

# TOWERS VS MONSTERS

## -----MANUAL-----

### Basic Concept:

Prevent the enemy minions from reaching the end of the path and damaging you by strategic placing towers.

### Aim of the game:

Survive as many minion waves as possible.

### Procedure:

The game is divided into 2 phases:

1. Preparing Phase
2. Battle Phase

During the **Preparation Phase**, you can SELL/BUY/UPGRADE towers. At the end of each Preparation Phase you will get 10% interest on your saved-up gold.

Once you are ready, you can confirm, and the minion wave will spawn. This will enter the **Battle Phase**. Your towers start shooting and will damage the minions. If you finally kill a minion, you will get a reward (gold) and it will disappear.

If a minion reaches the end of the path, you will lose some HP (depending on the minion).

You survived a round, if you still have at least one HP and no more minions are left on the board. In this case, you will receive an additional reward (gold) and the you enter the **Preparation Phase** of the next wave.

The weather has no impact (yet).

## **Ending of a game:**

There are 2 possible endings:

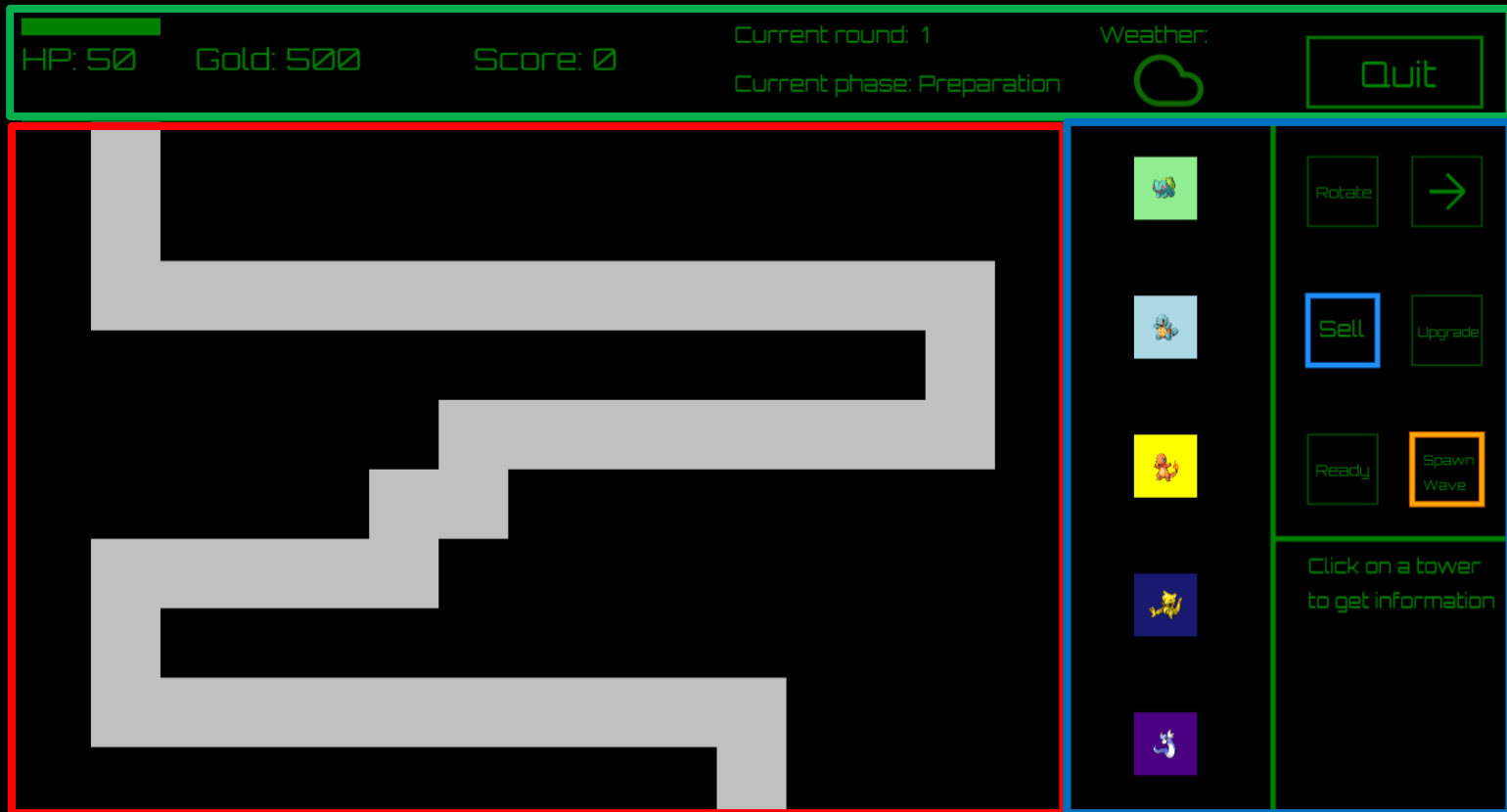
### **1. WIN:**

You survived all (30) waves and still have  $\geq 1$  HP:  
CONGRATULATIONS, you won the game and a **VICTORY-SCREEN** will pop up with all the game details.

