Tower Defense

Different band members defend against waves trying to kill the power to their gig, attack structures, etc.

**Protagonists:**

* Singer
* Lead Guitar
* Rhythm guitar
* Bass guitar
* Drums
* Keyboard

**Enemies:**

* Bad Vibe guys
* Cops
  + Mounted
  + On foot
* Old neighbors
* Bosses
  + Rival bands

**Structures:**

* Band mates
  + Upgradable to different levels of protagonists (ex: garage drummer, pro, Rush)
* Fans
  + Upgradable to groupies, spendable to rush upgrades to protagonists
* Speakers
  + Upgradable to different sizes (Churches PA system, pro, thunderdome)

**Levels:**

* 1: Garage / driveway
* 2: Bar
* 3: Paid Club
* 4: Auditorium
* 5: Stadium