In-Game Tower Descriptions

Cutlery Cannon

Fires cutlery at enemies for medium damage with a medium fire-rate.

Plate Dispenser

Fires plates at enemies for high damage, however it has a slow fire rate.

Shower Tower

Spurts water in the area around the tower for medium-low damage with a constant fire rate.

Gale-Gun

Blasts air in a chosen direction, slowing enemies down. Medium to Long range.

Car Obstruction

A car that blocks the enemy’s path, it can be broken through with enough damage.

Scrap Magnet

Drags extra scrap from fallen robots to the player.

Hose

A one-time power, a hose that comes in from one side of the screen, destroying all robots in its path across the terrain.