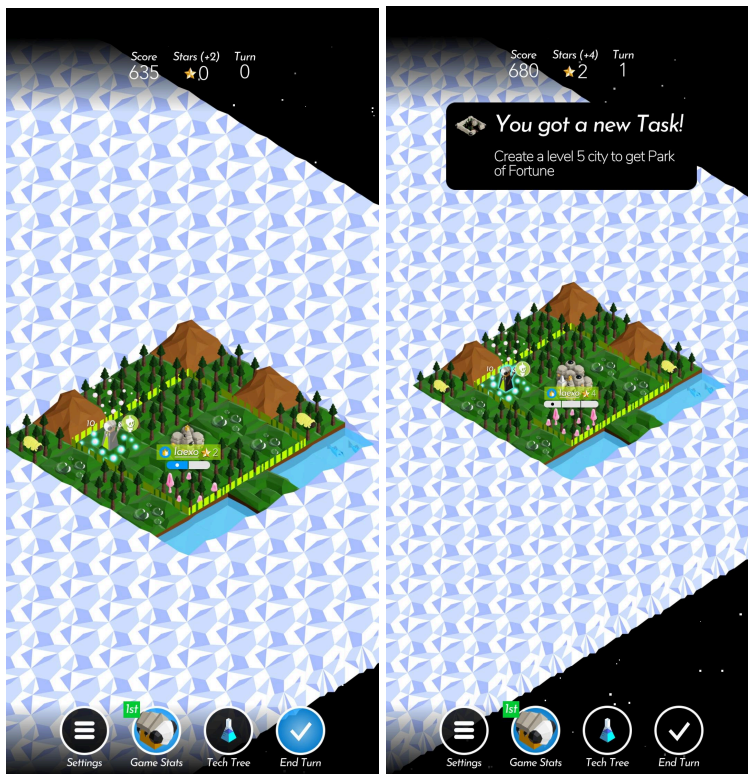


Overall description:

Cymanti are t1 tribe. Starting with farming, they can make a Fungus in their capital border instantly. Fungus gives 1 pop, and then turn after it gives 1 more, and then another turn after that 1. So 3 pop for 5 stars, big value. Their starting unit is Shaman, however they cannot make another one without philosophy.



New abilities:

Sneak - Unit can move past enemy units without any movement penalty

Creep - Unit can move over mountains and through forests without movement penalty

Explode - unit explodes, causing great damage to every enemy unit that is next to it. It's damage equals damage the unit would do by attacking a single target. When unit explodes, it leaves either a crop or algae on its death field, depending on whenever it's on land/water.

Poison - unit will poison enemy upon attacking. Poison decreases enemy defense by 20% and healing by 50% until the enemy unit regains full hp. If poisoned unit is killed, they leave algae/spores on their death spot. Poison can be instantly cleared by mind bender heal, or Mycelium heal. Poison also removed any defense bonus unit currently has.

Boost - unit can boost surrounding allies's stats, or until they attack an enemy, capture village or heal. boost stats are: +1 movement and +0.5 attack.

Float - this unit can move on water.

Eat - Unit grows in lenght for every kill it gets.

Independent - this unit doesn't take population space from its home city.

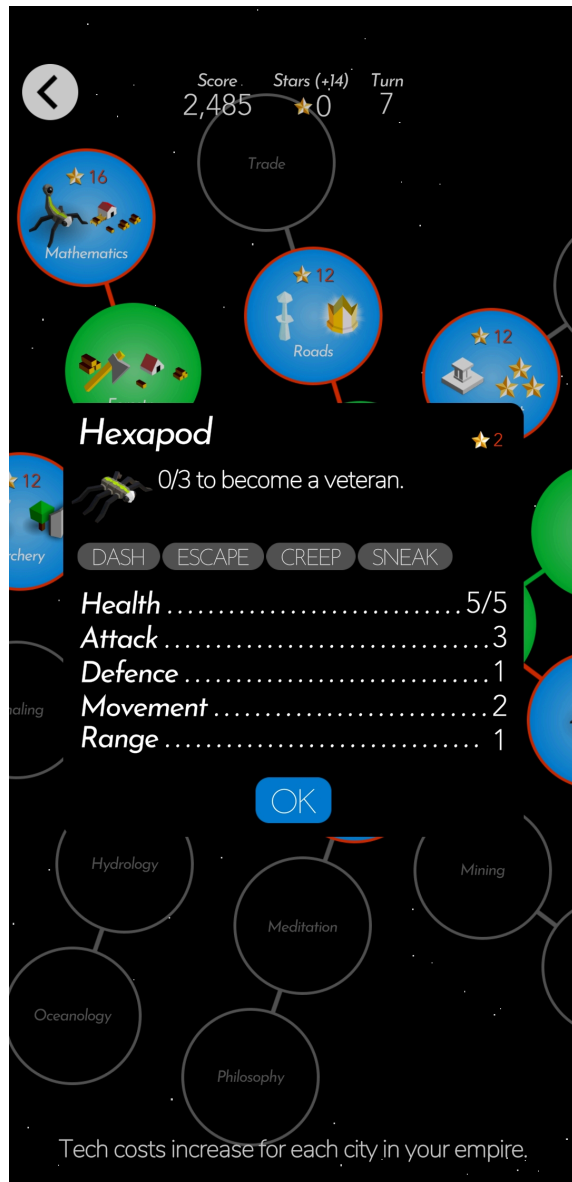
Units:

Units that remain the same as with other human tribes and i will not cover: Warrior, Swordsman.

