

Full Guide



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Introduction

Hi! I am Shotgun, a TD try hard who works hard to make TD great again! When I saw the guides of Tower Defence and read them, I saw some incorrect information and thought there were parts that can be said more about. Also, there hasn't been made a Strategy Guide yet. So, here I am with a full guide for Tower Defence on CubeCraft Games.

If you want more guides or a community to play and make strategies and parties with; Join [Tower Defence CC](#)! They also host tournaments and events!

How to Play

The Concept

There are two teams with a maximum of 6 people who fight each other. The goal is to take down the Castle of the enemy team and defend yours. Defending can be done by placing towers and hitting the mobs with your bow or sword. Two Castle Guards are placed close to the Castle to offer some help defending. Attacking can be done by sending troops to the other team's track. The coloured beacons show where the mobs will spawn. If you don't know which side is yours, use tab to see which colour your team is and then look at the colour of the beacons.

There are two currencies in the game: Coins and Experience.

Experience is referred to as EXP in the guide and in-game. It is used to unlock troops, upgrade troops, upgrade your Goldmine (referred to as gm by some players) and unlock potions. EXP is gained by your mobs dying at your opponent's track.

The coins are used to build towers, send troops and upgrade your sword or bow. It is gained by killing mobs on your track (damage does not count) and automatically by your Goldmine. The stronger the mobs you kill, the more coins you get and upgrading your Goldmine will increase the rate at which Coins are generated.

One match takes 40 minutes, 25 minutes before Armageddon and 15 minutes after.

For throwing potions and sending mobs there is a cooldown. This cooldown is always 15 seconds, to play the game perfectly, time your potions and sending perfectly.

Balance defence and offence to win the game.

Game Modes & Pricing Options

There are two game modes, three pricing options and 3 Armageddon modes to choose from.

The game modes are Normal and Survival. In Survival game mode the mobs will be sent in waves and you will be queuing your troops for next wave. At the top you can see how much time there is left until the next wave comes. You can only send 5 troops per wave in Survival, but you will get your EXP immediately.

The pricing options are Normal Income, Double Income and Quick Start. In Double Income you get double the Coins from the Goldmine and killing troops, and you get double the EXP from sending troops. Quick start is the same as Normal Income, but you will start with 100 EXP and 1500 Coins. Sometimes Normal Income is referred to as Half Income as a joke because it is so slow.

The Armageddon modes are Lightning, Wither and Horde. In all modes the Castle Guards are disabled when the Armageddon mode starts, and the health of the Castle is decreased to 25% if not already below. In Lightning mode, lightning will randomly destroy towers on both sides. In Whither mode, the Whither will spawn and advance slowly towards the Castle while resurrecting Wither Skeletons and destroying towers leaving a trail of death and terror. In Horde mode, powerful troops will spawn and march with their only purpose to bring the Castle down.

How to Defend

Defending can either be done by placing towers or by hitting the enemy's troops with your sword or bow. Placing towers can be done by right clicking the checked squares in the middle and selecting the tower you want. Try to place 3x3 towers on the 3x3 spots and 5x5 towers on the 5x5 spots to

make ultimate use of the spots available. Upgrade your towers by right clicking a tower and selecting the desired upgrade.

How to Attack

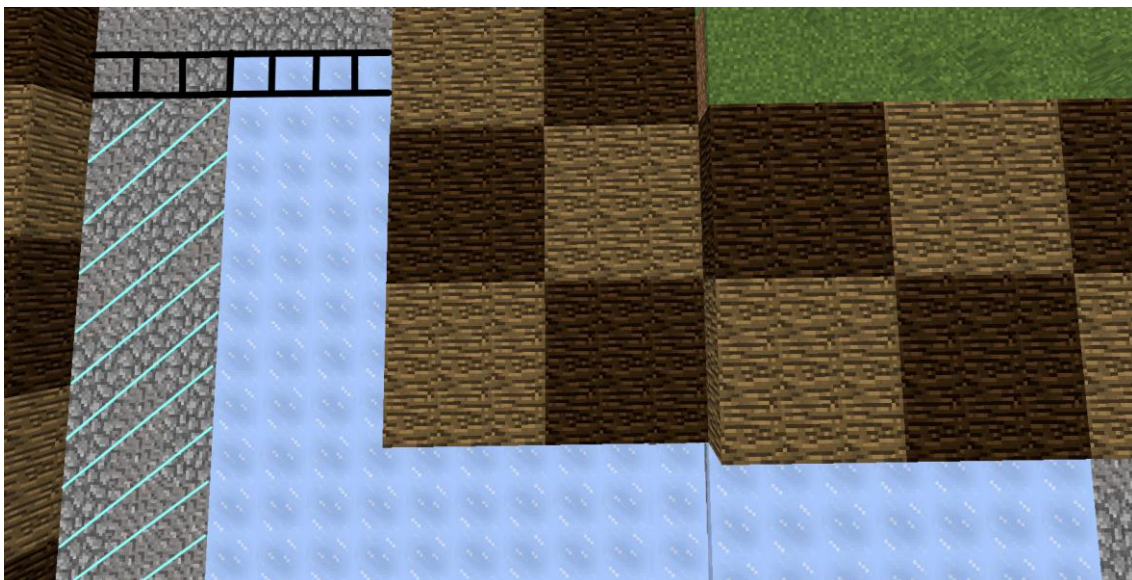
Attacking can be done using your Chest in your hotbar. Right click on the chest to open your sending menu. From here you can select mobs and queue them up. The mob first selected is also the mob first sent. You can order your mobs this way! Right clicking the mob unlocks it, this requires EXP, if you unlocked the wrong mob, right click it again within 10 seconds to lock it again. You get 100% of your EXP back. Send the mobs using the Mob Spawner in the right-bottom corner of your menu. Upgrade them by clicking on the Nether Star in the middle of the bottom and then selecting the desired mob.

Tips & Tricks

- ✓ To make certain processes faster, shift can be used. Tower Defence remembers which tower you built or upgraded last. Using shift, you can immediately build your last chosen tower or upgrade your tower to the last chosen path. Also, you can use shift to add till twelve mobs to your queue at once!
- ✓ If you accidentally unlocked a troop, you can right click on it again to relock it. Be fast though, as you only have 10 seconds to do this!
- ✓ If there is a row of 3 5x5 spots next to a row of 5 3x3 spots, you can switch the places. Place the 3x3 towers on the 5x5 spots next to the borders and place the 5x5 towers on the 3x3 and the remaining parts of the 5x5 spots. [Here](#) is a video explaining it including a bonus tip!



- ✓ When in Survival game mode, you can queue 1-4 troops to get EXP, then unlock something with the EXP acquired and then queue up 2-4 other troops.
- ✓ Speed Potions are more effective than Healing Potions, only use Healing Potions when your troops have reached their Castle or when you are with more than 3 players.
- ✓ Zeus is the worst potion available, don't even consider unlocking it.
- ✓ Try to balance Coins & EXP, if you unlocked a good troop but can't send it due to a Coin shortage it won't help you.
- ✓ When calculating the range of towers or AoE of potions, make sure to count until the centre of the track. If a tower reaches or a potion covers the centre (middle line) of the track it is effective for the entire part of the track. This way, you can use potions more effectively by throwing them on the fifth block from the corner of the turn. (if track has width of 5 then 6 blocks, if 9 then 4 blocks) Below you can find a screenshot to make it clearer.



Database

Troops

Zombie

Steve's Memoirs

"I'm constantly being awoken by these monstrosities outside my home. They seem to possess the same attire I wear instead ragged and torn. Where do they come from? What purpose do they serve? Why do so many of them insist on getting in my way... wait... How many times did I die again...?"

Statistics

		I	II	III	IV	V	Full Wave
Unlock/Upgrade Price		0	88	153	268	469	N/A
Price		15	18	22	26	31	372
EXP Reward		7	9	10	13	15	180
Coins for 1 EXP		2,14	2	2,2	2	2,07	N/A
Coins Dropped							0
Health		40	56	78	110	154	1848
Damage (per hit)		1	1	1	1,5	2	24
Speed		1,6	1,6	1,6	1,6	1,6	N/A
Immune to	N/A						
Double Income							
EXP Reward		14	18	20	26	30	360
Coins for 1 EXP		1,07	1	1,1	1	1,03	N/A
Coins Dropped		0	0	0	0	0	0

Spider (Cave Spider)

Steve's Memoirs - Spider

"I've never had a fear of spiders, that is until I encounter a rather prodigious one on one of my spelunking trips deep underground. It's four hideous eyes glowed in the darkness and was locked on to me ready to pounce. Perhaps I made the wrong call taunting and squishing that smaller spider back at the house..."

Steve's Memoirs – Cave Spider

"I encountered yet another one of those cursed, 8 legged, arthropods after coming across a secluded part of an abandon mineshaft decorated with cobwebs, but this one was different. It was a little smaller than its counterpart but still large and a lot more dangerous. This thing had a venomous bite and was small enough to squeeze through the one block large holes that littered the mineshaft. Getting to that spawner was nothing short of impossible. I will stay away; it is the wisest thing to do for now."

