**Stats**

**Speed:**

1 = slow

2 = medium

3 = fast

**Atk speed:**

1 = o.5 hit/s

2 = 1 hit/s

3= 1.5 hit/s

4= 2 hit/s

**Range atk:**

1 = melee

2= medium range

3 = long range

**Monster:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type | Speed | Attack Speed | Attack Power | Range Attack | Hp | Reward |
| Broken Fang (1) | Melee Common | 2 | 1 | 1 | 1 | 8 | 5 |
| Large Jaw (2) | Melee Common | 2 | 1 | 2 | 1 | 12 | 7 |
| Scales (3) | Melee  Iron Skin | 1 | 1 | 1 | 1 | 30 | 9 |
| Stone Scales (4) | Melee  Iron Skin | 1 | 1 | 2 | 1 | 60 | 11 |
| Thunderlizard (5) | Melee  Air | 2 | 1 | 2 | 1 | 15 | 15 |
| Nightmare (6) | Melee  Boss | 1 | 1 | 10 | 1 | 300 | 100 |

**Character:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type | Speed | Attack Speed | Attack Power | Range Attack | Hp | Price |
| Boguman | Melee Common | 2 | 1 | 1 | 1 | 12 | 10 |
| Lingaga | Range  Common | 2 | 1 | 1 | 2 | 6 | 20 |
| Bello | Melee  Common | 2 | 1 | 2 | 1 | 50 | 35 |
| Upapa | Only air  Common | 1 | 2 | 3 | 2 | 10 | 65 |
| Slambo | Melee AOE  Super | 1 | 1 | 2 | 1 | 100 | 100 |
| Muchee | Range  Common | 1 | 1 | 5 | 2 | 30 | 120 |

**Gameplay:**

* Meat on time: 1 meat /sec
* Monster on time: 0.2 monster/sec
* **Boss appears in sec 180 or after kill 30 monsters.**
* Monster pawn pauses in 3 sec between waves.

**Wave:**

1. (1)x3
2. (1)x2 + (2)x1
3. (2)x2 + (3)x1
4. (1)x3 + (2)x2
5. (2)x2 + (3)x2
6. (5)x5
7. (1)x5 + (2)x2 + (4)x1
8. (2)x5+ (3)x2 + (4)x1
9. (1)x5 + (4)x2