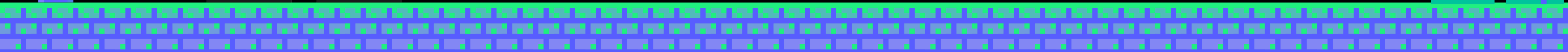
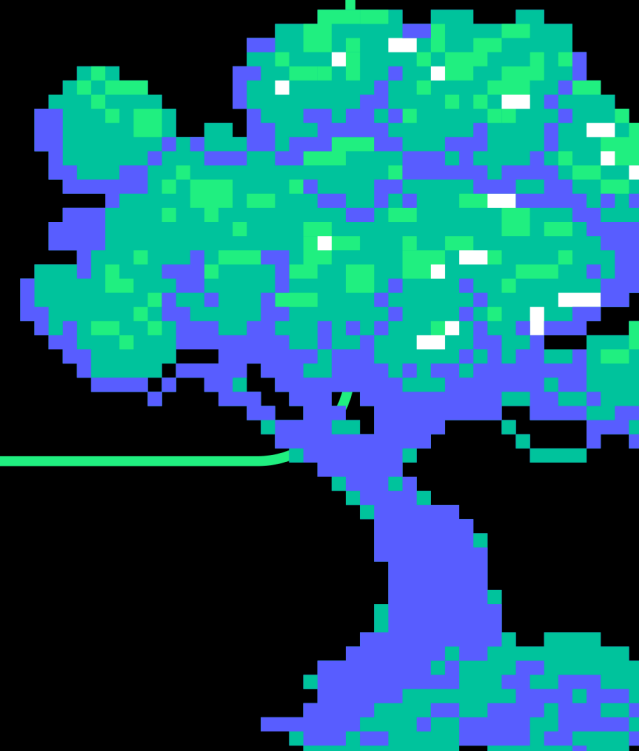


USERNAME : GOOGLE ENTERTAINMENT

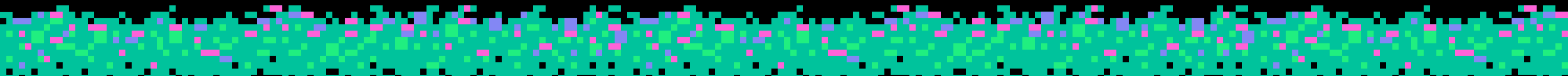
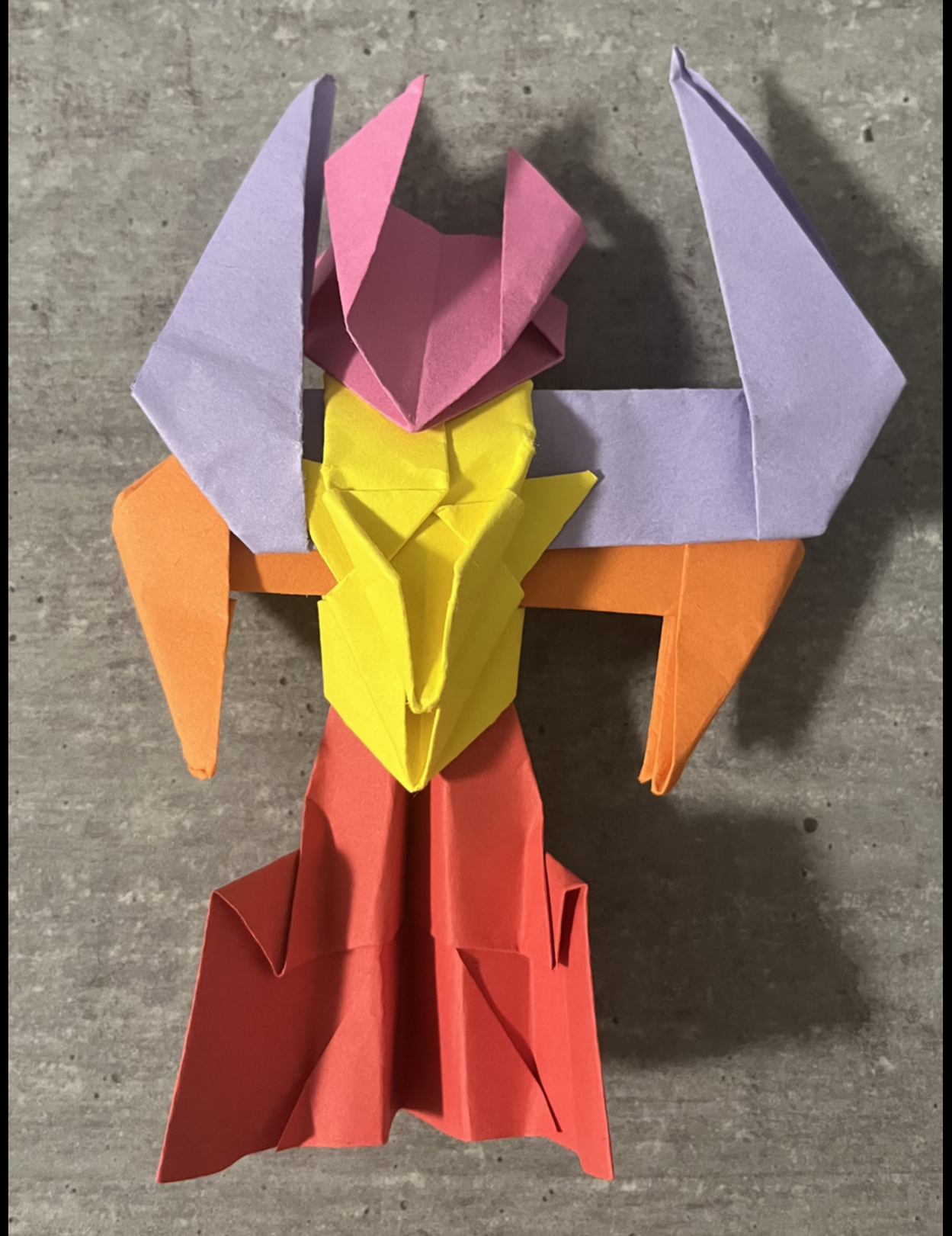
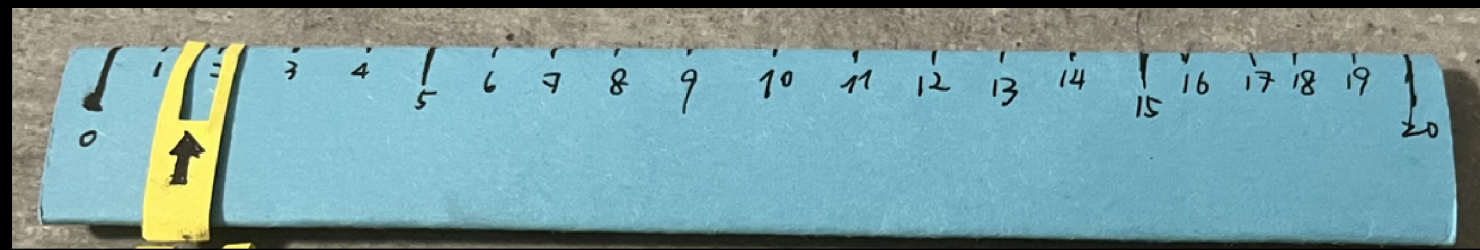
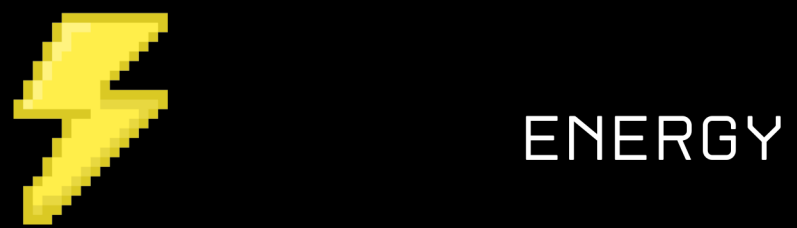
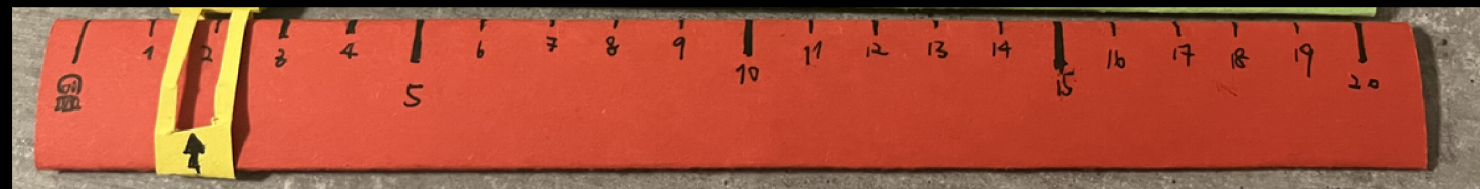
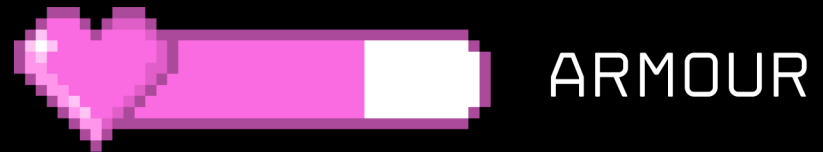
HIGHSCORE : 0