Statistics

		I	II	III	IV	V	Full Wave
Unlock/Upgrade Price		100	175	306	536	938	N/A
Price		25	30	36	43	52	624
EXP Reward		15	16	18	19	22	264
Coins for 1 EXP		1,67	1,88	2	2,26	2,36	N/A
Coins Dropped							0
Health		80	112	157	222	307	3684
Damage (per hit)		1	1	1,5	1	1,5	18
Speed		1,6	2	2,5	2,5	2	N/A
Vulnerable to	N/A			Level IV+	Mage	Ice	
					Inferno	Freeze	
<i>Double Income</i>							
EXP Reward		30	32	36	38	44	528
Coins for 1 EXP		0,83	0,94	1,00	1,13	1,18	N/A
Coins Dropped		0	0	0	0	0	0

Zombie Pigman

Steve's Memoirs

"It's been a few months ever since my pigs mysteriously disappeared. I've been living off my cows and wheat since then but it's only now that I start to feel concerned about what's happened to them for there has been zombified creatures with remnants of pig flesh, wielding a golden sword, emerging from my nether portal. I took a trip to the nether and soon realized what has become of my pigs. I shouldn't have left the gates open..."

Statistics

		I	II	III	IV	V	Full Wave
Unlock/Upgrade Price		150	263	459	804	1407	N/A
Price		100	120	144	173	207	2484
EXP Reward		22	24	25	25	27	324
Coins for 1 EXP		4,55	5,00	5,76	6,92	7,67	N/A
Coins Dropped							0
Health		150	210	297	412	576	6912
Damage (per hit)		1	1	1	1	1,5	18
Speed		2	2	2	2	2	N/A
Immune to	Mage	Zeus	Inferno	Zeus AOE			
<i>Double Income</i>							
EXP Reward		44	48	50	50	54	648
Coins for 1 EXP		2,27	2,50	2,88	3,46	3,83	N/A
Coins Dropped		0	0	0	0	0	0

Skeleton (Wither Skeleton)

Steve's Memoirs - Skeleton

"I met a rather interesting monster tonight. Walking skeletal remains armed with a bow and arrow. He comes with determination, but more worrying, he comes with the apparent grasp of the hunt. Unlike the other mobs here, he carries with him a significant strategy to taking me down. I attack from afar his aim is more precise and movement is more structured. I move in close he shoots faster without sacrificing precision. This monster is more dangerous than he seems..."

Steve's Memoirs – Wither Skeleton

"I came across a terrible fortress on one of my adventures in the nether. within it I found another one of those skeletons except this one was without a bow. It was charred beyond recognition, armed with a stone sword but that wasn't the only thing it possessed. It carried with him a disease I can only describe as the touch of death, for when it struck me, I could feel my body withering away. I have never met a call so close. I shall keep my distance for now.

Statistics

		I	II	III	IV	V	Full Wave
Unlock/Upgrade Price		200	350	613	1072	1876	N/A
Price		120	144	173	207	249	2988
EXP Reward		30	33	36	40	43	516
Coins for 1 EXP		4,00	4,36	4,81	5,18	5,79	N/A
Coins Dropped							0
Health		350	490	686	960	1345	16140
Damage (per hit)		1	1	1	2	2,5	30
Speed		1,6	1,6	1,6	1,6	1,6	N/A
Immune to				Level IV+	Mage Inferno	Zeus Zeus AOE	
<i>Double Income</i>							
EXP Reward		60	66	72	80	86	1032
Coins for 1 EXP		2,00	2,18	2,40	2,59	2,90	N/A
Coins Dropped		0	0	0	0	0	0

Creeper

Steve's Memoirs

"After fighting these monsters for some time now I have successfully picked up on their attack patterns and distinct sounds. However, there is one creature that continues to surprise me time and time again. It moves in close with little to no sound, approaching me and detonating at the sound of a dreaded hiss. It seems to simply come out of nowhere. Several times it has caught me without me even seeing it closing in. Often convinced I have my back covered, it has promptly 'spawn' right behind me to strike from close range. All I can say about this creature is.... tasks as simple as chopping down a tree has never been more unnervingly dangerous."

Statistics

		I	II	III	IV	V	Full Wave
Unlock/Upgrade Price		300	525	919	1608	2814	N/A
Price		300	360	432	518	622	7464
EXP Reward		45	49	54	60	66	792
Coins for 1 EXP		6,67	7,35	8,00	8,63	9,42	N/A
Coins Dropped							0
Health		450	630	882	1235	1729	20748
Damage (per hit)		1	1	1	1,8	2,5	30
Speed		1,3	1,3	1,3	1,3	1,3	N/A
Immune to	N/A						
Abilities		Level II+	Regeneration				
<i>Double Income</i>							
EXP Reward		90	98	108	120	132	1584
Coins for 1 EXP		3,33	3,67	4,00	4,32	4,71	N/A
Coins Dropped		0	0	0	0	0	0

Silverfish (Endermite)

Steve's Memoirs – Silverfish

"Through my adventures I noticed there are some creatures in this world who makes it their hobby to scare the crap out of me. This was particularly true for a specific type of creature who finds solace in the mimicry of various blocks of stone. The block breaks almost instantly revealing a grey bug like creature. Fighting it with a pick seems to agitate it further and it seems to have the ability to summon others when in jeopardy as block after block starts to break on their own revealing more of these creatures. They're more of a nuisance than a threat, but they still manage to keep me out of the mines for weeks.

Steve's Memoirs – Endermite

"The Ender Pearl is a mysterious item and its origin may be even more fascinating. I can't quite understand their language, but I could've sworn an Enderman tried to communicate with me when they saw me hold it, as if he was trying to tell me something about it. What was more pronounced with the ender pearl is its teleportation capabilities. When I threw it however, something more unexpected happened. The teleportation was a success as usual, but something was left in its wake. A creature similar to the dreaded silverfish I encountered in the caves. Like the stone variant, it can be easily dispatched. Unfortunately, it caught me off guard when it threw me back down a ravine after a close teleport...

Statistics

		I	II	III	IV	V	Full Wave
Unlock/Upgrade Price		150	263	459	804	1407	N/A
Price		80	96	115	138	166	1992
EXP Reward		18	19	19	21	22	264
Coins for 1 EXP		4,44	5,05	6,05	6,57	7,55	N/A
Coins Dropped							0
Health		180	252	353	494	691	8292
Damage (per hit)		1	1	1	1,5	2	24
Speed		1,6	1,6	1,6	1,6	1,6	N/A
Immune to	Artillery	Quake	Sorcerer	Level IV+	Mage		
	Inferno	Poison					
<i>Double Income</i>							
EXP Reward		36	38	38	42	44	528
Coins for 1 EXP		2,22	2,53	3,03	3,29	3,77	N/A
Coins Dropped		0	0	0	0	0	0

Blaze

Steve's Memoirs

"I returned back to that terrible fortress in hopes of collecting the heads of those decayed skeletons for further examination, only to find what appeared to be a floating head surrounded by rods engulfed in smoke. When I approached it however, the smoke turned to fire and it began pelting me with fireballs. Fighting more than one of these things proved to be difficult. They deal damage from afar and up close rarely giving me enough time to use my bow. with the fireballs and the blazes, it was a constant battle between switching from range to melee."

Statistics

		I	II	III	IV	V	Full Wave
Unlock/Upgrade Price		500	875	1531	2680	4689	N/A
Price		500	600	720	864	1037	12444
EXP Reward		105	111	115	121	127	1524
Coins for 1 EXP		4,76	5,41	6,26	7,14	8,17	N/A
Coins Dropped							0
Health		410	574	804	1125	1575	18900
Damage (per hit)		1	1	1	1,5	2	24
Speed		1,6	1,6	1,6	1,6	1,6	N/A
Immune to	Artillery	Quake	Sorcerer	Mage	Poison		
	Inferno						
<i>Double Income</i>							
EXP Reward		210	222	230	242	254	3048
Coins for 1 EXP		2,38	2,70	3,13	3,57	4,08	N/A
Coins Dropped		0	0	0	0	0	0

Witch

Steve's Memoirs

"I cherish the Villagers of this world. They're walking proof that I'm not the only humanoid being in this world with the ability to engage in everyday activities. Next to the village, I can across a hut in the swamps. Another one of them emerged from the hut, but she was not normal. She seemed to be a sorceress possessing many magical qualities and concoctions that she proceeded to throw at me from a distance causing all sorts of negative effects. There is something else in her too, she seems to seek something."

