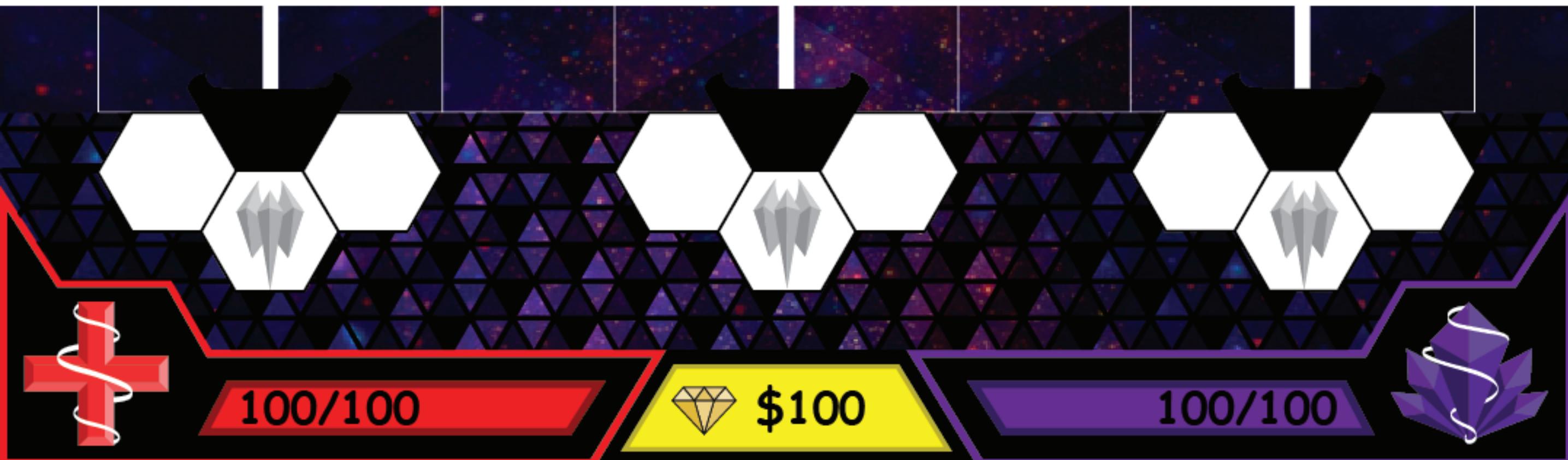


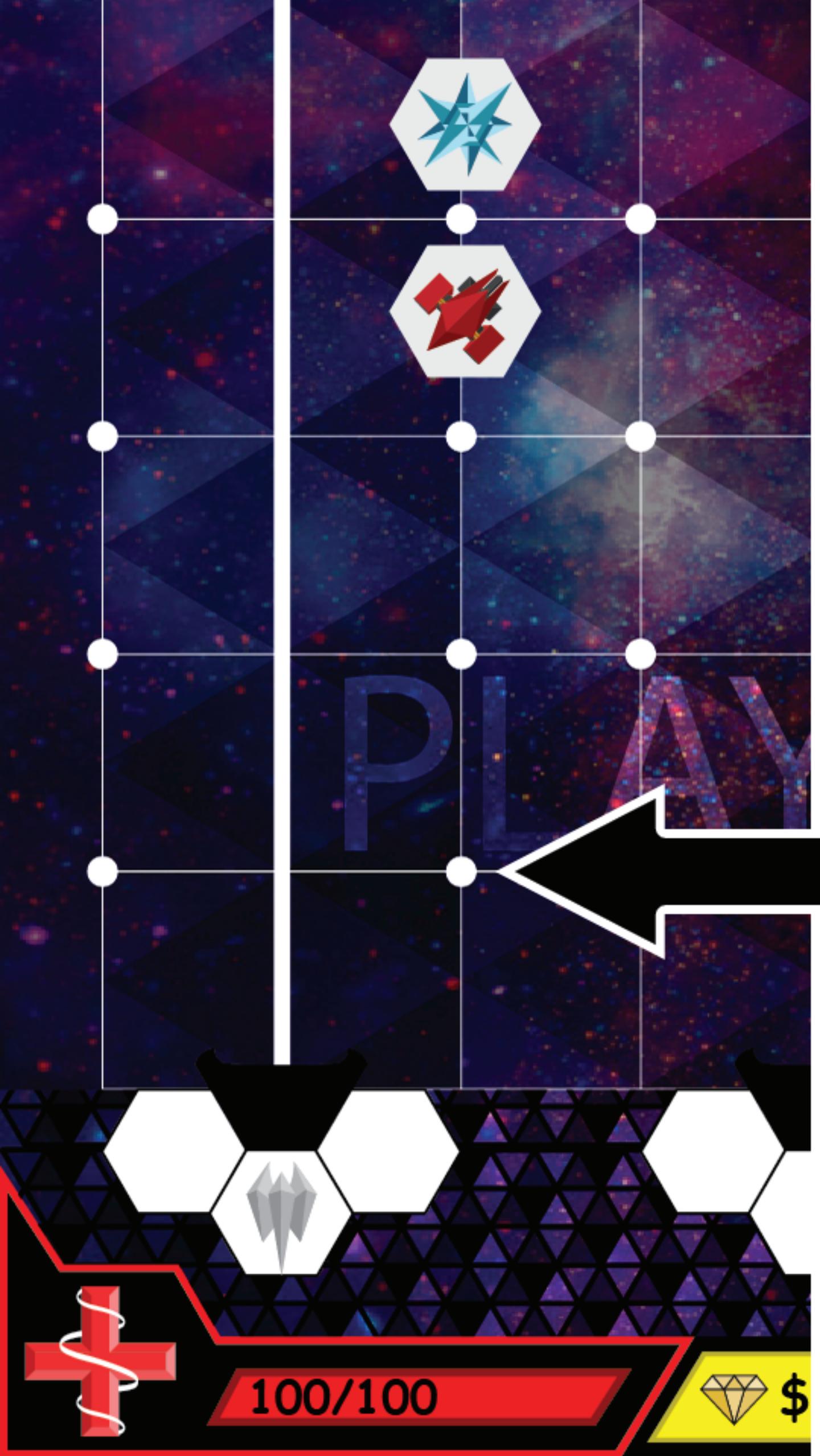
Beyond The Keep Tutorial



↑
This is your base's
HEALTH. If your
health reaches zero,
you lose.

