Game Mechanics:

1. After a certain wave, gold is given.
2. Extra gold is given if the food during the wave's attack is not damaged.
3. Before each and every wave there is only a 1-min or less interval.
4. 50 gold = light tower; 100 gold = med tower; 150 (or 200) gold = heavy tower.
5. As game progresses to next round, factories increase in price by 10%
6. If player wants to resell a factory or a certain item, they get back only 50% its original price.
7. Player gets 200 gold initially.
8. Player has 3 lives. If monsters take over a lane, he loses a life. He can still fight but lose 3 lanes, game over. Start over from the beginning of the round anew.
9. If a player wins a round, he can still keep the food he planted in that round for the next round.

Foods/Allies

|  |  |  |  |
| --- | --- | --- | --- |
| CUBICE  HP: 50  ATK: 30  Cost: 30 | CUBICE LV2  HP: 50  ATK: 40  Cost: 50 | ICY TREAT  HP: 30  ATK: 10 (slow)  Cost: 25 | SUNDEY  HP: 50  ATK: 30 (slow)  Cost: 45 |
| PIZZASLICA  HP: 50  ATK: 5 (fast)  Cost: 75 | PIZZANINJA  HP: 50  ATK: 5 (10) <faster>  Cost: 100 | CUPKILKE  HP: -  ATK: KILL (1)  Cost: 100 | KILKE  HP: -  ATK: KILL (3)  PRICE: 200 |
| EGGY (Slow when defeated)  HP: 75  ATK: 0  Cost: 50 | EGGY LV2 (Slow when defeated)  HP: 140  ATK: 0  Cost: 90 | STEAKLOBBER  HP: 100  ATK: 35  Cost: 75 | STEAKBARRAGE  HP: 120  ATK: 45  Cost: 100 |
| BURGERZ  HP: 35 (50)  ATK: 10  Cost: 100 | LOAFY  HP: 100  ATK: 0  Cost: 75 | LOAFRO  HP: 200  ATK: 0  Cost: 100 | BURRIGO  HP: 100  ATK: 20  Cost: 75 |
| SODACANNON  HP: -  ATK: Kill them all  COST: 150 | SODABAZOOKA  HP: -  ATK: Kill them all  Cost 200 | LOLLIPIP  HP: 75  ATK: 25  Cost: 50 | SUSHI-KUN  HP: 10  ATK: 5  Cost: 20 |

Enemies/Monsters:

|  |  |  |  |
| --- | --- | --- | --- |
| CHUMPY  ATK: 10  HP: 50  SPD: 3  Gold: 10 | CHUMPRO  ATK: 20  HP: 75  SPD: 4  Gold: 15 | CHUMPAR  ATK: 10 (30)  HP: 150  SPD: 2  Gold: 30 | PYULYU  ATK: Kill Foods  HP: -  SPD: 5  Gold: Cost of food eaten |
| QUICKY  ATK: 15  HP: 30  SPD: 6  Gold: 10 | QUICKRO  ATK: 30  HP: 25  SPD: 10  Gold: 15 | SLUGY  ATK: 10  HP: 40 (45)  SPD: 1  Gold: 15 | SLUGERZ  ATK: 20  HP: 65 (70)  SPD: 2  Gold: 20 |
| ARMON  ATK: 30  HP: 100  SPD: 2  Gold: 15 | ARMAW  ATK: 50  HP: 150  SPD: 1  Gold: 20 | PYUKI  ATK: 20  HP: 50  SPD: 5  Gold: 5 | PYUCHU  ATK: 5  HP: 200  SPD: 5  Gold: 15 |
| EATBOT  ATK: 50  HP: 200  SPD: 1  Gold: 30 | | BULBY  ATK: Kills factories  HP: 50  SPD: 10  Gold: 25 | LAZUR  ATK: 25  HP: 60  SPD: 7  Gold: 20 |
| ANT  ATK: 5  HP: 10  SPD: 7  Gold: 5 | QUEEN ANT (spawns ants)  ATK: 5 (0)  HP: 5(20)(100)  SPD: 1  Gold: 30 | COCKROACH  ATK: 5  HP: 100  SPD: 8  Gold: 15 | FLY:  ATK: 5  HP: 10  SPD: 10  Gold: 10 |

Factory Types

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Population | FACTORY | Cost | SPAWN | Speed | UPGRADE |
| 7 | Fridge | 50 | Cubice, Icy Treat, Eggy | Average | 50% & 75% |
| 3 | Oven | 100 | Cupkilke, Loafy | Average | 150% & 250% |
| 7 | Sushi Bar | 100 | Sushi-kun | Fast | 25% & 50% |
| 1 | Vending Machine | 200 | Soda Cannon | Very slow | 25% & 50% |
| 2 | Hotdog Stand | 150 | Burrito | Slow | 75% & 100% |
| 5 | McRonald’s | 150 | Pizzaslica, Burgerz | Slightly slow | 50% & 75% |
| 5 | Candy Shop | 100 | Lollipip | Average | 50% & 75% |

Upgrades for Factories:

* Faster cooldown (-25%)
* Unlock evolved form
* Higher attack <higher spawn cost>
* +HP (+ spawn cost) (+10)
* +Number of foods created by factory (+2)
* -Spawn cost (-10%)