# PROTOTYPE CUSTODIAN

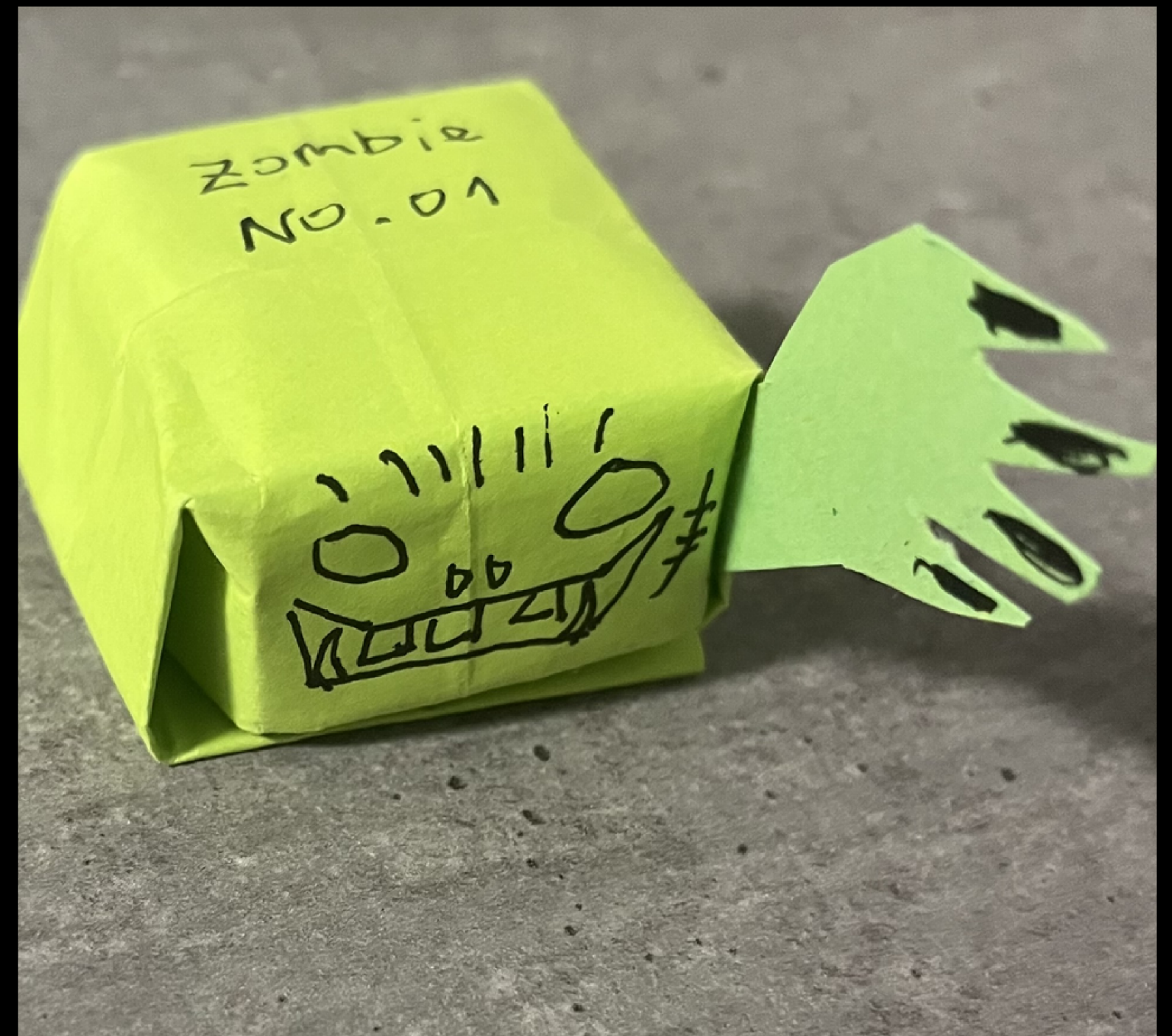
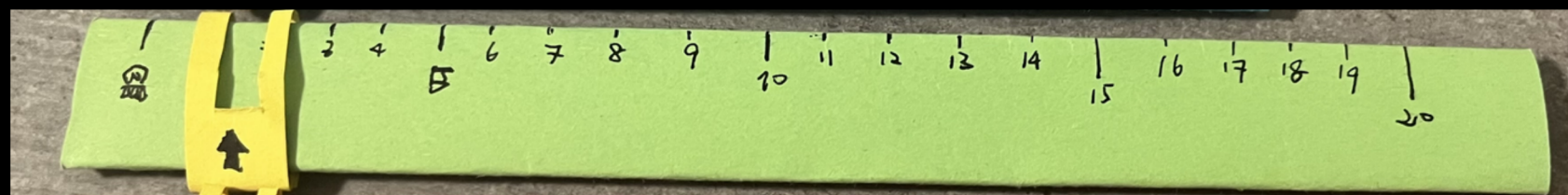
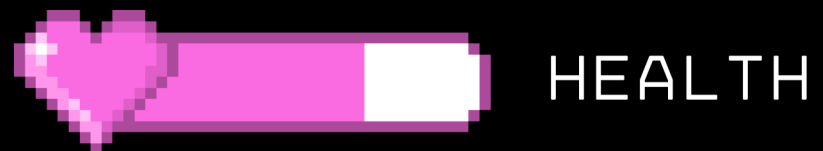
SIGN IN