Statistics

		I	II	III	IV	V	Full Wave
Unlock/Upgrade Price		250	438	766	1340	2345	N/A
Price		150	165	182	200	220	2640
EXP Reward		37	39	42	43	45	540
Coins for 1 EXP		4,05	4,23	4,33	4,65	4,89	N/A
Coins Dropped							0
Health		300	420	588	823	1152	13824
Damage (per hit)		1	1	1	1,5	2	24
Speed		1,6	1,6	1,6	1,6	1,6	N/A
Immune to	Mage	Poison	Zeus				
Abilities	Healing						
<i>Double Income</i>							
EXP Reward		74	78	84	86	90	1080
Coins for 1 EXP		2,03	2,12	2,17	2,33	2,44	N/A
Coins Dropped		0	0	0	0	0	0

Slime (Magma Cube)

Steve's Memoirs – Slime

"My altercation with the Witch has left me weakened and damaged. However, I had little time to lick my wounds for night fell and a full moon rose. A beautiful sight anywhere else in the world but a terrifying one here in the swamps. The moon brought with it swarms of gelatinous forms that refused to die. Any fatal hit it took only split it into halves. the halves were weaker, but I was too ill-equipped to deal with them all. I retreated back to the village."

Steve's Memoirs – Magma Cube

"The more I explore the nether the more I make the connections between it and the overworld. Even the monsters it possesses are similar but are ultimately much more powerful. I encountered yet another familiar foe, but it seemed to be coated in the lava it emerged from. This being was more relentless in its pursuit and just like its counterpart split in two with the strike of my sword. Even the smaller ones were deadly. The nether is truly a dangerous place."

Statistics

		I	II	III	IV	V	Full Wave
Unlock/Upgrade Price		1000	1750	3063	5359	9379	N/A
Price		1500	1800	2160	2592	3110	37320
EXP Reward		150	157	165	174	183	2196
Coins for 1 EXP		10,00	11,46	13,09	14,90	16,99	N/A
Coins Dropped							0
Health		800	880	968	1065	1171	14052
Damage (per hit)		1	1,5	2	2,5	3	36
Speed		0,8	0,8	0,8	0,8	0,8	N/A
Immune to	N/A			Level IV+	Mage		
<i>Double Income</i>							
EXP Reward		300	314	330	348	366	4392
Coins for 1 EXP		5,00	5,73	6,55	7,45	8,50	N/A
Coins Dropped		0	0	0	0	0	0

Giant

Steve's Memoirs

"I was awoken yet again in the night by what sounds like a zombie only the moans of this beast were deep and seemed to shake the house by noise alone. I stepped outside to find a zombie yet 10 times the size of a normal one. I was frozen in place unable to move. All I could do was watch as it raised its foot getting ready to trample me. Everything went black, then I woke up to the sun seeping through my window. Maybe I should consider placing torches around my house at night."

Statistics

		I	II	III	IV	V	Full Wave
Unlock/Upgrade Price		3000	5250	9188	16078	28137	N/A
Price		5000	5750	6613	7604	8745	104940
EXP Reward		300	306	312	318	324	3888
Coins for 1 EXP		16,67	18,79	21,20	23,91	26,99	N/A
Coins Dropped							0
Health		3000	4200	5880	8232	11525	138300
Damage (per hit)		10	20	30	40	50	600
Speed		0,8	0,8	0,8	0,8	0,8	N/A
Immune to	Quake						
Abilities	Regeneration						
<i>Double Income</i>							
EXP Reward		600	612	624	636	648	7776
Coins for 1 EXP		8,33	9,40	10,60	11,96	13,50	N/A
Coins Dropped		0	0	0	0	0	0

Wither

Steve's Memoirs

"I collected a few skulls from those withered Skeletons and upon closer examination concluded that there were others like me who roamed this land. They built these temples, these shrines, these fortresses all that were long since abandoned. What happened to these ancient builders still remains a mystery, but maybe one day I'll figure it out. I extracted the sand that housed the very souls of those that has passed before me. Back in the overworld I tried my hand at necromancy, combining the body and the soul hoping to bring the dead back to who they once were. Instead what I have summoned was truly horrifying. A three headed beast of decay and damnation. This thing began to pummel me with massive skulls spreading the decay like a virus. Its very presence and blood curdling howls spoke of endless torture. I could not even begin to fathom the immense power this beast had. What have I unleashed upon this peaceful world? By what seemed like sheer luck I manage to triumph over this monstrosity and lay it back to rest, but not after it caused a prodigious amount of damage to my house and the surrounding landscape. Looks like I have a lot of work ahead of me."

Statistics

5000 HP

Towers

Archer Tower

Archer (Path 1)

		I	II	III	IV			
Build/Upgrade Cost		160	260	450	920			
Cumulative		160	420	870	1790			
Damage		5	5	12	20			
Fire Rate (in sec.)		2	1,5	1,5	1,2			
Damage per Second		2,5	3,33	8	16,67			
Coins per DPS		64	126	108,75	107,4			
Range		10	12	13	15			

Archer (Path 2)

		II	III	IV				
Build/Upgrade Cost		220	660	1690				
Cumulative		380	1040	2730				
Damage		5	10	7,5		AoE Hits		
Fire Rate (per sec.)		2	2	2		4	8	24
Damage per Second		2,5	5	3,75		15	30	90
Coins per DPS		152	208	728		182	91	30,33
AoE Range				2				
Range		12	13	15				

Leach Tower

		I	II	III				
Build/Upgrade Cost		3000	2100	3600				
Cumulative		3000	5100	8700				
Damage		35	60	90				
Fire Rate		5	5	5				
Damage per Second		7	12	18				
Coins per DPS		428,57	425	483,33				
Bonus Death Ray		30	45	60				
Range		12	13	15				

Artillery Tower

Artillery (Path 1)

		I	II	III	IV			
Build/Upgrade Cost		240	110	270	300			
Cumulative		240	350	620	920			
Damage		16,5	20	20	20			
Frag Damage			12,5	12,5	12,5	AoE Hits		
Fire Rate (per sec.)		7	7	7	7	2	3	6
Damage per Second		2,36	2,86	2,86	2,86	4,64	6,43	11,79
Coins per DPS		101,82	122,5	217	322	198,15	143,11	78,06
Stun (in sec.)				0,5	1			
AoE Range			2	2	2			
Range		10	12	13	15			

Artillery (Path 2)

		III	IV					
Build/Upgrade Cost		390	460					
Cumulative		740	1200					
Damage		17,5	17,5		AoE Hits			
Fire Rate (in sec.)		5	4		4	8	12	24
Damage per Second		3,5	4,38		17,5	35	52,5	105
Coins per DPS		211,43	274,29		68,57	34,29	22,86	11,43
AoE Range		3	3					
Range		13	15					

Mage Tower

		I	II	III	IV	Bonus Fireball DMG	5 - 15
Build/Upgrade Cost		350	70	90	580		
Cumulative		350	420	510	1090		
Damage (Ignition)		10	10	10	10		
Fire Rate (in sec.)		5	4	3	1		
Fire Damage		5	5	5	15		
On Fire Damaging Rate (in sec.)		1	1	1	3		
Duration (in sec.)		2	5	8	12		
Fire DMG DPS		5	5	5	5		
Total DPS		20	35	50	70		
Coins per DPS		17,5	12	10,2	15,57		
Range		10	12	13	15		

Ice Tower

		I	II	III	IV			
Build/Upgrade Cost		280	60	80	210			
Cumulative		280	340	360	630			
Damage		0	0	0	0			
Fire Rate		1	1	1	1			
Damage per Second		0	0	0	0			
Coins per DPS		0	0	0	0			
Slowness		?	?	?	?			
Range		10	12	13	15			

Poison Tower

Poison (Path 1)

		I	II	III	IV			
Build/Upgrade Cost		380	320	450	720	Ignition Rate (in sec.)	5	
Cumulative		380	700	1150	1870			
Damage (Ignition)		1	1	1	1			
Poison Damage		2	2	2	2			
Poisoned Damaging Rate (in sec.)		1	1	1	1			
Damage per Second		2	2	2	2			
Duration (in sec.)		5	10	30	∞ (120s)			
Total Damage		11	21	61	241			
Coins per 1 Damage		34,55	33,33	18,85	7,76			
Range		10	12	13	15			

Poison (Path 2)

		III	IV					
Build/Upgrade Cost		520	270					
Cumulative		1220	1490					
Damage		12	24		AoE Hits			
Fire Rate (in sec.)		10	10		12	24	36	72
Damage per Second		1,2	2,4		28,8	57,6	86,4	172,8
Coins per DPS		1016,67	620,83		51,74	25,87	17,25	8,62
Range (AoE Range)		13	15					

Quake Tower

		I	II	III	IV			
Build/Upgrade Cost		200	320	560	1450			
Cumulative		200	520	1080	2530			
Damage		5	7	9	11			
Fire Rate (in sec.)		5	4	3	2			
Damage per Second		1	1,75	3	5,5			
Coins per DPS		200	182,86	186,67	263,64			
Range		10	12	13	15			
Stun (in sec.)		3	4	5	6			

Sorcerer Tower

Sorcerer (Path 1)

