

Tower Defense

Players: 1-4.

Playtime: 60-90 Minutes (approximately 10 minutes per Wave).

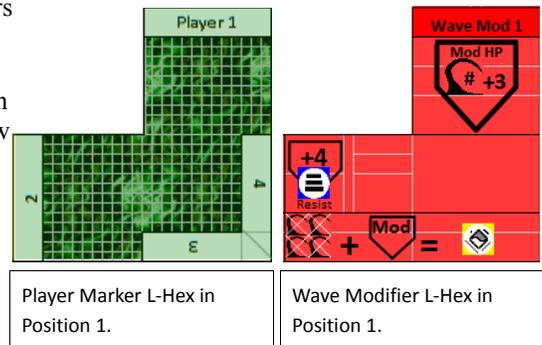
Recommended Age: 10+

Genre: Turn-based strategy. Resource management. Tile-based. Campaign scenarios. Sandbox mode. Unlockable content.

The objective of Tower Defense is to defeat Waves of enemies that move along a Track before they reach the end of the Track, or before they destroy too much of the Track. Players manage a limited number of Credits to Build and Upgrade Towers. Each player may allocate personal Skill Points to fit their play style to fill a necessary strategic role. The Track layout is fully customizable, as each piece of Track is an individual tile. Enemy attributes vary every game. During setup, players choose the Difficulty of each game by selecting Wave Modifiers.

L-Hexes (Player Markers or Wave Modifiers): Player Markers are (capital letter L) shaped hexagons (L-Hexes). Player Marker are also Versus Mode Wave Modifiers or Tower Modifications on the flip side. Cooperative Mode Wave Modifiers are also No Wave Modifier L-Hexes on the flip side. L-Hexes are used to cover up other game information to show only the current state of the game.

When placed on Towers, Player Marker L-Hexes show ownership of that Tower and indicate the Level of that Tower. At Level 1, orient the L-Hex as a (backwards Capital L) so that the Number 1 is at the top, revealing the top left quadrant (Position 1) of the Tower. When Upgrading a Tower, turn the L-Tile clockwise. At Level 2, this will reveal the top right quadrant (Position 2) of the Tower. At level 3 this will reveal the lower right quadrant (Position 3) of the Tower. At level 4 this will reveal the lower left quadrant (Position 4) of the Tower.

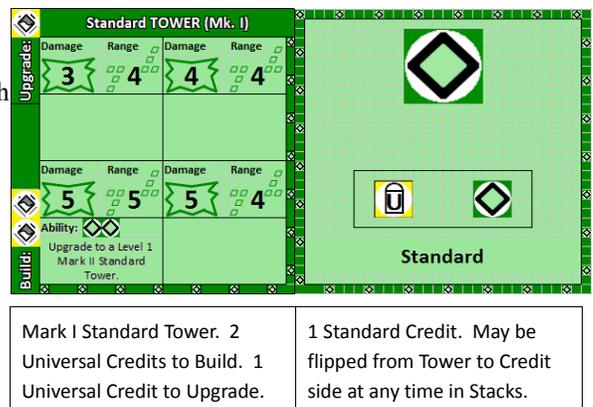


When placed on placed on Enemy Waves, Wave Modifiers L-Hexes show which (1) Enemy Unit may be targeted by attacks. Waves of enemies must be defeated (1) Unit at a time. When Enemy Unit 1 is defeated, turn the Wave Modifier L-Hex clockwise to reveal Enemy Unit 2. Repeat this process until the last Enemy unit is defeated.

L-Hexes will be used with other game components, including the Turn Tracker. Position 1, 2, 3, and 4 are always referenced in the same way among all game components.

(Towers or Credits): There are 12 Starting Towers in Tower Defense. There are 4 Mark I (10 copies of each), 4 Mark II (4 copies of each), and 4 Mark. III Towers (2 copies of each). All copies of each Starting Tower are identical. Towers are also Credits on the flip side. The Credit quantity and type directly correlate to the Starting Towers. A Mark I Boost Tower is worth 1 Boost Credit and a Mark III Charge Tower is worth 3 Charge Credits, and so on.

All Towers have 4 Levels. All Towers have a Range or Radius. Range indicates that a Tower may attack. Radius indicates that the Tower cannot directly deal damage by attacking, and may not be Boosted. Maximum Range or Radius is determined by counting Spaces away from the Tower. Spaces may be counted orthogonally or diagonally, in any combination. Some Towers deal Damage. Some Towers have special attributes. All Towers have a Buy, Sell, and Upgrade Cost.