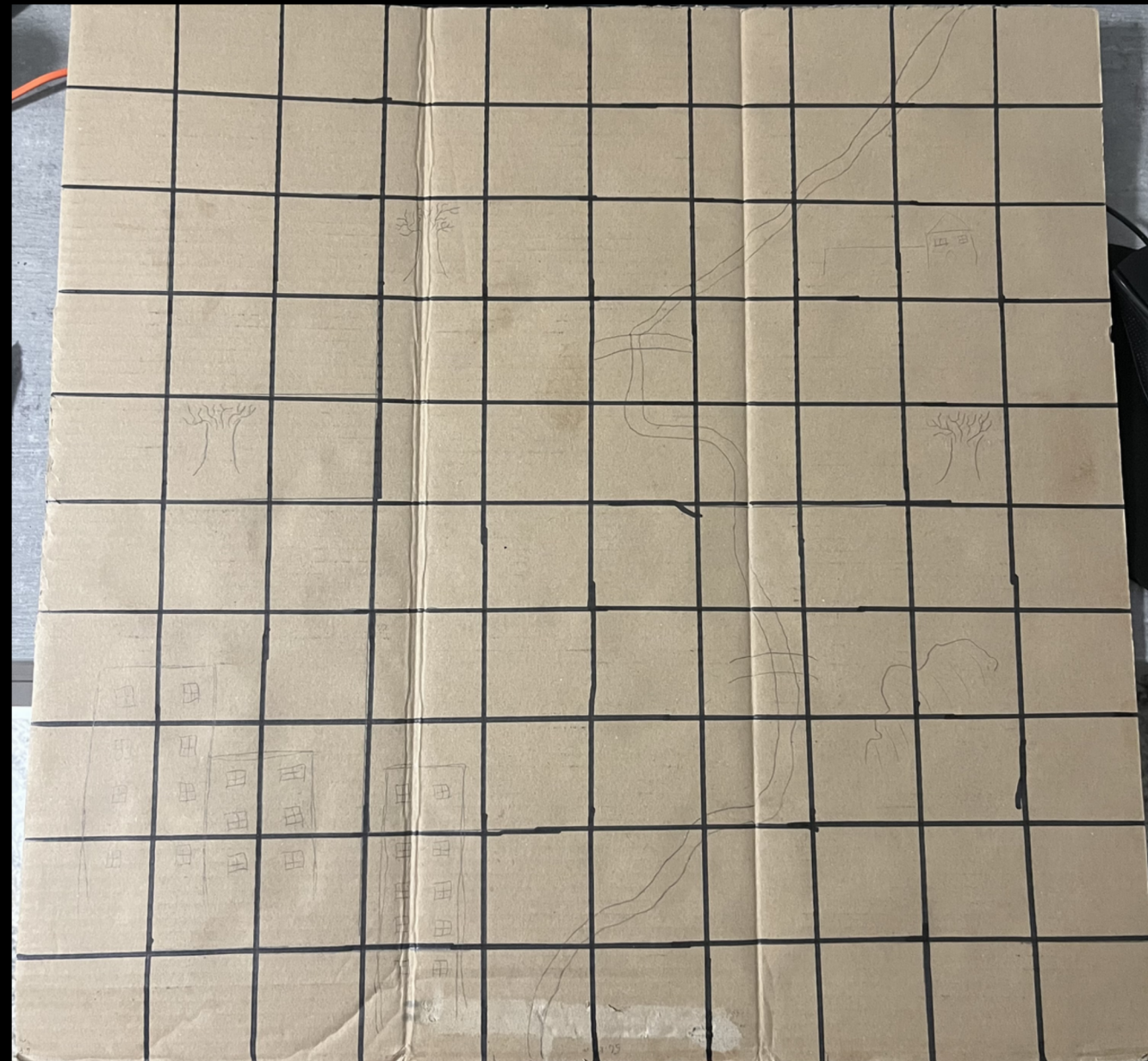
# CUSTODIAN



# ZOMBIE



◆ ◆ 🏆 ◆ ◆  
**GAME BOARD**



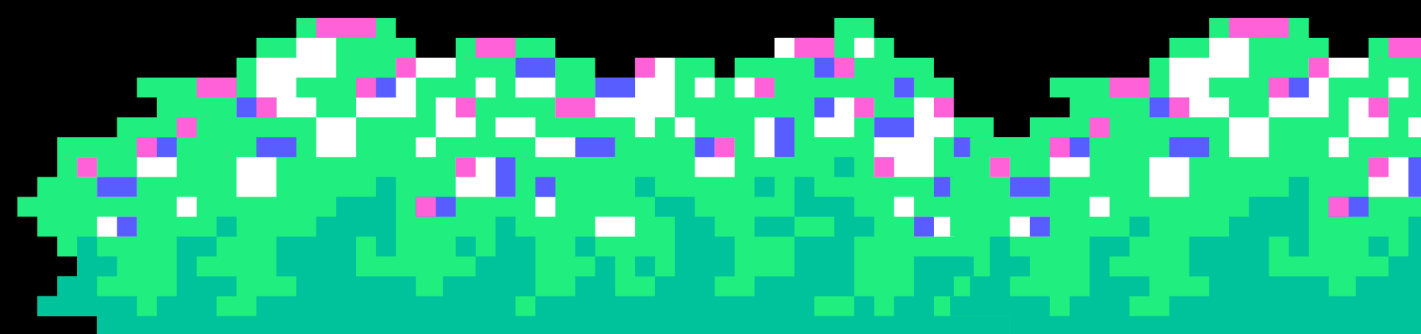
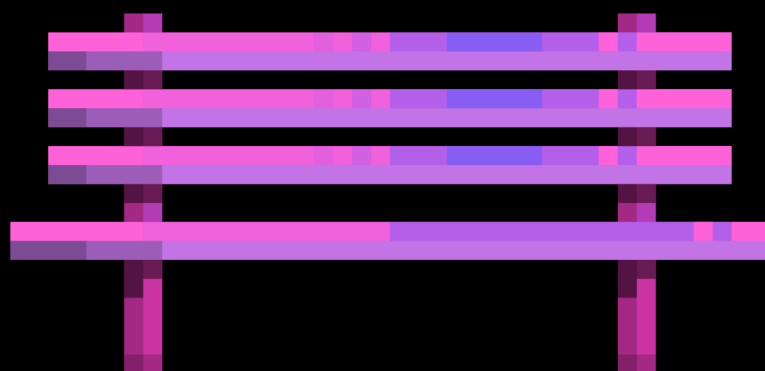
GOOGLE  
We will color it

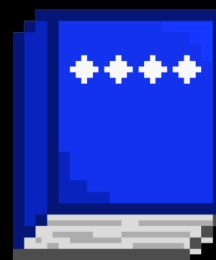


LET THE GAME BEGIN



START

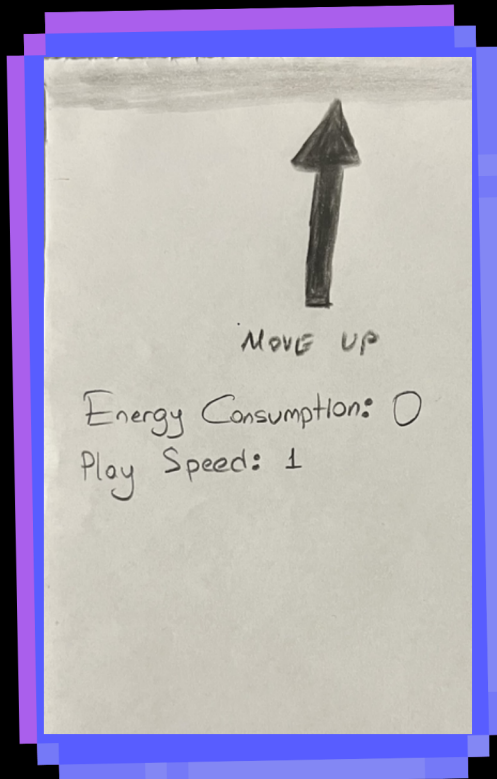




# CARDS

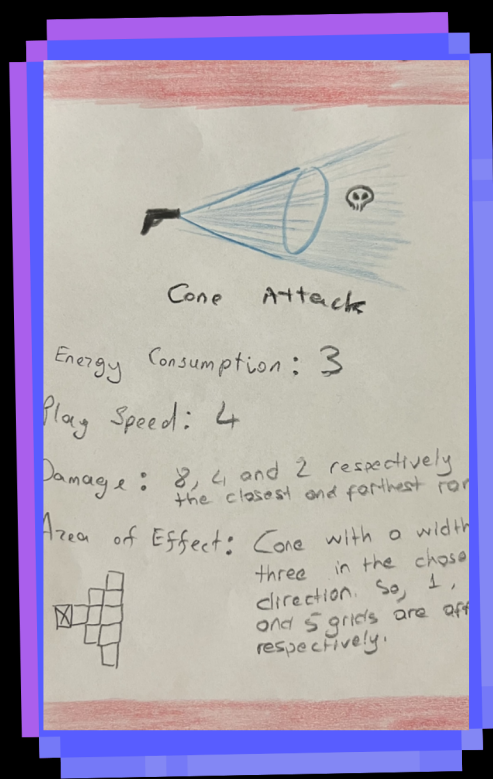


