

Battleblock

1. **Main Menu:** Character Profile, Shop, Play Solo, Play Others, General Settings, View Global Ladderboard
2. **Characters:**
 - a. L.1 Vagrant which can activate Tier 1 skills. Tier 1 activates a defense skill to help reduce blocks on your own screen. There are 4 types of skills to choose from: clear one 1x11 units, one 5x2 units, one 3x3 units, or two 2x2. Clearance may be rotated and placed according to where the player plans. Only one T1 skill can learned for T1 skill slot.
 - b. L.25, players may choose a general job change: Warrior, Mage, Ranger, Priest. Each class at this level will be able to choose to install a Tier 2 skill. T2 skills will be a defensive buff on self. Each class will choose 1 of 3 skills for purchase.
 - i. Warrior: Meditate, Fortify, Pump Up
 - ii. Mage: Mist, Wind, Earth
 - iii. Ranger: Arrow Trap, Tranquilizer Trap, Smoke Trap
 - iv. Priest: Protect, Seal, Pray
 - c. L.50, players may choose a 1st specialization job change. T3 skills will be an offensive skill against the opponent. Each 1st specialization will choose 1 of 2 skills for purchase.
 - i. Warrior → Gladiator: Slash, Smash
 - ii. Warrior → Knight: Shield Charge, Sword Charge
 - iii. Mage: → Force User: Force Push, Slow
 - iv. Mage: → Elementalist: Waterfall, Flame Throw
 - v. Ranger → Marksman: Auto slingshot, Catapult
 - vi. Ranger → Speedster: Silver bullet, Explosive Putty
 - vii. Priest → Battle Cleric: Coffin, Petrify
 - viii. Priest → Great Healer: Sanitize, Big Cross
 - d. L.75, players may choose a 2nd specialization for a new mastery skill. T4 skills will be a super strong offensive skill. Each 2nd specialization will only have 1 choice.
 - i. Gladiator → Sword Master: 100 Swords
 - ii. Gladiator → Axe Master: 1000 Year Tree
 - iii. Knight → Lance Wielder: Giant Holy Strike
 - iv. Knight → Shield Wielder: Human Bullet
 - v. Force User → Time Changer: Fast Forward
 - vi. Force User → Space Changer: Scramble
 - vii. Elementalist → Fire Drake: Scorch
 - viii. Elementalist → Ice Dragon: Ice Breath

- ix. Marksman → Rocketeer: Air Strike
 - x. Marksman → Sniper: Ghost Shot
 - xi. Speedster → Dual Pistoler: x10 Shot
 - xii. Speedster → Gatling Gunner: Go Crazy
 - xiii. Battle Cleric → Tombstone Guy: Construct Graveyard
 - xiv. Battle Cleric → Hammer Guy: Foundation
 - xv. Great Healer → Cross Guy: Full Recover
 - xvi. Great Healer → Syringe Guy: Secret Injection
- e. L.100, capped players may choose an extra T2 skill to complement their T4 skill. This skill will be called T4+

3. Shop

- a. T3 Specialization Change - Change specialization.
- b. T4 Mastery Change - Change mastery.
- c. Unlock Character Slot - Opens an additional slot to create a character (1 default slot + 4 extra slots max).
- d. Coins - Coins are required to buy skills and open a new class branch. Coins can be earned through playing or purchase.
- e. Themes - Changing the colors of characters is for purchase. There are Themes for coin purchase as well.
- f. Name Change - This is a community game, so we do encourage players to keep their name. 1 name change is available for free. After that, it must be purchased.

4. Play Solo

- a. Play against self for high record and be place on ladder. Only T1 skills available.
- b. There is a global ladder to compete scores.
- c. Achievement unlocks rewards with shop items.

5. Battle Mode

- a. Play against others to rank higher. There are 4 zones for the 4 tiers.
- b. Ladder leaders will receive daily rewards and community fame.
- c. Achievement unlocks rewards with shop items.

6. General Settings

- a. Music: On / Off
- b. SFC: On / Off
- c. FB connect