(Enemy Waves or Track): There are 10 Starting Ranks of Enemy Waves in Tower Defense. There are (10) of each of Ranks 1 through 10. There are no duplicate Waves. Enemy Waves are also Track tiles on the flip side. Lower numbered Track generally correlate to lower Wave Ranks. Track 1 through 5 may contain Wave Ranks 1 or 2. Track 21 through 25 may contain Wave Ranks 9 or 10.

All Waves have 1, 2, 3, or 4 Units. Each enemy Unit of a Wave has Hit Points (HP). Hit Points are the damage threshold players must meet or exceed to defeat a Unit. If a Unit has 5 HP, a Tower must deal 5 or more damage to defeat that Unit. Each enemy Unit of a Wave has Movement. Movement is the quantity of Track spaces that a Wave travels each turn. Some Units will have an additional attribute, and sometimes different Units of a Wave will have different attributes. The attributes a Unit in a Wave do not effect other Units in the same Wave.

Level 1 Wave. Moves along Track A. Unit 1 has 5 HP and moves 3 Track per turn.

Track A 01. May have a Rank 1-2 Waves on the flip side.

Game Set Up:

1.) Choose Game Mode: Cooperative Campaign, Cooperative Sandbox, or Versus Sandbox.

1.A.) Cooperative Campaign: All players work together to defeat enemies in series of predetermined scenarios. All players either collectively succeed or fail, and each player is equally responsible for the outcome. Players earn Campaign Mode experience (based on performance) to permanently unlock new content or to modify existing content. For beginners, start on Level 1, Mode 1 of the Campaign. Players may play unlocked Track Designs and Game Modes of the Campaign in any order. Follow any special rules explained on the Campaign page.

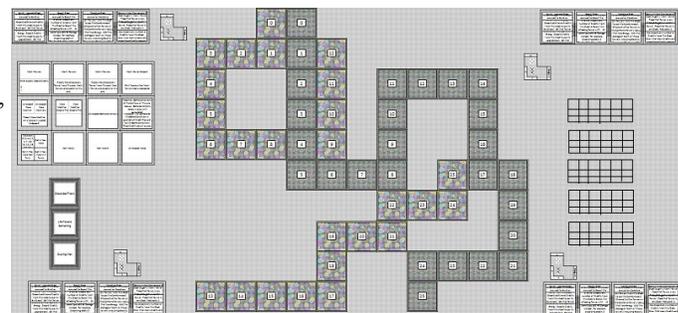
1.B.) Cooperative Sandbox: All players work together in a freely customizable game session. Players may earn Sandbox Mode experience (based on performance). For beginners, use the track set up and rules of Level 1, Mode 1 of the Campaign. Players may always play in Sandbox Mode regardless of any progress made in the Campaign Mode.

Choose the following: Number of Waves, Game Mode, Difficulty, and Track Configuration. The variety in each of these options will increase as content is unlocked.

1.C.) Versus Sandbox: Players work together to defeat a common enemy while individually attempting to outperform the other players. If at least one player survives the encounter, all players earn Versus Mode experience, with a bonus given to the player who performed the best.

Add a Versus Energy draw pile, Versus Energy discard pile, and a Versus Build Stack. Each player may draw a maximum of 1 Versus Energy instead of drawing 1 of the Energy they would normally receive each turn.

2.) Build the Tracks (All Game Modes): (12) 3x3 Playing Field squares are provided to hold game pieces in place. The 3x3 Playing Field squares are not required for play, and Playing Field is not limited to 120 spaces or any shape. Players must agree to a Playing Field where Track, Towers, and Obstacles can and cannot be placed. Track pieces may not be placed on top of other track pieces. Once a game session is in progress, the parameters of the Playing Field cannot change.



Player Mats in each corner. Player Markers next to Player mats. Game Board on left. Life and Track Discard on Left. Skill Boards on Right.

All game sessions must use exactly 50 Track pieces. There are Track pieces A and B numbered 0 through 25. Track 0 is only used as an optional place holder. There are multiple copies of each Track piece. For example, there may be 3 copies of Track B14. Each Track piece has a unique Enemy Wave on the other side. Disregard the Enemy Wave side during Track set up. Randomly choose 1 copy of each Track A piece 1 through 25 and place it into A pile, then randomly choose 1 copy of each Track B piece 1 through 25 and place it into B pile. There will be (2) 25 Track piles. All remaining A & B Track pieces form the Enemy Wave draw pool. All Enemy Waves are kept face up and are known throughout game sessions. Players may pick Waves to fight in any manner of their choosing from the remaining pieces.