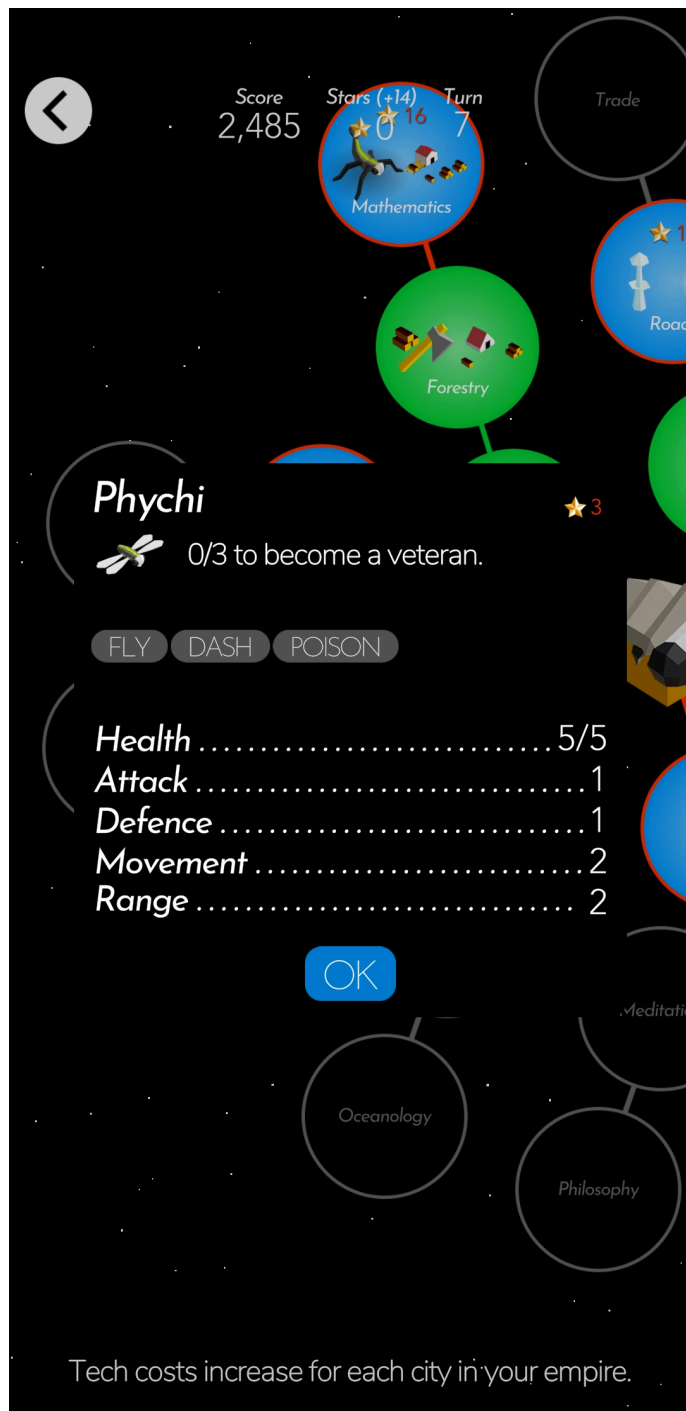
Mind bender (Shaman) [starting unit] - This unit has abilities Convert and Boost. Also its mind bending mechanics are a little weird, as it attacks the unit before converting it. Enemy unit though, will not attack back. Shaman attacks back when attacked.



Rider (Hexapod) - with ability to 1shot other riders, it's great at contesting villages and early game assaults. it's movement can't be controlled in any way and is great in all aspects of the game, other than being unit standing inside a city on defense.

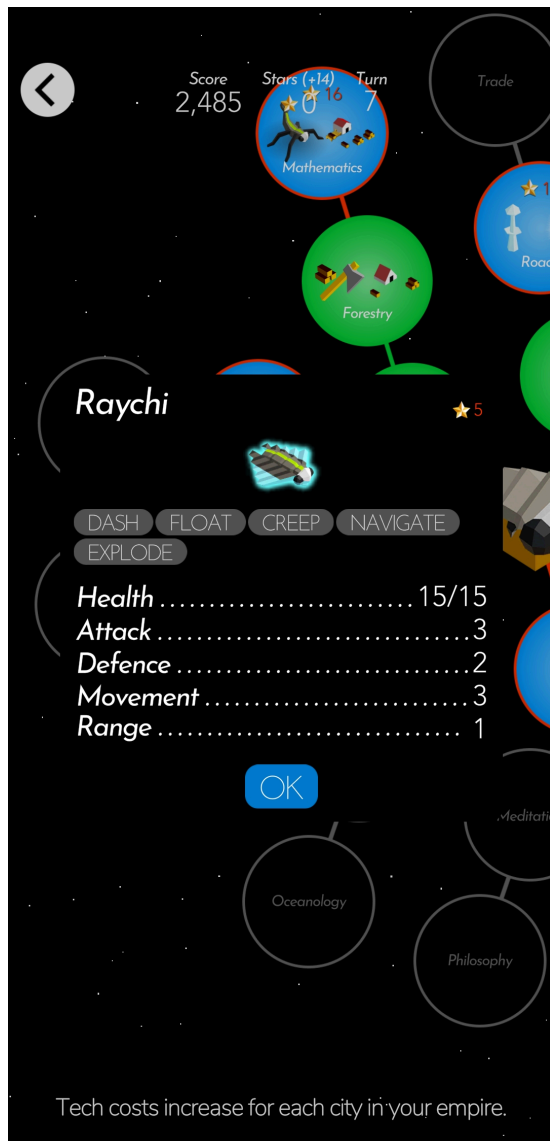


Archer (Phychi) - Just like an archer, it's a support unit, however it's not gonna be spammed other than for exploration purposes bcs lack of damage. due to fly ability it's great to be rushed unit in early game if you're playing on islandly map, as it can fly over water and capture cities.



