

Agar.io

**THE OFFICIAL SMASH HIT WEB GAME
COMES TO MOBILE!**

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<http://agar.io/>

Miniclip.com, 2015
Action, Simulation, MMO

Available free-to-play online,
and Linux, OS X and Windows for Mac and PC
and in Android and iOS for mobile devices

INTRODUCTION

Agar.io is a massively multiplayer action game created by Matheus Valadares. The name Agar.io comes from the substance agar, used to culture bacteria.

In Agar.io, you control a cell in a map representing a petri dish.

Play online with players around the world as you try to become the biggest cell of them all! Control your tiny cell and eat other players to grow larger! But watch out: players bigger than you will be trying to make you their lunch. Survive and eat long enough to become the biggest cell in the game!



GAMEPLAY

The objective of Agar.io is to grow a cell by swallowing both randomly generated pellets, which slightly increase a cell's mass, and smaller cells without being swallowed by larger cells.

It currently holds four game modes:

- FFA (Free-for All)
- Teams
- Experimental, and
- Party

The goal of the game is to obtain the largest cell; players restart when all of their cells are swallowed. Players can change their cell's appearance with predefined words, phrases, symbols or skins. The more mass a cell has, the slower it will move. Cells gradually lose mass over time.

Viruses split cells larger than them into many pieces (16 or less, depending on the mass) and smaller cells can hide underneath a virus for protection against larger cells. Viruses are normally randomly generated, but players can make new

viruses by feeding a virus, i.e. ejecting a small fraction of a player's cell's mass into the virus a few times, causing the virus to split up and hence create another virus.

Players can split their cell into two, and one of the two evenly divided cells will be flung in the direction of the cursor (a maximum of 16 split cells). This can be used as a ranged attack to swallow other smaller cells, to escape an attack from another cell, or to move more quickly around the map

Split cells eventually merge back into one cell. Aside from feeding viruses, players can eject (release) a small fraction of their mass to feed other cells, an action commonly recognized as an intention to team with another player. A player can also eject mass to trick enemies into coming closer to the player.

Once an enemy cell is close enough, the player can split his/her cell to eat the baited enemy.

TIPS, TRICKS AND STRATEGIES

Here are 10 agar.io strategies to help you survive longer and get better at the game itself. This guide is mainly based on basic tips and strategies beginners.

01. Only Split When Needed

Use your cell splits wisely, correct timing is the key to success in agar.io, it takes quite some time to regroup back to your complete cell ones you've splitted, splitted cells are easy targets compared to full mass cells, that's why you shouldn't split into more than 2 cells if it's not needed.

