Time Defense

By Time Defenders

Intended for those who love to play video games (and Olaf)

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What is Tower Defense?

Tower defense is a game where there is a simple maze on screen, where monsters start on one side of the maze and move through it, trying to get to the other side, where your base stands. This base can only withstand so many monsters before it falls, and you lose. Your base has a certain amount of health that decreases as monsters successfully make it through the maze and into your base. Thus, the point of the game is to make it so these monsters do not make it through the maze alive. This is where the towers come in. You build towers along the maze that will shoot these monsters, and hopefully destroy them before they reach your base.

Setting

In the distant future, an evil mage has used the power of time to control monsters of unimaginable strength to take over the world. Now, with the world in ruins, the time-mage sends his forces on mankind’s last base of refuge. You must use the greatest of mankind’s technology, the tower-maker, to build a defense for your base, as the time-mage rips through the time-barrier to flood your base with creatures of different eras.

Alas, when the time-barrier was ripped, the tower-maker’s technology was disabled, and now it can only create towers from the era you are in and from the past. You must use the tower-maker to the
best of your ability to stop the monsters from the five eras released by the time-mage: prehistoric, medieval, modern, future, and the distant future, from overwhelming Earth’s last hope.

**Menus**

- **New Game**
- **Load Game**
- **Settings**
- **Help**

Click **New Game** → new game begins with Prehistoric Era

Click **Load Game** → list of levels opens

Click **Settings** → option to have volume on/off

Click **Help** → ‘How To Play’ instructions
How to Play

A) The Basics

The game begins in the first age in round one. Each of the five ages is divided into five rounds with increasing difficulty. Between each round there is a five second interval. In each round a wave of enemies is sent through the maze. It is the player’s job to destroy the creatures before they reach the end of the maze. For each creature that gets through the player’s defense, the player takes one point of damage. After the player takes twenty damage the player loses and a game over screen results. The player is then brought to the main menu.

B) Gold and Bosses

The player creates various types of towers to destroy the monsters by left clicking and building them in strategic locations around the maze. It is not possible to build towers inside the maze, and the monsters cannot attack the player’s towers. Towers cost gold to build, so the player must spend his money wisely. In the first round of the first era, the player begins with fifty gold. The player has an income of one gold every five seconds and also gets gold for each kill, the amount varying on the strength of the monster that is killed. At the end of each era a boss monster enters the maze. These boss monsters are significantly stronger than the ordinary monsters. They will also deal five points of damage to the player if they get through and will give the player more gold if the player destroys it.
D) Navigating the HUD

The screen depicts not only the maze but a HUD (head-up-display). The HUD takes up the bottom fifth of the screen. In the HUD is vital information to the player. In the center of the HUD the player may select which tower to build. When the player selects a tower the information of what is selected will appear in the bottom right of the HUD. After clicking a tower a ghostly version of the tower appears on the map. The player may then move the ghostly version of the tower around and by left clicking a second time the tower will appear in that location. After left clicking the second time the tower may not be moved and it may begin attacking. While the tower is still in a ghost version, the player may choose another tower, or right click to deselect any tower.

Game Over

If you are unsuccessful, and your h.p is reduced to 0, your base will crumble, and the time mage will have been successful, and you will lose. The Gamer Over screen will then take you to the main menu where you can start a new game if you wish to try again.