## QUIT THE GAME




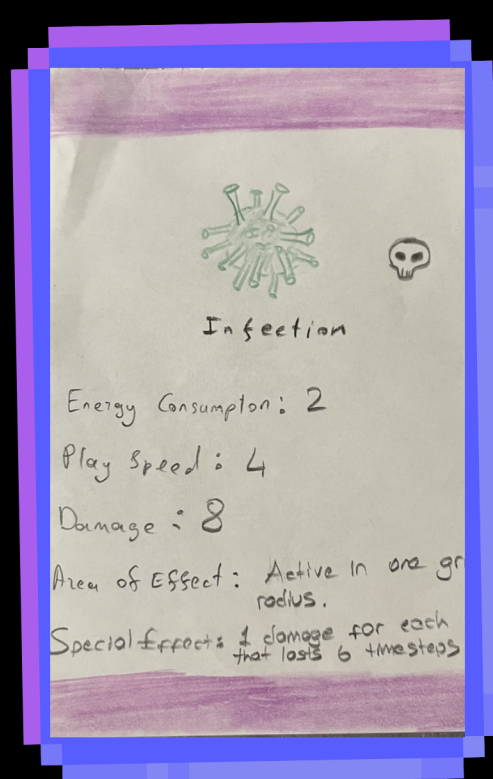
**MOVE UP**

Energy Consumption: 0  
Play Speed: 1




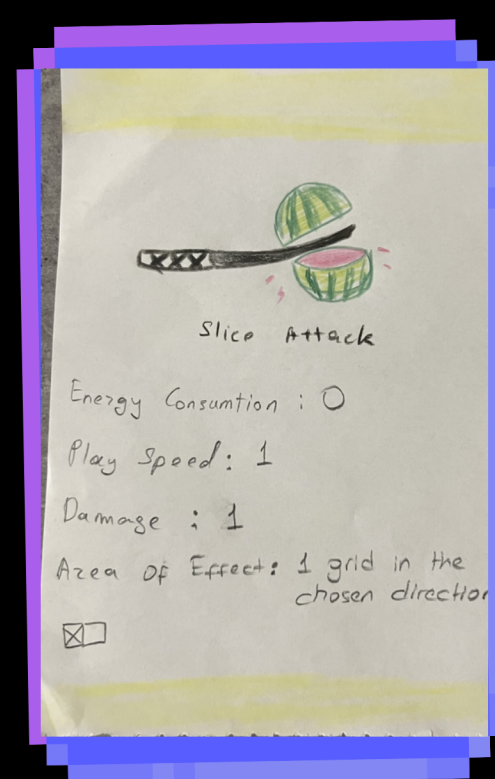
**Cone Attack**

Energy Consumption: 3  
Play Speed: 4  
Damage: 8, 4 and 2 respectively the closest and furthest for  
Area of Effect: Cone with a width three in the chosen direction. So, 1, and 5 grids are affected respectively.