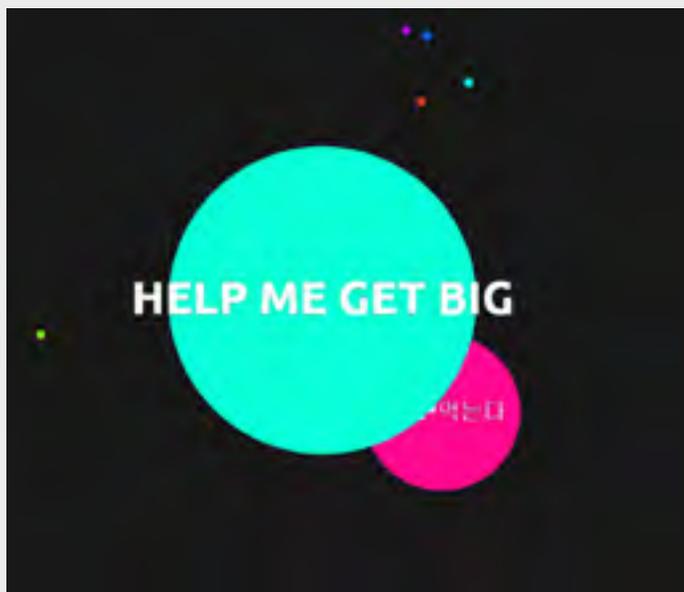
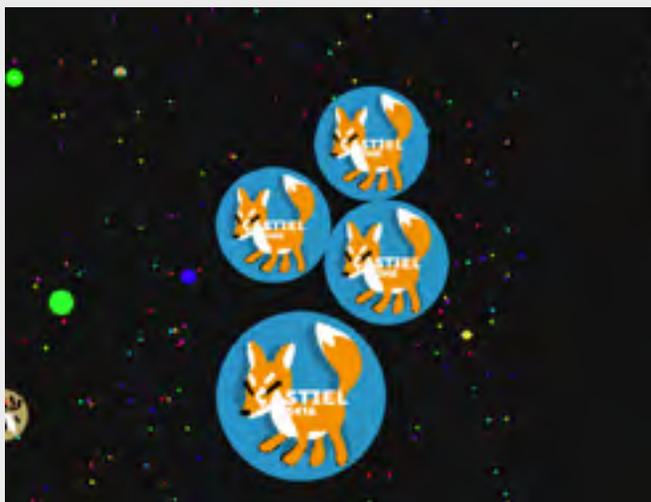
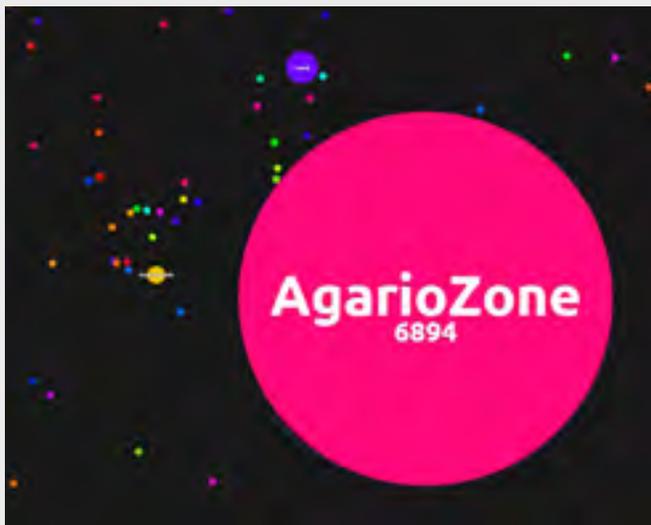
Quick tip: Splitting is also a good way to quickly get away from big guys.

02. Compare Your Opponent's Size

Comparing the size of your opponent's cells is very important, for a number of things like splitting, trapping and planning your opponent's next moves, just keep in mind that you'll need at least 10% more mass than your opponent in order to be able to eat him if you're in one piece, and at least 25% more mass if you're split.

03. Stay Away From Corners

Walls and corners are one of the most deadly places to be around the map, you can easily get squashed by bigger mass cells, without them even having to split for it, of course you can use the walls in your advantage, but I truly recommend you to stay away from them as much as you can, walls are especially dangerous for medium and big cells.



04. Teams are Deadly

Teams in agar.io (FFA) are in my opinion the most annoying thing in the game, especially the ones that split up into many pieces and get back together with their friends within seconds, this is technically playing without any splitting cool down, which is an extreme advantage on their part, this is in my opinion completely unfair, and that's why you should most definitely stay away from them as much as you can.

05. Float in Open Space

Open space is probably the safest place to be in agar.io, it's not easy to find, but once there it's well worth it, and you should definitely make use of it whenever you can, open space is a great way to stretch time and prepare for your next epic move.



06. Viruses

Viruses are possibly the most deadly things for massive cells, viruses can be filled with (W) blobs and fired at you by your opponent, this is called virus shooting, in this case you'll explode and pop into a swarm of 16 cells, this will make you an extreme easy target for anyone that's bigger than your smallest cell, so you simply don't want this to happen to your massive cell.

Once you've reached an amount of 16 cells you'll be able to eat viruses without exploding, this is a great way to quickly grow into a massive cell in the early in the game of agar.io, but you can also use this to make space for your massive cells or your teammates, this is quite funny, and it's in my opinion a must do thing on my agar.io strategies bucket list.



07. Trapping and Getting Trapped

It's fairly easy to get trapped in agar.io, whether you're getting surrounded by massive cells, squashed against a wall, or in your best case forced to float into green spikes, you can partly prevent those things from happening by making smart moves, and analysing train around you so you can prepare yourself for what's going to happen, this is a great tactic which will give you a great advantage over your opponents.