		III	IV					
Build/Upgrade Cost		130	460					
Cumulative		1130	1590					
Damage		14	28		AoE Hits			
Fire Rate (in sec.)		4	4		4	8	12	24
Damage per Second		3,5	7		28	56	84	168
Coins per DPS		37,14	65,71		56,79	28,39	18,93	9,46
AoE Range		2	2					
Range		13	15					

Sorcerer (Path 2)

		I	II	III	IV			
Build/Upgrade Cost		800	200	300	530			
Cumulative		800	1000	1300	1830			
Damage		7	14	21	28			
Fire Rate (in sec.)		5	4	4	4			
Damage per Second		1,4	3,5	5,25	7			
Coins per DPS		571,43	57,14	57,14	75,71			
Range		10	12	13	15			

Zeus Tower

				Path 1		Path 2		
		I	II	III	IV	III	IV	
Build/Upgrade Cost		1020	260	460	620	520	620	
Cumulative		1020	1280	1740	2360	1800	2420	
Damage		15	15	25	36	15	15	
Fire Rate (in sec.)		5	4	4	4	2	1	
Damage per Second		3	3,75	6,25	9	7,5	15	
Coins per DPS		340	341,33	278,40	262,22	240	161,33	
Range		10	12	13	15	13	15	

Necromancer

				Path 1		Path 2		
		I	II	III		III		
Build/Upgrade Cost		790	320	560		410		
Cumulative		790	1110	1670		1520		
Damage		15	25	30		25		
Fire Rate (in sec.)		2	1	1		1		
Damage per Second		7,5	25	30		25		
Coins per DPS		105,33	44,4	55,67		60,8		
Range		12	13	15		14		

Turret Tower

			Path 1		Path 2			
		I	II	III	II	III		
Build/Upgrade Cost		1000	1200	2800	1100	1500		
Cumulative		1000	2200	5000	2100	3600		
Damage		5	7	14	15	30		
Fire Rate (in sec.)		0,5	0,4	0,2	0,5	0,5		
Damage per Second		10	17,5	70	30	60		
Coins per DPS		100	68,57143	40	36,66667	25		
Range		12	15	20	12	14		

Castle

The Castle has a total of a 1000 HP

Weapons

Sword

	Unlocking price	Damage	Critical Damage
	(in coins)		(average)
Wood		8	11
Stone	1000	10	14
Iron	2000	12	16,5

Bow

	Unlocking price	Damage
	(in coins)	(average)
Level I		6,75
Level II	1000	11
Level III	2000	16,5
Note:		
Calculated with fully drawn bows		

Offensive Potions

Inferno

Unlocking price	300
Cost	400
Damage	42,18
Rate (in sec.)	1
Damage per Second	42,18
Duration	10
Total Damage	421,8
Coins per DPS	0,95
AoE Damage per	
4 troops hit	1687,2
8 troops hit	3374,4
12 troops hit	5061,6
16 troops hit	6748,8
24 troops hit	10123,2
48 troops hit	20246,4
96 troops hit	40492,8
Coins/DPS per	
4 troops hit	0,24
8 troops hit	0,12
12 troops hit	0,08
16 troops hit	0,06
24 troops hit	0,04
48 troops hit	0,02
96 troops hit	0,01
Length	11

Meteor

Unlocking price	580
Cost	1350
Damage	8,88
Count	20
Total Damage	177,6
Coins per DPS	7,60
AoE Damage per	
4 troops hit	710,4
8 troops hit	1420,8
12 troops hit	2131,2
16 troops hit	2841,6
24 troops hit	4262,4
48 troops hit	8524,8
96 troops hit	17049,6
Coins/DPS per	
4 troops hit	1,90
8 troops hit	0,95
12 troops hit	0,63
16 troops hit	0,48
24 troops hit	0,32
48 troops hit	0,16
96 troops hit	0,08
Length	11

Zeus

Unlocking price	450
Cost	1200
Damage	57
Count	8
Total Damage	456
Coins per DPS	2,63
Length	17

Freeze

Slowness	
Length	17

Defensive Potions

Speed

Speed	
Length	17

Heal

Healing	
Rate	
Healing per Second	
Total Healing	
Length	17

Goldmine

Goldmine (Normal Income)

	Coins Generated per Sec.	Cost
Level I	5	0
Level II	10	125
Level III	15	350
Level IV	25	1000
Level V	50	2500
Level VI	100	6000

Goldmine (Double Income)

	Coins Generated per Sec.	Cost
Level I	10	0
Level II	20	125
Level III	30	350
Level IV	50	1000
Level V	100	2500
Level VI	200	6000

Maps

Statistics

Map Name	Track Length	3x3 Spots	5x5 Spots	5x5:3x3	T:S	Statistics
Barren	271 - 363	195	9	5%	56%	
Candy	299	226	7	3%	78%	
Cave Crawl	274	181	18	10%	73%	
Demons	404	220	13	6%	58%	<i>Longest</i>
Desert	195 - 256	197	7	4%	80%	
High Hills	237	141	4	3%	61%	<i>Least Spots (5x5)</i>
Hillside	280	103	32	31%	48%	<i>Least Spots (3x3) - Most Spots (5x5)</i>
Nature	246 - 324	112	25	22%	42%	
Pandora Falls	230	260	10	4%	117%	<i>Shortest - Most Spots (3x3)</i>
Perilous	286	173	13	8%	65%	
Portals	366	196	9	5%	56%	
Space	273	184	17	9%	74%	
Valley	239	194	14	7%	87%	
Zen	335	244	26	11%	81%	
Oceana	266 - 277	219	17	8%	85%	
Turkey	305	213	12	6%	74%	
Dwarven	313	163	32	20%	62%	
Note: The amount of towers is determined by the amount of placeable spaces. Some maps have areas that are not labeled as a space, those spots are counted in this.						

Cave Crawl

Cave Crawl has a short-sized track with a small amount of 5x5 spots in comparison to 3x3 and a mediocre amount of tower spots. It has one part at which towers can hit the track above it and a good amount of Double Hit Spots. The map is one of the most appreciated among most of the Tower Defence professionals.



High Hills

High Hills has a short-sized track with a small amount of 5x5 spots in comparison to 3x3 and a small amount of tower spots. It has one part at which towers can hit the track above it and those are also the only Double Hit Spots. The map is one of the more appreciated among most of the Tower Defence professionals.



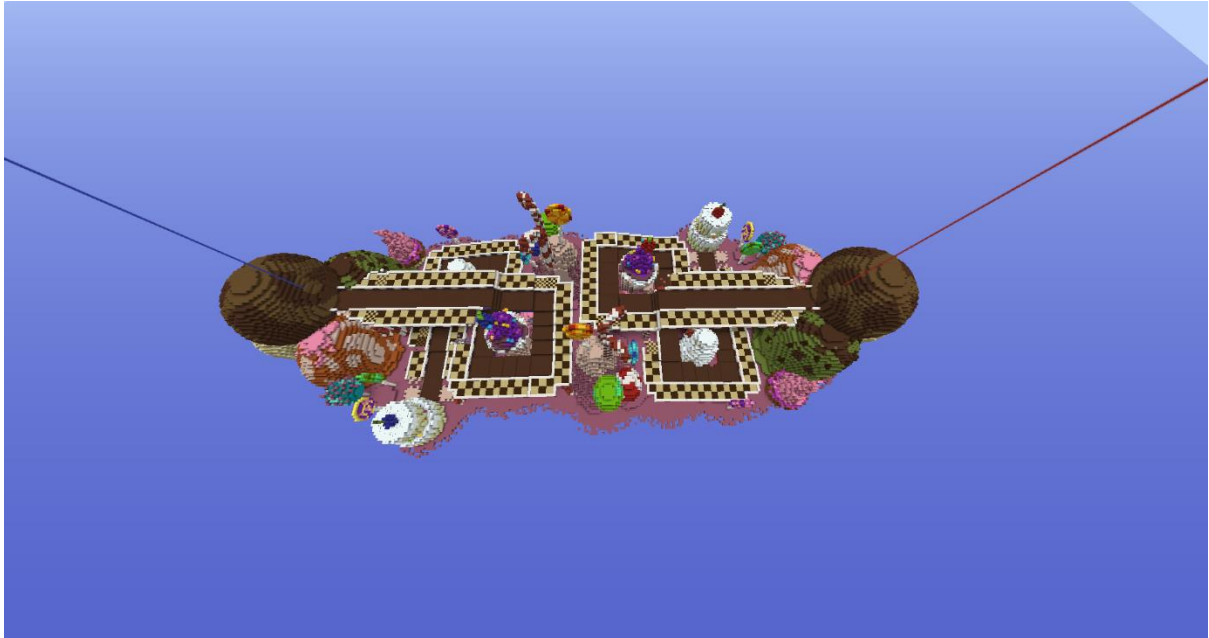
Hillside

Hillside has a short-sized track with a big amount of 5x5 spots in comparison to 3x3 and a small amount of tower spots. It is the track with the most 5x5 spots and the least 3x3 spots. It has a good amount of Double Hit Spots of which a huge part is at the very start of the track. The map is seen as mediocre among most of the Tower Defence professionals.