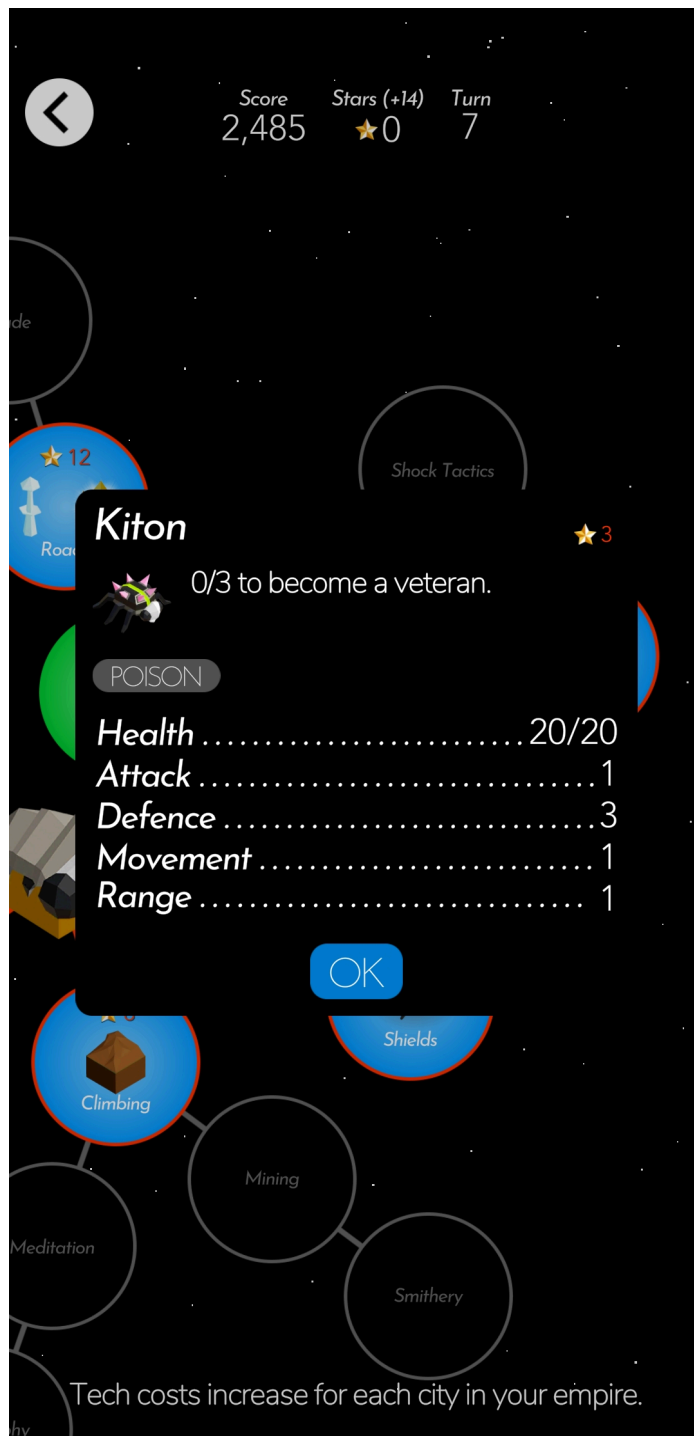
Battleship (Raychi) - they're pretty much battle sleds on steroids. With ability to either act like a battle sled or suicide bomber, they can be either an AoE battleship wipe out or damaging single target units, sieging too. Upon explosion, Raychi will leave an algae on its death field and poison all enemies it damaged. it deals enough explosion damage to 2

shot a swarm of dbs, if protected then 3 shot. This unit cannot become veteran.