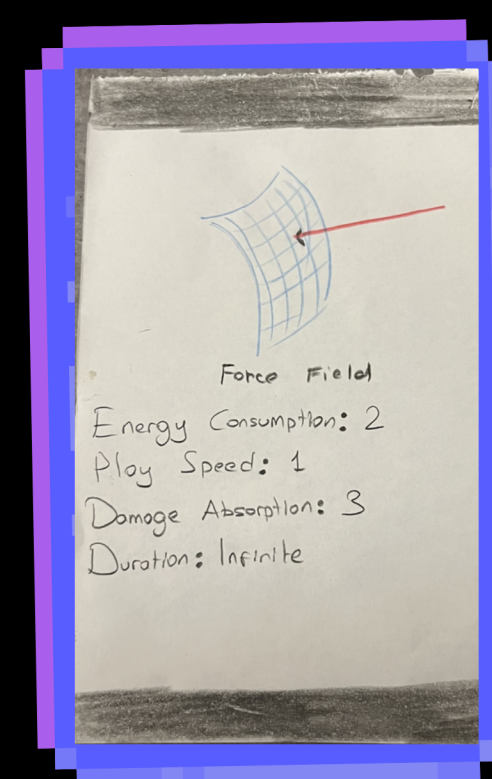
**Infection**

Energy Consumption: 2  
Play Speed: 4  
Damage: 8  
Area of Effect: Active in one grid radius.  
Special Effects: 1 damage for each that lasts 6 timesteps

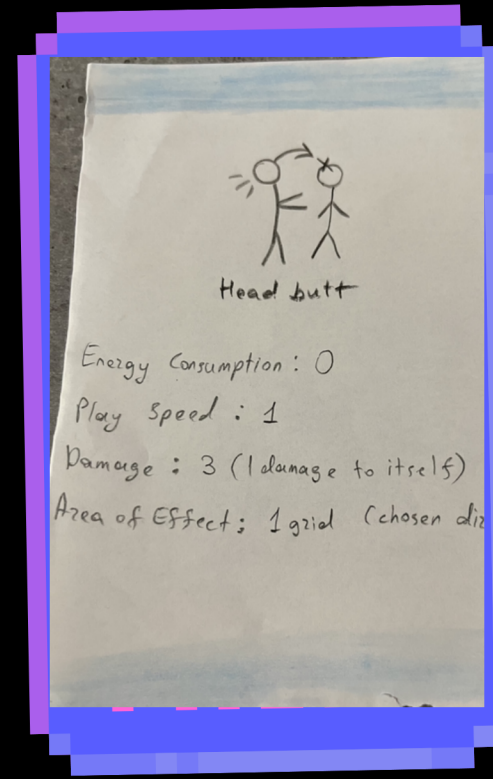
**Slice Attack**

Energy Consumption: 0  
Play Speed: 1  
Damage: 1  
Area of Effect: 1 grid in the chosen direction

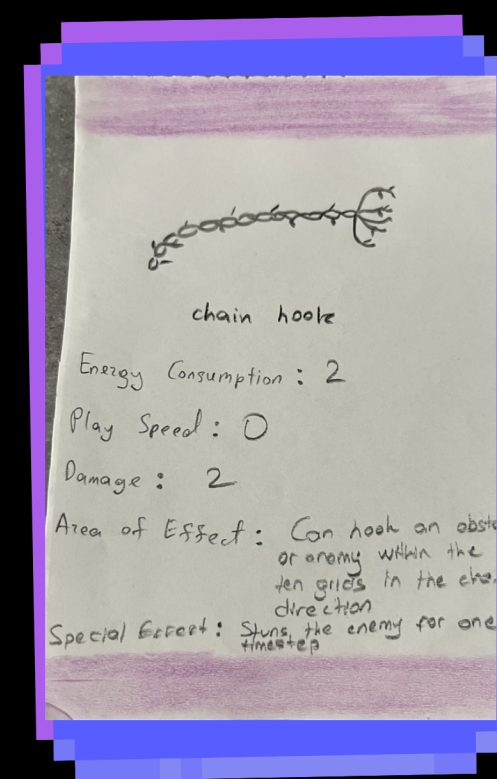
**Force Field**

Energy Consumption: 2  
Play Speed: 1  
Damage Absorption: 3  
Duration: Infinite



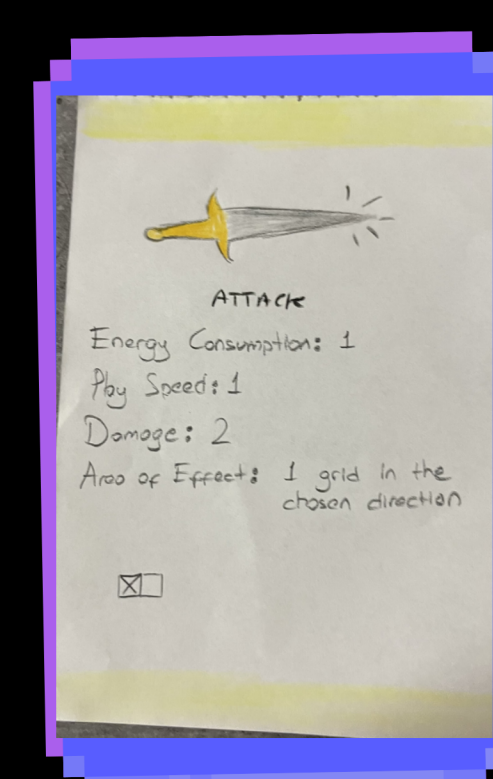
**Head butt**

Energy Consumption: 0  
Play Speed: 1  
Damage: 3 (1 damage to itself)  
Area of Effect: 1 grid (chosen dir)




