Pokemon Mithril Edition: Tower Defense
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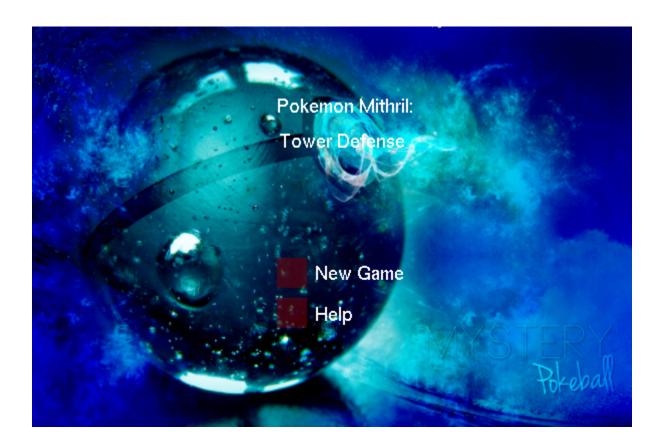
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Introduction

This game is not like most Pokemon games, and it is not like most tower defense games; as a crossover between the two it brings all the unique and addictive qualities of a pokemon RPG adventure to the strategic and fast paced realm of Tower Defense games (TDs). It is designed to cater to anyone who enjoys Pokemon, TDs, or any games in general (board games, strategy games, video games). TDs are known for having a high average replay value, and this is an even more crucial part of gameplay when brought to the Pokemon world; while playing through levels, you will unlock new towers to help you on your adventure!

Getting Started

To begin your journey, download your tarball file and unzip it to an empty directory. Follow the instructions in the README to start your game. This will open the main menu where you can select to start a *new game* or if you are unfamiliar with tower defense games or simply need to brush up, there is also a *help* option which will show you game instructions. Once you select new game, you will be able to jump right into it!

Main Menu

When you first open the game, the main menu has two options: New game and Help.

New Game

Starting a new game will allow you to directly begin your adventure, without any help or instruction. Beware, once you start your game you will not be able to pause it! Only begin a new game once you have gone through the help screen, or if you are familiar with tower defense games.

Help

The help screen gives you instructions to help you succeed on your Pokemon adventure. Visit the help screen if you have never played a tower defense game or need a refresher.

Gameplay Controls

Pokemon Mithril is controlled exclusively with the mouse. You will be able to select and drag towers onto the map, providing you have enough money to afford them. To learn more about how to play the game, follow open the help screen when you start the game.

The Game Screen

When you first begin the game, you will see a screen similar to the one below. From here, you will be able to place your initial towers and begin the game (as explained in the help section).

When in game, you will see the path that leads from one end of the map to your character's avatar, and the dark-colored nodes where towers can be placed. You start with 150 money, which can be used to buy your first tower(s). The first wave of enemies will not start until you press the *Start Game* button, so take your time thinking through where you want to place your towers! Once a level has started, you will not be able to pause the game, so be ready to place towers as the game progresses. If your towers fail to destroy a minion and it makes its way to your trainer you will lose HP. If three minions manage to make it past your towers, it's game over!

Hint: Do not place only one type of tower, it may be wise to save up for a more powerful tower instead!

This may be similar to what your game screen looks like mid-game. Notice the path the minions will take to reach your trainer. Remember to spend your money wisely, and you will become a Pokemon master!

Tower Types

Towers come in the form of different pokemon that you may wish to utilize. Each pokemon has different strengths, weaknesses, and cost.

Below you will find a list of tower types:

Jigglypuff

Damage: 40
Range: 75
Cost: 50

Charmander

Damage: 50
Range: 100
Cost: 75

Kangaskhan

Damage: 35
Range: 145
Cost: 100

Rapidash

Damage: 100
Range: 70
Cost: 200

Minion Types

Minions are the enemies which move along the path of the in-game map which the player is trying to stop from reaching their Pokemon trainer. Similar to the various towers in the "Tower Types" section above, there will be multiple different types of minions which each have their own strengths and weaknesses. These minions are, of course, pokemon as well.

General route pokemon:

Jigglypuff
Health: 250
Speed: 1
Value: 5

Kangaskhan
Health: 2500
Speed: 1
Value: 50

Gyarados
Health: 4000
Speed: 1
Value: 50

Rhydon
Health: 5000
Speed: 1
Value: 50

Diglet
Health: 300
Speed: 2
Value: 5

Seadra
Health: 500
Speed: 2
Value: 10

Arbok
Health: 800
Speed: 2
Value: 15

Haunter
Health: 1000
Speed: 2
Value: 15

Rattata
Health: 150
Speed: 3
Value: 15

Rapidash
Health: 500
Speed: 4
Value: 25

Zubat
Health: 125
Speed: 5
Value: 10

Tauros
Health = 850
Speed = 5
Value = 30

Warranty Information

There is no warranty. This game is free to play and open source and not guaranteed to work in any way, shape, or form.

Technical and Customer Support

For technical and customer support, please email pejovich@stolaf.edu. If you have any complaints, email burnett@stolaf.edu. If you are outside of the United States, please mail your game disc and an explanation of how you obtained a disc for this game to 1500 St. Olaf Avenue, MN, USA, 55057. If you would like to send praises about the magnificence of this game, email gustason@stolaf.edu.

Thank you for taking the time to enjoy Pokemon Mithril: Tower Defense!