

How to play

Place towers on the map to prevent the zombies from crossing the screen. Each time a zombie reaches the edge of the screen, you will lose HP (displayed in the top). Each time a zombie is killed, you will gain 1 score. Score can be used to place more towers. To place a tower, click on the icon above the screen and drag the tower where you wish to place them. If you decide you don't want to place a tower, click on the tower while it is on the Helipad. For the best experience, I recommend placing one tower per grid square, but feel free to play around. If you think the game has become too easy, try lowering the frequency value inside the code. Have fun.