**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. can also repair 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

Sandbox

* looks: like a sandbox
* used for: slowing down enemies and revealing hidden enemies
* Attack: slow. Later levels sand sharks swim in biting trapped attackers (slow Dot type damage.)

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.
* Attack: Laser fire with lock on reticule on its current target. Fires faster with later levels.

Mines

* Looks: sphere with spikes all over it
* Used for: mines on tiles. Destroys whatever touches it. levels
* Attack: explosive. Bigger blast area in later

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

Spiker

* Looks: Tank that launches spikes into ground
* Used for: Attacking viruses at range.
* Attack: Shoots a large spike into the ground which travels underground till it shoots up underneath target virus.

Reformater

* 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 blaster. Upgrades to blaster rifles with faster shot in later levels

mcCafe

* Looks: Bigger soilder with large vat on his back
* Used for: Defense
* Attack: Pours vat of liquid onto tiles. Causes viruses to slide back to furthest tile in row. Upgrades to flaming or electrified liquid that damages virus during slide.

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

Safe-mode

* looks:
* 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