**I) ThePuck:**

1) F1 to focus. (Important to locate where ThePuck is on the map)

2) Right click on ground to move

3) Right click on enemy to attack (very weak though)

4) A + Click on enemy to attack (or ground to attack nearest enemy). Blink is not a skill.

5) Watch for health. Die if health reaches 0. Health regenerates automatically.

6) ThePuck respawns after an increasing amount of time (so don't die many times)

7) Space + Click to blink (hidden cooldown of 1.5s)

8) Select the bonus system:

a) Use "Tab" to switch between Health & Skill Bonus subsystems

b) While in Skill Bonus subsystem, use "2" to switch between options for second skill subsystem, and use "4" to switch between options for fourth skill subsystem.

9) When in skill bonus, killing an enemy with any skill will increase ThePuck’s maximum health and regeneration (absolute regeneration only) according to the health increment.

10) Also in health bonus, killing an enemy with any skill will increase ThePuck’s health regeneration (relative/percentage regeneration only).

**II) ThePuck skills** (each has its own cooldown):

1. First skill: R + target (can target ground)
   1. The skill is most effective when dealing with a large amount of enemies.
   2. The skill deals most damage at its ends (it stays for a certain amount of time at the end of the wave before disappear. Try to utilize this feature.
   3. When on Skill Bonus mode, killing enemies using this skill will increase this skill damage
2. Second skill: W
   1. ThePuck surges forward, dealing damage to any enemy on its way.
   2. Side effect: cancel any enemy projectile on its way.
   3. The skill does NOT make ThePuck becomes invulnerable. ThePuck still takes damage when surging forward.
   4. When on Skill Bonus mode, killing enemies using this skill will apply the effect chosen under the skill portrait (slower, faster, more damage)
3. Third skill: F
   1. ThePuck becomes blur and invulnerable for a certain amount of time. No damage or skill effect will be applied on ThePuck when this skill is active
   2. The skill immediately becomes inactive if ThePuck moves (or blink) during skill time
   3. This skill has no bonus.
4. Ultimate: C + target on ground
   1. Move all enemy units in the specified area into the center of the circle. Dealing damage at a percentage of their health.
   2. The skill also has a life steal effect: ThePuck gains health based on damage dealt (so more the more enemies in skills the better).
   3. When on Skill Bonus mode, killing enemies using this skill will apply the effect chosen under the skill portrait (increase speed, increase radius, more life steal (meaning more damage deal as well)).

**III) Enemies:** Cast skills (if applicable) randomly unless otherwise stated

1. Normal creeps: (The cockroach-like-creature)
   1. Does not have any skill. Normal attack only.
2. Arachnardus: (The spider)
   1. First skill: SpiderNet. This skill once catches the unit will disable any movement (and blink). This skill also follows the target until it is destroyed or reaches the target. When the Arachnardus dies, the skill ceases to exist (but if it already caught the unit, its effect will stay)
   2. Second skill: NetShield. This skill once active will display a faded yellow circle around its owner. The skill can be cast by one unit, but it will buff a small area of units. Units buffed by this skill will become invulnerable and has damage return (meaning any damage taken by the unit will be returned to the attacking unit)
3. Archon: (The sun-line-creature)
   1. First skill: NightSilent. This skill once active will be displayed as a faded grey-black circle. Any enemy unit stepping into the active area will be silenced (cannot use skill) and slow down by a factor of 2.
   2. Second skill: Encircle. This skill will take 0.5s to become active (it will appear gradually during that 0.5s). Once becomes active, it will display a link to any unit in the active area. There can only be one Encircle on the map.
      1. Enemy units in the active area will have their health drained by a certain amount of PERCENTAGE (of course unless the unit is invulnerable). Any enemy unit trying to escape the skill while being linked in will take damage equal to its lost health. (E.g. health of 100/500 will take 400 damage). Also, enemies units affected will be slowed down by a factor of two.
      2. Allied units in the active area will have their speed buffed by a factor of 3, and have their damage enhanced by a factor of 2.
4. Petaluridae: (The dragonfly)
   1. First skill: Dive. This skill will be cast when ThePuck surges towards the Petaluridae. The skill once active will make the casting unit becomes invulnerable, and moves the unit forward in an elliptic path.
   2. Second skill: Venom. The Petaluridae will fire poisonous (acting as projectiles) thorns around it. Unit affected by the thorn will have its health drained quickly (unless it is invulnerable), but the poison will not kill the unit (minimum health of 1). The unit poisoned will also be slow down. The slow is STACKABLE (the more thorns taken, the slower the unit is).
5. Ryskor: Warning: this unit does not cast skill randomly.
   1. First skill: Moon Walk. Walk backwards to the back of the enemy (in this case ThePuck) with fast speed. Only stop when Ryskor reaches the back of target. When Moon Walk is activated, any enemy unit that is passed through by Ryskor will be slowed down significantly.
   2. Second skill: Moon Blade. A rotating crescent that deals significant damage to enemy. Once activated, the Moon Blade will chase the target for a finite amount of time, and then return to Ryskor. Any unit (not invulnerable or with repel) are prone to taking damage.
   3. Third skill: Blaze. A snow flake projectile with INCREASING speed that will chase the target until it reaches the target or the projectile is destroyed. Once an enemy is hit by a Blaze, it will have its movement speed decreased rapidly to zero, and then will be stunned for a small amount of time before the skill cease to exist.

**IV) General:**

1) Navigate using minimap.

2) Screen will automatically move when mouse position is at screen edges

3) Main Building is the black thing at the bottom. Game ends when it explodes (its health reaches 0)

4) Enemy will only attack main building if player is dead

5) New enemies will only be spawned if there is no enemy left on the map.

6) F3 to toggle background noise on/off. (default off)

7) F4 to toggle gamePlay sound on/off. (default off)

8) F12 to save game, preferably at the beginning of each level because the game will be restarted at the beginning of the current level. All bonuses will be preserved.