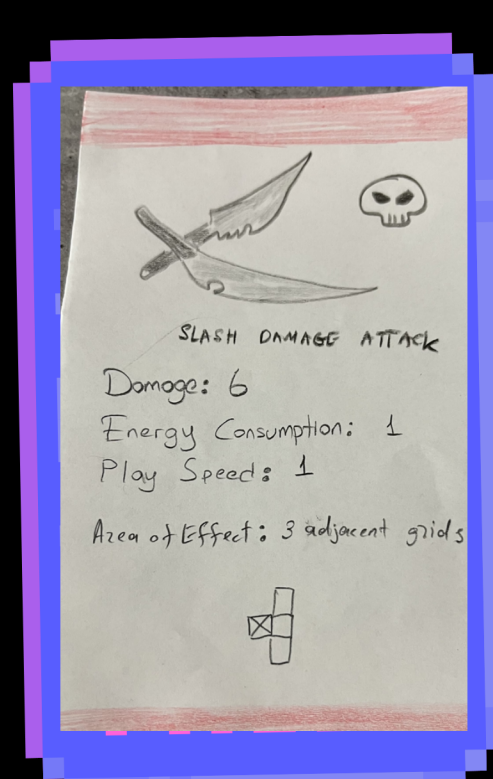
**chain hook**

Energy Consumption: 2  
Play Speed: 0  
Damage: 2  
Area of Effect: Can hook an obstacle or enemy within the ten grids in the chosen direction  
Special Effect: Stuns the enemy for one timestep




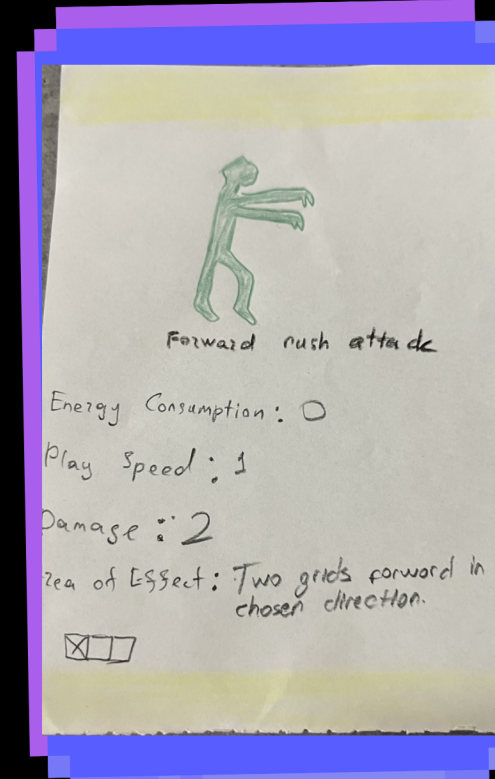
**ATTACK**

Energy Consumption: 1  
Play Speed: 1  
Damage: 2  
Area of Effect: 1 grid in the chosen direction


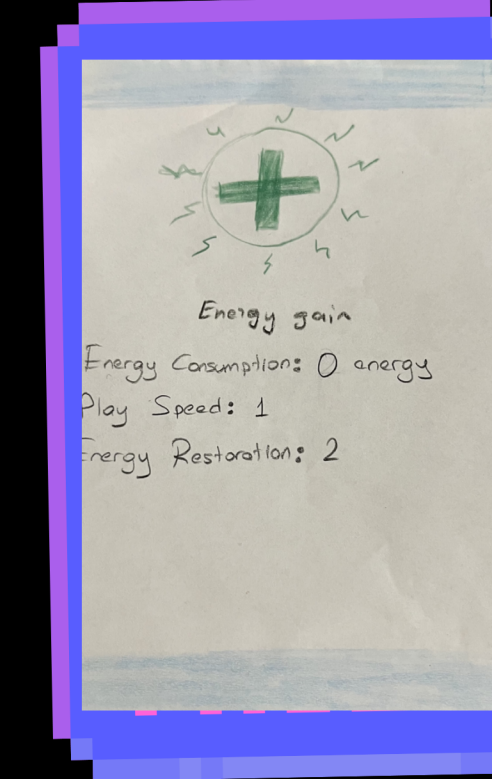
**SLASH DAMAGE ATTACK**

Damage: 6  
Energy Consumption: 1  
Play Speed: 1  
Area of Effect: 3 adjacent grids

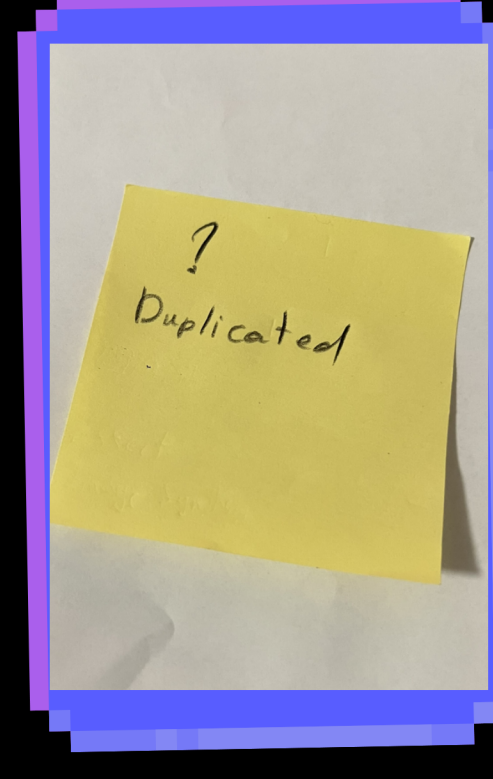
**Forward rush attack**

Energy Consumption: 0  
Play Speed: 1  
Damage: 2  
Area of Effect: Two grids forward in chosen direction.

