

# User Manual for Defenders of the Forest

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Welcome to the user manual for Defenders of the Forest. This document will guide you through the game mechanics, controls, and strategies to help you defend the forest against the enemies.

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## Game Overview

Defenders of the Forest is a tower defense game where you must strategically place defenders to protect the forest from invading enemies. The game consists of two levels, each with multiple waves of enemies that increase in difficulty. Your goal is to defend the forest and prevent the enemies from reaching your base.

- Game Starts with a welcome screen where you can select the level to play.
- Once you select the level, you will be taken to the game screen where you can place defenders on the map.
- Level 1 & 2 starts with 100 coins that you can use to add defenders and 10 lives.
- Level 3 & 4 starts with 350 coins that you can use to add defenders and 10 lives.

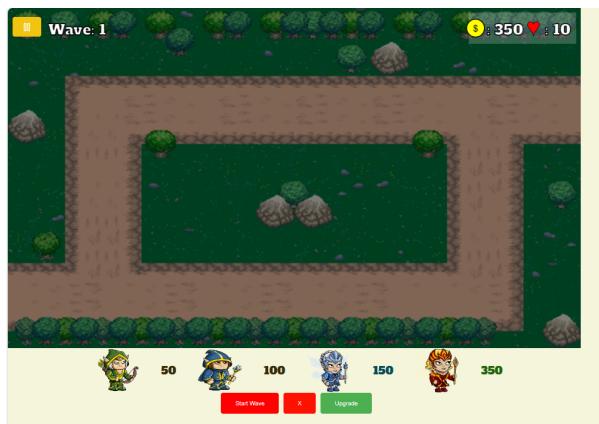
# How to Play

To play Defenders of the Forest, follow these steps:

1. Select a level to play.
  2. Select defenders from the available options.
  3. Place defenders on the map to defend against enemies.
  4. Click on the **Start Wave** button to begin the wave of enemies.
  5. Defenders will automatically attack enemies within their range.
  6. Earn coins by defeating enemies and use them to add more defenders.
  7. Enemies will move along the path towards your base. Defeat them before they reach the end.
  8. Progress through the waves of enemies and complete the level to move to the next one.
- You can remove defenders from the map by clicking on the 'X' button and then clicking on the defender you want to remove.
  - You can also pause the game by clicking on the **Pause** button and resume by clicking on the **Resume** button on the top left.
  - You can also upgrade the defenders by clicking on the **Upgrade** button and then clicking on the defender you want to upgrade.

**Note:** If an enemy reaches your base, you will lose a life. If you lose all your lives, the game is over.

- A general map of the game looks like this:



**Note:** Only Level 3 and 4 gives players the option to upgrade defenders to increase their attack power or range as well as remove defenders from the map.

## Defenders

Defenders are characters that you can place on the map to defend against enemies. Each defender has different attack stats that can help you in your defense. Here are the defenders available in the game:

Defenders	Attack Power	Cost	radius
	50	50	250
	75	100	350
	150	150/350	200
	50	50	250
	100	350/150	225
	80	100	250

## Enemies

Enemies are creatures that will try to invade the forest and reach your base. Each enemy has different health points and speed. You must strategically place defenders to defeat them before they reach the end of the path. Here are the enemies you will encounter in the game:

Enemies	Health Points	Speed
 100	1.5	
 150	2	
 200	1.5	
 100	3	
 150	2	
 350	2.5	
 200	2.5	
 300	2	
 400	2.2	
 1200	2	
 1500	2.5	

# Levels and Progression

Defenders of the Forest consists of two levels, each with multiple waves of enemies. To progress through the game, you must complete each level by defeating all waves of enemies. Here is an overview of the levels and progression system:

## Level 1

- There are 5 waves of enemies in level 1.
- Defeat all enemies in level 1 to progress to level 2.
- Enemies will increase in difficulty with each wave.
- Earn coins by defeating enemies and use them to add more defenders.
- Level 1 looks like this:



- Level 1 has the following defenders available:

Defenders	Images
Elf Archer	
Elf Mage	
Fairy 1	

- Attackers in level 1 are:

Enemies	Images
Orc-1	A small green-skinned orc wearing a simple tunic and holding a wooden club.
Orc-2	A larger green-skinned orc wearing armor and holding a sword.
Orc-3	A large green-skinned orc wearing heavy armor and holding a two-handed axe.

## Level 2

- There are 10 waves of enemies in level 2.
- Defeat all enemies in level 2 to complete the game.
- Enemies will be more challenging but less rewarding in this level.
- Use your strategic skills to defend against all waves of enemies.
- Level 2 looks like this:



- Level 2 has the following defenders available:

Defenders	Image
Human Warrior	A human warrior with a bow and arrow.
Fairy 2	A blue-fairy with wings and a staff.
Fairy 3	A green-fairy with wings and a wand.

- Attackers in level 2 are:

Enemies	Image
Knight-1	A knight in dark armor with a sword.
Knight-2	A knight in light-colored armor with a hammer.
Knight-3	A knight in golden armor with a sword.

## Level 3

- There are 10 waves of enemies in level 3.
- Defeat all enemies in level 3 to progress to level 4.
- Enemies will be more challenging in this level.
- Level 3 looks like this:



- Level 3 has the following defenders available:

Defenders	Image
Elf Archer	An elf in green with a bow and arrow.
Elf Mage	An elf in blue with a staff.
Fairy 2	A small blue fairy with wings.
Fairy 1	A larger red and yellow fairy with wings.

- Attackers in level 3 are:

Enemies	Image
Orc-1	A small green orc with a brown axe.
Orc-2	A larger green orc with a blue axe.
Orc-3	A large green orc with a red axe.
Knight-1	A knight in silver armor with a sword.
Knight-2	A knight in gold armor with a sword.
Knight-3	A knight in gold armor with a sword and a shield.
Golem	A large, stone-like golem with a blue face and a sword.

## Level 4

- There are 10 waves of enemies in level 4 with enemies increasing in multiple of 5.
- Defeat all enemies in level 4 to complete the game.
- Level 4 looks like this:



- Level 4 has the following defenders available:

Defenders	Image
Elf Archer	An elf archer in green with a bow and arrow.

**Defenders    Image**

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Elf Mage



Fairy 2



Fairy 1



- Attackers in level 4 are:

**Enemies    Image**

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Troll-1



Troll-2



Troll-3



Golem



## Gameplay Tips

- Place defenders strategically to cover the entire path and maximize their effectiveness.
- Manage your coins wisely and invest in defenders that complement each other.

## References

- [Pixel 16 Woods - Free Top Down Pixel Art Asset Pack](#)
- [Free 2D Knight Sprite Sheets](#)
- [Free Tag Bullet Game Assets](#)
- [2D Fantasy Elf Free Sprite Sheets](#)
- [2D Fantasy Woman Warrior Free Sprite Sheets](#)
- [2D Fantasy Fairy Free Character Sprite](#)
- [Ashlands Tileset](#)
- [Roboden Tileset](#)
- [Free Golems Chibi 2D Game Sprites](#)
- [2D Fantasy Trolls Free Sprite Sheets](#)