↑
This is your **CASH**.
Use **CASH** to
purchase **TOWERS**
and **MINIONS**.

↑
This is your **ENERGY**.
It is currently not
ready for Alpha.



Currently there are two types of TOWERS that are used for defence and offense.



(1) Attack Tower -
Attack enemy MINIONS
if they are within range.



(2) Boost Tower -
Multiplies friendly
MINION stat attributes
by 2.

Each TOWER can be placed on grid points. These can be found on intersection points on the grid.

Each time a player places a TOWER, a fixed amount of CASH will be deducted from the players' budget.

There are three LEVELS of MINIONS that are used to destroy your enemy's BASE. Each type has a different Attack and Health stat attribute.

Light Minion

Attack 2
Health 2



Medium Minion

Attack 4
Health 4



Heavy Minion

Attack 6
Health 6



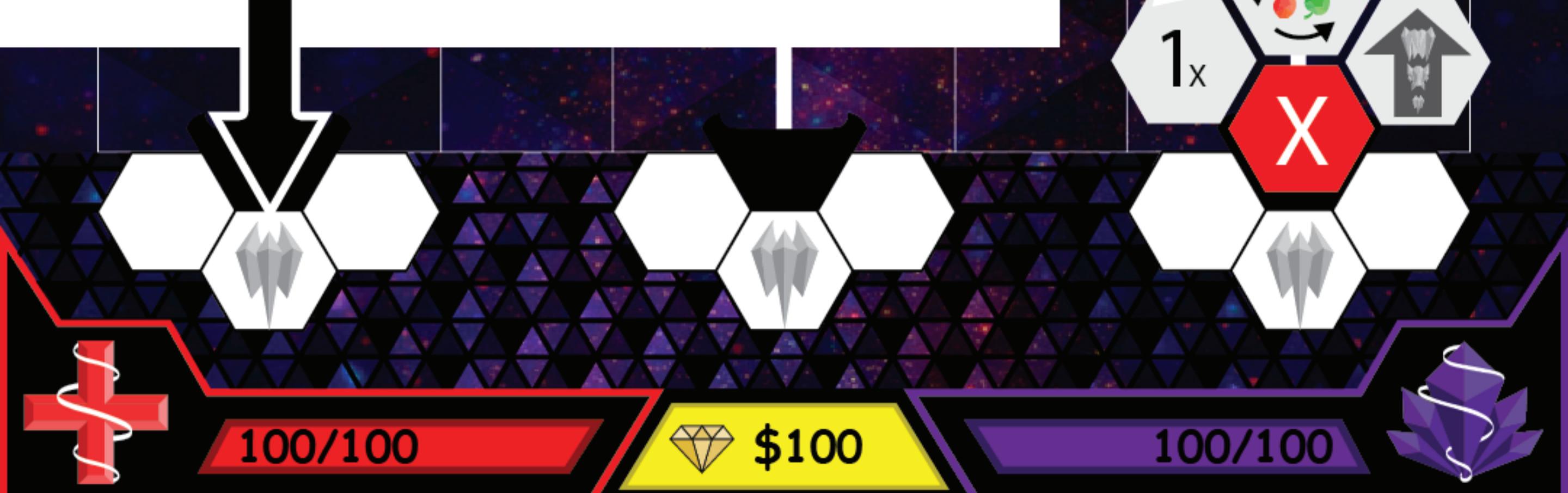
There are 3 LANES. Each lane will spawn your selected MINION from their designated SPAWNER. SPAWNERS are located at your BASE. Your MINIONS will spawn from here.



MINION ELEMENTS are fire, water and earth. Fire has an advantage over earth, water over fire and earth over water. This concept has a slight learning curve to it, but becomes more fluid as player progresses through the game. If you have the elemental advantage, your attack is multiplied by 4. If you have the disadvantage, your attack is divided by 2.

Tap here to select your SPAWNER. This will open the menu and let you initialize your first minion spawn.

Tap here to change your minions' element and press one of the icons above.



Upgrades can be purchased with your CASH.

CASH is needed to change their ELEMENT.

You can increase the number of MINIONS that spawn with the COUNT upgrade.



Upgrade the LEVEL of your MINION to increase their stat attributes and change their appearance.

To cancel the menu use the CANCEL button.

Managing Cash

Spend cash wisely. Cash will slowly increase but you will be awarded even more after you destroy an enemy minion.

Attack Tower = 25
Boost Tower = 50

Light Minion = 15
Medium Minion = 30
Heavy Minion = 60

Element Changer = 15
Increase Spawn Number = 15

Important Information

Beyond The Keep app can be found at the home screen of the android tablet.

Bolts and explosions were adopted from Space Shooter game.

<http://unity3d.com/learn/tutorials/projects/space-shooter>

Credit given to NASA, ESA, SSC, CXC, and STScI for Galaxy background.

http://hubblesite.org/newscenter/archive/releases/2009/28/image/b/format/xlarge_web/

