will now hit all blocks in a line between the executed blocks for 35% max hp.  
  
Crit enhancing effects: Crit gives huge boost to Amaterasu damage. Maybe Multiplies by 1.1x to the base growth rate on hit blocks.  
Balls damaging a block increases how much damage it takes by 2x for 2 seconds, decreasing logarithmically and stacks with multiple hits.  
Crit targets the block with the highest damage multiplier and pauses the timer for the multiplier decreasing.  
Execute – 3 second window when a block reaches a low hp threshold to tap it killing it and dealing percent max hp damage to nearby blocks. (Doesn’t use energy, doesn’t need a specific ability on.) 10% per level. Threshold point and max hp dealt same value.  
Execute upgrade to give energy when executing a block giving 2 seconds of energy regen.  
Crit execute. Hitting a crit increases the execute threshold and damage by 20% for the crit hit only. Critical hits will automatically perform an execute if the crit reduces the block below the execute threshold.  
Concentrate fire upgrade, causes them to increase ball speed for the next 2 bounces.  
Concentrate fire increases ball damage on next hit after hitting a wall.  
Concentrate fire upgrade – Instead of next wall bounce, change direction immediately.

Bomb – High energy cost, large AOE. Targeted location.  
Screen wipe – hits all enemies, low damage, medium cost.  
Concentrate Fire – Click the screen to make all balls target the clicked position the next time they hit a wall. Low cost.