Gameplay

Overall view

A combination of tower defense and spaceship genres. You can build your own ship, place fairy-tale turrets and square blocks to construct a spectacular and majestic mothership. With supports of smallship and good tatics, you can destroy hordes of mad Aliens.

# How to play

In each level , you know in advance the types of Enemies appearing in battles. Thereby, you will choose cards carefully

# Strategies

**Pick the suitable card for the match**:

Use turrets with AOE damage if enemies stack in groups

Use low-cost towers if enemies appear very quickly and early

Use high-cost towers only if you have much money in early game

Use Towers with control effect if Enemies is deadly

Use Towers with strike-through ability if Enemies line up

Spam EnergyGenerator if enemies appear lately

Use Towers with high DPS to kill bosses

Use low-range Towers for melee-enemies

Apart from high-DPS Towers, use Instant-kill Towers: Prime guard, 1990s Ultimate cannon to kill enemies with high health

Use teleporters and railways if you don’t have much materials for placing duplicate turret on different locations. This strategy is countered if enemies spawn from many directions

Be carefull with battles containing Enemies having invisibility, anti-element, derease damage by specified amount, anti-stun, ground Enemies, Enemies that can sabotage Towers

**Tower combinations:**

**Placing towers strategies:**

Spend more Primes on Wall and Block if Enemies is deadly

Totems are annoying cuz they cause lots of debuffs to Towers, you can placing fake Blocks to keep Towers away from Totems

Consider selling Towers