### **2. LOSE:**

Your HP dropped below 1 before defeating all waves:  
Unfortunately, you did not win.  
A **DEFEAT-SCREEN** will pop up with all the game details.

# Main Components:



1. Statusbar
2. Gameboard
3. Shop

# Statusbar

HP: 50

Gold: 500

Score: 0

Current round: 1

Current phase: Preparation

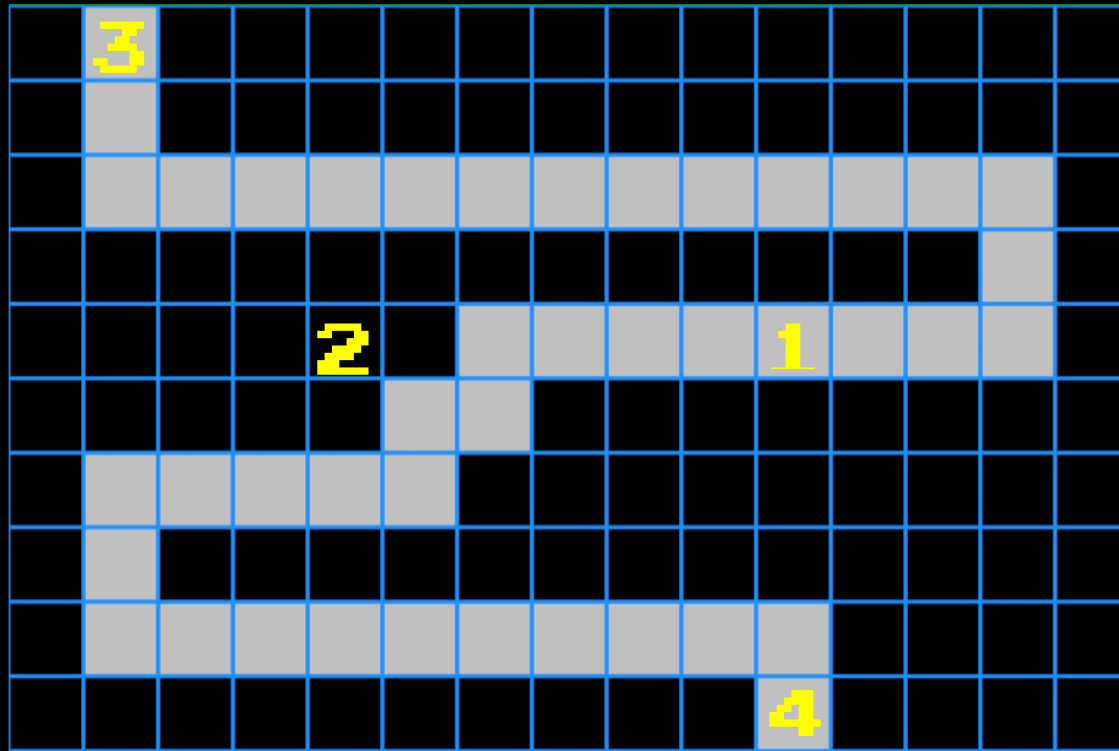
Weather:

Quit

You find all the important  
information about the current  
game in here:

1. HP Bar : You see your actual HP (max 50).
2. Gold : Amount of gold you currently have.
3. Score : Your score.
4. Round : Increases for each survived wave.
5. Phase : Indicator in which phase you are.
6. Weather : Shows your current weather.
7. Quit : Leave the game.

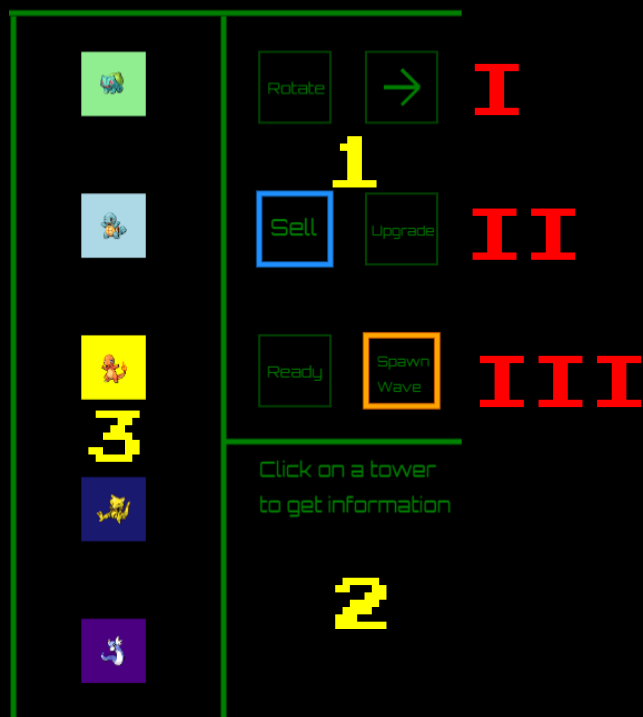
# Gameboard



The board consist of 10x15 Tiles. There are 2 types of tiles:

