

Florr.io boardgame rules v.1.0.0

官网: <https://github.com/boardgame-dev/florr.io>
 开发者 Email: 3562907147@qq.com 或 xcx0902@126.com

基本规则 Basics

1. 掷骰子以移动 (每次为-回合)
2. CD在每回合最后-1, 切换花瓣时需先冷却
3. 攻击范围

			3		
		3	2	3	
	3	2	1	2	3
3	2	1	3	1	2
	3	2	1	2	3
		3	2	3	
			3		

- 1: Defend 防御
 2: Normal 正常
 3: Attack 攻击

4. 制虫者每回合最多可产生5只虫, 等级限定如下:
 wave 1-3: C wave 4-7: U wave 8-12: R wave 13-20: E
 wave 21-30: L wave 31-45: M wave 46-60: UI wave 61-80: S
 wave 81+: Ch

5. 掉落物计算:

	掉0个	掉1个	掉2个	掉3个	掉4个
共掉1种	1	23456	—	—	—
共掉2种	1	23	456	—	—
共掉3种	—	12	34	56	—
共掉4种	—	—	12	345	6

C-E: 掉本级 L: 1/3 L 1/3 E M: L
 UI: 1/3 M 1/3 L S: M Ch: 1/2 UI 1/2 M

6. 合成 C→U 100% U→R 2/3 R→E 1/2 E→L 1/3
 L→M 1/36 M→UI 1/72 UI→S 1/108 S→Ch 1/216

技能 Skills

1. 技能点 (XP) C:1 U:5 R:30 E:300 L:5,000
 M:100,000 UI:5,000,000 S:500,000,000
 Ch:25,000,000,000

2. 升级 第i级到第i+1级需 $20 \times i \times d_i$ XP
 其中, $d_{1-20}=1$ $d_{21-30}=2$ $d_{31-40}=5$ $d_{41-50}=10$
 $d_{51-60}=20$ $d_{61-70}=50$ $d_{71-80}=100$ $d_{81-90}=200$
 $d_{91-100}=500$ $d_k=1000$ ($k>100$)

3. 技能

(1) Skilled Crafting

C→U 100% U→R 100% R→E 1/2
 E→L 1/3 10SP
 L→M 1/18 M→UI 1/36 UI→S 1/72
 S→Ch 1/108 25SP

(2) Health

H+5% 1SP (无限)

(3) Medic

HL+10% 5SP (5级)

(4) Dropping

	1个	2个	3个	4个
1种	123456	—	—	—
2种	12	3456	—	—
3种	1	234	56	—
4种	—	12	345	6

(5) Sharp teeth

D+10% 5SP (5级)

(6) Luck

3SP (3级)
 每升1级制虫者可多制1T虫。

(7) Crafting

8SP (8级) → S → Ch
 C → U → R → E → L → M → UI

(8) Reload

CD-1s 15SP (3级)

(9) Skilled Absorbing

XP+25% 10SP (3级)

(10) Infinity SP

买技能时 50% +1SP 5SP

(11) Skilled Attacking

5SP (共2级)
 攻击时可打到距离为4/5的格子

(12) Skilled Shooting

3SP (没持佳)
 Missile 可以射击任何角度的怪(只要

(13) Lifesteal

10SP (共3级)
 吸血 5%/10%/15% (叠加 Fangs)

花辨 Petals

系数 d = 1/2/4/8/16/48/192/960/9600

1. ◎ Basic D=10 2s
2. ○ Light 1/2/2/3/3/5/5/5/7 D=5 1s
3. ♀ Leaf D=10 HL=3/5 1s
4. ▼ Missile D=20 2s+1s (可45°角)
5. ▶ Stinger 1/1/1/1/3/5/5/7 D=75 10s
6. ⊗ Rose HL=15 3s+1s (650%)
7. ♂ Starfish D=10 HL=5/5 2s R=2格
8. * Lightning B=2/3/4/5/6/7/8/9/10 D=20 2s
9. ☼ Cactus D=15 H+=30 1s
10. ☼ Shell HL(盾)=12 3s+1s
11. ○ Rock D=50 4s
12. ◇ Salt D=10 RF=20% (每+20%) 2s
13. ● Heavy D=5 H=100 退1格 10s
14. ○ Egg H=20 MD=10 MH=10
15. ♂ Rice D=5 最1格 0s
16. ⊙ Corn D=3 H=200 退1格 10s
17. ◇ Fangs D=10 HL=100% 3s
18. ● Iris D=10 P=5/5 T=3s(不变) 3s
19. ⊗ Dahlia HL=2/7 1s+1s
20. ⊙ Bubble Mv=2/2/3/4/4/5/6/7/9 1s+1s
21. ♂ AntEgg H=10 MD=5 MH=5 1s+3s
22. ○ Yucca D=15 HL=4/5 1s (Defend)
23. ♂ Sand D=5/T 2s
24. ● Pollen 1/2/2/3/3/5/5/5/7 D=7 1s T=5s
25. ♂ QuickStinger N同Stinger D=15 3s
26. □ SlowLight N同Light D=30 5s

