**Tower Upgrades**

**Blood Moon Tower:**

Level 1 - $400 (Purchase Value)

Damage = 20

Range = (300, 300)

Rebuild CD = 240 Frames (4 Seconds)

Level 2 - $250

Damage = 35

Range = (350, 350)

Rebuild CD = 180 Frames (3 Seconds)

Level 3 - $650

Damage = 75

Range = (450, 450)

Rebuild CD = 120 Frames (2 Seconds)

**Fire Totem Tower:**

Level 1 - $800 (Purchase Value)

Duration = 900 Frames (15 Seconds)

Overdrive Threshold = 5

Level 2 - $500

Duration = 1020 Frames (17 Seconds)

Overdrive Threshold = 4

Level 3 - $550

Duration = 1200 Frames (20 Seconds)

Overdrive Threshold = 3

**Blue Fire Totem Tower:**

Level 1 - $600 (Purchase Value)

Damage = 20

AOE Damage = 10

Explosion Radius = (75, 75)

Level 2 - $700

Damage = 40

AOE Damage = 30

Explosion Radius = (100, 100)

Level 3 - $1050

Damage = 80

AOE Damage = 60

Explosion Radius = (150, 150)