

FUSIONPLAY
HEROES

Titchy & Snooks

The tiny and the tarantula

Titchy is an ordinary teenage girl from Texas. Through a student exchange program, she is helping with a research project that measures the impact of radiation, emitted by the LHC in Geneva, on living organisms. One day, everything went totally wrong. She was trapped in the containment chamber and suddenly these scary people appeared in the room. The tarantula "Snooks" mutated and became intelligent, and grew as large as a dog. Titchy's only chance to survive was to team up with the crazy spider.

STRATEGY GUIDE

Although they lack in strength and defense, Titchy and Snooks exceed all other heroes in agility. Their protection is evasion and their damage comes from a high critical hit chance. To support this, they have powerful Buffs and Debuffs to raise their dexterity, and also lower the dexterity of their opponent. Playing them the right way means preventing the opponent from hitting them.



THE ATTRIBUTE CIRCLE

The Attribute Circle shows which attributes are related to an effect. The circle is divided into colored quarters. The color and the position of the quarters indicate the related attribute.

Strength (top left)

Defense (top right)

Mental (bottom left)

Dexterity (bottom right)



The center contains two semicircles symbolizing **Health** (top) and **Energy Regeneration** (bottom).



The Attribute Circle is used for Buffs and Debuffs to show the affected attribute. It also shows the attributes that increase or decrease the impact of an effect (Plus and Minus modifiers).



DIRECT EFFECTS

Damage - Damages your opponent.



DoT - Damages the opponent over time.



Heal - Restores some Health.



Energy Charge - Restores some Energy.



INDIRECT EFFECTS

Buff - Temporarily boost an attribute.



Debuff - Decreases an opponent's attribute.



Reflect - Reflects some damage back to your opponent.



Cure

Removes all negative effects.



Invincibility

Blocks all damage.



EFFECT MODIFIERS



Delayed - The effect will be activated after a certain number of rounds.



Plus - Increases the impact of an effect by the value of the indicated attribute.



Minus - Decreases the impact of an effect by the value of the indicated opponent's attribute.



Over Time - The effect starts in the next round and lasts for multiple rounds. The circular segments indicate the number of rounds.



Multiplier - The effect is triggered multiple times.