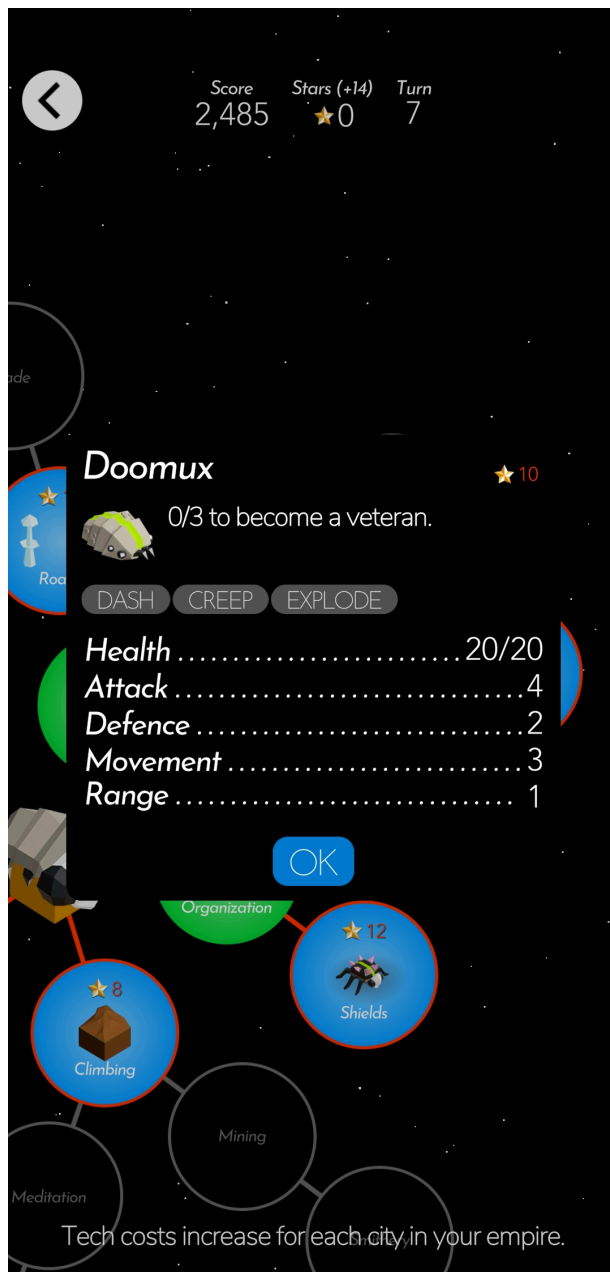


Defender (Kiton) - They're unit that's effective on sieging cities and defending your own. They don't have forfity but that's compestated by having 20 hp, so they even require more hits than protected defender to die (protected defender needs 4, Kiton needs 5 even unprotected). Other than that, there isn't

much speciality to this guy, except their cool design :P

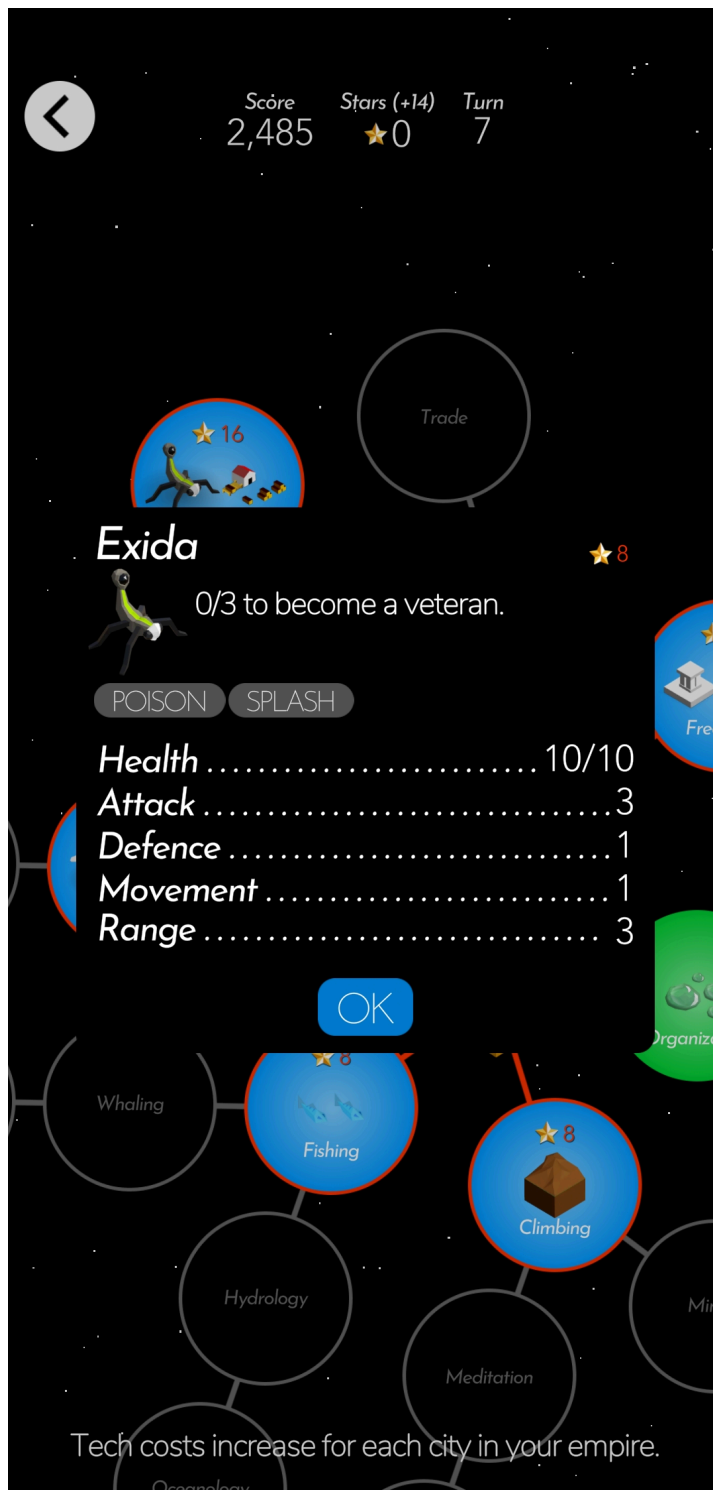


Knight (Doomux) - They're a tanky unit who can perform both an AoE wipeout (makes sense since they're knight replacement) or a tanky siege. Upon explosion, any unit with 10hp or less dies, even if protected. Since they have dash they can explode after moving.