Candy

Candy has a medium-sized track with a small amount of 5x5 spots in comparison to 3x3 and a mediocre amount of tower spots. It doesn't have any Double Hit Spots. It has two 5x5 spots right at the start of the track. The map is seen as mediocre among most of the Tower Defence professionals.



Valley

Valley has a short-sized track with a small amount of 5x5 spots in comparison to 3x3 and a big amount of tower spots. It has a small amount of Double Hit Spots. The map is one of the more appreciated among most of the Tower Defence professionals.



Pandora Falls

Pandora Falls has a short-sized track with a small amount of 5x5 spots in comparison to 3x3 and a big amount of tower spots. It is the map with the most 3x3 spots. It doesn't have any Double Hit Spots. The map is one of the more appreciated among most of the Tower Defence professionals.



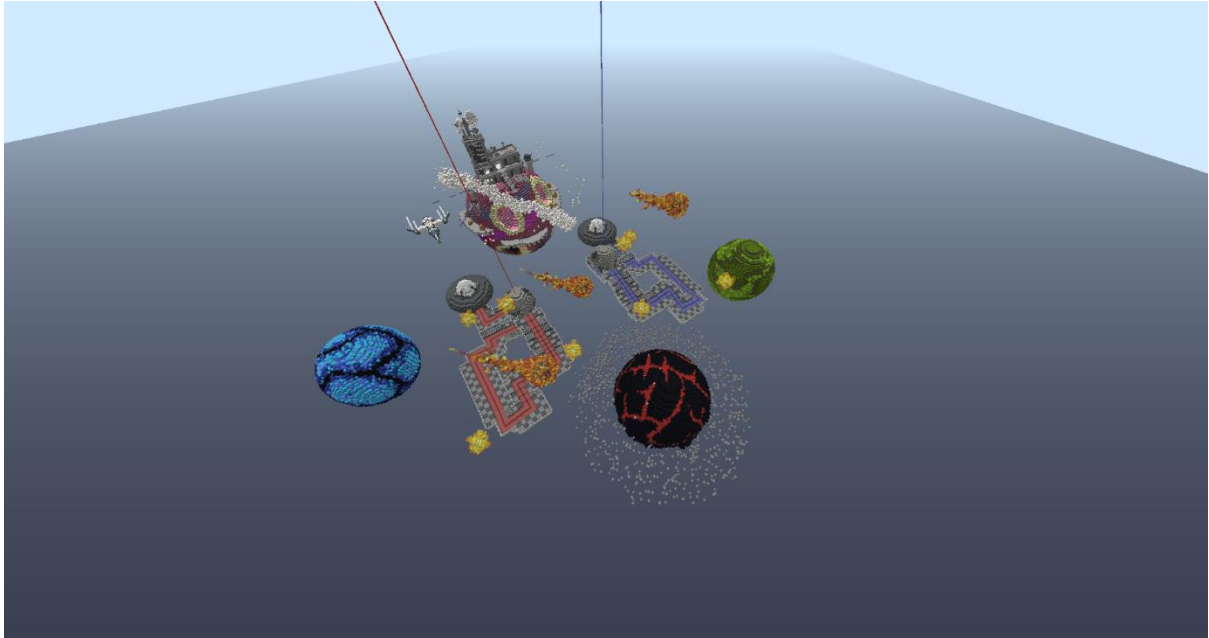
Perilous

Perilous has a medium-sized track with a small amount of 5x5 spots in comparison to 3x3 and a small amount of tower spots. It has a few Double Hit Spots. The map is one of the more appreciated among most of the Tower Defence professionals.



Space

Space has a short-sized track with a small amount of 5x5 spots in comparison to 3x3 and a mediocre amount of tower spots. It has one part with 3 5x5 Double Hit Spots. The map is seen as mediocre among most of the Tower Defence professionals.



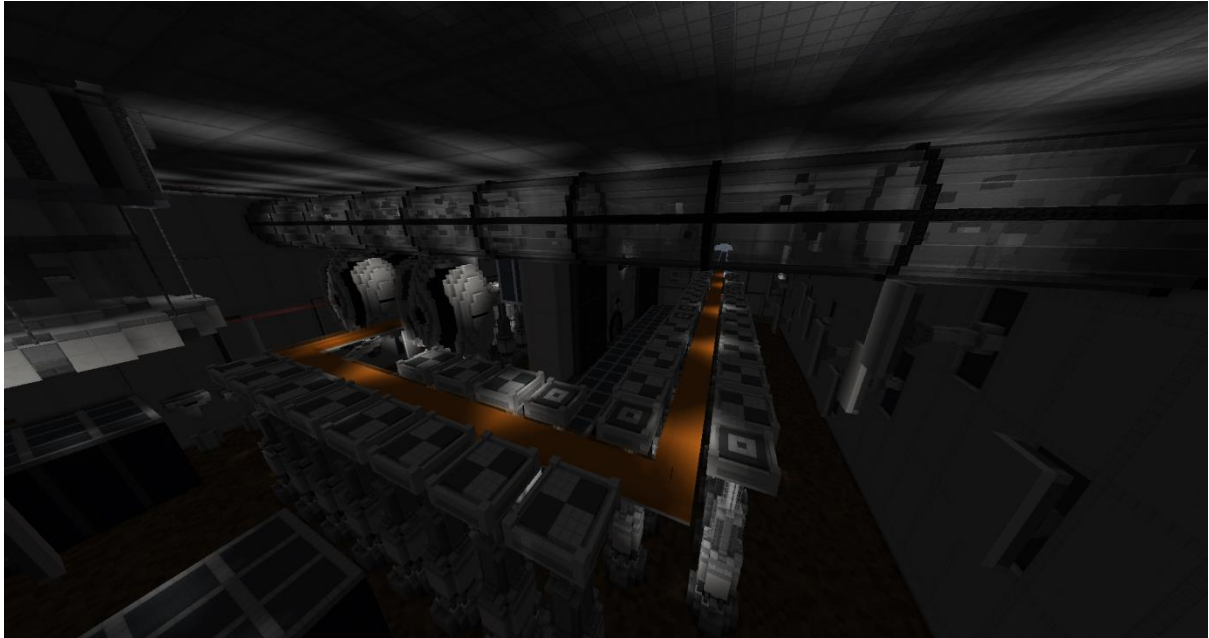
Demons

Demons has a long-sized track with a small amount of 5x5 spots in comparison to 3x3 and a small amount of tower spots. It has the longest track of all maps. It has a good amount of Double Hit Spots. The map is seen as one of the worst among most of the Tower Defence professionals.



Portals

Portals has a long-sized track with a small amount of 5x5 spots in comparison to 3x3 and a small amount of tower spots. It doesn't have any Double Hit Spots. The map is seen as mediocre among most of the Tower Defence professionals.



Nature

Nature has a short to medium-sized track with a big amount of 5x5 spots in comparison to 3x3 and a small amount of tower spots. It has a good amount of Double Hit Spots and two splits. The map is seen as one of the worst among most of the Tower Defence professionals.



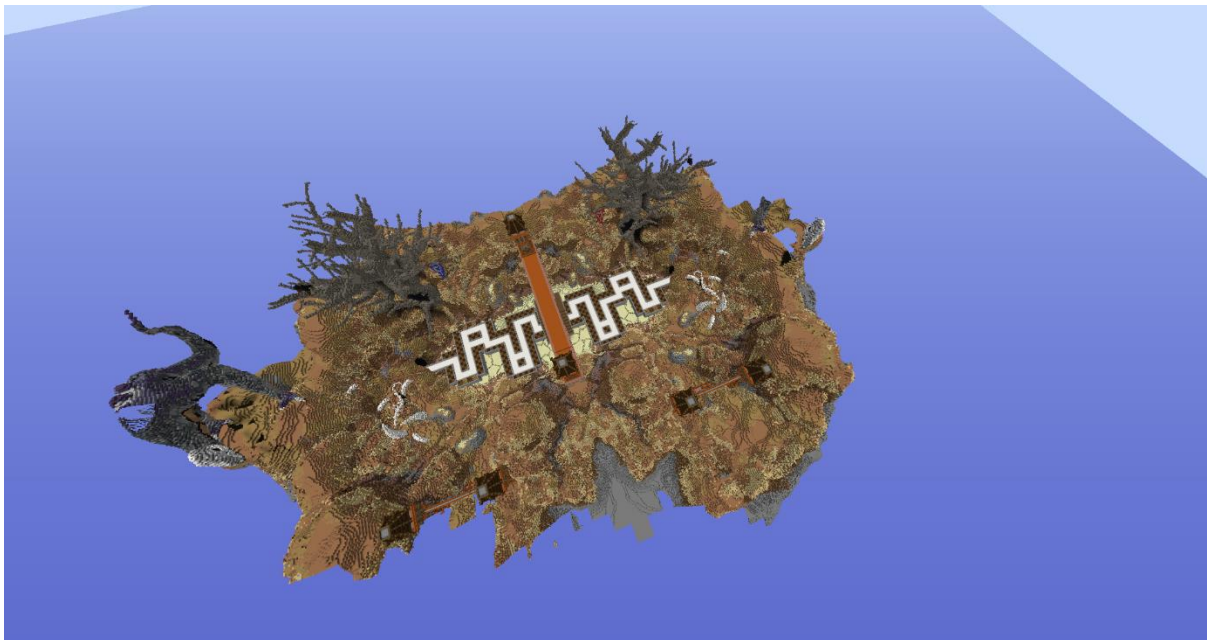
Desert

Desert has a short-sized track with a small amount of 5x5 spots in comparison to 3x3 and a mediocre amount of tower spots. It has a good amount of Double Hit Spots and one split. The map is one of the more appreciated among most of the Tower Defence professionals.



