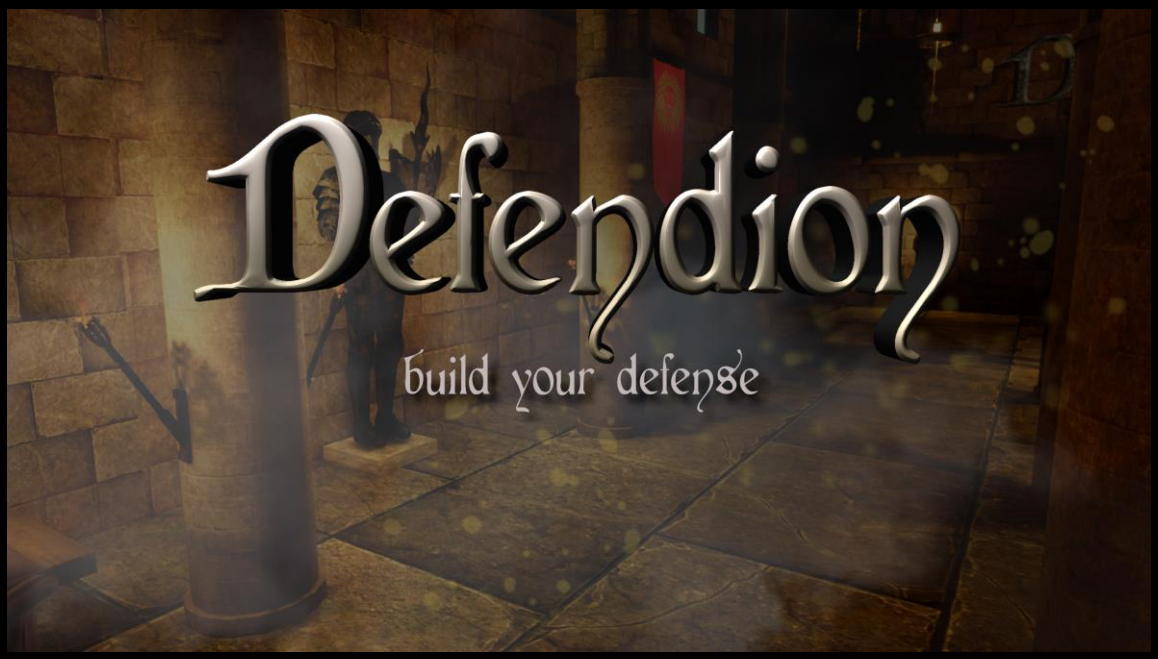


DEFENDER MANUAL

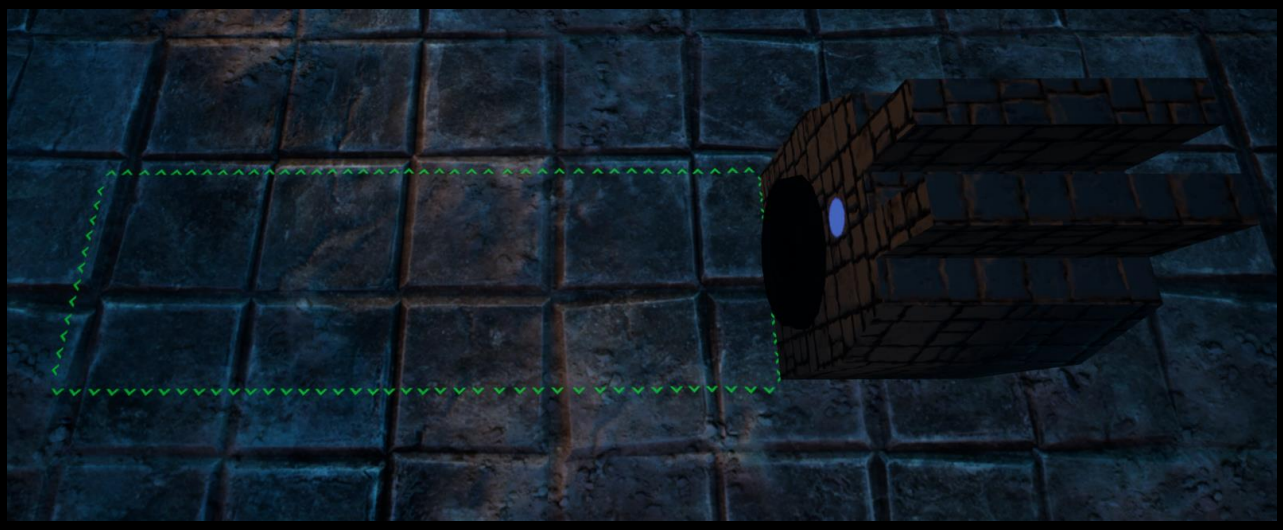
ALL YOU SHOULD KNOW ABOUT THE GAME

THE GAME

It is a board tower defense where you should defend your castle by placing defensive structure on a battleboard. These structures will damage enemies. Your aim is to build effective defense so no enemy is able to reach the castle.

Each weapon you place on a board has its own shooting range, shooting speed and damage. You can see weapon work in the training level.

The shooting range is marked with a green dotted line. When enemy is in the range of the item the line turn red.



Enemies don't follow any given path, their aim is to each the castle so you can block their way and change their path building mazes for example.

NOTICE: If there is no other way to go (you block all the paths) enemy will try to destroy your weapon. Think of it before building defense.

When an enemy reach the castle he performs one attack equal 1 point of castle health. Some enemies (archers) can attack more than ones.

