

Tiles II – Help (English)

Powers

I. Introduction

Powers are one of the mutators present in the game, it is used in the Powers mode and the Arena Offensive mode. You can also add them in the Customized mode in the "Powers" option.

An efficient way to set powers even if the gamemode does not have any is to type the command `/power true` in the chat of the game.

Powers allow you to invoke an ability to gain more territory, kill your opponents or prevent them from eating up your territory.

- As soon as the game starts, there is a 10 second wait for everyone to activate the first power.
- As soon as the wait is over, a power is randomly chosen and is waiting to be used, (Waiting For Using Power). To use your power, press the key corresponding to "Use power" (default: Space).
- Your power is using, the time depends totally of the power (Is Using Power).
- The power is over, you have to wait for the next power before a reload time (Waiting For Power).

Note: To change the waiting time between powers (Phase "Waiting for power"), you can change the mutator "Time between powers".

II. Powers

Note :

- Your player has a speed of 0.185 seconds per tile, or about 5.4 tiles per second.
- Your player has a size of 1x1x1.

1. Speed



- Time : 12 or 17 seconds
- Probability : 8.5%

The Speed power allows you to move at a speed faster than your player's base movement.

You have a 75% chance of going at a speed of 0.06 seconds per tile, or a speed of about 17 tiles per second. So you have a 25% chance to have the "Tokyo Drift" effect, you go at a speed of 0.03 seconds per tile, which is about 33 tiles per second.

2. Mine



- Time : 3 seconds
- Probability : 5.1%

The Mine power allows you to place a mine on a tile to kill your opponents. When you place the mine, it has no effect as long as it remains visible. When it becomes invisible, the mine can then detect any player within 1.5 tiles, even if it is the person who placed it. At this point, all players within 7 tiles will be killed by the mine.

As long as the mine has not exploded, it will remain throughout the game.

3. Geant



- Time : 4 seconds
- Probability : 6.8%

The Geant power allows your player to have a much larger size and conquer more territory.

You have about an 80% chance of being 3x3x3 in size.

Otherwise, you have about a 17% chance to have a size of 5x5x5,
In the final case, you have about a 3% chance of having a size of 7x7x7.

In all cases, your speed is divided but you still travel 0.185 seconds per tile.

4. Banana



- Time : 3 seconds
- Probability : 6.8%

The Banana power allows you to place a banana on a tile in order to disrupt your opponents and kill them. When you place the banana, it has no effect as long as it remains visible. Upon becoming invisible, when any player touches the banana, that player slides for 2 seconds in the direction he is going at a speed of 25 tiles per second.

Note: If the player survives by not dying from a fall, he wins the **Barely landing** success.

5. Cadenas



- Time : 20 seconds
- Probability : 6.8%

The Cadenas allows the player to possess a tile and make sure that no one else can possess it (except players with the Golden Tiles power). It applies immediately when the player possesses a tile and deactivates when that player's power is over.

Paint bombs, helicopter ammunition, and players with the "Lava Tiles" and "Frozen Tiles" powers cannot possess the locked tiles either.

6. Out of control



- Time : 8 seconds
- Probability : 0.5%

The Out of Control power allows all players, except the one who activated the power, to lose control of the player. A random direction is chosen each time and no one can regain control until the power ends.

7. Bomb



- Time : 4 seconds
- Probability : 5.1%

The Bomb power allows the player to place a bomb on a tile. This bomb flashes for 2 seconds, then explodes killing all entities within a radius of 6.5 tiles.

Note: The player who placed the bomb can also be killed if it is within the explosion radius.

8. Painting bomb

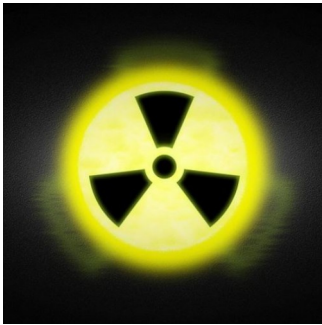


- Time : 4 seconds
- Probability : 5.1%

The Painting Bomb power allows the player to place a paint bomb on a tile. This bomb flashes for 2 seconds, then colonizes all tiles within a radius of 6.5 tiles.

Note: The painting bomb does not kill any entity.

9. Nuke bomb



- Time: 10 seconds
- Probability : 0.8%

The Nuke bomb power allows the player to place a nuke on a tile. This bomb flashes for 5.5 seconds while indicating the radius of the explosion, then explodes killing all entities within 18 tiles.

