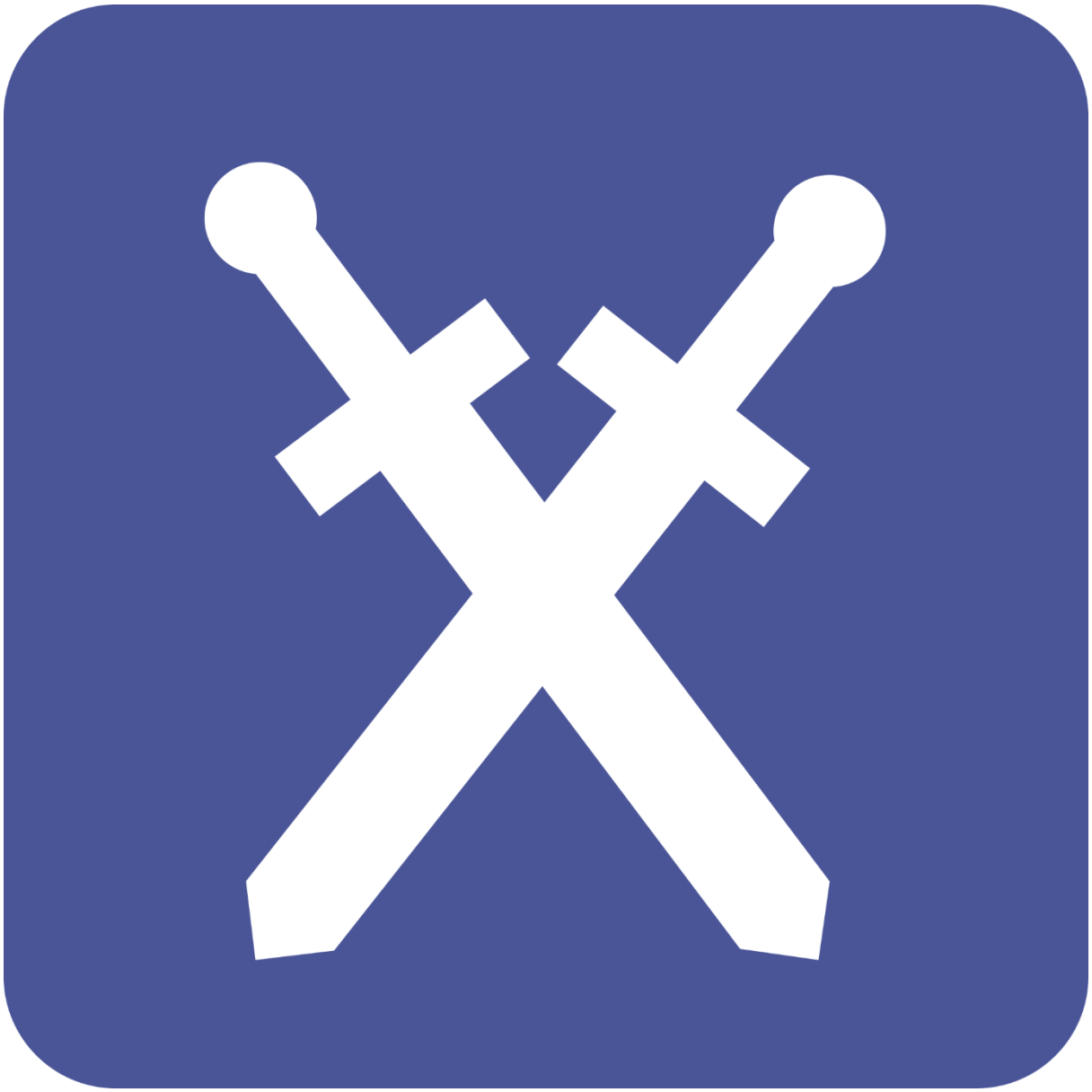
Beware – User guide



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1.0 Menu:

1.1 Sound mute

- You can mute the sound by clicking the speaker icon in the upper right corner of the screen
- Then the mute speaker icon will be displayed, click on this icon to turn the sound back on

1.2 Upgrades

- After clicking on the upgrades button, a new menu will open – upgrades menu
- There are two options, however only one is available right now (v1.0) – tower upgrades

