

Bloons TD15—User Guide

When the game starts, the user is presented with the following START SCREEN:



When the START button is clicked, the program transitions to the Game Screen:



The game starts with \$500 in CASH, with which the user can buy MONKEYS:

A monkey is bought by clicking on the monkey icon shown in the previous screen. Once the button is clicked, the user should move their mouse onto the map, at which point they can place down the monkey, and the upgrade panel shown on the right will appear.



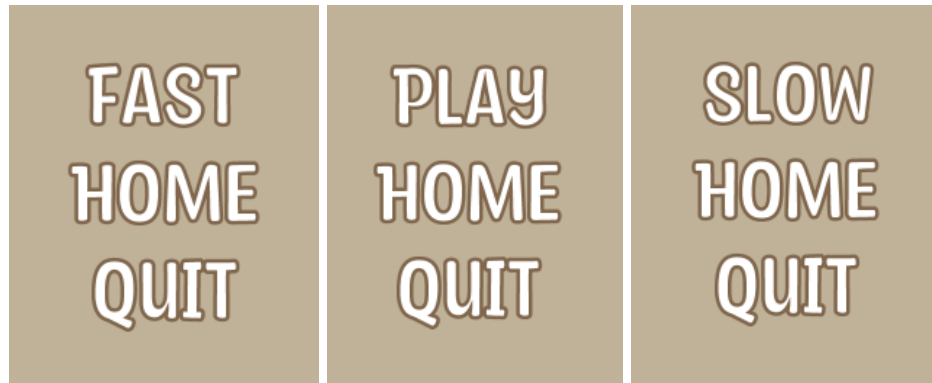
The user can then use remaining CASH to buy UPGRADES:

When the user has enough money to buy an upgrade, then dragging the mouse over an upgrade option will create the GREEN effect. If the user doesn't have enough money, the upgrade option will turn RED.

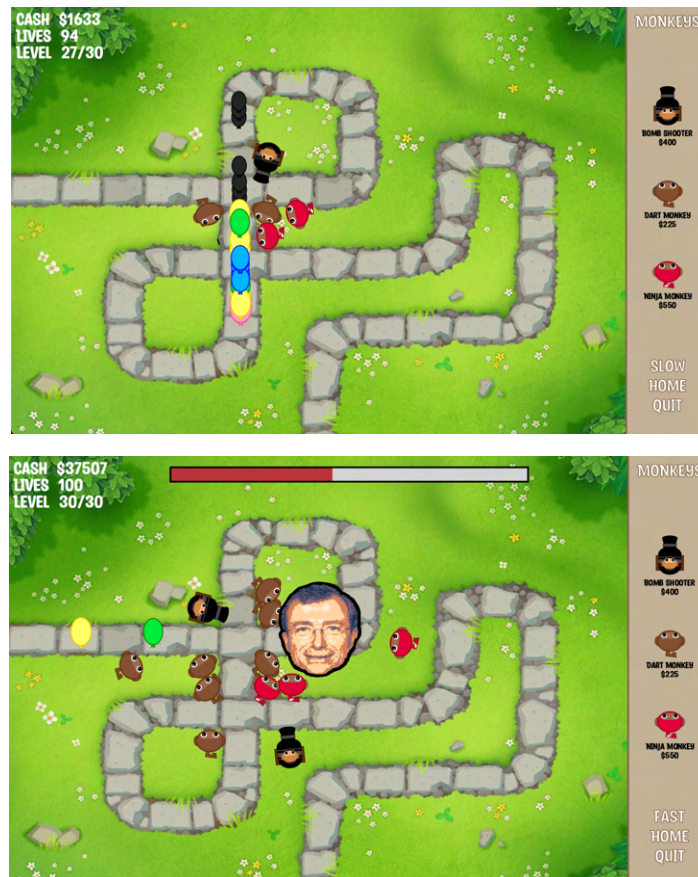


To start the first level the user then must press the PLAY BUTTON:

Once clicked, the PLAY BUTTON will say FAST, and when clicked again, it will SPEED UP the game. Then, the PLAY BUTTON will say SLOW, and clicking the button again will slow the game down again. At the end of each level, the game pauses, and the button once again will read PLAY. If the user doesn't do anything, the game will REMAIN at whatever speed was set in the PREVIOUS level.



In each level, a certain number of BLOONS spawn and move through the TRACK:



If enough BLOONS EXIT the screen UNPOPPED, the user will be presented with the following GAME OVER SCREEN:



Alternatively, if the user makes it through all 30 LEVELS, they will be presented with the following VICTORY SCREEN:



At any point in the game, the QUIT BUTTON will quit the program, and the HOME BUTTON will return the user to the START SCREEN...