

Ultra Generic Tower Defence

Manual & Gameplay instructions



This is your bunker. The idea of the game is to protect it from enemy tanks. If an enemy tank reaches your bunker, you lose immediately. You protect your bunker by building towers that destroy the enemies before they can reach it. The tanks will not attack towers, they will only navigate around them. By strategically placing towers, you can make path longer for the tanks. The game does not, however, allow you to trap enemies or completely block the path to the bunker.



This is a tower. It automatically locks onto the nearest enemy and shoots at it until it is destroyed or gets out of the tower's range. The tower has a range of 10 tiles and a build cost of 70 credits. It does 20 points of damage on a direct hit as well as 10 points of splash damage to each of the 8 neighbouring tiles.

An enemy tank has 100 points of health in the first wave, but beware, the hp will grow exponentially for each wave. Each killed enemy will earn you 20 credits.

Pressing the "Build Tower" button will get you into build mode. In build mode you can simply place towers wherever the area marker shows green, as long as you have the required credits.

By pressing the "Sell" button, you will enter sell mode. In sell mode, any tower you click on will be sold for half its build price.

You can go back to "normal" mode at any time by pressing esc. In normal mode, clicking will not affect the game, which is useful for preventing accidental actions.