Catapult (Exida) - they're your AoE debuffer. having splash and poison, they can apply poison to 9 units at once + damage the initial target. Very good against tankier unit spam, like dbs, defenders, giants... i can also imagine them being very viable

in team games, they could poison multiple enemy units and then teammate easily sweeps them with knight.



Ah, and now to my favourite part of this tribe; Their super unit! i'll write quite a bit about it due to their interesting mechanics. Centipede is their super unit, it's stats aren't greatest but their

ability makes me think that they are just as good as gaami, if not more. First of, those are stats:



What makes this tribe so hard to kill is the ability eat. whenever this unit gets a kill, a minion will start following it, like this one (can have as many as it wants, no limit, just keep killing):



If you were to kill Centipede, then the first minion to start following becomes Centipede:

Score 710 Stars (+2) 31 Turn 20



So you should kill their minions they get from killing enemy units, right? Yes. however, make sure you do NOT break the chain, because this will happen:



The oldest minion after the one killed becomes centipede, and if it had any more minions behind it they follow the new centipede. Also this can be abused in teamgames, as your teammate could let centipede kill their units, then he would kill your minions. unlimited super units.

The minions, who are named Segments, can also explode if commanded by centipede. By clicking explode, all Segments will explode, so you can use this to wipeout alot of enemies at once, if you have a long chain of them.

after explosion, they leave farms on all tiles they exploded, so you can also use them for economical purposes.

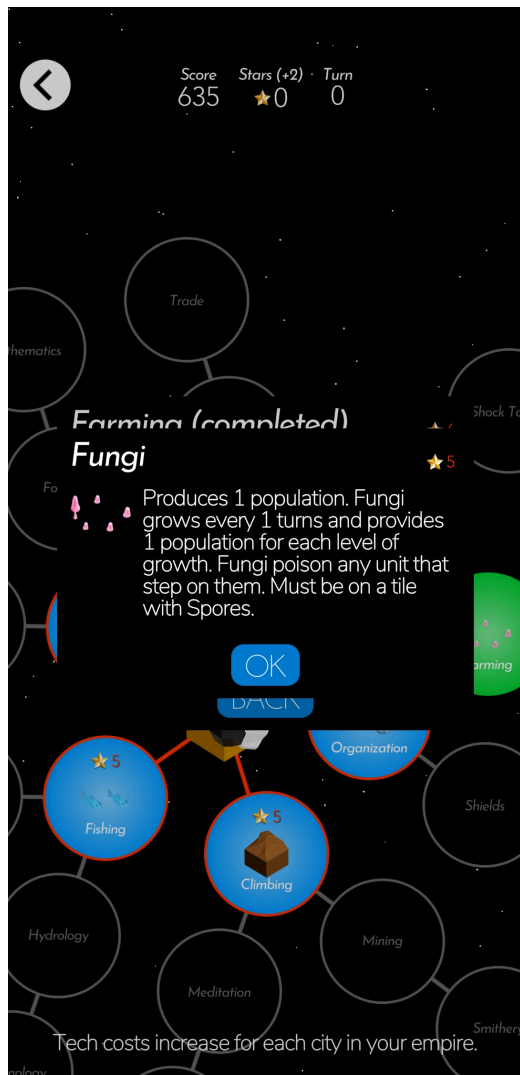
They always follow the movement of centipede. If centipede has a segment attached, it can only move 1 tile.



That's it about units.

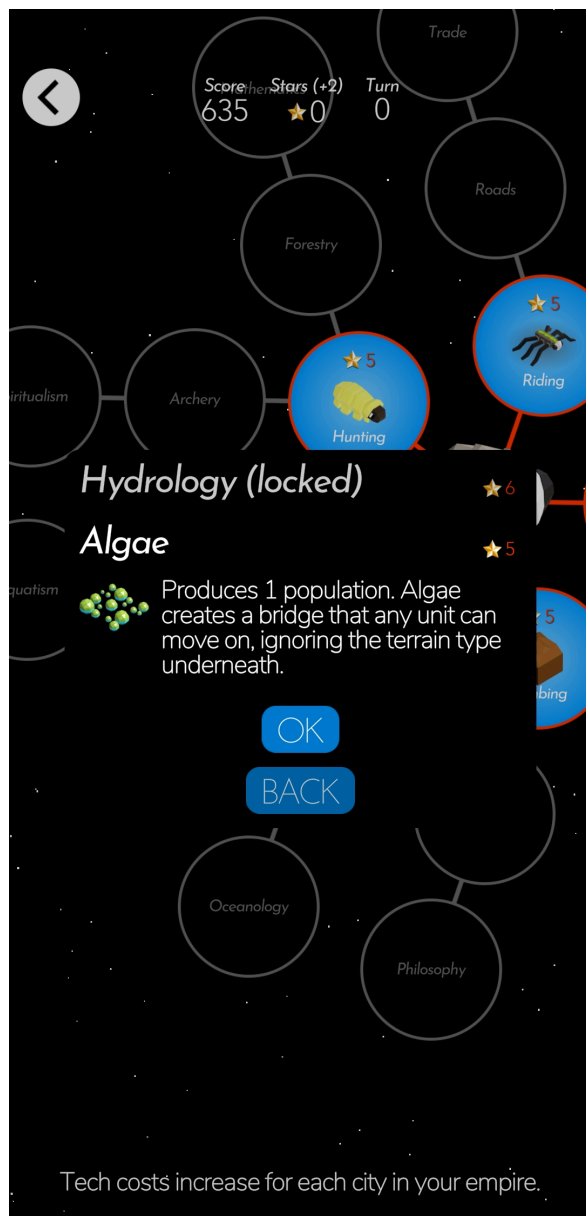
Economy and all special tech:

Starting with farming: Their farms are named Fungi and cost 5 stars. They give 3 pop, starting with 1 and then +1 at start of each turn. They're also great on defense as the enemy units who step on them get poisoned.

