

① general - needs energy, can become any cell,  
can absorb organic and transform it to energy  
it can create up to 3 new cells, between each  
new cell it creates wood, and then becomes  
seed. General cell can move until it creates  
first new cell

② leaf - can receive energy with photosynthesis

③ seed - sleep general cell, might be shooted by general

④ antenna - can absorb energy from ground

⑤ wood - transport energy

⑥ root - can transform organic to energy

\* Each cell when dies left energy and organic

\* Each cell has TTL, except general it lives until has energy

\* to much organic = infection, only root can survive here

\* to much energy = deadly charge, only antenna can leave here,  
decreases with time

\* general cell can eat any cell except root and wood to receive  
energy