PLAYER'S GUIDE

Blobby is a simple and fun game to play. The purpose of Blobby is to be the largest cell in the world. To do so the player will have to eat food to grow, but also try to devour the other players to grow faster and eliminate competition.

Player Movement:

The player can move the using the mouse. The cell will follow the mouse and if the player wants to stand still then the mouse should be placed on the center of the cell.

Crafting and Abilities:

There are three types of materials in the game: Herb, Wood and Steel. They are all necessary to be able to craft items. There are three different items in the game: poison, shield and spikes. In addition, there are four different champions which you can select from when you start the game (RIVEN, JAX, ZED and LULU) and more details about them can be seen in the starting screen of the game.

Button	Item	Cost	Effect	Time	Representation
Q	Poison	2 Herb	This makes the cell poisonous so that no matter how big the other cell is, it will be able to kill it.	50 frames	Cell gets shaded with pink layer.
W	Shield	2 Wood, 1 Steel	This gives the cell a shield which protects it against poison as long as the shield lasts longer than the poison. It also protects it against spikes and causes the spikes and the shield to be removed.	50 frames	Cell gets shaded with blue layer.
E	Spikes	1 Herb, 3 Wood, 2 Steel	If it touches the surface of another cell it will cause that cell to die. Spike vs Spike will cause both spikes to be removed.	50 frames	Surface of cell gets covered with spikes.
R	Ultimate	Time Cooldown	Depends on Champion	Depends on Champion	Depends on Champion

Ranking System and Practice Arena:

To make it to the top of the ladder, you have to be able to use strategies to play against other players. You can start climbing the ranking system by growing your cell and becoming amongst the biggest cells in the world. You can also use the local option to practice your champion and get used to the time measurements.

Pictorial representation:

Food

HERB

WOOD

Steel