Track pieces do not have to run in numerical order or be placed adjacent to one another.

Add obstacles after setting up Track. Obstacles never move. Track cannot be place on Obstacles. Players may not place Towers on Obstacles.

2.A.) Campaign Track: All Playing Fields are restricted to 120 spaces or less, and are assembled using 3x3 grids to define the Playing Field. Players must assemble the Track according to the Track design on the campaign page. Players may not choose Playing Field dimensions.

2.B.) Sandbox (Cooperative or Versus) Track: Lay out Track A and B in any configuration. Add obstacles. Agree on Playing Field parameters.

Note: Enemy Waves will generally move along these tracks in sequential, numerical order from 1-25, at a rate of 3-5 spaces per turn, plus any modifiers. Tracks that are not in sequence will take longer to play.

3.) Game Board, Player Board(s), Life & Track Board, and Skill Boards.

3.A.) Game Board

3.A.I.) Mark I Towers: There are 4 main Types of Towers: Standard, Boost, Charge, and Combine. Shuffle (10) of any Mark I: Standard, Boost, Charge, and Combine Towers to form a (40) card Mark I Tower deck. Unless specified in the Game Mode, players may always choose any (10) cards of each type for each session. Leave unselected Mark I Towers in the game box for this session. Always draw from the top of this deck.

3.A.II.) Mark I Tower Discard: Place all discarded Mark I Towers into this pile. If there are no cards left in the Mark I Tower draw pile, shuffle all cards from the Mark I Tower Discard to form a new Mark I Tower Draw pile.

3.A.III.) Mark II Towers: Place (4) of Mark II: Standard, Boost, Charge, and Combine Towers to form a (16) card Mark II Tower deck. Unless specified in the Game Mode, players may always choose any (4) cards of each type for each session. Leave unselected Mark II Towers in the game box for this session. Players may choose any card from this pile if they are eligible to take a Mark II Tower. Return all discarded Mark II Towers into this pile.

3.A.IV.) Mark III Towers: Place (2) copies of Mark III: Standard, Boost, Charge, and Combine Towers to form a (8) card Mark III Tower deck. Unless specified in the Game Mode, players may always choose any (2) cards of each type for each session. Leave unselected Mark III Towers in the game box for this session. Players may choose any card from this pile if they are eligible to take a Mark III Tower. Place all discarded Mark III Towers into this pile.

3.A.V.) Unrevealed Wave Modifiers: Randomly select (2) Wave Modifiers per Wave, according to the Difficulty, from among all Wave Modifiers of that Difficulty. Place all modifiers face down on this pile in order with the lowest Level on top. Return unused Wave Modifiers face down to the corresponding player. When a Wave is paced on the Playing Field (not the Next Wave spaces), place the top Wave Modifier on that Wave. In some sessions, not all selected Wave Modifiers will be used. If this pile is depleted and a Wave Modifier is required, instead place a No Wave Modifier on that Wave and reveal a Game Condition.

For example, in a 1/1/1/1/2/2 Difficulty, select (8) Level 1 modifiers and (4) Level 2 Wave Modifiers. In a 1/1/2/2/2/2/3/3 Difficulty, select (4) Level 1 Modifiers, (8) Level 2 Wave Modifiers, and (4) Level 3 Wave Modifiers.



3.A.VI.) Wave Modifier Discard: If a Wave loses a Wave Modifier, replace it with a No Wave Modifier piece. Place all discarded Wave Modifiers below the No Wave Modifiers. If a Wave reaches the end of the track, place the Wave Modifier from that Wave to this pile.

3.A.VII.) Unrevealed Game Conditions: Randomly select (1) Game Condition per Wave, according to the Difficulty. Leave extra Game Conditions in the game box for this session. Shuffle all selected Game Conditions and place them face down in this pile. If this pile is depleted and a Game Condition is required, ignore that effect.

3.A.VIII.) Game Condition: Game Conditions may effect players, Towers, and / or all units of Waves. Game Conditions do not have a place on the field, and may not be targeted or destroyed by Towers. Game Conditions represent a temporary change in the game brought on by the appearance of a group.

When a player reveals a Wave with a Wave Modifier that says, “Reveal 1 Game Condition,” place the top card from the Unrevealed Game Conditions into the Game Condition pile. Only 1 Game Condition may be in play at a time. If a new Game Condition is revealed while a Game Condition is still in play, place the new Game Condition face up at the bottom of the Game Condition pile. When a Game Condition is completed, its effects end immediately, and any new Game Condition below comes into effect immediately. In some sessions, not all selected Game Conditions will be used.