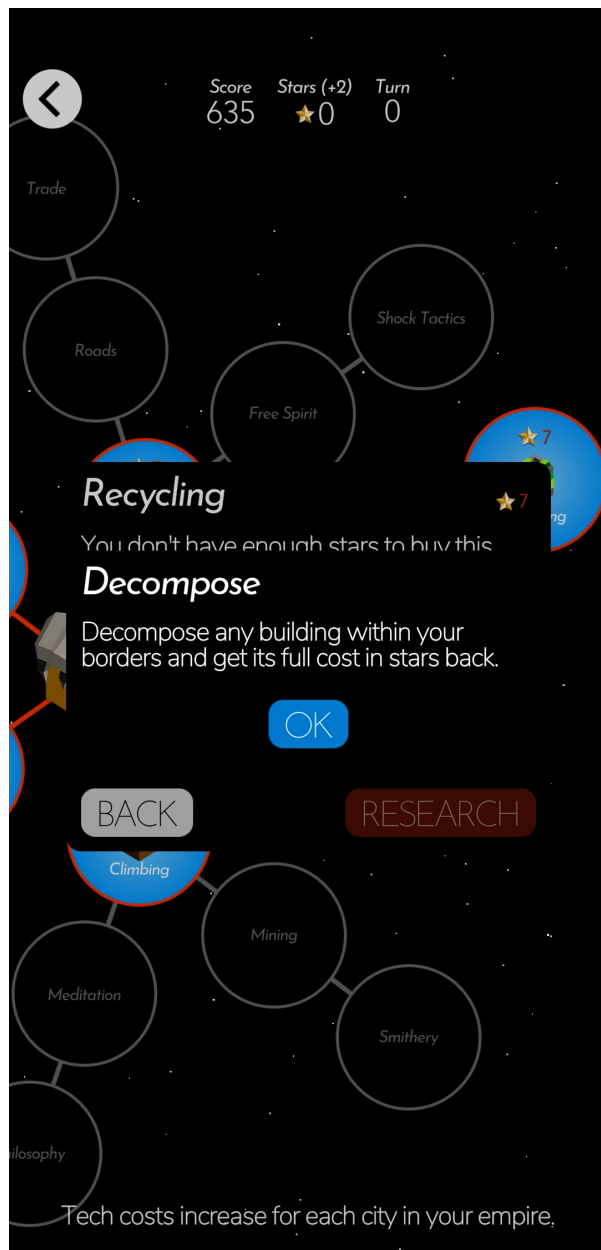


Sailing (Hydrology): Hydrology only gives you ability to build algae. algae costs 5 stars and gives 1 pop, and can be built on

shallow water and ocean. Additionally to economical benefits, they also act as a bridge on which land units can walk on. Algae can only be built inside your borders/can be made outside but requires explosion of Raychi/death of poisoned naval unit. Naval units can still move on algae, but only 1 tile at a tile. Land units moving on algae get benefits of aquatism.

