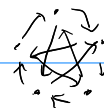


spawn:
 in elt?
 neutre?
 random?



biters:

- tp
- snafire (2oe)
- éclair
- explorer → smart
 → tunneling
- spawner → smart
 (kien) → peris
- stem / slow
- regen / vol de vie
- débuffle

spitter:

- éclair
- spawner → peris
 (ver?)
- 'grenades' capsules
- lance flamme
- stem / slow
- heal de groupe
- buff AA
- débuffle

biters (no rouge bleu vert) 1, 2, 3, 4
 front biters 5 éléments
 spitter 1, 2, 3, 4

neutre
 front → bleu clair
 fire → rouge
 éclair → jaune?
 explo → ?
 poison → vert
 ombre / spectre → violet/noir
 volent → ?
 roche → marron/orange

vert (clair)
 plante
 air
 pluie
 bleu & eau
 bois
 lumière
 jaune/bleu

1) chacun s'attech → chacun s'occupe

→ bâtiment actif

→ radar

→ artillerie

→ tunnels?

→ bulle: AA

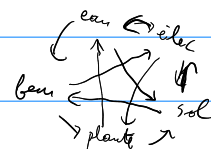
regen

revire

→ CC

→ spawner de nom
 → pollution ++

input → (des biters) ressource?
 → Felti des meilleurs
 → ressource +
 → fuir des biters?



plusieurs
 1 bulle
 elt?
 at long
 → 1 bulle / 10 bulles
 → 1 capsule?

pièces → achats de lignes?
(perso)

échange possible? de ressources

Non: biter was
factory was
factory fight (FF)
biter master
master of biter

blan	lan	(explo?)	real
jeune	elec	(laser)	éclair
rouge	fire	(blame)	sunfire;
vert	plants	(poison)	starvo?
maison	sol		

poison
explo + physics tank

alt speed → elec

stem: sol

regu: lan

slow: lan

disrupt: fire

fire: resi-; zone dps

laser: déjà monolithe dps

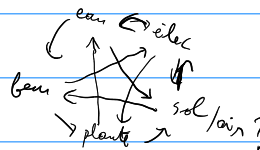
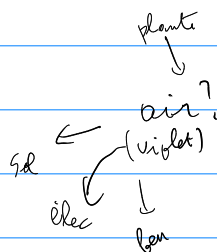
lan: zone, real

vert: "normal" invoc
renfort

sol: tank

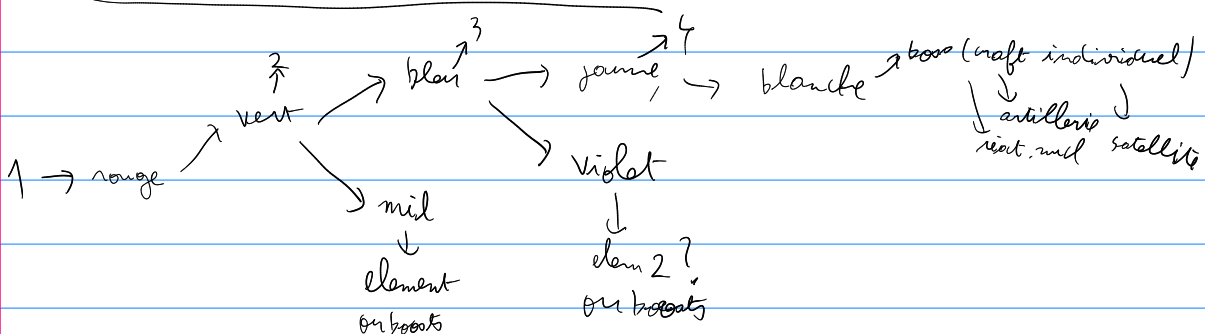
shield?
(mono)

air: zone, tank? squishy?



- 1 stone/bois pots? armure base? pistolet pour spitter? mitrailleuse
- 2 circ vert/engrenage / coal / stone (bois?) gun turret; armure lourde
- 3 circ rouge/engine / cube / pierre (wall?) low; flamethrower; boue over; armure mod port solar panel
- 4 circ blan / LDS / nuclear fuel? robot frame? laser turret
pierre (boue elec?) modules? elec engines? escouade
hcu? armure HK? 2

oil biter / spitter?
pannelles



can

fire

plants

earth

elec