

Difference between difficulty levels

Feature changed	Difficulty level		
	Easy	Medium	Hard
Map	See game play		
Time until a new power up is spawned (sec)	4	10	20
Number of patrols	2	4	7
Number of fortresses that need to be destroyed before the fire station is destroyed	5	4	3
Initial difficulty level of the fortress	0	1	3
Time until the difficulty level of the fortresses increase (sec)	80	60	50
Time until the player can enter the freeze screen (sec)	6	10	15
Fire truck stats	See table below		

Fire truck statistics

Difficulty level				
Fire truck		Easy	Medium	Hard
Ruby	<i>Reserve</i>	160	140	160
	<i>Speed</i>	4.2	4.2	4.2
	<i>Colour</i>	Red	Red	Red
	<i>Range</i>	5.5	5.5	5
	<i>AP</i>	0.16	0.14	0.14
	<i>HP</i>	180	160	150
Sapphire	<i>Reserve</i>	290	280	300
	<i>Speed</i>	3.3	3.2	3
	<i>Colour</i>	Cyan	Cyan	Cyan
	<i>Range</i>	6.5	6.2	6
	<i>AP</i>	0.25	0.20	0.16
	<i>HP</i>	150	140	130
Amethyst	<i>Reserve</i>	320	300	320
	<i>Speed</i>	2.7	2.6	2.4
	<i>Colour</i>	Purple	Purple	Purple
	<i>Range</i>	6.7	6.5	6.5
	<i>AP</i>	0.27	0.24	0.20
	<i>HP</i>	240	230	180
Emerald	<i>Reserve</i>	180	160	180
	<i>Speed</i>	4	4	4
	<i>Colour</i>	Green	Green	Green
	<i>Range</i>	4.5	4.5	4.5
	<i>AP</i>	0.3	0.3	0.24
	<i>HP</i>	150	140	110