



$K_2CO_3$  &  $H_2SO_4$   
 $CH_3CO_2$   
 $O=C-CH_2-CH_3$   
 $\sigma$   
Zwei-Atome-Gruppe  
 $CH_3$  &  $CH_2$



# Introduction

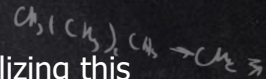


# Cataclysm Cards

## Background

When you cast magic cards, they leave **elemental residues** in the air. The consensus among the magic guilds is that casting multiple, different spells in the same location is prohibited, as it can result in uncontrollable natural disasters when the concentration becomes too high.

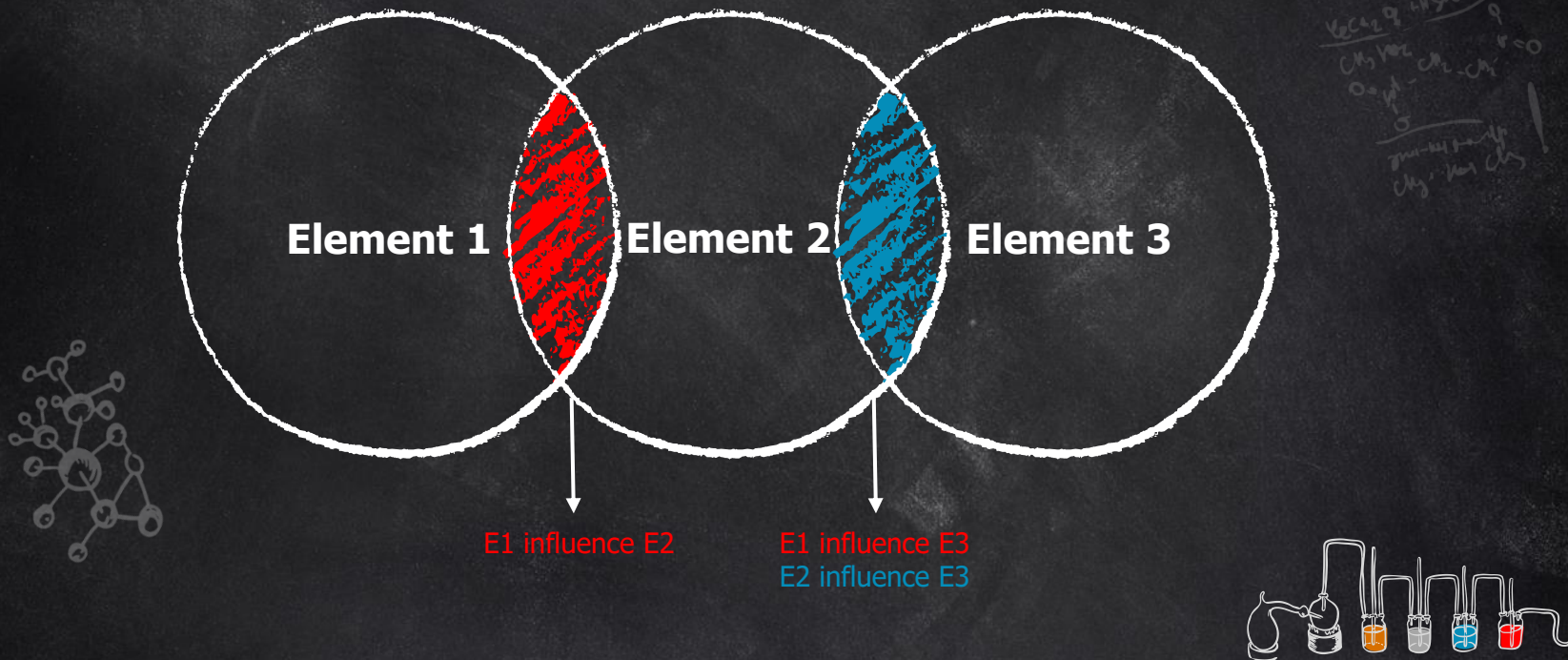
However, you have accidentally discovered runes that can **actively trigger these residual elements**. Utilizing this knowledge, you have created cards that harness these residues to produce effects, and you are currently testing their effectiveness.



# Cataclysm Cards

## How does it relate to chain reaction

The basic setting of the game is that when elemental residues within an area are triggered to explode, they will trigger the elemental residues in nearby or overlapping areas in succession. The effects of the previously elements will influence the next element that is detonated.



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 $\sigma$   
Zwitterion  
 $CH_3^+ \quad HCO_2^-$



# Game mechanism



# Cataclysm Cards

## Game mechanism

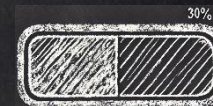
Tile map



*Handwritten notes:*  
 $6C_2 + 9H_2 \rightarrow C_6H_{18}$   
 $C_6H_{18} + 12O_2 \rightarrow 6CO_2 + 9H_2O$   
 $6CO_2 + 9H_2O \rightarrow 6C_6H_{12}O_6 + 9O_2$   
Photosynthesis

Element residues

When the element residues is too much, it will explode automatically which means trigger the Arcane Catastrophe – an uncontrollable natural disasters – which will deals damage to both monsters and players.





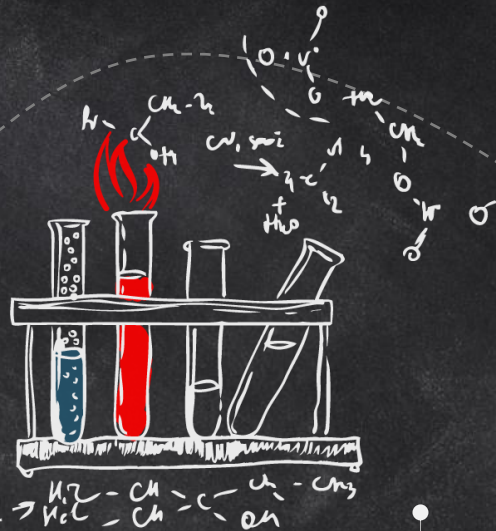
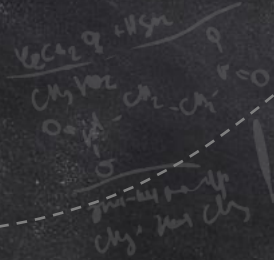
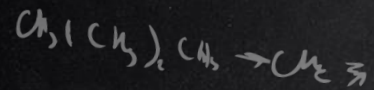
# Cataclysm Cards

Looks like...



*Handwritten notes:*  
 $Kc_{42} \cdot 9 \cdot 1150$   
 $C_{42} \cdot 102$   
 $0 = 10 - C_{42} - C_{42} \cdot 10$   
 $0$   
 $10 - 2C_{42} = 0$   
 $C_{42} = 5$   
 $10 - 2 \cdot 5 = 0$





Thank you