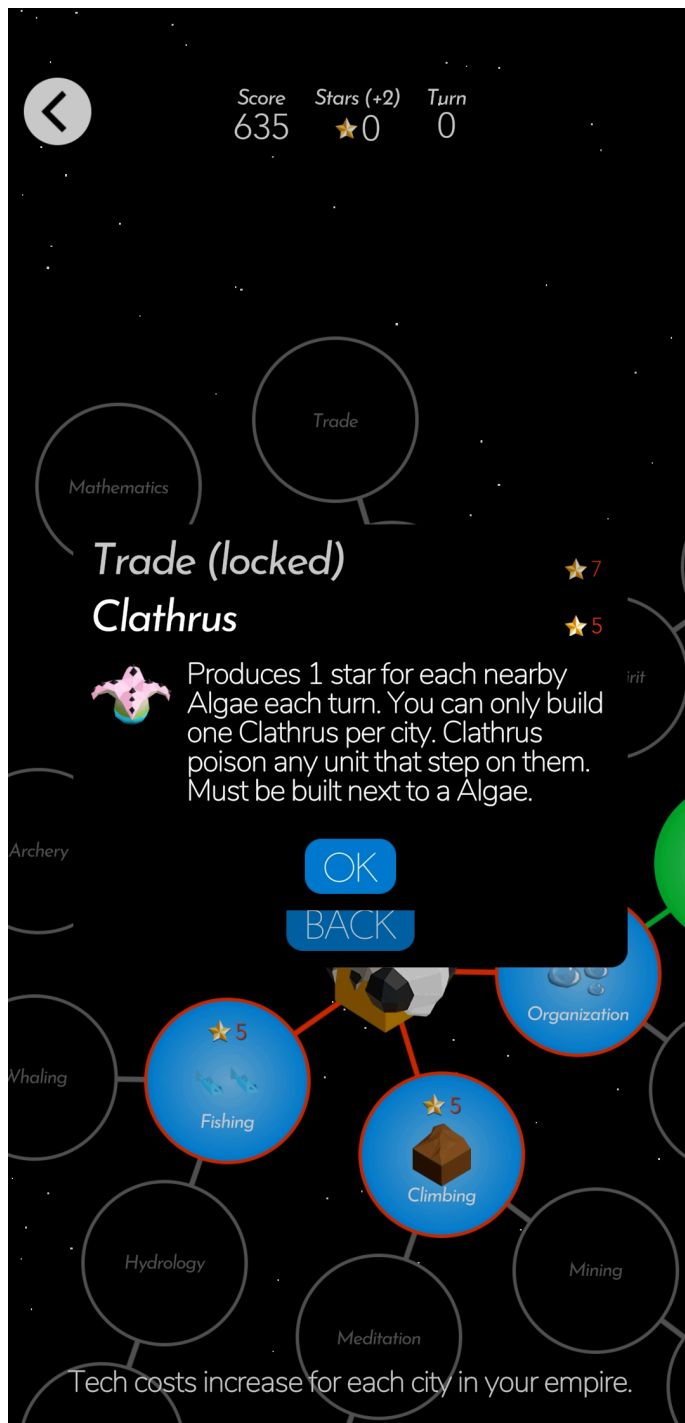


Construction (Recycling): This is just destroying buildings, but instead of getting back no stars you get back full paid price.



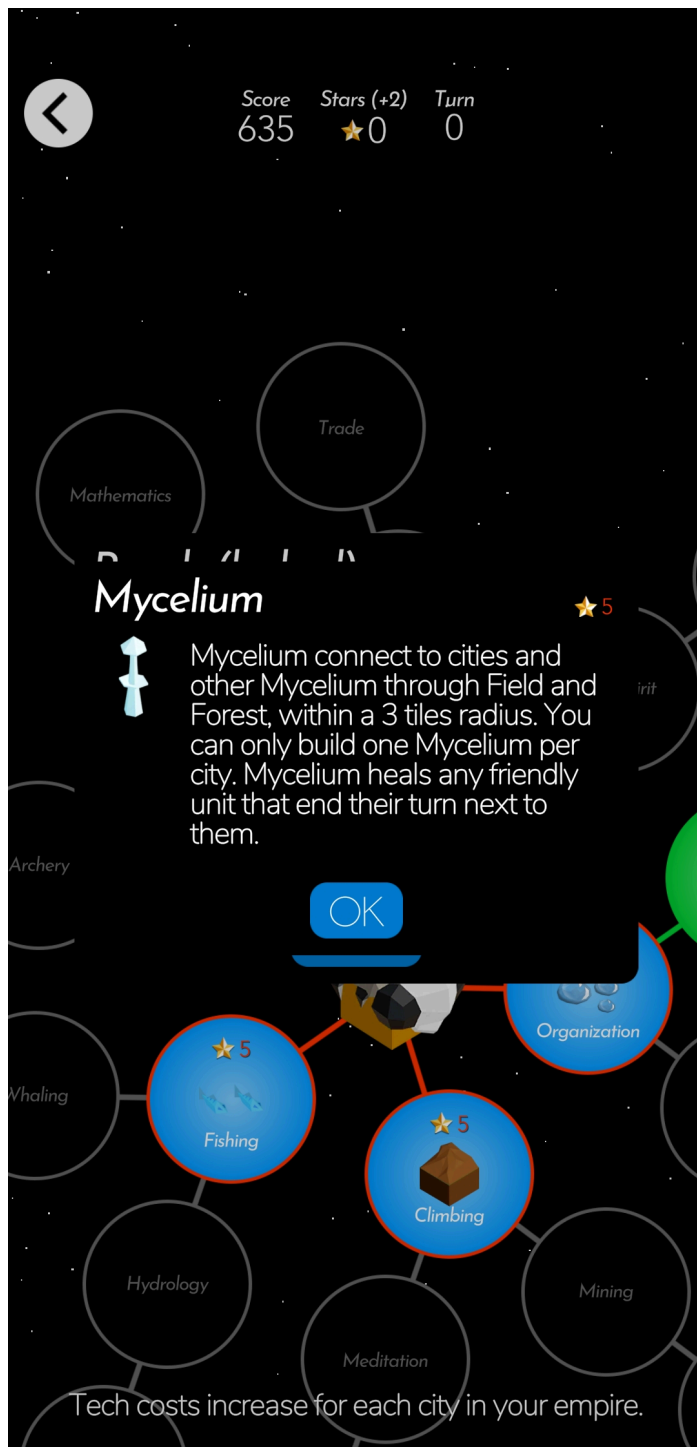
Trade: Trade gives you access to Clothrus, a custom house that can be only built on water and ocean tiles. It gives 1 star for each algae it's connected to, but since both Clothrus and

Algae can be build on ocean water, it is very easy to make it lvl6+ every time.

