

How To Play

Each time you play a new terrain is generated, and balloons traverse from the start of the path towards the end. Your goal is to place towers (Archer Towers, Fast Towers, Bishop Tower, and Wizard Towers) to pop the balloons before they reach the end of the path. To place a tower, hit the key associated with that tower and then move your mouse and click to where you want the tower to be placed. However, you cannot place any towers on the path, on any balloons, or on another tower. If any balloons reach the end of the path, you will lose lives based on the amount of health the balloon had left. If your lives reach 0, you lose the game.

Towers

Tower Name	Key	Price	Description
Archer Tower	"A"	100	Shoots a bullet every few seconds
Fast Tower	"F"	150	Shorter range than Archer Tower, but shoots faster
Bishop Tower	"B"	300	Shoots 4 bullets diagonally every few seconds
Wizard Tower	"M"	500	Shoots Lightning bolts every few seconds, leaving a mark on the ground, clicking the mark grants 50 gold

Balloons

Balloon Name	Balloon Health
Red	1
Blue	2
Green	3
Yellow	4