**Energy gain**

Energy Consumption: 0 energy  
Play Speed: 1  
Energy Restoration: 2



?  
Duplicated



# MOVEMENT

GOOGLE

There are four  
directions



MOVE UP

Energy Consumption: 0

Play Speed: 1

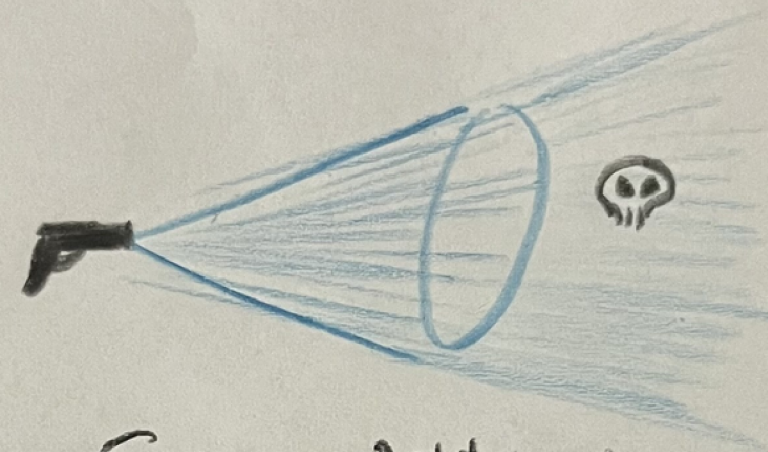
MENU



# CONE ATTACK

GOOGLE

Wide Range Attack



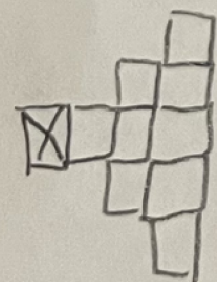
Cone Attack

Energy Consumption: 3

Play Speed: 4

Damage: 8, 4, and 2 respectively for the closest and farthest range

Area of Effect: Cone with a width of three in the chosen direction. So, 1, 3 and 5 grids are affected respectively.



MENU





QOOGLE

Deal great amount  
of Damage

# INFECTION



Infection

Energy Consumption: 2

Play Speed: 4

Damage: 8

Area of Effect: Active in one grid  
radius.

Special Effects: 1 damage for each timestep  
that lasts 6 timesteps

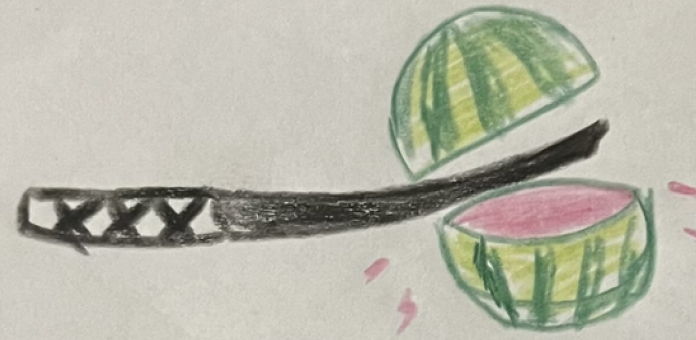
MENU



# SLICE ATTACK

GOOGLE

Who will use this card? Unbalanced!!!



Slice Attack

Energy Consumption : 0

Play Speed : 1

Damage : 1

Area of Effect : 1 grid in the chosen direction



MENU

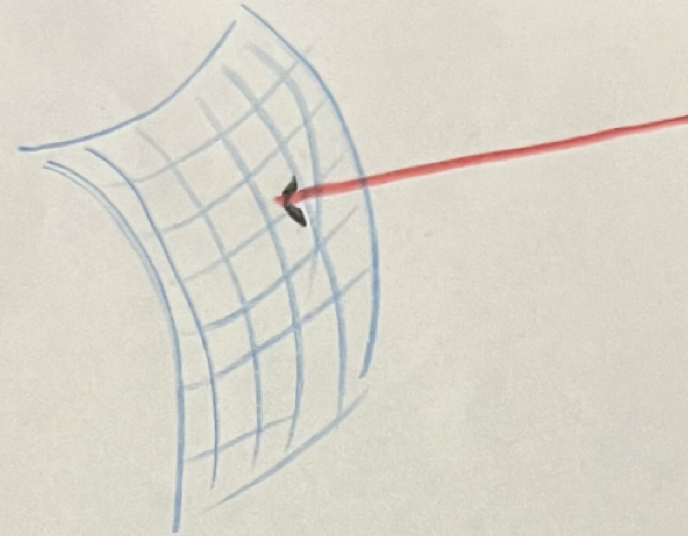


# FORCE FIELD



GOOGLE

??????????????



Force Field

Energy Consumption: 2

Play Speed: 1

Damage Absorption: 3

Duration: Infinite

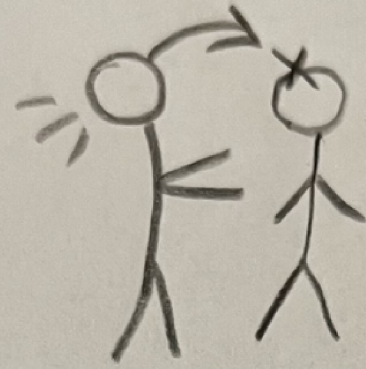
MENU



# HEAD BUTT

GOOGLE

mehhhhh~



Head butt

Energy Consumption: 0

Play Speed: 1

Damage: 3 (1 damage to itself)

Area of Effect: 1 grid (chosen direction)

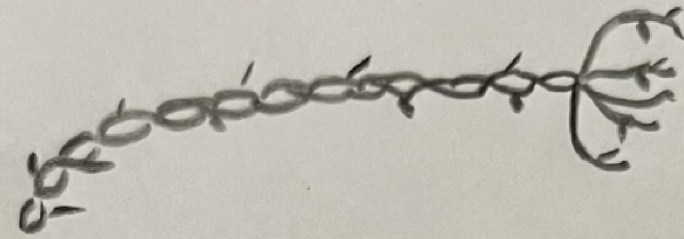
MENU



GOOGLE

Fresh meat!

# CHAIN HOOK



chain hook

Energy Consumption : 2

Play Speed : 0

Damage : 2

Area of Effect : Can hook an obstacle or enemy within the ten grids in the chosen direction

Special Effect : Stuns the enemy for one timestep

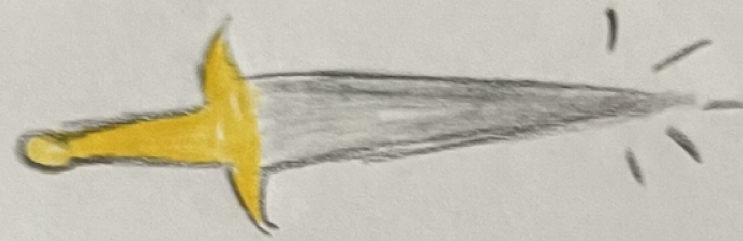
MENU



# ATTACK

GOOGLE

A card to make up  
the number lol ;)



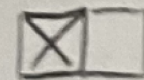
ATTACK

Energy Consumption: 1

Phy Speed: 1

Damage: 2

Area of Effect: 1 grid in the  
chosen direction



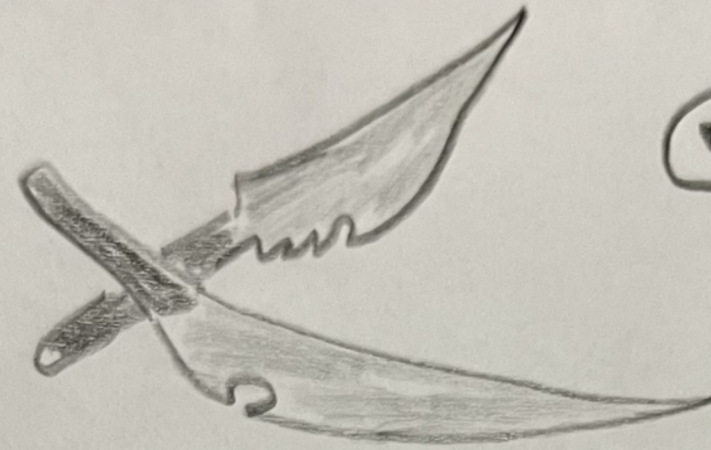
MENU



# SLASH ATTACK

GOOGLE

Unbalanced card.  
Hint: play when u  
draw it asap.