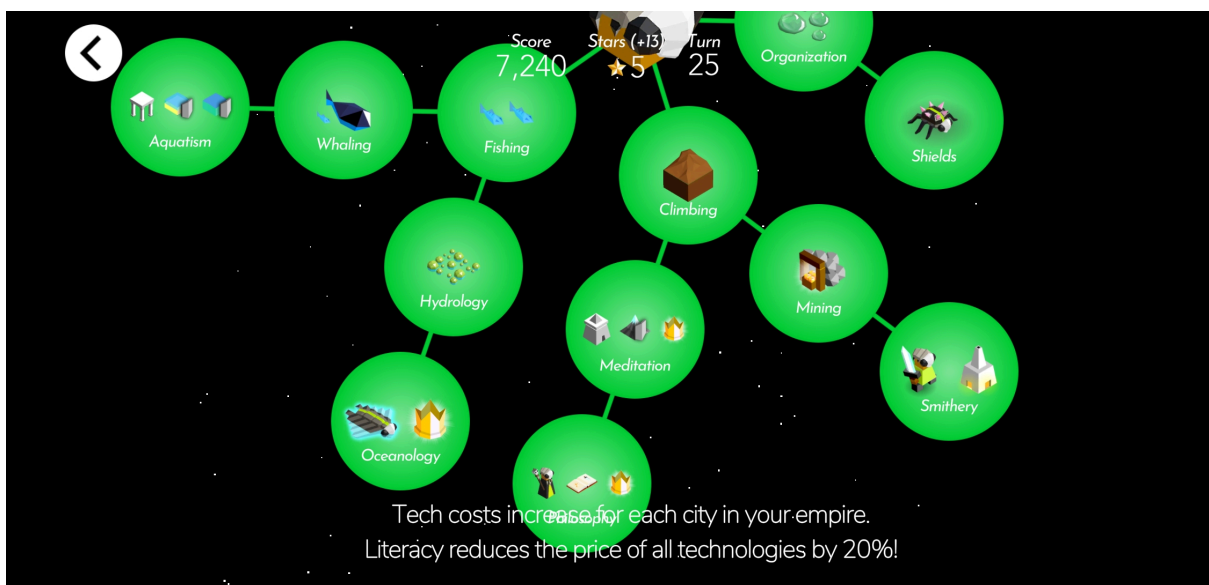
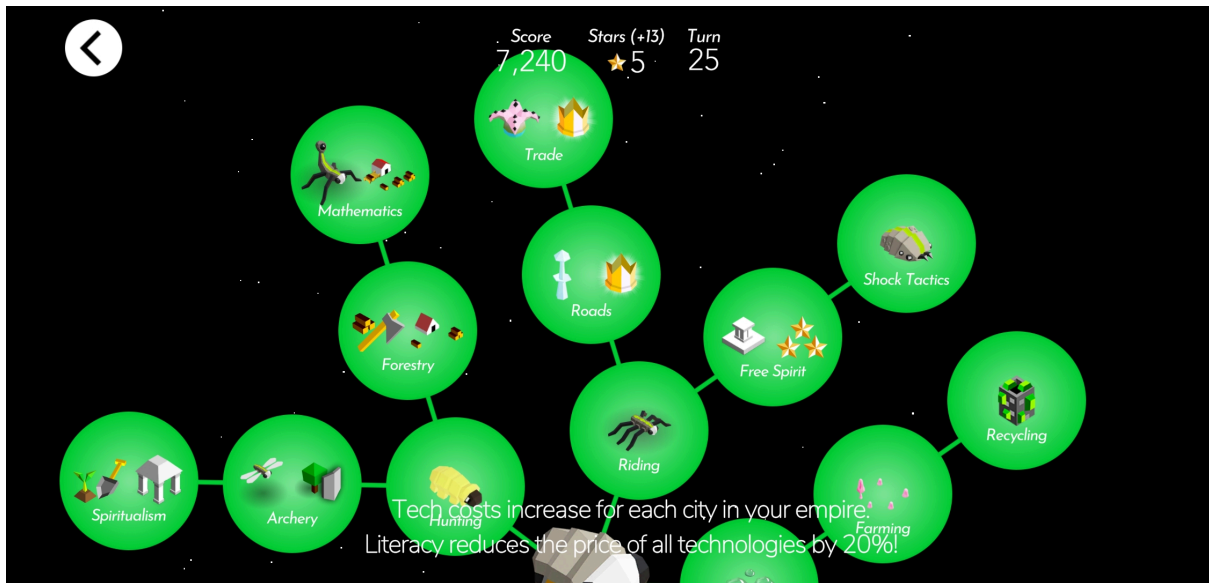


Roads: Researching roads gives you acces to Mycelium, a mushroom that estabilishes connection beetwen cities and capital, it automaticly connects all cities in its 7x7 radius.

Additionally to that, at the end of your turn, they also heal any units that is on connected to tile with it.



FULL TECH TREE:



SOME STRATEGIES:

General strategy is to buy fungus so you get lvl 2 city t1. you can still make second unit like t0 tribe on t1, warrior. Usually get riding/archery for fast expansion, depending on terrain, and later on, Shock tactics and Centipedes are your powerhouse, while your support are Exidas and Shamans.

You can also get your Clothrus going in mid-late game, that's recommended, as you can't spam expensive units and upgrades without them, unless you have shitton of high level cities.

To explore oversea, research archery. The unit tech provides is able to fly oversea, and it's cheaper to do than researching Oceanology and training Raychi, + Raychi can't move onto land, so no village captures.

Raychi can be used to create bridges for land units, as each time they explode, they leave an algae on their death spot, even outside your borders and in enemy borders, making it effective support unit in late game alongside being an attack unit, as it can make bridges for doomux and centipedes.

You can also kill poisoned units to create spores. this will help you upgrade your cities even further/defend against enemy, because as i said, units who step on fungus get poisoned. same goes for algaes, kill poisoned unit on sea to create algae.

Is your opponent using that annoying walled defender? Poison them! Not only will it remove their defense bonus, it will also

decrease their defense by 20%. These guys really hate people with fortify :P.