




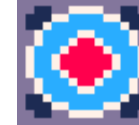








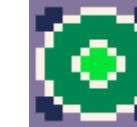







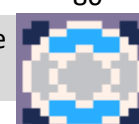
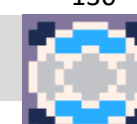
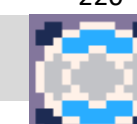















Level:	0	1	2	3	4
cost	10	18	32	90	225
damage	 10	 15	 25	 50	 70
range	16	18.6	21.3	26.6	60
reload	10	10	10	10	10
can shoot at all enemy types		damage	 20	 35	 50
		range	18.6	21.3	26.6
		reload	6.6	5.3	4
can no longer shoot at flying enemies		damage	 35	 75	 150
		range	21.3	24	29.3
		reload	13.3	13.3	13.3
	damage	 20	 30	 50	 70
	range	24	26.6	33.3	45
	reload	10	10	10	10
can only shoot at flying enemies		damage	 40	 60	 120
		range	18.6	24	40
		reload	13.3	13.3	13.3
area damage	 15	 20	 50	 80	
	13.3	16	18.6	24	
	10	10	10	10	
weakens enemies in range		damage	 x1.2	 x1.5	 x2.0
		range	14	16	20
slows down enemies in range		range	 14	 18.6	 24
		speed	x0.8	x0.7	x0.6
	damage	 x1.25	 x1.3	 x1.35	 x1.5
improves all nearby towers		range	 x1.4	 x1.6	 x2.0
		reload	 x0.8	 x0.7	 x0.5