Barren

Barren has a medium to long-sized track with a small amount of 5x5 spots in comparison to 3x3 and a small amount of tower spots. It has a good amount of Double Hit Spots and two splits. The map is seen as one of the worst among most of the Tower Defence professionals.



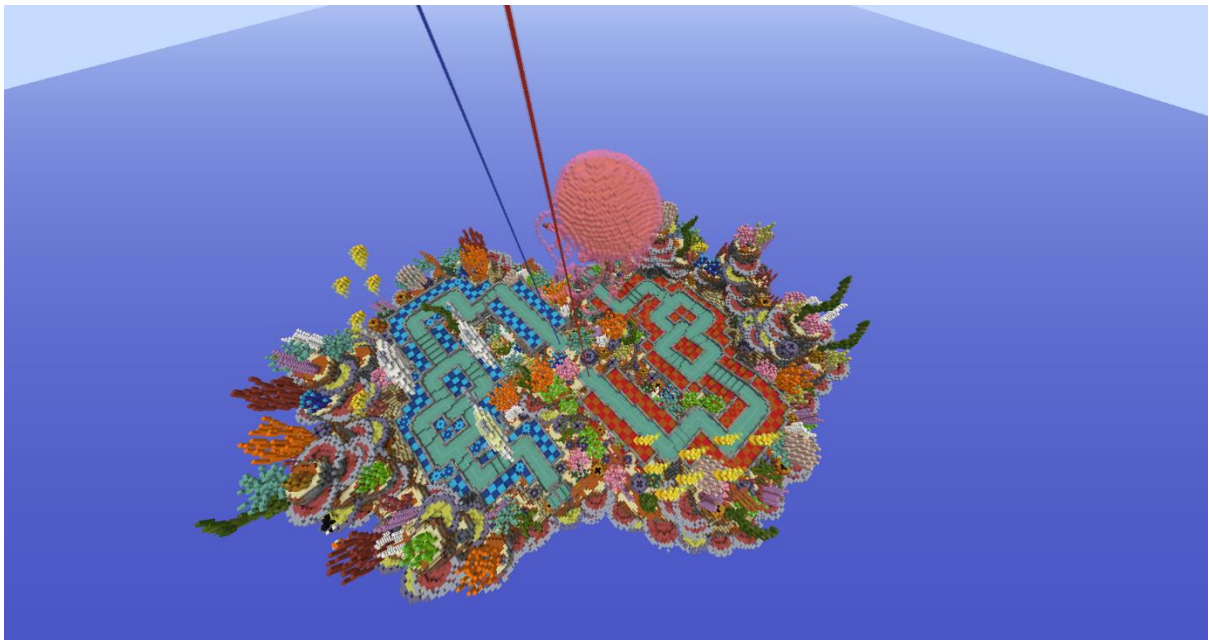
Zen

Zen has a long-sized track with a mediocre amount of 5x5 spots in comparison to 3x3 and a big amount of tower spots. It doesn't have Double Hit Spots and one split. The map is seen as one of the worst among most of the Tower Defence professionals.



Oceana

Oceana has a short-sized track with a small amount of 5x5 spots in comparison to 3x3 and a big amount of tower spots. It has a few Double Hit Spots and 2 splits. The map is seen as the disappointment of TD among most of the Tower Defence professionals.



Winter Special – Turkey

Turkey has a medium-sized track with a small amount of 5x5 spots in comparison to 3x3 and a mediocre amount of tower spots. It doesn't have Double Hit Spots. The map is seen as a bit worse than mediocre among most of the Tower Defence professionals. Though, it can be fun to play on as it is a Winter Special!



Dwarven

Turkey has a medium-sized track with a mediocre amount of 5x5 spots in comparison to 3x3 and a small amount of tower spots. It has one part at which towers can hit the track above it and has Double Hit Spots. The map is seen as mediocre among most of the Tower Defence professionals.



Strategy

First I want to say that strategies are really situational. Below I've written some basic elements and advanced tactics but remember that one power-up can unlock a new way to win the game. The secret of Tower Defence is not following one strict rulebook of strategies but to wing it. Combine strategies you learned, change them and find your own unique strategy. Adjust your strategy to what the opponent does, in defence as well as offence.

Thanks to @CrystalDrop for showing me this.

EXP Grinding

There are certain troops which are better at EXP grinding then others due to their lower "Coins per 1 EXP". (The amount of coins needed to acquire one EXP). The best mobs to grind EXP with are, from best to worst:

1. Zombie (only used as the first wave)
2. Spiders
3. Skeletons
4. Zombie Pigmen
5. Blaze
6. Slime

All these troops ought to be Level I when using them for EXP grinding, when upgraded go to the next best troop. The lower you go in the row, the more EXP you will gain but the less Coins will be left. Make sure to balance this out the right way and prioritise your needs. Also, make sure to always send a full wave of mobs if you don't have enough coins then fill the rest of your wave with cheaper EXP grinders.

EXP Stalling

EXP Stalling is denying your opponent's their early EXP by placing your defence at the very end of the track. A few Ice Towers across the track will make this strategy even more effective. This way you'll be earlier with upgrading your troops and Goldmine. If both teams do this, it doesn't matter anymore but if one team does it, that team will get an advantage. This strategy needs the full team to be on-board.

Maps

Maps influences your strategy as well. Below is explained what impact a map might have on your strategy:

A small-sized track favours rushers, the troops reach the Castle earlier.

A big amount of tower spots favours defenders, they have enough room to build tower combos and can build bigger defence for Late Game.

A good amount of Double Hit Spots favours defenders, it will make it easier to defend against rushers.

Splits favours the defenders, the mobs are split and will be therefore more difficult to speed.

Offence

Zombie

The Zombie is the weakest mob in the game, it is only used in the first waves you send. It is already unlocked. Upgrading this mob doesn't make any sense and is of no use.

Spider (Cave Spider)

The Spider has the lowest Coins per 1 EXP (the amount of Coins one must spend to acquire one EXP). This makes him one of the best EXP grinders in the game. At level IV it transforms into an Invisible Cave Spider which is immune to anything except from Ice and Mage Towers. Sometimes your opponent forgets to place enough Mage Towers, you can punish them using this mob. Don't upgrade this mob unless you are absolutely sure you are getting damage with them. If you do upgrade, it'll increase the Coins per 1 EXP and you'll lose your best EXP grinder. In Mid Game, this doesn't matter as much because you will mainly be using Skeletons for EXP. If your opponents are new to the game, you may be able to defeat them using a Spider Witch combination.

Zombie Pigman

The Zombie Pigman is mostly used in the Quick Start game mode but also as a rush troop or EXP grinder when the Skeletons have been upgraded. Keep in mind when using Zombie Pigmen that a Poison Tower Path 1 is a real killer for this troop. Think twice before sending when the opponent has this tower.

Skeleton (Wither Skeleton)

The Skeleton is mainly used as a rush troop and EXP grinder. It is immune to the Artillery Tower Path 2 starting from Level II. It can be used in rushes on its own but is also effective when combined with Witches or Blazes. Normally you'll send Level I, IV or V Skeletons, those are the most useful upgrades.

Creeper

The Creeper is supposed to be the mini tank of the game. It has the ability to regenerate health over time. You generally won't be using this troop because it is imbalanced and extremely bad in comparison to other troops.

Silverfish (Endermite)

The Silverfish is the smaller version of the Blaze, it's probably meant to be an Early Game aerial rushing troop. At level IV it transforms into the Endermite which cannot be set on fire by the Mage Tower but can be hit by the ignition. You generally won't be using this troop because it is imbalanced and extremely bad in comparison to other troops.

Blaze

Mostly used as an EXP grinder and rush troop, the Blaze will probably be unlocked in almost every game. It's the strongest aerial troop in the game. It's quite expensive so keep in mind that saving Coins is as important as getting EXP to unlock this troop.

