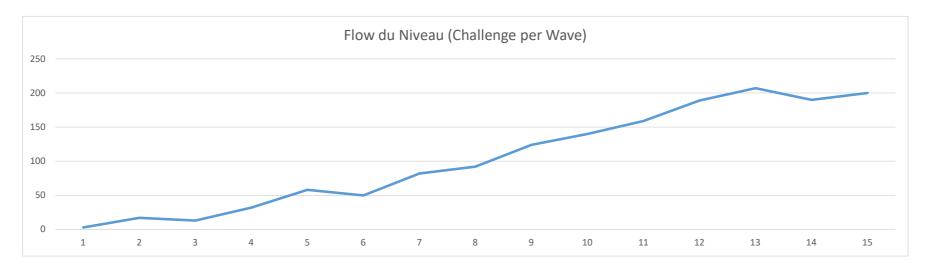
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Game Elements	Weigth / Lethality							Timin	g / Wave /	Scene						
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Enemis			# per Wave / Scene													
Enemi 1	1	2	1	3	5	5	5	5	5	5	5	5	5	5	5	5
Enemi 2	3		2	2	3	3	3	5	5	5	5	5	5	5	5	5
Enemi 3	5				2	1	3	5	5	5	5	5	5	5	5	5
Enemi 4	8					2	2	2	1	3	5	5	5	5	5	5
Enemi 5	10								2	2	3	3	3	5	5	5
Bon	uses	# per Wave / Scene														
Bonus 1	-2	1				1			1			1		1		
Bonus 2	-5			1			1			1			1			
Bonus 3	-10							1							1	
Obst	acles	# per Wave / Scene														
Obstacle 1	3	1		3		5			2	3	5		10			
Obstacle 2	5						2		3		2	2		5		
Traps								# ре	er Wave / Sc	ene						
Trap 1	5		2			2		3		3		4	5	5	5	5
Trap 2	8				1			2		2		2	3	3	5	5
Wave / Scene Lethality		# per Wave / Scene														
Enemis		2	7	9	24	35	45	61	73	89	115	115	115	135	135	135
Bonuses		-2	0	-5	0	-2	-5	-10	-2	-5	0	-2	-5	-2	-10	0
Obstacles		3	0	9	0	15	10	0	21	9	25	10	30	25	0	0
Traps		0	10	0	8	10	0	31	0	31	0	36	49	49	65	65
	W/S Challenge	3	17	13	32	58	50	82	92	124	140	159	189	207	190	200
Maximum per Wave / Scene								i	# per Waves	i						
Enemis	30	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good
Bonuses	2	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good
Obstacles	10	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good
Traps	10	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good
Σ	50	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Pblm	Pblm	Good	Good



!! WARNING !!

¤ Timing > Wave

x Timing "wave" + timing |e| enemis

x Bonus Drops ? Spawn on map ? Pattern ?

× Destructibles ? Pattern ?

5

← function sommeprod(table;table;etc.)

¤ Flat ? Steps ? Bumps ? "Arc" ?