Standard upgrades :

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

Faster shoting🡪 tower will shoot 1.5 x faster 🡪 **FS**

**E 🡪** explosive, there will be an explosion

**SA🡪**  straight ahead, the bulle will attack more enemies, but if touch one enemie, i t will continue straight, it won’t explode.

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| Shoot-tower | | | | | | | | | | | | | | | |
| **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 |  |  |  |