1. SILVER : These are representing the path the minions will start walking in the battle phase. You **CANNOT** place towers here!
2. BLACK : These are free tiles. You **can** place towers on all black tiles.
3. / 4. SILVER : Start and End of the Path. The Minions will spawn at the start and will cause damage when the eventually reach the end.

# Shop



The shop consists of 3 parts

1. Commands : There are 3 groups of commands

**I:**

Before placing a tower, make sure you rotate it correctly. Click on the "ROTATE" button to change the direction.

**II:**

When "SELL" is selected, you can click on a tower to sell it and get a 70% refund of its original cost.

When "UPGRADE" is selected you can click on a tower to upgrade it to the next level (max 3). This will only be successful if you have enough money.

**III:**

You have unlimited time in each PREPARATION phase to sell/place/upgrade your towers. Once your ready. Click on "READY". You then must confirm your action by click on "SPAWN WAVE". Eventually, the new wave will spawn. This action will enter the battle phase.

2. Information : Each tower has 3 different attributes. When a tower is selected from the shop, its stats (COST, DAMAGE, RELOADING TIME) according to the LEVEL (1 / 2 / 3) will appear here.

3. Towers : Here are all 5 tower types listed. You can select a tower by clicking on it. It will then show the towers stats. Here an example, **A** are the stats from tower 1 (tower at the top) and **B** are the stats from tower 5 (tower at the bottom).



**A**

LEVEL 1/2/3
Cost:
100 / 300 / 500
Damage:
25 / 50 / 100
Reloading Time:
80 / 90 / 100



**B**

LEVEL 1/2/3
Cost:
1000 / 2500 / 10000
Damage:
300 / 750 / 1500
Reloading Time:
60 / 50 / 30

That means for instance:

- **COST:** It would cost 100 gold to buy the green tower. (**A**)
- **COST/UPGRADE:** It would cost 2500 gold to upgrade the indigo tower (**B**) from Level 1 to Level 2.
- **DAMAGE:** The green tower does 25 damage per shot.
- **RELOADING TIME:** The indigo tower needs 60 (ingame) seconds to fire a second shot.

# Basic Operations:

## HOW TO BUY:

- 1.) Adjust direction by clicking on "ROTATE"
- 2.) Select a tower from the shop (e.g. tower 1) by clicking on it. This will be indicated by a blue border:



- 3.) Click on an empty field. The tower will be placed if you have enough gold.

## HOW TO UPGRADE:

- 1.) Click on "UPGRADE". This will be indicated by a blue border:



- 2.) Click on a tower on the board (e.g. tower 1), **that has not reached max level** by clicking on it. The tower will be upgraded if you have enough gold.





## HOW TO SELL:

- 1.) Click on "SELL". This will be indicated by a blue border:



- 2.) Click on a tower on the board (e.g. tower 1) by clicking on it. The tower will be removed, and you will get a partial refund.



## HOW TO enter the BATTLE PHASE:

- 1.) Click on "READY". This will be indicated by a green border on the "SPAWN WAVE" button:



- 2.) Click on "SPAWN WAVE". The wave will start to spawn. This will be indicated by a red border on the "SPAWN WAVE" button:



## HOW TO leave the game:

- During the game: Click on the "QUIT" button.



- After the game (in the VICTORY-SCREEN / DEFEAT-SCREEN): Click on the "MAINMENU" button.



## HOW TO mute the ingame music:

- During the game: press "m" key on your keyboard to mute or unmute the game music.

# TOWERS:

LEVEL 1/2/3



## PLANT TOWER:

Cheap, medium damage, not very fast in reloading.



## WATER TOWER:

Middle class, shoots in 4 directions.



## FIRE TOWER:

Middle class has very low reloading time but not very high damage.



## PSYCH TOWER:

Expensive, High damage and mediocre reloading time, very slow bullets.



## DRAGON TOWER:

Really expensive, high damage, relatively short reloading time.

# MINIONS:

Here is the ranking of the minions. The difficulty depends on 3 aspects:

1. How fast is the minion?
2. How much HP does the minion have?
3. How much damage will it cause?

(speed / HP / damage)



**EASY** (normal / low / low)



**EASY** (fast / low / low)



**MEDIUM** (slow / high / medium)



**MEDIUM** (fast / medium / medium)



**HARD** (slow / high / high)



**HARD** (fast / high / high)



**NIGHTMARE** (fast / ultra / ultra)