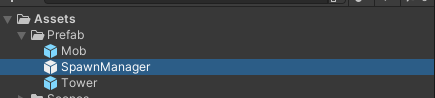
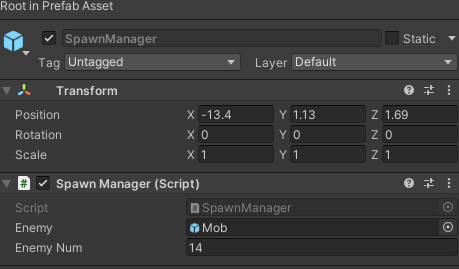
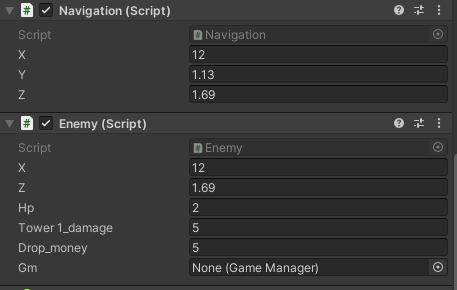
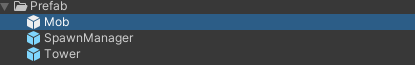
Soft Factor Adjustment Manual





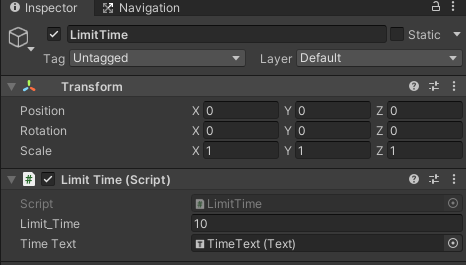
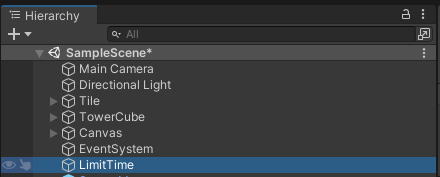
Enemy Num = 생성할 적 수



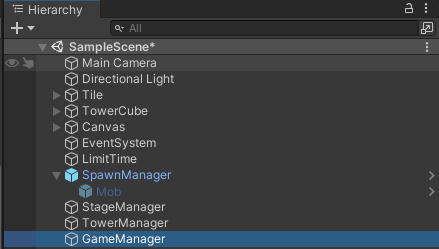
Hp = 몹 체력

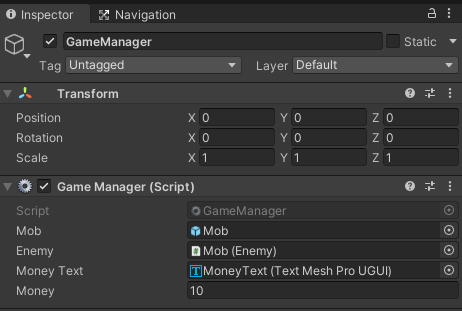
Tower 1\_damage = 타워 공격력

Drop\_Money = 드랍할 머니

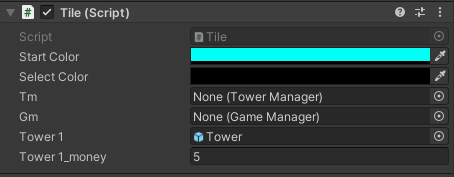
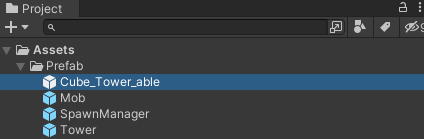


Limit\_Time = 제한 시간. 0이 되면 Fail 텍스트 출력





Money = 시작 시 머니



Tower 1\_money : 타워 설치 비용