08. The Bigger You Are...

The bigger you are the faster you'll lose mass, eating agar.io microcells is pretty much useless above a total mass of 1000, the only way to grow at this point is by eating reasonable size cells and blobs, cells and blobs are only generated by players, so if you want to get bigger you need to play hard and aggressive against your opponents, the longer you wait the smaller you'll become.

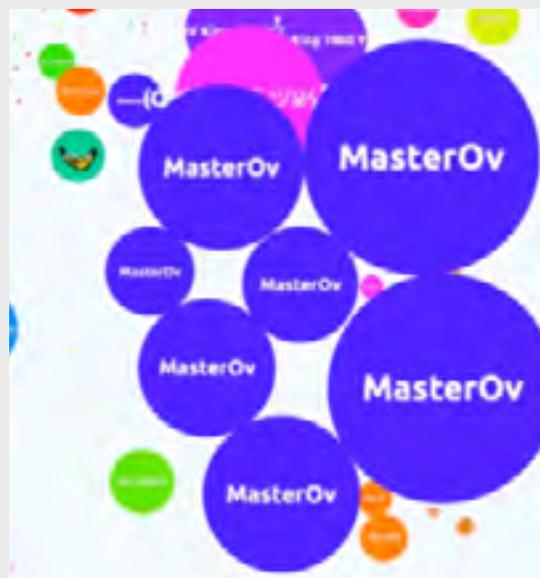
09. Horizontal and Vertical

A thing that most people overlook is the safety of floating horizontally, you have more vision and reaction time when moving horizontal compared to vertical, this may seem useless, but it's actually quite useful,

For example, if I'm moving upwards and my bigger opponents are moving downwards there's just a split second for me to react, however, if you compare this to moving from horizontally there's a fair amount of extra time for me for to react and move away from my opponents.

10. Be Cool, Don't Panic

One of the most important things is staying cool, games like agar.io can get pretty intense, that's why you need to stay cool no matter what, just take a moment to think about your next moves before executing them, stay cool, don't panic, and most importantly have fun.



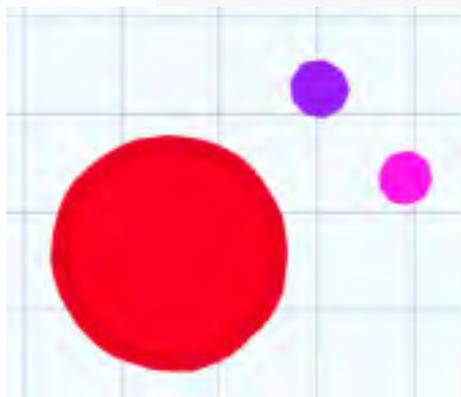
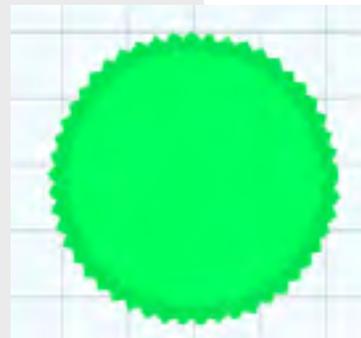
Read this article online at
<http://agariozone.com/agario-strategies/>

GAME REVIEWS

The reason Agar.io is so fun to play beyond the first few runs is because it has personality.

Players can use emblems and phrases for their individual cells, and it's particularly funny to see two players labeled "North Korea" and "South Korea" smash into each other. While there's a huge influx of memes about, they do warrant the occasional chuckle when two competing memes are chasing each other. It's just good, lighthearted fun.

- Chris Carter, TouchArcade.com



The mechanics are solid and the always-on multiplayer actually gives the game the kind of challenge that doesn't want to make you break things.

It's free to download and not the worst way to spend a few minutes while you're on the toilet or waiting in line somewhere.

- Joe Hindy, Android Authority

It's proof that any large-scale game with room for self-expression is bound to develop a complex culture -- in this case, a bacterial culture.

- Jon Fingas, Engadget.com



RATING:

4.5



out of 5 stars

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