== USER MANUAL ==

Grey Squares: Available Turret Location

Purple Square: Active Turret

Red Triangle: Mob

Flickering Triangle (Red/White): Mob has taken damage

Blue Square: Start Button

Yellow Square: Reset Button

Green Area: Unplayable Land

Brown Area: Mob path

You start with 1 coin.

You start with 4 health.

If a minion makes it to the end without “dying” you lose 1 health.

A turret cost 1 coin to place.

Press the blue button to begin the round.

Press the blue button to begin the next round once the minion has died or reached the end.