For example, in a 1/1/1/1/2/2 Difficulty, select (4) Level 1 modifiers and (2) Level 2 Wave Modifiers. In a 1/1/2/2/2/2/3/3 Difficulty, select (2) Level 1 Game Conditions, (4) Level 2 Game Conditions, and (3) Level 3 Game Conditions.

3.A.IX.) Turn Tracker: Place the Turn Tracker L-Hex on the Turn Tracker. Set it to Position 2 for Turn 1. Call in Wave 1 During Turn 1. Call in a new Wave every 3 turns (1, 4, 7, 10, 13, 16, 19, 22, 25, 28, etc.). Set the L-Hex to Position 3 during Turn 2. Set the L-Hex to Position 4 during Turn 3. Set the L-Hex back to Position 2 during Turn 4. Repeat this process, never putting the L-Hex in Position 1.

3.A.X.) Next Wave 1: Place the next Wave that will be called, face up into this position. After a Wave is called, slide the Wave that is in Next Wave 2 to this position.

3.A.XI.) Next Wave 2: Place the Wave after the next wave that will be called, face up into this position. Alternately, during even numbered Waves, (2) Waves are called simultaneously. Place the second Wave in this slot. After a Wave is called, slide the Wave that is in Next Wave 3 to this position.

3.A.XII.) Next Wave 3 & Unrevealed Waves: Put all selected unrevealed Waves face down, in numerical, sequential order with the lowest number on top. Turn the top Wave of this pile face up. After a Wave is called, reveal the top card of this pile. All Waves in this pile are always used every game. If there are no more Waves in the pile when a new Wave would be called, instead reveal a Game Condition. If there are no more Game Conditions, ignore this effect.

3.A.XIII.) Versus Draw *(Only use if Playing Versus Sandbox Mode)*: Place next to the Game Board. Each player chooses any (8) Versus Energy from among all Versus Energy. Leave unselected Versus Energy in the game box for this session. Each player may draw a maximum of 1 Versus Energy instead of drawing 1 of the Energy they would normally receive during Phase 5. Players may not receive Versus Energy for any actions performed on their turn. Universal Energy may be used as Versus Energy.

3.A.XIV.) Versus Discard *(Only use if Playing Versus Sandbox Mode)*: Place all discarded Versus Energy into this pile. If there are no cards left in the Versus Draw pile, shuffle all cards from the Versus Discard pile to form a new Versus Draw pile.

3.B.) Player Boards: Each player receives an identical Player Board. Player Boards are used to store Credits on Stacks. Each player receives matching colored Player Indicator L-Hex pieces to indicate ownership of Towers. Player Indicator L-Hex pieces are also Wave Modifiers on the opposite side. Each player receives (4) Skill Marker Tokens. *(In Versus Sandbox, give each player a Versus Stack add-on).*

3.C.) Life & Discarded Track Board: Set the Life and Discarded Track Board next to the Game Board. Place a number of starting Life Cubes, determined by the Game Mode, onto this pile. Players may gain Life Cubes beyond the starting amount. If the last Life Cube is removed, the game ends in defeat. Place any discarded Track onto the Discarded Track pile. If a Track piece is restored to the Playing Field, players may select any discarded Track piece. If there are more Track pieces in the Discarded Track pile than are allowed by the Game Mode, the game ends in defeat.

4.D.) Skill Boards: Set the Skill Boards next to the Game Board. Select 1+(Number of Players) skill board for use this session. Unless specified in the Game Mode, players may always choose which Skill Boards to use for each session. Skill Boards are double sided, and only one side of the Skill Board may be used each session. *(In Versus Sandbox, (1) of the Skill each player a Versus Stack add-on).*

4.E.) Starting Credits: Randomly give 1 player the Starting Player Marker. Reveal the top (X) Mark I Credits as indicated in the Game Mode and place them in view of all places. Evenly divide these Mark I Credits among all players. Players choose 1 credit beginning with the Starting Player and continuing clockwise. Place the Starting Player Marker in front of the player that would next receive a credit in this way.

Turn Sequence

Phase 1.) Adjust the Next Wave Tracker to the next position. *(See 3.A.IX through 3.A.XII).*

Phase 2.) Set new Waves to Space 0 of its respective Track. Track Space 0 does not have to occupy an area on the Playing Field. If Track Space 0 is on the Playing Field, it has no function, other than as a starting location place holder. Players may not build Towers on Track Space 0.