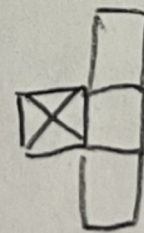
SLASH DAMAGE ATTACK

Domoge: 6

Energy Consumption: 1

Play Speed: 1

Area of Effect: 3 adjacent grids



MENU

# FORWARD RUSH ATTACK



GOOGLE

Get off me...



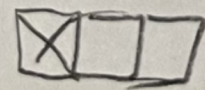
Forward rush attack

Energy Consumption: 0

Play Speed: 1

Damage: 2

Area of Effect: Two grids forward in + chosen direction.



MENU

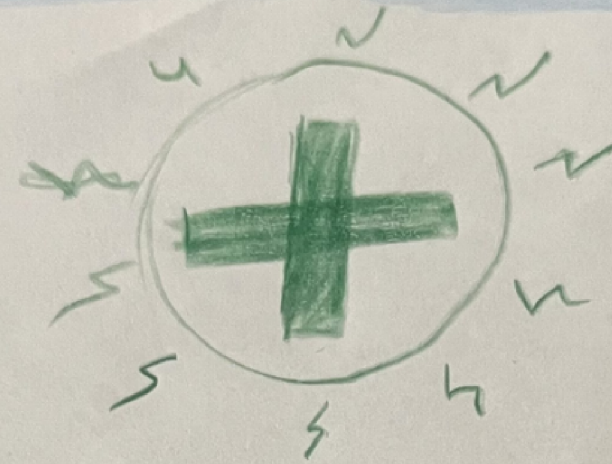




# ENERGY GAIN

GOOGLE

Guess, why is the energy in green? ;)



Energy gain

Energy Consumption: 0 energy

Play Speed: 1

Energy Restoration: 2

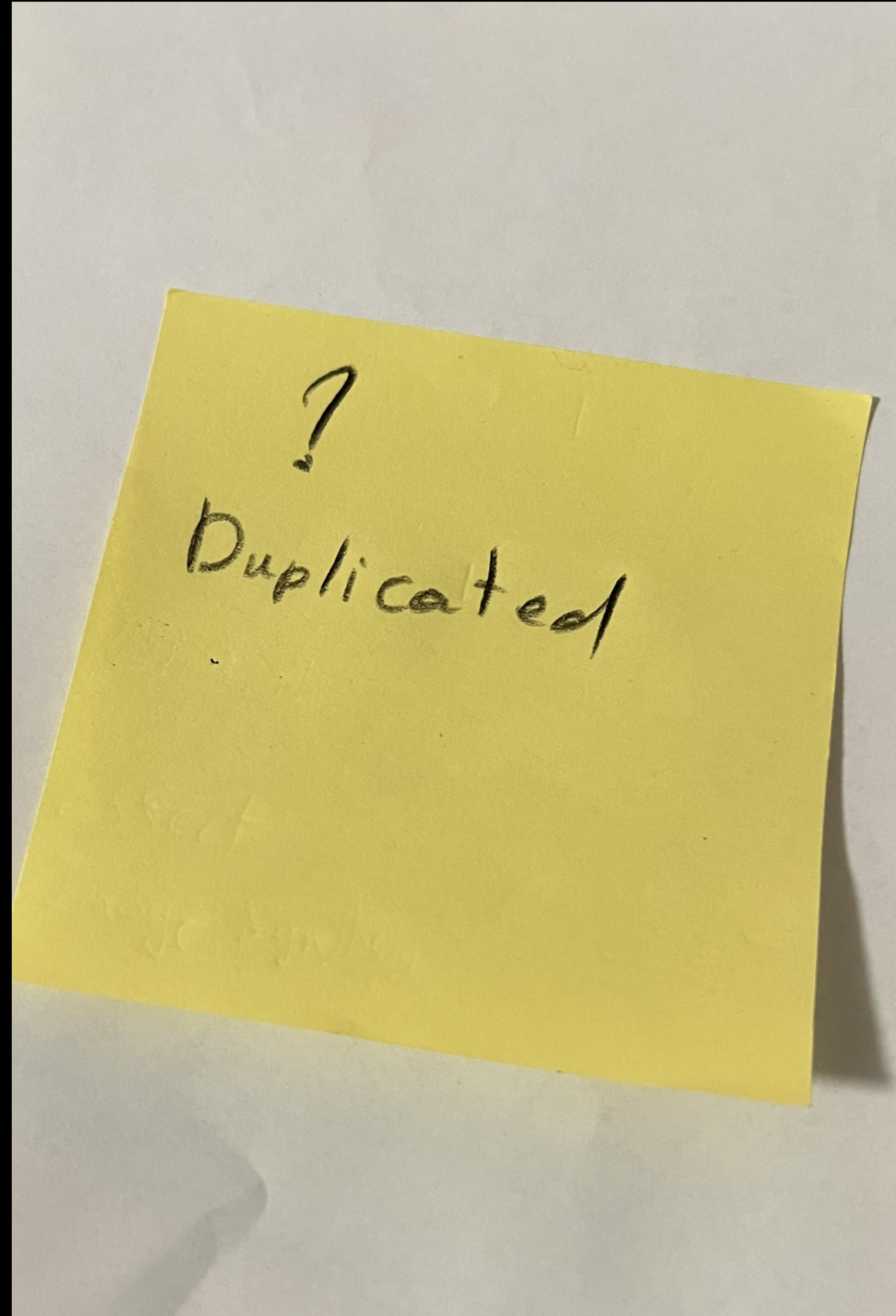
MENU



# DUPLICATED CARD

GOOGLE

What's in the box?



MENU

GAME WON!



THANK YOU FOR  
SAVING US!