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Introduction

Welcome to St. Olaf Tower Defense, a fun strategic game for the defensively minded. This video game is for people of all ages and will take up countless hours of your time, if you let it. The objective: build towers to attack the invading Carls and Townies as they work their way towards Old Main. Test your skill against the endless army of enemies as they assault your defenses, wave after seemingly endless wave. Do you have what it takes? Each level will get harder—more enemies will fly at you and they will get better. Try St Olaf Tower Defense today!

Starting the Game:

In your terminal, enter <insert executable name here> and hit enter. The main screen will appear.
To modify your options (sound effect volume, etc), hit options and adjust to your preferences. When you are ready to play, hit Start Game.

At this window, you can select your “major”. Within each major, there are unique towers that all have different special abilities that fit a general theme. The following majors are available to you:

- **Math**
  - Math majors specialize in the ultimate brain melting complexity, sure to make any foe succumb quickly. The drawback; it takes time to come up with such complex equations, so attack speed is slower.

- **Music**
  - Force your enemies to cringe before the might of your powerful sound waves, causing them to halt in their tracks. Music majors are not known for their strength, so while they lack many heavy hitters, they are still a swift and formidable force.

- **Philosophy**
  - Why make the suffering of the enemy so brief? As a Philosophy major, plant seeds for thought in the minds of your foes that will be sure to bring
them to their ends. While the damage might not come up front, you can be sure that, given time, the tactics of the philosophers will be brutal.

Next, you can choose the map on which you want to play. Both are equally challenging, so the choice is purely cosmetic. Take your pick between defending Mohn or Thorson.
Gameplay:
Now that the stage is set, the game begins! The map starts out blank. The hordes of minions will come from the bottom and work their way to the top. Along the route, you will be able to place towers to defend your turf. On the right side of the screen is the menu where you can find the towers available to you. Your current money is displayed in the bottom right of this menu. The gameplay map, where you will place your towers, is on the left side of the screen.

Placing Towers
When you want to build a tower, click the picture of the tower you want in the tower menu. Your cursor will become a tile that will show you where you are trying to place your tower. Around the tile will be a circle showing you the range of your tower. When the tile turns green, you can place the tower where your cursor is located; a red tile means you cannot build there. Once it is placed, the cost will be deducted from your money automatically.
**Starting the Round**
After you are content with the towers placed, hit the go button in the menu on the right. This will trigger the next wave of enemies to come forward. Your towers will then proceed to attack automatically as the enemies pass. If they reach the end of the map, you will lose a life. Lose thirty lives, and you lose the game. The number of lives you have left can be found at the top of the map on the left side.

**Making Money**
You will need money to build and improve your towers. With each enemy killed, a certain amount of money will be added to your total. You can spend this money on towers as the wave continues, or you can wait until the end of the round. Money saved until the end of the round will be used to calculate a percentage of interest, so spend wisely.

**Upgrading**
At the end of the round, an upgrade screen will pop up. There, you will see various options for things you can do to improve your towers. These upgrades will apply to all currently existing towers and all towers built thereafter. Upgrading is very important to staying alive.

**Destroying Towers**
If you want to destroy a tower, you have the chance to do so after you continue from the Upgrade screen. After the Upgrade screen, just click a tower and a little box appears right
next to your cursor with a delete option. Hit delete, and the tower will be gone. Also, by deleting a tower, you can get half the money spent on it refunded.

**Finishing the Game**
As the game progresses, the enemies become more numerous and harder to kill. To survive, you must defend for eight semesters and four J-terms, a total of 12 levels. Semesters will have a regular amount of normal enemies, but J-terms will feature a special something to be dealt with…