10. Random bomb



- Time : 5 seconds
- Probability : 1.7%

The Random Bomb power allows the player to place a random bomb among the 5 bombs (all bombs have a 20% chance of being chosen):

- Bomb: This bomb explodes after 2 seconds in a radius of 6.5 tiles and kills all entities around it.
- Painting Bomb: This bomb explodes after 2 seconds and then colonizes all tiles within 6.5 tiles.

- **Explosive painting bomb:** This bomb explodes after 2 seconds and then kills all entities and colonizes all tiles within 6.5 tiles.
- **Nuke Bomb:** This bomb explodes after 5.5 seconds while indicating the radius of the explosion, then explodes killing all entities within 18 tiles.
- **Painting nuke Bomb:** This bomb explodes after 5.5 seconds while indicating the blast radius, then explodes killing all entities and colonizing all tiles within 18 tiles.

11. Frozen tiles



- **Time : 18 seconds**
- **Probability : 7.7%**

The Frozen Tiles power allows the player to own a tile and by doing so, all people who attempt to own that tile will be frozen (except for players who have the Golden Tiles power).

Players will first see their speed decrease for 2 seconds, then they will be frozen and unable to move for 5 seconds.

Players can be unfrozen if they are killed while frozen.

12. Lava tiles



- **Time : 18 seconds**
- **Probability : 7.7%**

The Lava Tiles power allows the player to own a tile and by doing so, all people who try to possess this tile will be killed (except for players who have the "Golden Tiles" power).

13. Golden tiles



- Time : 18 seconds
- Probability : 4.2%

The Golden Tiles power allows the player to own any tile, even frozen tiles, lava tiles and locked tiles. However, you cannot own someone else's gold tiles. Players have about a 7% chance of dying when they touch a gold tile.

14. Sudden death



- Time : 13 seconds
- Probability : 1%

The Sudden Death power kills all other players for 10 seconds. Only the player who activated the power remains in the arena.

15. Za Warudo



- Time : 8 seconds
- Probability : 0.6%

The Za Warudo power allows you to stop the game time and immobilize all other players in the game for 8 seconds. Unlike Sudden Death, players are not dead and resume their game from where they were stopped.

16. Za Hando



- Time : 11 seconds
- Probability : 1.3%

The Za Hando power cuts the arena into a vertical hole of up to 3x60 tiles. The tiles disappear and players can fall if they were on them. You have a 33% chance that the tiles that have been erased belong to you, otherwise you have a 67% chance that they no longer belong to anyone.

Deleted tiles reappear when the power ends.

17. Turret sniper



- Time : 15 seconds
- Probability : 3.4%

The Turret sniper power allows you to create a turret on a tile that will automatically fire projectiles. The turret will try to find an entity that is closest to it at a distance of 5 tiles, then it will fire a bullet every 1 second at this entity until it dies. If the player leaves the 5 tiles distance, the turret will try to find another entity.

You have a 33% chance that the turret is a Machine Gun: The turret will fire every 0.25 seconds and will fire 3 rounds instead of one. The detection distance does not change.

Note : If you succesfully kill more than 20 players with the turret sniper, you win th Unexpected purge success.

18. Darkness



- Time : 8 seconds
- Probability : 1.7%

The Darkness power makes all other players unable to see the entire arena. They can only see the players and objects. You have a 33% chance that the other players can't see any tiles at all. Otherwise you have a 67% chance that they can still see all tiles within 1.7 tiles.

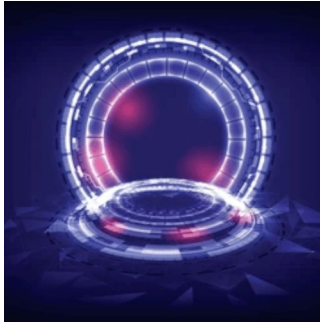
19. Our tiles



- Time : 8 seconds
- Probability : 2%

The power Our tiles is applied on all players and makes them colonize for the player who triggered the power. So that it is not visible, the effect "Darkness" is also applied.