Witch

The Witch is the only support troop in the game and can be used in every push. It heals other troops with a certain percentage of their maximum health to balance out the healing rate. Never send it as an EXP grinder as it drops a huge amount of Coins upon death. Send them in the front of your wave when sending faster troops such as Zombie Pigmen, Spiders and Blazes (Blazes are faster because they can't be hit by Quake Towers). Send them in the middle of your waves when they are as fast as the other troops, for example Skeletons. And send them at the back of your waves when sending with slower troops such as the Slime and Magma Cube.

Slime (Magma Cube)

The Slime is your best tank. It transforms into a Magma Cube at Level IV. You will mainly be using the Level V version of the troop. Keep in mind that this troop can generate much lag so don't crash your own PC when using this troop

Giant

The Giant is supposed to be the best troop in the game. It regenerates and is immune to Quake Towers due to its weight and size. You generally won't be using this troop because it is imbalanced and extremely bad in comparison to other troops.

Defence

Zombie Pigman Defence

Zombie Pigman Defence always consists of a Poison Top Path Level IV at the start of the track. Build 2-3 Artillery Towers Bottom Path Level IV to kill them at the end of the track and more if the Pigmens are upgraded. You can use some Quake Towers as well.

Wither Skeleton Defence

The Wither Skeleton Defence can be done in different ways but there are a few towers that you will always see. The Quake Tower Level III, Sorcerer Top Path Level IV and Ice Tower are a must. If you are low on Coins, you may replace some of your Sorcerers with Artillery Top Path Level IV. From halfway the track you'll also be using the Poison Tower Bottom Path Level IV. If you have lots of Coins, Archers Bottom Path Level IV on the front row are helpful as well. Make sure to keep the building penalties and rules in mind. If you don't know those:

Poison Tower: 5 3x3 spots room between them. Back row

Quake Tower: 3 3x3 spots room between them. Back row

Ice Tower: 9 3x3 spots room between them. Back row

Sorcerer Tower: fill up the empty spots. Back row

Artillery Tower: Front row

Archer Tower: Front row

Here are a few screenshots to make it clearer:



Blaze Defence

Blaze Defence is easy, just build Archer Tower Bottom Path Level IV front row and place Ice Towers behind it, make sure to keep 9 3x3 spots between them. You can also use Zeus Top Path Level IV at the end of the track instead of the usual Sorcerer you would place on the back row.

Below is a video explaining the Blaze Defence, Skeleton Defence, Zombie Pigman Defence (Defence for Quickstart) and EXP Stalling strategy. Also, there is a bonus tip included!



Magma Defence

Magma Defence is the combination of Skeleton Defence and Blaze Defence. Make sure to have Archers in the front row and Quakes, Sorcerers, Ices and Poison on the back row.

Towers

Archer Tower

The Archer tower is your main defence and only hope against Blazes, always use the Bottom Path as it does more damage and primarily place on the front row. Most of the time, back row Archers can't hit ground troops because of the blocked line of sight.

Artillery Tower

The Artillery Tower is best in pregame, after that you won't be using it anymore most of the time. It is good at killing Zombies, Spiders and Zombie Pigmen when using Bottom Path. This is the path with more DPS, but it cannot hit Skeleton Level II+. It is also used in Skeleton Level IV defence, only then you use the Top Path for stun.

Mage Tower

The Mage Tower is an important pregame tower to defend against the first waves. Make sure to place at least three of them at Level IV across the map to defend against Invisible Spiders.

Ice Tower

The Ice Tower is one of your most important towers, they slow enemies down so that other towers have more time to attack them. The Ice Tower doesn't do damage (not even at Level IV). This doesn't mean you shouldn't upgrade them. It still gives them a useful range buff. Make sure to get

every bit of the map covered before Mid Game. If there are 9 3x3 Tower Spots between every Ice Tower the entire track in between is covered.

Poison Tower

Top Path is an absolute Zombie Pigman rush killer. Always have one at the start of the track. It drains 2 health per second from mobs all the way to the end of the track, however, it cannot kill mobs.

Bottom Path does kill mobs, place this tower from halfway down the track. The Bottom Path (Level IV) deals 24 damage to all mobs close to it every 10 seconds. This is for Slimes, if they split up the effect of the Top Path takes off. Place them as much as possible (from halfway down the track, there will be a 5 3x3 Tower Spot Building Penalty restricting you from building too much.

Quake Tower

This is one of the best towers in the game. Make sure to build as many as possible. It stuns enemies for 5 seconds. It cannot hit aerial troops. There will be a 3 3x3 Tower Spot Building Penalty restricting you from placing too much of them

Sorcerer Tower

A great way to deal with Skeletons, Pigmen and Slimes (Magma). This is your main tower to build behind Archers. Always use the Top Path as it does more damage

Zeus Tower

The worst Level I tower available, if you place it, immediately upgrade to Level IV Bottom Path. Top Path does less damage and is buggy. Use them at the end of the track behind Archers to help them take down Blazes.

Necromancer

The Top Path does more damage, if you have enough coins, place Turret Towers instead. You should avoid using this tower as the Turret Tower is way better.

Turret Tower

A great 5x5 tower, this is your main tower to place on 5x5 spots. It has the best DPS per Coin of all non-AoE towers.

Leach Tower

Bad at pregame and Early Game, good at Mid Game, OP at End Game. Start placing this tower when in Mid Game. Make sure to choose where to place the tower wisely. It should be near the start of the track. At least on the first half. Take advantage of Corner Spots and Double Hit Spots.

Pregame

Before being able to send troops, you can build some towers, in every game mode or pricing it's the same except from Normal Game Mode – Quick Start pricing. Below is explained which tower combos are best:

If you place one of these combos, you will have enough coins to send 12 Zombies after.

Mage Level III	510 Coins
Mage Level II & Quake Level I	620 Coins
Artillery Level II & Quake Level I	550 Coins
Artillery Level II & Artillery Level I	590 Coins
Quake Level I & Ice Level II	540 Coins

The best spots for placing these towers are:

Mage: on the fourth spot of the track

Quake: on the first spot of the track

Artillery: on the fourth spot of the track

Ice: on the fifth spot of the track

Normal Game Mode (Offensive Playstyle)

Double Income

Early Game

In early game you will be trying to upgrade your Gold Mine as fast as possible. After having placed your tower combo you should send 12 Zombies as fast as possible, after that you have earned a total of 168 EXP, unlock Spiders and send a wave. Upgrade your Gold Mine with the EXP received and send another wave of Spiders. Between those two waves of Spiders, if possible, upgrade your Mage to level IV, Artillery to Level IV Bottom Path, Quake to Level II or Ice to Level IV. Now upgrade your Gold Mine to Level III.

To make it easier to understand and follow here is a step by step version of what you are supposed to do.

1. Send 12 Zombies
2. Unlock Spiders
3. Send 12 Spiders
4. Upgrade Gold Mine
5. If possible, upgrade towers
6. Send 12 Spiders
7. Upgrade Gold Mine

From here you'll be having two options to rush, you either go for the Skeleton Level IV rush or for the Blaze Level II rush.

Skeleton Level IV rush

From the Gold Mine Level III, you will be going for Gold Mine Level IV with Spiders only, and for Skeleton Level IV after that. This will be unlockable when you have reached about 2200 EXP. After that, unlock at least your Speed. Always speed the back wave first to merge your waves together. You can also unlock Heal to throw on your first (two) wave(s). Always upgrade your Skeletons to

Level IV from Level I immediately. **Don't** go from I to II to III to IV each time you have enough EXP to upgrade.

When you are with 1 or 2 players, go for two waves of Skeletons to rush, if you are with 3 or more players, go for three waves of Skeletons. From three players you can merge 3 waves together if you are with two or less players, the Skeletons won't merge until they are almost at the end.

Blaze Level II rush

You are supposed to go a bit further with Gold Mines this time, instead of the Level IV you'll go for the Level V Gold Mine with spiders only. After that, unlock Blaze Level II and speed with Spiders.

Send two waves of Blazes and speed the back wave first. If you are with 3 or more players, you can go for three waves of Blazes. Optionally you can use Heal as well on the first wave.

If you are with 3 or more players, it is also a possibility to combine those two rushes. It would be the most efficient when a player shares coins with the one who sends blazes.

Mid Game

In Mid Game the Blaze pushes are your best hope. I personally feel like going with Level IV or Level V Blazes, but some might go for Level III. I'm starting at Level IV Blaze because it doesn't require that much EXP extra from Level III and it gives you a slight damage upgrade. While grinding EXP for unlocking the blazes, keep in mind that it doesn't give you any advantage when your Blazes are unlocked earlier but you don't have any Coins to send them. So, balance the gain of EXP and saving up Coins out.

When sending the blazes, speed the back wave first so that all waves merge and the outer Blazes protect the ones on the inside of the group. Optionally, you can heal the first (two) wave(s) before speeding.

You can also send a wave of Witches before sending the Blazes, those Witches may be able to heal the first Blazes a bit. Remember that sometimes the Blazes only need to touch the Castle to bring it down.

