



Sentinel

USER MANUAL

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STORY

IN THIS STORY, A GROUP OF PEOPLE EXPLORE A NEW AND UNFAMILIAR LAND FILLED WITH MAGICAL CRYSTALS KNOWN AS MANA. THEY DISCOVER THAT THE CRYSTALS POSSESS UNIQUE POWERS AND ARE SOUGHT AFTER BY THE FIERCE CREATURES KNOWN AS BOXIMONS. TO PROTECT THEMSELVES AND THEIR RESOURCES, THE GROUP MUST GATHER CRYSTALS WHILE BATTLING THE BOXIMONS.

AS THEY FACE INCREASINGLY DANGEROUS CHALLENGES, THEY DEVELOP THEIR SKILLS AND ABILITIES, HARNESSING THE POWER OF THE CRYSTALS TO CREATE NEW WEAPONS AND DEFENSES. HOWEVER, THE BOXIMONS ARE GROWING STRONGER EACH DAY, AND THE GROUP MUST WORK TOGETHER TO SURVIVE AND THRIVE IN THIS NEW WORLD.



HOW TO PLAY

YOUR GOAL IS TO DEFEND YOUR MAIN TOWER FROM ENEMIES. ENEMIES CAN ONLY WALK ON SAND.

THINGS YOU NEED TO KNOW TO DEFEND YOURSELF EFFECTIVELY ARE:



RESOURCE COLLECTOR:
USED TO COLLECT RESOURCES AROUND IT (THE EIGHT SQUARES AROUND). IT WILL ONLY COLLECT THEM AT THE END OF A WAVE.

DEFENSE TOWER: USED TO PLACE YOUR WIZARDS AND ALLOW THEM TO ATTACK ENEMIES. WHEN YOU UPGRADE IT, YOU CAN PUT ONE EXTRA WIZARD





WIZARD THE WELL AT TACK ENEMIES DEPENDING ON THEIR TYPE OF MAGIC. IF YOU PLACE TWO WIZARDS OF DIFFERENT TYPES IN ONE TOWER, THEIR ABILITY WILL CHANGE.

RESOURCES: ALL TOWERS AND WIZARDS HAVE A COST, PLAN YOUR STRATEGY WELL AND PREPARE FOR EACH WAVE BEFORE STARTING IT.

YOU WILL SEE YOUR RESOURCES AND HOW MANY ARE YOU GOING TO GET AT THE END OF THE WAVE.



WIZARD COMBINATIONS

WIZARD COMBINATIONS WILL DO MORE DAMAGE AND SOME WILL CAUSE EFFECTS TO ENEMIES!



WATER + FIRE:

CREATES A FIRE TORNADO THAT WILL INMOBILIZE THE ENEMY FOR 1 SECOND AND CAUSE 20 DAMAGE. THE SPELL WILL ACTIVATE EVERY 2.5 SECONDS.



WATER + ELECTRO:

CREATES A MINI ELECTRIC TORNADO THAT WILL SLOW THE ENEMY FOR 5 SECONDS AND CAUSE 30 DAMAGE.

THE SPELL WILL BE ACTIVATED EVERY 0.5 SECONDS



FIRE + ELECTRO:

CREATE A GRAVITY BALL THAT WILL DAMAGE THE ENEMY WITH 100 HEALTH POINTS EVERY 7 SECONDS.



CONTROLLERS

PLAY IN COMPUTER

MOVE CAMERA WITH THE KEYS:

A W S D

ROTATE CAMERA WITH THE
KEYS:

Q E

DRAG AND DROP A TOWER OR A HOUSE
IN THE SQUARES WITH THE MOUSE



SELECT A TOWER TO PUT A WIZARD
TO ATTACK THE ENEMIES



YOU CAN UPGRADE YOUR TOWERS
AND COLLECTORS BUYING THE
UPGRADE CARD



**YOU CAN PUT AS MANY TOWERS,
WIZARDS AND RESOURCE
COLLECTORS AS YOU CAN, AS LONG
AS YOU HAVE THE RESOURCES!**



**NOW YOU HAVE ALL THE ESSENTIALS
TO PLAY. DEFEND YOUR BASE FROM
THE DIFFERENT ENEMIES AND
ADVANCE TO THE NEXT LEVELS!**