20. Swap

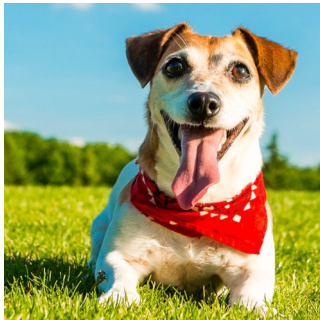


- Time : 2 seconds
- Probability : 6%

The Swap power allows the player to teleport with a random person in the game. The 2 players are first frozen before being swapped to their respective locations. If no entity is found in the game, the player is not teleported.

Note : If you activate this power during you are falling off the map, you grant the **The little rascal** success.

21. Pet



- Time : 12 seconds
- Probability : 4.2%

The Pet power allows you to summon a bot that belongs to the player who is colonizing territory for him. This bot disappears when it dies by any means.

You have a 20% chance to summon the spirit of the machine (the bots in the game have a 3.3% chance). The spirit of the machine allows you to summon up to 8 pets, the only way to summon all 8 pets is to stand still on a tile where the surroundings are not holes. If you succeed in summoning all 8 pets, you gain the success **The spirit of the machine**.

22. Anvil rain



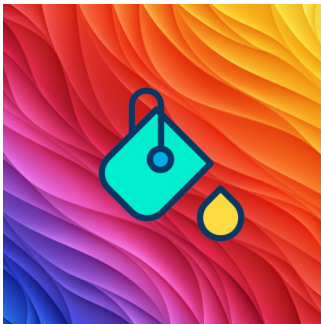
- Time : 15 seconds
- Probability : 0.3%

The Anvil Rain power allows you to create anvils in height so that they fall on tiles and opponents. Anvils that hit a tile disappear and the tiles they hit are deleted. Players who touch the anvil are killed (except the one who activated the power).

You have a 20% chance that all anvils will become your color and make all touched tiles belong to you.

Removed tiles reappear at the end of the power.

23. Fill area

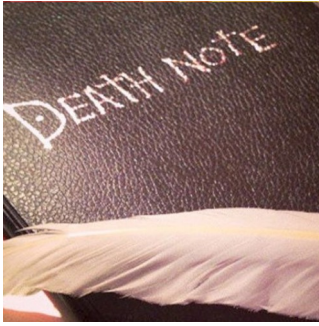


- Time : 5 seconds
- Probability : 7.7%

The Fill Area power allows you to fill an area belonging to the same person recursively. This power has a limit of 1000 tiles to fill but the success Make this territory mine is won if at least 800 tiles have been filled with this power.

Note: This power only works if you are standing still, otherwise the power will not work. The power also works only on tiles belonging to ONE person, it is impossible to fill for a group or a tile with the same skin.

24. Death note



- Time : 20 seconds
- Probability : 0.8%

The Death Note power is a power that allows you to use the famous Death Note, a book where all the people written in it will be killed.

This power is governed by an algorithm to the power more complex to use:

- At first there is a 6% chance that the Death Note will have no effect, in which case a message in the chat will be mentioned.
- If not, the Death Note will analyze your list.
- You have a 20% chance for each person you have noted that this person is not dead (so you have a 4% chance that 2 people are not dead etc...)
- Death analyzes if your name is marked or if the word "everyone" is marked.
- If you write "everyone", you have a 6% chance of successfully killing everyone for 10 seconds, you will earn the **General Request** achievement.
- If you write your own name, you gain success **Humility above all** and you have a 20% chance of dying.

The death note is lost if you attempt to leave the interface, making the power nearly impossible to use to its full potential.

Players who die from the death note can die for 10, 15 or 20 seconds.

25. Helicopter



- Time : 20 secondes
- Probability : 2.5%

The Helicopter power allows you to board a helicopter and control it from an altitude of 10 tiles. The helicopter can go in any direction, and drops ammo every 3.5 seconds.

These ammunitions fall from the ground and explode when they hit the ground and kill all entities in a random radius between 4 and 8 tiles. They also colonize all tiles in this same radius.

26. Password reveal



- Time : 20 seconds
- Probability : 0.3%

The Password Reveal power allows the player to place a bet on the game. The game will randomly pick a letter from the Latin alphabet (A to Z). For 20 seconds, the players will have to type in the chat the letter corresponding to this password. If one of them finds it, all the tiles of the player who triggered the power will be erased, otherwise, if nobody finds the letter, the arena will be colonized as many times as there were mistakes to find the letter (For example, if there were 15 attempts, the arena will be colonized by $(15/26 * 100)\%$ or about 57%).

Note: If someone finds the letter and the game is in Team mode, the player has a 33% chance of also losing the tiles of his team.