怪 Mobs

一. Garden 花园

1. ⬡ Rock 被动 H=100 D=5 [Rock, Heavy]
2. ♂ Hornet 敌对 H=50 D=20 MiD=10 [Missile, Stinger]
3. ♂ Spider 敌对 H=50 D=5 P=5 T=3s [Iris, Web]
4. ♂ Ladybug 中立 H=30 D=5 [Rose, Light]
5. ♂ D Ladybug 中立 H=40 D=5 [Dahlia, Light]
6. ♂ Centipede 中立 H=30 D=5 [Leaf, Light]
7. ♂ E Centipede 敌对 H=30 D=5 [Iris, Light]
8. ♂ Bee 中立 H=50 D=50 [Stinger, Missile, Light]
9. ♂ BabyAnt 被动 H=10 D=5 [Leaf, Light, Rice]
10. ♂ WorkerAnt 中立 H=20 D=8 [Leaf, Corn]
11. ♂ SoldierAnt 敌对 H=30 D=40 [Leaf, Stinger]
12. ♂ QueenAnt 敌对 H=200 D=15 [AntEgg, Egg]
13. ♂ BumbleBee 被动 H=50 D=30 PD=10 [Pollen, Light]
14. ♂ Fly 敌对 H=50 D=5 R=3 RD=2/5 [Slow, Light]
15. ♂ QueenBee 敌对 H=100 D=150 Egg=X/X/C/U/R/E/L/M/V/I EggCD=5s(不变) [Egg, Quick Stinger, Slow Light, Pollen]

系数 d = 1/3/5/10/20/60/240/1200/14000

Ant Hole									
	C	U	R	E	L	M	V	I	S Ch
B	10	15	15	15	20	20	20	25	40
W	10	10	15	15	15	20	20	20	40
S	10	10	10	15	15	15	20	20	40
Q	1	1	1	1	1	1	2	2	5
H	500	1k	-	-	-	-	-	-	-

二. Desert 沙漠

1. ♂ Beetle 敌对 H=50 D=30 [Egg]
2. ♂ Scorpion 敌对 H=50 D=10 MiP=8/5 MiT=3s [Iris, Missile]
3. ♂ D Centipede 被动 H=30 D=5 [Salt, Powder] V=5 Bee Hole
4. ☼ Cactus 被动 H=100 D=50 [Cactus]
5. ⬡ Sandstorm 被动 H=120 D=70 [Light]
6. ♂ FireAnt 敌对 H=20 D=10 [Yucca]

CURELMUIS Ch									
B	10	15	20	20	30	35	40	50	100
Q	1	1	1	1	1	1	2	2	5
H	500	1k	-	-	-	-	-	-	-

Fire Ant Hole									
	C	U	R	E	L	M	V	I	S Ch
F	20	30	35	40	45	50	60	70	100
Q	0	0	0	0	1	1	1	2	5

三. Ocean 海洋

1. ☼ Jellyfish 敌对 H=50 D=30 L=15 B=2(+1k) [Lightning]
2. ♂ Starfish 敌对 H=50 D=20 HL=5/5 [Starfish, Salt, Sand]
3. ♂ Crab 敌对 H=70 D=35 [Stinger, Sand]
4. ♂ Bubble 被动 H=5 D=1 [Bubble, Air]
5. ♂ Sponge 被动 H=20 D=5 [Salt]
6. ♂ Leech 敌对 H=100 D=10 LST=10 [Fangs]
7. ♂ Shell 中立 H=100 D=5 [Shell]