

Shoot-tower

Standard upgrades :

Longer range → range will be 1.5 times larger → **LR**

Faster shooting → tower will shoot 1.5 x faster → **FS**

E → explosive, there will be an explosion

SA → straight ahead, the bullet will attack more enemies, but if it touches one enemy, it will continue straight, it won't explode.

LR								FS							
(E) Explosive bullet Bullets explodes through 20 enemies				FS				LR		Super-Tower Attacks 5 times faster					
Napalm explosion Each explosion gives a will throw napalm on an enemiem it stays 5 seconds		Explosive develepment Explosives will be 2 times larger and can attack 40 enemies.		Multi shoot Shoots 10 bullets each time.		Bullet splash Each bulle will explode in 8 little sharp bullets wich can pop 8 other enemies				Plasma doom(SA) Shoots 2 times faster and shoots plasma, which can go through 8 enemies		See multi shoot			
Burn to death Napalm will rest 10 seconds on an enemy	Napalm virus Each enemy which touch the other, will spread napalm, But this napalm is 2 seconds active	Bomb of death Will launch an atomic bomb, wich can attack unlimited enemies and the explosion will be 2 times larger	Bomb buster Bomb will be heavier, so it gets 3 lives of an enemy	Circle shoot Shoots 30 other bullets in various directions	Even multier Shoots 15 bullets in once.	Extreme splash the little bulltes brokes another time in 8 little bullets, so one bullet can attack 64 bullets	Multi Shoot Shoots 4 bullets In once					Flame thrower tower will spew flames, one flame can attack 40 enemies, but shoots 2 times slower			