As always, send two waves when with 1 or 2 players and send three when with 3 or more players.

You can also strengthen your pushes by sending a continuous stream of Skeletons Level V combined with two Witches Level V. This is a weaker version of the Magma Blaze final push that I'll be explaining for Late Game.

Late Game

For late game, your only hope is to go with Magma, Witches and Blazes combined. You will be sending a continuous stream of Level V Magma Cube waves combined with two Level V Witches, and then sending three waves of Blazes on top of it. This way the Magma Cubes tank the Blazes. (still three waves when you are with 2 or less players)

When there are about 7 minutes left until the end of the game, start sending Magma Level V combined with two Witches Level V while continuously healing. When you have at least 34.000 Coins left, start sending 3 waves of Blazes Level V. Heal the first two waves and then speed when possible starting with the back wave so that all waves merge.

The total of EXP needed to unlock Magma Cubes Level V is a bit over 20.000.

Normal Income

Normal Income is the same as Double Income, it's just that everything takes twice as long! Though there are some tactics that can help you be almost as fast as with Double Income. Here we go:

Early Game

In Early Game is when the tricks come in. Though you got to have a partner. There is going to be one player that unlocks Skeleton Level IV and one player that's going to be sharing Coins to the first. The one unlocking Skeleton Level IV will only go for the 350 EXP Goldmine and the one sharing Coins will go for the 1000 EXP Goldmine. Both players are supposed to use Spiders for EXP grinding

Mid Game & Late Game

In Mid and Late Game, you'll be doing the same, but then with the other rushes. Switch roles if one already shared and one saved up EXP for rush. So, the rusher will save, and the saver will rush.

Quick Start

Early Game

In Quick Start you can easily Pig Rush if you are with multiple people, though the opponents are able to do this as well. Have one player build a Poison Tower Top Path Level III and a Mage Level III in the back (EXP Stalling) and unlock Spiders and just normally gather EXP. (If you are playing solo, go for the Poison as well but also place a pregame tower combo.) The others send Zombies once and unlock Zombie Pigman after. Everyone sends two waves of Zombie Pigman and will then share EXP to the one defending. This person unlocks heal and heals the Zombie Pigmen.

Mid Game & Late Game

In Mid and Late Game, you'll be generally doing the same as in Normal Income.

Normal Game Mode (Defensive Playstyle)

Early Game

The first part of Early Game will be the same as in the Offensive Playstyle. I've copied the part to save you searching time.

In early game you will be trying to upgrade your Gold Mine as fast as possible. After having placed your tower combo you should send 12 Zombies as fast as possible, after that you have earned a total of 168 EXP, unlock Spiders and send a wave. Upgrade your Gold Mine with the EXP received and send another wave of Spiders. Between those two waves of Spiders, if possible, upgrade your Mage to level IV, Artillery to Level IV Bottom Path, Quake to Level II or Ice to Level IV. Now upgrade your Gold Mine to Level III.

To make it easier to understand and follow here is a step by step version of what you are supposed to do.

1. Send 12 Zombies
2. Unlock Spiders
3. Send 12 Spiders
4. Upgrade Gold Mine
5. If possible, upgrade towers
6. Send 12 Spiders
7. Upgrade Gold Mine

From here, you'll be playing defence, you don't have to save up your coins that much as in the Offensive Playstyle. First, go for Gold Mine Level IV using Spiders. Then unlock and send as much Skeletons as your coins allow you to and fill your waves up with Spiders while placing towers to get as much coins as possible. Upgrade your Gold Mine to Level V if you saved up enough EXP. From here you'll have enough base income to defend against possible Rushers. Finally, place towers to defend and get EXP using full waves of Skeletons Level I.

Mid Game

In Mid Game you'll be just building perfect defence and saving up for your big push.

Late Game

In Late Game you'll be doing the same as in the Offensive Playstyle. I've copied it to save up searching time:

You will be sending a continues stream of Level V Magma Cube waves combined with two Level V Witches, and then sending three waves of Blazes on top of it. This way the Magma Cubes tank the Blazes. (still three waves when you are with 2 or less players)

When there are about 7 minutes left until the end of the game, start sending Magma Level V combined with two Witches Level V while continuously healing. When you have at least 34.000 Coins left, start sending 3 waves of Blazes Level V. Heal the first two waves and then speed when possible starting with the back wave so that all waves merge.

The total of EXP needed to unlock Magma Cubes Level V is a bit over 20.000.

Survival Game Mode

Double Income

Early Game

For the Survival Game Mode Early Game explanation, I will be going for a step by step explanation as it's a standard procedure.

1. Send 2 waves of Zombies
2. Send 1 Zombie (click on the Spawner), unlock Zombie Pigman and send 4 Zombie Pigmen
3. Send 5 Zombie Pigman
4. Send 3 Zombie Pigmen (click on the Spawner), unlock Blaze and send 2 Blazes
5. Upgrade Goldmine to Level II
6. Send 5 Blazes
7. Upgrade Goldmine to Level III & IV
8. Send 5 Blazes
9. Upgrade Blaze to Level II
10. Send 3 waves of Blazes
11. Upgrade Goldmine to Level V

If you find yourself with sufficient coins there's a stronger starting procedure:

1. Send 2 waves of Zombies
2. Send 1 Zombie (click on the Spawner), unlock Zombie Pigman and send 4 Zombie Pigmen
3. Send 5 Zombie Pigman
4. Send 3 Zombie Pigmen (click on the Spawner), unlock Blaze and send 2 Blazes
5. Upgrade Goldmine to Level II
6. Send 3 Blazes, upgrade Blaze to Level II
7. Send 2 Blazes, upgrade Goldmine to Level III
8. Send 5 Blazes, upgrade Goldmine to Level IV
9. Send 2 waves of Blazes
10. Upgrade Goldmine to Level V

Below you can find a video explaining the strategy in practice. There's also some bonus tips & tricks included.



Mid Game & Late Game

In Mid and Late game, you'll be going for Giant instead of Magma. The Magma Cubes are good in groups and because of the restriction in troop count Giants are better. If one team member sends 2 Witches every wave and the others rush Giant, you have the best chance to win.

Normal Income

Early Game

Again, in step by step format:

1. Send 3 waves of Zombies
2. Unlock Spider
3. Send 5 Spiders
4. Send 5 Spiders
5. Upgrade Goldmine to Level II
6. Send 6 waves of Spiders
7. Send 2 Spiders (click on the Spawner), unlock Blaze and send 3 Blazes
8. Send 5 Blazes
9. Upgrade Goldmine to Level III
10. Send 5 Blazes
11. Upgrade Goldmine to Level IV

Mid Game & Late Game

The Mid and Late Game tactics are the same as in the Double Income pricing of this game mode.

Quick Start

Early Game

There are three options for Quick Start in Survival, the default, one at which you need a power-up of 3+ EXP and one if you don't get much kill coins.

Default

1. Send 5 Spiders
2. Send 5 Spiders
3. Send 4 Spiders, unlock Skeleton and send 1 Skeleton
4. Send 3 waves of Skeletons
5. Send 1 Skeleton, unlock Blaze and send 4 Blazes
6. Upgrade Goldmine to Level III

3+ EXP Power-Up

1. Send 5 Zombies
2. Send 3 Zombies, unlock Zombie Pigman and send 2 Zombie Pigman
3. Send 4 Waves of Zombie Pigman

4. Send 1 Zombie Pigman, unlock Blaze and send 4 Blazes
5. Upgrade Goldmine to Level II
6. Send 5 Blazes
7. Upgrade Goldmine to Level III

Not Enough Coins

1. Send 5 Spiders
2. Send 5 Spiders
3. Upgrade Goldmine to Level II
4. Send 5 Spiders
5. Send 5 Spiders
6. Send 2 Spiders, unlock Skeleton and send 3 Skeletons
7. Send 5 Skeletons
8. Send 5 Skeletons
9. Send 4 Skeletons, unlock Blaze and send 1 Blaze
10. Send 5 Blazes, unlock Goldmine Level III
11. Send 5 Blazes
12. Send 3 Blazes, unlock Goldmine Level IV and send 2 Blazes

Mid & Late Game

The Mid and Late Game tactics are the same as in the Double Income pricing of this game mode.

Honourable Mentions

Keanu – he made the screenshots of all the maps

Jaduh – she checked whether it's understandable for everyone

Dubbz - he calculated the Quick Start / Survival strategy and told me the match times

FAQ

The FAQ will be updated if I get more of the same questions.

How to get Experience?

When the troops died you sent; you'll get experience. In survival game mode, you'll get your Experience immediately when your troops are queued.

How to send troops?

Using your chest, you can unlock, upgrade and queue your mobs. Use your spawner to send the troops.

Why don't you upgrade your Goldmine first and then unlock Spiders?

Spiders have a lower Coins per 1 EXP value than Zombies and because of that you'll end up with more Coins if you unlock Spiders first.