Even numbered Waves are called in pairs at the same time. Place both Waves on Track Space 0.

Place a Wave Modifier on each Wave. If a "Draw 1 Game Condition" Wave modifier is revealed, draw 1 Game Condition, then draw a new Wave Condition for that Wave. Discard that Wave Modifier and place a new Wave Modifier on that Wave.

Wave Modifiers add effects to all units in that Wave. Wave Modifiers have a Hit Point Value and may be targeted by attacks. Wave Modifiers do not count as Units of a Wave. Wave Modifiers have Hit Points equal to 2 + Wave Modifier Difficulty + Wave Number. For example, a Wave 2 Modifier with a Level Difficulty 3 would have 7 Hit Points. If a Wave Modifier is defeated, replace the Wave Modifier on that Wave with a No Modifier L-Tile to keep track of the active units in that Wave.

Phase 3.) All Waves move. Move the lowest numbered Wave first. If there are two or more Waves on the field with the same Wave number, move the Wave that has moved the furthest first. Waves may not occupy the same space. If a Wave would end its movement on another Wave, instead add movement to that Wave this turn until it does not land on another Wave. A Wave moves at its Movement Rate plus and increased Movement from Wave Modifiers or Game Conditions. A Wave moves along its track from Track Space 0 to Track Space 25, sequentially, regardless of the location of the Track. A Wave will only move on its Track and may never change to the other Track.

For example, if a Wave is on Track A10, and has a Movement of 4, +1 Movement from its Wave Modifier, it will move 5 spaces to Track A15. If any of Track 11, 12, 13, 14, or 15 are in the Track Discard pile, move the Wave one additional Track space for each missing Track it would have normally counted. If Track A12 and A15 are in the discard pile, the Wave would end its movement on Track A17. If Track A17 is occupied, it would instead end its movement on Track A18.

If a Wave would end its movement on a space beyond the last part of a Track, remove that Wave from the Playing Field. Remove a number of Life Counters equal to the number of undefeated Enemies.

Phase 4.) Energize Towers. Remove one Depletion Marker from each Tower. If a Tower has 2+ Depletion Markers, only remove 1 Depletion Marker. If a Tower does not have a Depletion Marker, it gains no bonuses or special effects.

Phase 5.) Collect Income. Reveal the top (4) Mark I Credits and place them in view of all places. Evenly divide these Mark I Credits among all players. Players choose 1 credit beginning with the Starting Player and continuing clockwise. Place the Starting Player Marker in front of the player that would next receive a credit in this way.

All credits **must** be assigned to Stacks before proceeding to Phase 6.

Phase 6.) Spend Energy and / or Credits. Each player may perform actions in any order, but actions are never carried out simultaneously. Players may discuss their planned actions before carrying out any actions. Phase 6 ends when all players agree they do not want to perform any more actions.

For example, for the first action of Phase 6, Player 3 builds a Mark I Tower. For the second action of Phase 6, Player 2 Upgrades a Mark I Tower. For the third action of Phase 6, Player 3 attacks with a Mark I Tower. For the fourth action of Phase 6, Player 1 sells a Mark I Tower.

Note: These actions (or any other actions) could have been announced and carried out in any order.

Phase 6.A.I) Build / Upgrade Stack: Build: Spend Credits to Build a Tower. Choose a Tower in the Build / Upgrade Stack. Find that Tower's Build Cost. Discard a number of Credits from the Build / Upgrade Stack equal to the Tower's Build cost. Place the Built Tower in any unoccupied space on the Playing Field. An unoccupied space means that that space does not have a Tower, Track, or Obstacle. Place your Player Marker on that Tower, and set your Player Marker to Position 1, indicating this is a Level 1 Tower. Put a Depletion Marker on newly built Towers.

Phase 6.A.II) Build / Upgrade Stack: Upgrade: Spend Credits to Upgrade a Tower. Choose a Tower with Energy. Find its Upgrade Cost. Discard a number of Credits from the Build / Upgrade Stack equal to the Tower's Upgrade cost. Move your Player Marker to the next level indicating it is now 1 Level higher. Place a Depletion Marker on newly upgraded Towers. Level 4 is the maximum Level of all Towers. Towers may not be upgraded once they have reach level 4. Players may only upgrade Towers that have their Player Marker; a player may not upgrade another player's Tower.

Phase 6.B.) Sell a Tower: Choose a Tower without Depletion. Find its Sell Value. Discard the Tower and draw a number of Mk. I Credits equal to that Tower's Sell Value. Divide those Credits among any of your Stacks. No additional value is gained from selling an Upgraded Tower. Level 1, 2, 3, and 4 Towers all have the same Sell Value.

