

2008



Symbian Tower Battles Game Guide

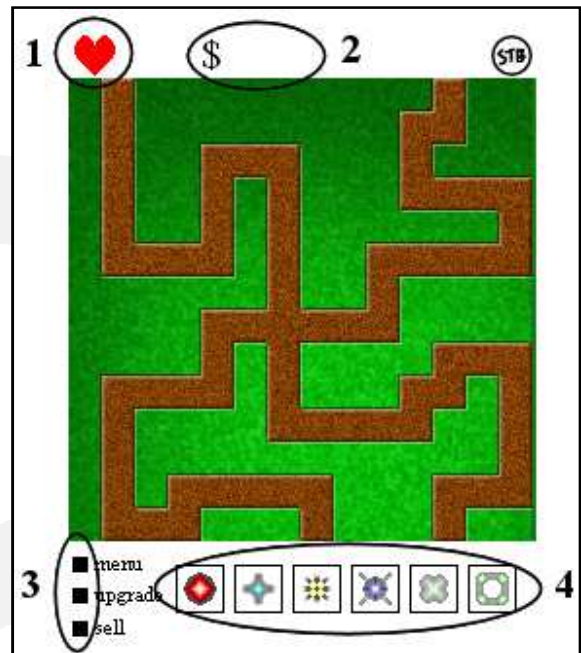
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How to play?

In STB your goal is to defend yourself against waves of angry critters attacking from the top of the screen. On the top bar you can see how many lives (1) and how much money (2) you have left. Every time a critter makes it through your defenses, you lose one life, and every time you kill a critter you receive money. On the lower bar you'll find different towers for sale (4). The towers can be placed anywhere on the battlefield, except on a



road. The towers can also be upgraded or sold after you've purchased them (3). There are two types of creatures: walkers and flyers. Some towers are capable of shooting both, but most can only shoot exclusively either at the ground or in the air. In addition to the money received from killing a critter, your funds also grow 5% interest between rounds, so neutralizing each wave with the lowest possible cost is important.

When you first start the game, you should purchase some towers by moving your cursor down to the lower bar with the four-way control and selecting which tower you wish to purchase with the "ok" button, or by pressing up on the four-way control. The tower info window shows the tower's name, level, damage, firing rate, range, blast radius, cost, type and a potential special ability. Press the "ok" button to go into purchasing mode or press the down key on the four-way control to cancel. In purchasing mode, you can see a circle around your cursor, which indicates the range of the tower you are about to purchase. Use the four-way control to navigate to a location in which you wish to place your tower and press "ok".

You have now bought your first tower; note that you are still in purchase mode and can place as many towers as you can afford. Move to the lower bar to exit the purchase mode.

To upgrade a tower you have purchased, navigate to the purchase button (3) with the four-way control and press "ok". You are now in upgrade mode. Move to a tower you own and press "ok". The left info window shows details about your tower in a similar manner to the info window you see when you are purchasing a tower. The right info window shows what the details of your tower will be if you decide to upgrade it, as well as the price for upgrading. The range circle you see also indicates the

following level's range. Press "ok" to upgrade the tower or "c" to cancel. Each tower has seven levels.

The sell mode works identically to upgrading, except that you don't see any info windows. Instead the tower is sold instantly when you press "ok". Note that you only get 75% of the tower's value back when you sell it. Once you are satisfied with your defenses, navigate to the menu button (3) and press "ready" to send the first wave of critters on their way. You can buy more towers or upgrade and sell your existing ones during the siege if you wish.

The game has 17 rounds in total and once you pass them all, you will receive a score based on how many lives you lost during the game, how much money you have left and how much your towers are worth in the end of the game.

A large, light gray watermark logo consisting of the letters "STB" in a bold, stylized font, enclosed within a thick circular border.