If Castle health is equal zero you will lose the waves and the next waves will be the same.



You can repair the castle for gold anytime. At the beginning of a waves the castle health should be more than zero if not – it will repair automatically once (for gold). If you don't give money for repair you won't be able to start the wave. You should sell equipment to gain gold.

Ways of gaining gold

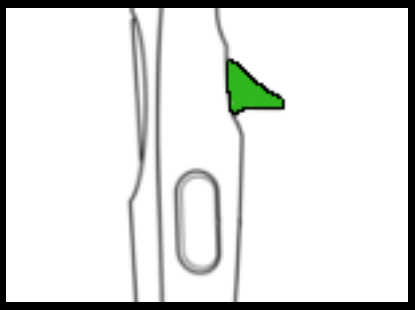
1. **Passive**
   You have one servant on a map who mine gold from ore near the orcs' caves. He works only during the active waves.
2. Killed enemies drop gold.
   You obtain it automatically after kill. The amount depends on the type of enemy and its level. Level of enemy is depending on the number of wave. The higher wave the stronger the enemy will be and the more gold you will get after their deaths.
3. Selling items (see ACTIONS below)



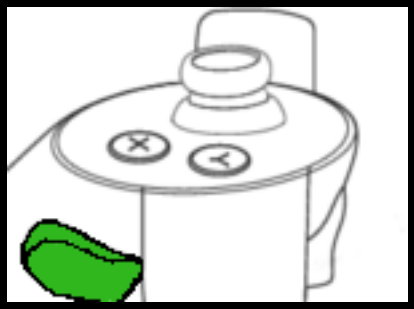
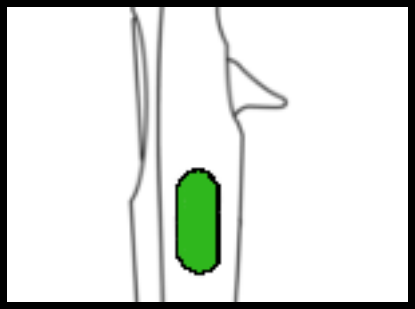
Basic controls