Phase 6.C.I) Boost Stack: Additional Damage: Spend Credits from the Boost Stack to Boost the damage of any player's Tower. Discarding exactly 1 of any type of credit will increase the damage of any tower by 1 for this turn. Any number of players may boost the damage of a single attack.

A Boost Tower specifically gains bonuses from discarding Boost Credits. For example, if a player discards 1 Boost Credit to Boost a Level 1 Mk. I Boost Tower, that Tower will be Boosted by +2 damage this turn, dealing a total of 3 damage (1 Base Damage +2 Boost Damage). If a player discards any other type of Credit, the Level 1 Mark I Boost Tower would receive +1 Damage, dealing a total of 2 damage (1 Base Damage +1 Boost Damage).

Phase 6.C.II) Boost Stack: Exactly 2 Matching Energy: Spend exactly 2 Credits from the Boost Stack to Boost the damage of any player's Tower. If the discarded Credits are of the same Credit Type, and the chosen Tower is of the same type add 1 additional damage to this Boost. For example, Player 1 discards 1 Standard Credit and Player 2 discards 1 Standard Credit to Boost a Level 1 Mark 1 Standard Tower, the combined Boost will total +3 damage (for a total of 4 Base damage + 3 Boost damage = 7 Damage). If the two Credits are of different types, the total Boosted damage will +2 damage (for a total of 4 Base damage + 2 Boost damage = 6 Damage).

A Boost Tower counts this additional damage with calculating its multiplier. For example, if a player discards exactly 2 Boost Credits to Boost a Level 1 Mark I Boost Tower, damage is Boosted by +6 damage (3 Damage doubled) this turn, dealing a total of 7 (1 Base Damage +6 Boost Damage). A Level 3 Mark I Boost Tower that is boosted by Exactly 2 Boost Energy will deal 2 Base Damage + (3 Damage tripled), totaling 11 damage.

If a player discards exactly 2 Credits, of which neither are Boost Credits, the total boost would be +2 damage this turn, dealing a total of 3 (1 Base Damage +2 Boost Damage). If a player discards exactly 2 Credits, of which exactly 1 of those

credits is a Boost Credit and the other is not a Boost Credit, the total would be +3 damage, dealing a total of 4 (1 Base Damage +3 Boost Damage).

A Tower may only receive the Exactly 2 Matching Energy once. If a Tower is boosted by 3+ Energy, regardless of Energy Type, that Tower does not receive Exactly 2 Matching Energy damage increase at all.

Phase 6.D.) Combine Stack: Spend credits from the Combine Stack to pay for the Combine Cost of Combine Towers.

To make a Combine Attack, choose a Combine Tower. Choose 2 other Towers with Energy, controlled by any player(s), within the Radius of the Combine Tower. A Tower's radius encompasses all spaces, orthogonally or diagonally, in any combination, from the Tower. Find the greatest range of those two Towers, and use that range number. Find the damage of each Tower and add those two numbers together. From the Combine Tower, make a ranged attack using the longer range, dealing damage equal to the combined damage of the two towers. Each of the 2 attacking Towers may be Boosted individually. This attack only targets 1 enemy Unit. Add a Depletion Marker to both combined Towers and the Combine Tower. Only the Combine Tower is considered to have attacked this turn, and all damage dealt becomes Combine Damage.

Phase 6.E.I) Kill Bonus / Conversion Stack: Mk. II Kill Bonus: Spend 3 Credits from this stack to draw one Mk. II Tower. Place that Tower in any Stack. Decrease this cost to 2 Credits if you have just defeated a Unit. If any player performs any other action after the Unit is killed, this Kill Bonus opportunity may not be taken for this killed Unit.

Phase 6.E.II) Kill Bonus / Conversion Stack: Mk. III Kill Bonus: Spend 5 Credits from this stack to draw one Mk. III Tower. Place that Tower in any Stack. Decrease this cost to 4 Credits if you have just defeated a Wave. If any player performs any other action after a Wave is killed, this Kill Bonus opportunity may not be taken for this killed Wave.

Phase 6.E.III) Kill Bonus / Conversion Stack: Credit Conversion: Discard any number of Credits from this stack if you have just defeated a Unit. Draw Mk. I Credits equal to the quantity of discarded Credits. If any player performs any other action after a Wave is killed, this Conversion opportunity may not be taken for this killed Unit.