1.3 Upgrading towers

- Pressing the button titled “Tower upgrades” will take you to the in-game store where you can purchase individual tower upgrades. (For more see 1.2 Upgrades)
- There are three tabs:
    - Archer – here you can buy new types of towers for archers
    - Mage – in this tab you can buy new types of towers for mages
    - Warrior – here you can buy new types of towers for warriors
- Each item costs some gems – e.g. 2 gems for archer upgrade Shield breaker
- Gems are in-game currency which can be obtained by completing levels in campaign, they can not be bought for money
- There is also redeem tab accessible from the shop, however this tab is only for testing purposes
- You can click the buy button to purchase upgrade
- After pressing the button, the game will ask you whether you want to see what does before you buy It
    - If you press no, you will be prompted whether you are sure to buy this upgrade
    - If you press yes, you will be shown what does the upgrade do and then you will be prompted, whether you want to purchase the upgrade

1.4 Gems

- Gems are in-game currency, which is obtainable by completing campaign levels, gems can not be bought for money
- If you press the gems in the shop menu (see more in the 1.2 Upgrades and 1.3 Upgrading towers), you will see a redeem menu for gems, however this menu is only for testing purposes, normal players are unable to obtain gems via this menu

1.5 Game modes

- There are currently three game modes in the game, namely: tutorial, campaign, sandbox
- To select a game mode, you must first open a menu with game modes, to do so, go to the main menu and choose play
- This will open a new menu with three options
    - Tutorial
    - Campaign
    - Sandbox

1.6 Tutorial

- The tutorial will briefly explain the game, Its principles, and controls
- To start the tutorial, press the tutorial button in the game mode selection menu

1.7 Campaign

- Here you will find pre-created levels, where each level has a predetermined number of waves and enemies
- By completing levels in campaign, you can obtain gems which can be then spent in shop for tower upgrades
- If you press the button play under the campaign title, a new menu will open, here you will see a map with dots, each dot symbolizes something else
    - Green dot means that the level was already completed
    - Orange dot means that the level was not completed
    - Grey dot means that the level is locked, and you need to advance further in the campaign
- To start a level, press green or orange dot, this will open a new menu, where you can see level details (number of waves, etc.)

1.8 Sandbox

- In sandbox you can choose how you want to play. You want to have unlimited gold? No problem. Unlimited health? No problem. You can even choose unlimited waves.
- In the sandbox, the game linearly scales the enemies (health, number of enemies), so the level will be harder and harder

1.9 Quit the game

- The game can be turned off by pressing “Quit game” button in main menu
- Only available in MacOS version of the game

2.0 User interface (HUD)

2.1 Gold

- Gold can be found in the upper left corner of the screen, right next to the gold bar icon
- Gold can be obtained by killing enemies, as the level progresses, the reward for killing enemies increases

2.2 Health

- Health can be found in the upper left corner pf the screen, right under gold bar icon and next to the hearth icon
- Each level has predetermined number of health, your health can not be increased while you play
- Every time the enemy passes, it will cause you a predetermined number of damage, It may be anywhere in range 1 – 15 hearths

2.3 Wave

- In the top left corner of the screen, right under your current health, you can see current wave – next to the wave icon
- Each level has predetermined number of waves
- If you complete all waves, the level will end

2.4 Back to main menu

- By pressing the button with three lines, which can be found in the top right corner of the screen, you will be asked, whether you want to return to the main menu
- If you press yes, you will return to the main menu, however note that you will lose all your progress, however if you press no, then nothing happens and you can continue to play

2.5 Acceleration of the game

- In the upper right corner of the screen, between the lock button and the three-line button, there is a play button, which shows current game speed
- If you press this button, the game will be adjusted to x2 speed, if you press again, It will go down to x1

2.6 3D System

- The game features something called 3D System. It converts the game into 3D, which means, you are able to move through the level using either keyboard and mouse or a virtual joystick. You can switch between 2D and 3D by pressing a lock button in the top right corner, right next to the play button
- The button indicates whether you are in 3D or 2D, if the lock is locked, then you are in 2D and vice versa

2.7 Different views in 2D

- If you are in 2D, a new button will be displayed – It's called different views button
- If you press this button, you view will switch to another one, so you can see whole map

2.8 Start the current level

- When you load into a new level, there is always a button with text "Start level"
- If you press this button, the game will get to know, that you are ready, and the level will start

3.0 Towers

3.1 Building a tower

- The tower can be built by clicking on the boxes located near the paths, this will then open a menu, in which you can choose which tower you want to build, and then press purchase

3.2 Upgrading a tower

- If you want to upgrade a tower, simple click on existing tower, this will open a new menu, where you can upgrade existing tower, however you must own selected upgrade

3.3 Destroying a tower

- If you decide, that you no longer need some tower, you can demolish It by clicking on it, this will open a menu and in the top middle portion of the screen, a button named “Destroy tower” will be placed
- You can then destroy the tower for 300 gold