There are 3 basic action you can perform with the buttons

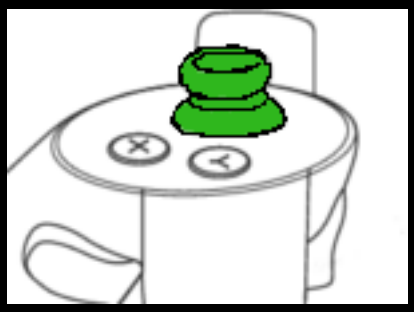
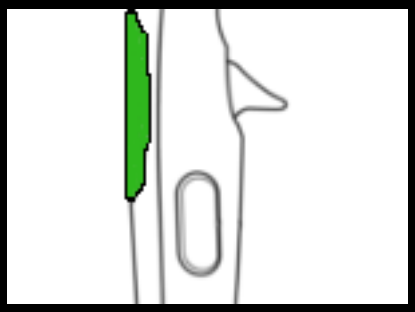
- **Click** – use for choose menu options or rotating items - press the trigger

 or 

- **Take** - used for taking items, any items in the game - press the grip


or


- **Movement** – used to move yourself - <u>touch thumbsticks (not press)</u>


or


<u>ACTIONS</u>

There are several action you can do with the items

- **<u>Buy or take an item</u>**
  You buy items when you take them from the equipment table if there is no available items. Place your hand near the item and press the grip.

  If you have enough money or available items you will take it (you will see that your hand disappeard and replaced with the selected item.

  Try to do it in the training level. There is a Buy-table demonstration there.



- **<u>Drop an item or put it on a battleboard</u>**
  When you hold an item in your hands you can drop it by releasing the grip.
  If an item is above the battle board area and you can place it there you will see the green highlighted cell.

If an item in above the equipment table or not above the battle board it will float in the air and you can take it again.

Don't leave the items in the air you can loose it when quitting the game.

Try to do it in the training level. There is a training board for simulating defense on a small map.



- **Rotate an item**

  You can rotate an item after you put it on the battleboard.

  Place you hand on the top of an item and click. Each click will rotate an item 90 degrees. Click it until satisfied with the rotation.

  Try to do it in the training level. There is a Rotate-table demonstration there.



- Sell an items

  You can sell all your equipment and get all the gold you spent on them.

You sell item by placing them into the basket. Within 1.5 sec you'll see that the item is destroyed and you will hear the money-get sound.

To sell already owned item you should have it in the *available*.

There are 2 ways of doing it:
- if an item is taken by mistake you can try to put in on a table in a cell which already occupied by another item (you see a red highlighted area under it when trying to place in on the battleboard). You see a sound of error and the item returns to your equipment. You will see the number in the available counter is +1

- if you already put an item on the board you can reset all the board at one moment. Notice that this action will clear all the equipment on the battleboard.
There is no way to take away only one item. To clear the button board you should click the reset enu in the right part of the table.

Try to do it in the training level. There is a Sell-table demonstration there.



EQUIPMENT TABLE



NUMBERS:

Available - the amount of items which are available without buying. Usually zero.

On board – the amount of items which are currently on the battleboard

Total – sum of all the itemsof this type.

RIGHT MENU:

Start – place the hand on the text and click to start the wave. Enemies will go from the cave to the Castle.

Clear – clear ALL the equipment placed on the battle board and returned it to the equipment tables. The amount of available will changed accordingly.

Castle – saves the game and exit to the Castle

Quit – saves the game and exit the Game

FAQ

- I build a really big maze what happen if I quit the game?

All your buildings will be saved on the place you put it on the battleboard. When you enter the game they appear at the same places.

- What happen with the equipment left in the air?

Don't leave weapon in the air – always put it on the battleboard for saving or you can sell them or return to the equipment table (they will appear in the available). If you leave them in the air and quit the game or to the Castle – they disappear forever.

- I found a bug. How can I tell the developer about it?

You can write to dillyframe@gmail.com or make a post in the steam thread. Describe as many details as you can (if you have a video it will be supercool)