Phase 6.F.) Place Player Skill Markers: Each player starts with 4 Player Skill Markers. Once a Skill Marker is placed, it can not be moved. The player immediately gains any bonuses granted by the Skill for the remainder of this game session, or immediately carries out One Time Use effects.

Phase 6.G.) Attack with a Tower: Choose a Tower with your Player Marker that has Energy. Choose an enemy Wave within Range of that Tower. Only the visible Unit of a Wave (not covered by the Wave Modifier) may be attacked. Towers deal a flat amount of damage equal to its Damage number. To defeat a Unit in a Wave, the Tower must match or exceed the Unit's Hit Points (HP) in a single attack. To indicate a Unit is defeated, turn the Wave Modifier to the next available Unit. This next unit is now the only available target of this Wave. After the last Unit of a Wave is defeated, the Wave is considered defeated and is removed from the Playing Field. To indicate that this Tower has attacked, place a Depletion on the Tower.

Wave Modifiers may also be attacked. Wave Modifiers have variable Hit Points equal to a flat amount plus the Rank of the Wave it is modifying. When a Wave Modifier is defeated, flip the Wave Modifier to the No Wave Modifier side, and the Wave loses all abilities granted by the Wave Modifier.

Units may be attacked if the attack would not be sufficient to defeat the Unit. There is no amount of damage that remains on a unit that is not defeated from attacks. Units always have full Hit Points after an attack action. Two or more attacks from Towers, one action after another, cannot be used to deal combined damage to defeat a Unit. There is no amount of damage that carries over to the next Unit if a Unit has received more damage than the Unit has Hit Points.

Phase 6.H.) Complete a Game Condition: Players may choose to discard the Game Condition at any point during Phase 6 as an action, if the Game Condition requirement has been met. Players may pass on completing this Game Condition even if Game Condition requirement has met. If a player chooses to perform any action after the Game Condition requirement is complete, that player may not discard the Game Requirement until the requirement has been completed again (a player may have to forfeit a Kill Bonus to complete a Game Condition). It is possible that 1 or more players may complete a Game Condition by completing its indicated requirements. Only 1 player may complete a Game Condition. The Game Condition is discarded from the Game Condition to any stack of Player that completes the Game Condition. The completed Game Condition is worth 2 Universal Credits. When these Credits are spent by a player, the Game Condition is discarded to the Game Box.

End Game Conditions & Experience Points

Victory: Unless otherwise specified by a Special Objective, a session of Tower Defense ends in Victory after all Waves have been called, and all Waves are either destroyed or have reached the end of the Track. Some Special Objectives will end the game session before the last Wave is defeated. Some Special Objectives must be completed in addition to defeating the last Wave.

Failure: Check the Lives Remaining, Track Remaining, or any Special Objectives. If at any point during the game session, players have lost all lives, the game session immediately ends in failure. If at any point during the game session, players have lost more Track than allowed, the game session immediately ends in failure. If at any point during the game session, any Special Objective can no longer be completed, the game session immediately ends in failure.

Earning Experience Points: By completing a session of Cooperative Campaign, Cooperative Sandbox, or Versus Sandbox, players earn Experience Points (EXP). Check the Lives Remaining, Track Remaining, or any Special Objectives to determine the number of Experience Points earned. If players have failed a game session, players earn no Experience Points, regardless of meeting any Experience Point granting conditions. **Once an Experience Point is earned, it can not be earned again through repeated plays.** Players may re-play a Track, using previously played conditions, to earn remaining Experience Points, if all Experience Points were not earned on a previous attempt.

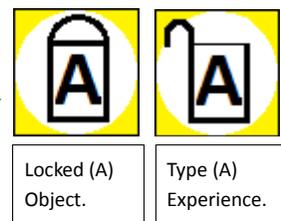
For example, if a Map has, "Lives Remain: (1-3) (4-5) (6+) = 1 B EXP." players will earn 1 EXP of the B Type if players complete the map with between 1-3 lives, then another 1 B EXP if players have 4-5 lives, then another 1 B EXP if players have 6+ lives. Completing with 6+ Lives earned all 3 possible B EXP at that one time. If the Map was completed with 4 or 5 lives previously, players may attempt to complete the Map with 6 lives to earn 1 additional B EXP. If players complete the map again with 1-5 lives, Players do not receive any EXP.

Players may re-play a Map using Enhanced Conditions to earn additional EXP. If Players completed a Map using Enhanced Conditions, and have not earned the EXP from an easier set of conditions, Players receive all EXP that would be granted for meeting the same end game status.

