**Defenses**: Static defenses that don’t move.

Fire wall

* looks: like an electric fence.(number of wires increase as the level/difficulty increases)
* used for: blocking low level attacks powered by anti-virus software nodes
* attack: Damages melee attackers

Anti-virus software nodes

* looks: A cube with scrolling matrix style numbers on its surfaces
* used for: power nodes that increase the HP of defenses in area. also repairs damaged defenses if it isn’t dealt with promptly (ex: repair broken sections of the firewall).
* attack: Area attack that deletes melee class viruses in its range

Pinger

* looks: like a mini-Doppler tower.
* used for: revealing hidden/ghosted enemies. It does this by radiating a signal that when introduced to an enemy will bounce back to the tower alerting the defenses of its location.
* Attack: none - passive.

Sand box

* looks: A pit filled with a bubbling/corrosive looking liquid .
* used for: Slowing enemies that pass through it. Also deals minimal DMG.
* Attack: low DPS while in the pit.

Encryption

* Looks: fog of numbers and letters
* Used for: Fog of war. Masks defenses
* Attack: later levels static electricity bounces around it. Any virus that enters slowly takes damage.

Zapper

* Looks: Turret with 2 large barrels
* Used for: Locks on and attacks viruses in its own row.
* Attack: Laser fire, Has a range of 3 grid spaces in front of. Fires faster with later levels.

Super Zapper

* Looks: Turret with 3 large barrels
* Used for: Locks on and attacks viruses in 3 rows.
* Attack: Laser fire, Has a range of 4 grid spaces in front of it and can fire at enemies in the rows above and below it as well(if there are enemies in multiple lanes within range, the AI will focus on the closes one). Fires faster with later levels.

Mines

* Looks: sphere with spikes all over it .when it detonates the spikes fly in all directions hitting any enemies in their path with minimal damage.
* Used for: mines on tiles. Destroys whatever touches it.
* Attack: explosive. Bigger blast area in later levels.

**Defenders**: Defense programs that move and attack viruses

Shocker

* Looks: Tank that launches an electric current into ground
* Used for: Attacking viruses at range.
* Attack: Shoots an electric bolt into the ground which travels along the grid until it reaches the feet of a target virus. Flying enemies are immune to its attack.

Re-formatter

* Looks:
* Used for: Re-Programs viruses to work for the system
* Attack: Captures and slowly reprograms viruses then turns them against player

Nort

* Looks: rank and file soilders
* Used for: Basic defender type seen in all systems
* Attack: Laser pistol. Upgrades to laser rifle with faster shot in later levels

McCavy

* Looks: Bigger/bulkier solder wielding a heavy underarm cannon like weapon linked to a power pack on his back.
* Used for: Defense
* Attack: Blasts enemies with a shockwave. Deals initial blast damage and causes viruses to slide back to furthest tile in row. Upgrades to flaming or electrified blast that does DPS during slide.

**Level types**: Different types of levels each with unique challenges to overcome.

Safe-mode

* looks: The inside of a bright white box. The sides of the interior are variously extruded blocks.
* Unique challenge:

Motherboard: A stage inside a tower of a PC computer with program chips, with the

background consisting of sound and video cards.

Desktop: A stage on a computer screen with icons and windows for obstacles.

Information Super Highway: A long narrow stage that resembles a real life highway

with digital backgrounds and a matrix of 1s and 0s around the stage.

**Challenges**: Non level specific challenges. Used to break up game play to keep it from becoming stale/plane.

Budget challenge: Complete a set number of levels with limited resources

Unit challenge: Complete a set number of levels with a limited number of units

Boss challenge: Defeat a ridiculously strong enemy that is not in the main game