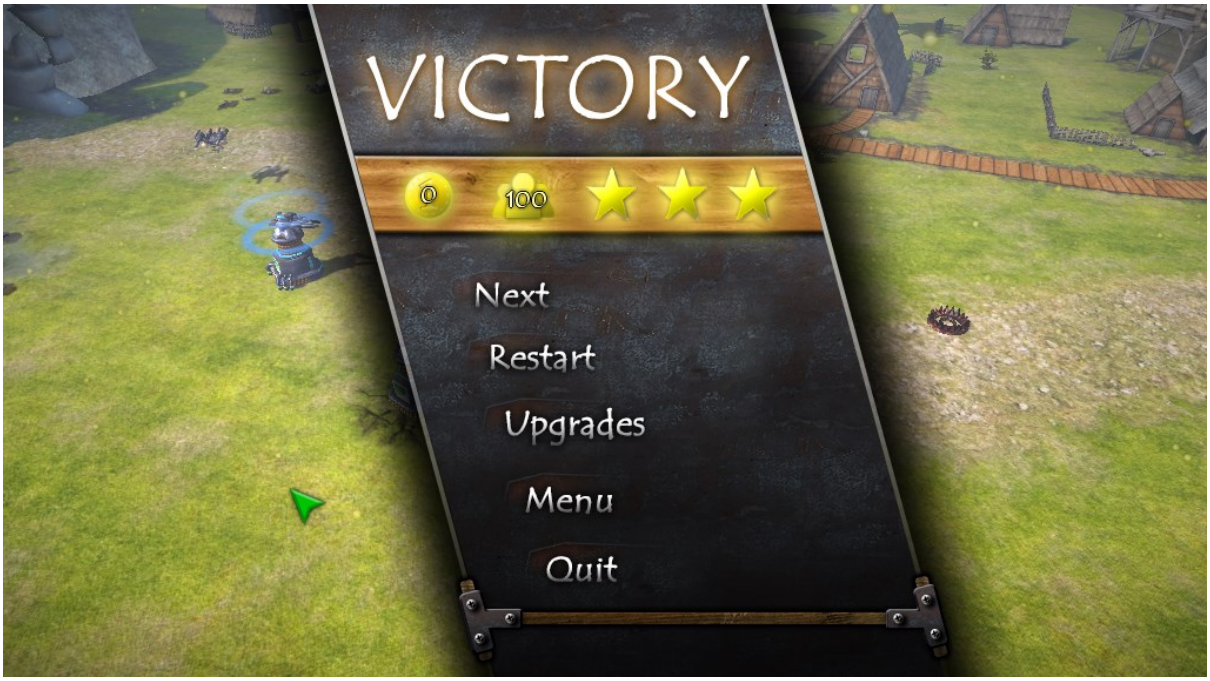
## Game Features

"Rush for Glory" contains 10 major levels. After unlocking each level it is possible to play the mini game of that level. In this game, 5 tower defense models and 5 weapon models are available to the player and throughout the levels the player will be awarded with these weapons and tools. Hence the player will see a new weapon or tool being unlocked at each level. In this game there are about 30 enemy types, each having the capability to attack in a unique way and including ground, air, destructive, jumper and repairman enemies. This game also has three levels of difficulty which are normal, hard and very hard. In the map shown in the menu of the game, in addition to the number of stars attained at each level, a flag will be displayed that indicates the level of difficulty in which the player has gone through the level.




If the player defends his base properly, he will be awarded at the end of each level. The player starts the game with 100 people who have taken shelter in his base. At the end of each level, for every 500 units of money that the player has gained, one person will be added to the population of his base. In addition to encouraging the player to manage resources better, it also opens up new ways for him. For example when the player gets into trouble at a level and the population of his base reduces, he can increase the population of his base and compensate the damages by returning to the previous levels and winning points and money.

Furthermore, if the player does his duties properly, he will be rewarded up to three stars. The number of these stars is defined according to the difficulty of the game. It means that if the player plays the game in normal mode, he will be awarded only one star in the end, but if the player plays the game in hard and very hard modes, he can win up to two or three stars. Thus the player can replay the game over and over again to win more stars and also to increase the population of his base.




The player can go to the general upgrade panel by means of the stars he has won at the end of each level, and choose his desired options among the 42 options available in that panel. The selection of each option in the general upgrading panel costs one star for the player. The remarkable point is that the player will be finally able to win 30 stars; so if the player wins all the stars, he will be able to choose at most 30 of the 42 options available and this itself depends on the strategy the player chooses.




In "Rush for Glory" there would be 15 rewards (medals or achievements) that the player can attain by accomplishing his mission.

## Towers Description:

After the third default upgrade, the especial ability of towers will be unlocked. Each tower has its own especial ability which serves for an especial purpose.

## Machine gun:

This tower attacks air and ground enemies. After being located in its situation, Machine gun is in the zero or basic state. Machine gun is upgradable to 3 levels. It has 4 aggressive modes. The ability of this tower is to discharge enemies. By each shooting, a specific amount of discharge will decrease the enemy's energy in a limited period of time (dependent on the upgrade level of the tower's ability). This tower's ability is upgradable separately to 3 levels.




## Snower:

This tower decreases the enemies' pace and provides time for the attacking towers to destroy them. (It attacks both types. Low damage and low attack speed). This tower has 4 aggressive modes, one of which is a basic mode and three of which are upgrade states.

After the third upgrade, the tower will be set in the ability mode. Facing air type enemies, the first ability of this tower is to include air units which fly in lower heights. This makes air types a reachable target for other towers which attack ground types only. It means both tower types can shoot air types.