For example: "Lives Remain: (1-3) (4-5) (6) = 1 S EXP." If players complete the Tier III Conditions with 5 lives, without ever having played Tier I or Tier II, players will receive Tier I 2 (B) EXP, Tier II 4 (U) EXP, and Tier III 2 (S) EXP. Players can later re-play the Tier III Map to earn the remaining 1 (B) EXP, 2 (U) EXP, and 1 (S) EXP for completing the Track with all 6 lives.

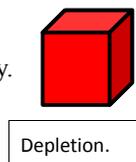
Standard Game Mode 3	
Starting Credits: 8.	Income Per Turn: 4.
Lives (1-3) (4-5) (6)	
Tier II	Waves: 3-8.
Lives (1-3) (4-5) (6)	
Tier III	Waves: 5-10.
Lives (1-3) (4-5) (6)	

Spending Experience Points: An earned Experience Point is spent immediately after a game session, or it is forfeit until it is earned again through a repeat play. To indicate an Experience Point is spent, cross out the earned Experience Point from the page. Then cross out a corresponding Locked Object Point of the same type on a Page, Tile, or Packet. If all Locked Object Points of a Page, Tile, or Packet are emptied, the Content is opened and / or used permanently.



Tower Abilities, Enemy Abilities, and Skills

Depletion Counters: Add a Depletion to a Tower when it is Built, it is Upgraded, it Attacks, or uses an Ability. Towers may not Upgrade, Attack, or use any Abilities on that Tower if it has any Depletion. If any ability or effect says to add a Depletion, add a Depletion in addition to the normal Depletion. Depletion is also used to mark game components that cannot be used for the game session.



Towers: A Tower's Range or Radius is counted any number of spaces from the Tower in any combination of directions diagonally or othogonally. A Tower deals damage with an Energy Type that matches its Tower type. If a Tower is Assisted, a

Tower gains additional damage of the assisted Energy Type. A Tower may perform any number of actions in a turn, provided that it does not have Depletion on it at the time.

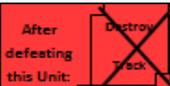
Enemies: Odd Ranked Waves appear on Track A. Even Ranked Waves appear on Track B. Even Ranked Waves always appear in pairs. Slower Waves generally have additional Hit Points, and faster Waves generally have less Hit Points. Each Unit on a Wave is active individually. The attributes of 1 Unit do not effect the attributes of the other Units of in the same Wave or in other Waves. Units have attributes that modify their behavior or the game state.



This Wave will begin on Track 26 instead of Track 0. Instead of moving from 0 to 25, it moves in reverse toward Track 0. Track 0 is its ending point.



This Unit may be treated as though it had 2 additional Hit Points. If players ignore this effect, add 1 Depletion to any Tower that attacks this Unit.



After defeating this Unit, Destroy the Track beneath the Wave. The Wave advances to the next available empty Track.



After defeating this Unit, choose any 3 Track from the Track Discard. Place those 3 Track in any place on the Playing Field.



This Unit may be treated as though it had 3 additional Hit Points. If players ignore this effect, destroy the Track beneath the Wave. The Wave advances to the next available empty Track.



When attacking a Unit with Resistance, reduce the Damage Type total by the amount of the Resistance Type.



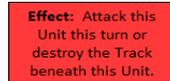
While this unit is on the Playing Field, when any player Upgrades any Tower, that player must pay 1 additional Credit of any type.



While this unit is on the Playing Field, when any player Builds any Tower, that player must pay 1 additional Credit of any type.



When attacking this Unit, a Tower needs 1 additional Range to hit this Unit.



If at least 1 Tower does not attack this Unit by the end of Phase 6, destroy the Track beneath the Wave. The Wave advances to the next available empty Track. A Tower may attack a Unit without defeating the Unit.

Skills: Players start with 5 Skills on their Player Mats. These 5 slots are available only to the player that controls that Player Mat. Those 5 Skills are available every game and are always Unlocked. Skill Boards are double sided and only one side may be used each game session. Empty slots on Skill Boards may contain exactly 1 Skill Marker. A slot is considered empty if it has a Universal Energy symbol and / or if all Locks have been opened. If a slot has one or more Universal Energy symbol(s), a player must pay 1 credit of any type for each Universal Energy symbol before placing their Skill Marker on that slot. If the second slot of a Skill is Unlocked, a single player may place 1 Skill Marker in both slots for the same Skill. A player receives the benefits of the same skill twice, if applicable. If the second slot of a Skill is Unlocked, a two different players may place 1 Skill Marker in each slot. Each player receives the benefit of that skill once.