

## EF/CAP InterAction™

This EC CHART gives xP's and xB's when InterActing™ with an IF, NIT, OPP, GAP when FOE'ing or HIT'ing and for other PR's.

EC Chart VI works both ways between EF's and CAP's in terms of the PU CAP's and PO CAP's FOE'ing and HIT'ing.

### EC CHART VI

SET 01				
	EARTH	WATER	AIR	FIRE
<b>PU CAP's</b>				
SKIN	B2	B1	P2	P1
MOUTH	P1	B2	B1	P2
NOSE	P2	P1	B2	B1
EYES	P2	P1	B1	B2
EARS	P2	P1	B1	B2
<b>PO CAP's</b>				
BONE	B2	B1	P1	P2
BLOOD	P1	B2	B1	P2
LUNG	P2	P1	B2	B1
MUSCLE	B1	B2	P1	P2
HEART	P2	B2	B1	P1

In other words, the Modifier's are based on compatibility and ease and/or difficulty of InterAction™ of the CAP's with the Element when HIT'ing and FOE'ing. Always keep it K.I.S.S. This is an improvement on the previous version of Apotheum Colluseum.

The following EC CHART is for the Higher Elements and works in the same way.

### EC CHART VIa

SET 02				
	ETHER	LIGHT ENERGY	SHADOW ENERGY	NULL
<b>PU CAP's</b>				
SKIN	P1	B2	B1	0
MOUTH	B2	P2	B1	0

## Apotheum Colluseum, The Ultimate InterActive™ Game

NOSE	B1	P2	P2	0
EYES	P2	B2	P2	B1
EARS	B2	P2	P2	B2
<b>PO CAP's</b>				
BONE	P2	P1	B2	0
BLOOD	B2	B1	B1	0
LUNG	B2	B1	B1	B1
MUSCLE	P2	B1	P1	0
HEART	P2	B2	P2	B2

**NOTE:** See The Free Show for Body Part's i.e. Arm's and Leg's. In The Free Show you can HIT specific Body Part's for great realism. Unfortunately, present day 3D Games (Planet Earth, 2012) are limited by Age, Gore restrictions and are heavily dominated by unrealistic Fantasy ONLY genres for the sake of gameplay using a single global damage system on the Host Puppet Body. This is not at all what happened in i.e. WWI and WWII with a great influx of amputations and other problems. See also Age Restriction's in The Free Show.