Second ability of this tower is called "GO BACK". Snower uses this ability to force non-invasive ground type enemies backward. It impairs the enemy's routing system. It provides enough time for attacking towers to destroy the enemies.

In the ability mode, this tower is upgradable up to 3 levels which increase the chance of action in ability mode.



Mortar:

This tower attacks in high curves. It has a low firing speed but fires powerful bombs. Its bombs have a destruction radius which damages enemies within a range. Mortar just attacks ground type enemies. Mortar has 4 aggressive modes, a basic state and 3 states in the upgrade mode.

After the third upgrade, this tower's ability will be unlocked. Mortar has its own ability. Mortar's first ability is firing some bombs together at the same time. As you know, the simultaneous explosion of some bombs in an area causes great damage…

Mortar's second ability is firing cluster bombs. Bombs in this ability act like a cruise missile; they track down enemies and explode precisely above their heads. Mortar is upgradable to three levels. Each upgrade increases the number of bombs in each firing and increases the range of tracking down.




Flighter:

This tower only attacks air types. It has 4 aggressive modes, one basic and 3 upgradable levels. After the third upgrade, this tower's ability will be unlocked.

Its ability is called “crazy“. In the “crazy“ mode both weapon pipes fire with a very high range and a very high fire rate. The ability of this tower is upgradable to 3 levels which increase the chance of action in the “crazy“ mode and the range and fire rate of the tower.




Grandlava:

This tower attacks ground types only. Grandlava has a high fire rate. It focuses on an enemy and continually fires till the enemy either escapes or perishes. Grandlava like the other towers has 4 aggressive modes, a basic state and 3 upgradable states. After the third upgrade, Grandlava's ability will be unlocked.

This tower's ability is called “sniper“. In the ability mode, Grandlava searches a vast area for enemies and randomly selects one of them, then after a while by a precise headshot kills the enemy. In the ability mode, Grandlava is upgradable to 3 states. Upgrades increase the chance of action in the ability mode and decrease the focus time.



## Introducing Special Weapons in the Game

Special weapons are auxiliary tools that help the player manage the game. Knowing the capabilities of the special weapons and also learning how to use them simultaneously in combination at critical moments are among the skills that can help the player in adopting a good strategy.



## The Special Weapon of “Trap”



At the first level in addition to familiarity with the towers, the player will become familiar with a highly effective weapon that will help him to the end of the game. This effective weapon is called “Trap”. Traps both harm and reduce the speed of enemies. To use traps players must have money. Also, traps need time to be prepared. To use traps, players must place them in the enemies' path and when the enemies cross over them the trap will hurt them. The number the traps could be used is limited and each trap will be effective only for two times; but by spending the stars which he gains at the end of each level, the player can develop the factory of trap-making in order to make traps with higher efficiency and in a shorter period of time.



## The Special weapon of “Mangronic”



In the third level of the game, the player gains a new and effective power which is called “Mangronic”. This weapon can produce a very powerful electromagnetic field with specific frequency and thus disrupt the hydraulic system of enemies for some minutes so that they cannot move. This delay wins some time for the towers to destroy the enemies. Before using the weapon, each time the system has to be recharged completely which is very time-taking; but the player can spend the stars he has gained (in general upgrade panel) to reduce the time of recharging and increase the stability of electromagnetic field. Some amount of gold is needed to use this weapon, which is gained by killing the enemies.



The Special weapon of “Artillery”



This weapon will be available to the player at the fifth level. This is an extraordinarily powerful weapon with a great destructive potential. By selecting this weapon from the special menu and specifying a point in the battle field, the player will give the orientation of that point to the artillery so that the artillery bombards that specified point. A few moments after the point is specified by the player, the artillery will bombard the specified area and massacre the enemies within that area. Like all other weapons in the game, some amount of gold is needed to use this weapon which can be gained by killing the enemies. Each time it is used, the weapon must be recharged for another time and it takes time. The player can spend the stars he has gained (in general upgrade panel) to reduce the time of recharging or increase the number of bombs the artillery fires or expand the area of bombardment.



The Special weapon of “Golden Towers”



This special power will be available to the player at the sixth level. By selecting this special weapon, for some minutes the player charges all of his towers extraordinarily and during this time, the towers become bulletproof and will not be damaged. In this state, the towers will be capable of seriously damaging the enemies who are within their shooting range. To use this weapon some amount of gold is needed which can be gained by killing the enemies. Each time it is used, some time is needed for the weapon to be recharged by supporting forces. The player can spend the stars he has gained (in general upgrade panel) to reduce the time of recharging or increase the time during which this weapon can recharge the towers.



Enemies: In "Rush for Glory", the player encounters various enemies. Based on their type, color, and appearance many of them have their special features and create more challenges for the player.

**Shooting rockets to the towers**: Many of the enemies shoot rockets to the towers and damage them. If the player doesn't repair the damaged towers on time, they will be destroyed.




**Damaging by the hammer**: Some enemies who are armed with hammers damage the towers they see around them.




**Escaping by using the turbo**: As soon as they get damaged, some of the air enemies escape from the battle field by starting their turbo motors.



**Causing the others to escape**: Some enemies charge the other units and cause them to escape from the towers along with themselves.



**Reparing the others**: Some enemies repair the other units and make the game more difficult for the player.




**Reparing oneself**: Some enemies repair themselves along the way and their health improves.




**Enemies with physical shields**: A number of enemy units which are usually seen by their blue color have physical shields which protect them from physical damages. To defeat them, it is better to use electromagnetic bullets that are shut by the thunder towers.




**Armed chiefs (Boss)**: Many of the enemy chiefs are armed with weapons and damage the towers.

