

Tower Defence

Information Guide

Hey fellow Tower Defence players!

This guide is an information guide including many details and stats of Troops, Towers, Castle Bazaar and Maps. It has been created for both new players and advanced players. If you ever want to know some exact numbers, just open this guide and look it up! I hope you enjoy reading this and explore new tech and details.

Yours sincerely,

Shotgun

Troops

Dictionary

Abilities	Unique abilities of a troop
Coins Dropped	The coins which the enemy team gets upon killing a troop
Coins for 1 EXP	The amount of coins needed to get one experience
Damage (per hit)	The damage a troop does per hit
Double Income	A gamemode in which you get double coins and experience
EXP Reward	The experience you get when a mob dies you sent
Full Wave	Twelve troops of level five
Healing	The troop heals other troops nearby
Health	The health a troop has
Immune to	The towers or AoE potions a troop cannot be hit by
Price	The price in coins it costs to send a troop
Regeneration	The troop is able to heal itself over time
Speed	How fast the troop is
Unlock/Upgrade Price	The price in experience to unlock or level up a troop
Vulnerable to	The towers or AoE potions a troop can be hit by

Zombie

		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

Silver Fish (Endermite)

		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

Spider (Cave Spider)

		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 Inferno	Ice 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

Blaze

		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 Inferno	Quake	Sorcerer	Mage	Poison		
<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

Skeleton (Wither Skeleton)

		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

Witch

		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

Zombie Pigman

		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

Slime (Magma Cube)

		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

Creeper

		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

Giant

		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

EXP Grinding Troops

Based on Double EXP							
Amount	Troop					Coins for 1 EXP	EXP Gained
12	Spider					0,83	360
12	Spider Level IV					1,13	456
12	Spider Level V					1,18	528
12	Skeleton					2	720
12	Witch					2,03	888
12	Silverfish					2,22	432
12	Zombie Pigman					2,27	528
12	Blaze					2,38	2520
12	Skeleton Level IV					2,59	960
12	Skeleton Level V					2,9	1032
12	Slime					5	3600
<i>Interesting cases</i>				CfEXP	EXP Gain	Coin Cost	
44	Silverfish			2,22	1584	3520	
36	Zombie Pigman			2,27	1584	3600	
3 waves		Time Loss	10 sec	Coins Saved	80		
12	Zombie Pigman					2,27	528
11	Blaze					2,38	2310
1	Spider					0,83	30
						2,250833333	2340

Towers

Dictionary

Build/Upgrade Cost	The amount of coins it costs to build or upgrade a tower
Cumulative	The amount of coins it costs to upgrade a tower to a certain level
Damage	The amount of damage a tower does when shooting once
Fire Rate (in sec.)	The rate at which a tower shoots in seconds
Damage per Second	The damage a tower deals per second if shooting continuously
Coins per DPS	The amount of coins spent for getting one DPS
Range	The range a tower has
<i>Unique Specifications</i>	
Frag Damage	The average damage a frag does of an Artillery tower
Stun (in sec.)	The time in seconds a mob will be stunned when hit
Damage (Ignition)	The damage of a tower when it ignites damage over time
Fire Damage	The damage it does when a mob is on fire
On Fire Damaging Rate (in sec.)	The rate at which fire damages mobs in seconds
Duration (in sec.)	The time in seconds a mob will receive damage from a DoT attack
Fire DMG DPS	The damage per second a mob gets when on fire
Total DPS	The total damage per second a mob gets when hit
Poison Damage	The damage a mob gets when being poisoned
Poisoned Damaging Rate (in sec.)	The rate at which poison damages mobs in seconds
Total Damage	The total damage a DoT attack does at a certain amount of time
Coins per 1 Damage	The amount of coins spent for getting one damage
Bonus Death Ray	The amount of damage a Death Ray bonus attack does
Bonus Fireball Damage	The amount of damage a Fireball Damage bonus attack does
<i>Area of Effect (AoE)</i>	
AoE Range	The range an Area of Effect attack has
AoE Hits	The amount of mobs a certain AoE attack hits

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				

Ice

		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			

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

		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			

Poison (Path 1)

		I	II	III	IV			
Build/Upgrade Cost		380	320	450	720	Ignition Rate (in sec.)	5	
<i>Cumulative</i>		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					
<i>Cumulative</i>		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

		I	II	III	IV			
Build/Upgrade Cost		200	320	560	1450			
<i>Cumulative</i>		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 (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

				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

				<i>Path 1</i>		<i>Path 2</i>		
		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

			<i>Path 1</i>		<i>Path 2</i>			
		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		

Leach

		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				

Castle

Castle health

1000 HP

Dictionary

AoE Damage per	The damage done when hitting a certain amount of troops at once
Coins per DPS	The amount of coins spent for getting one DPS
Coins/DPS per	The Coins per DPS when hitting a certain amount of troops at once
Cost	The amount of coins needed to buy one potion
Count	The amount of projectiles a certain potion releases
Critical Damage	The damage a sword does when a critical hit is done
Damage	The damage done by a potion, sword or bow per hit
Damage per Second	The damage done by a potion per second
Duration	The amount of time a potion lasts
Healing	The amount of health a healing potion heals
Healing per Second	The healing done by a healing potion per second
Length	The length of the AoE a potion has
Rate (in sec.)	The rate in seconds at which damage or healing is done
Slowness	The penalty of speed a Freeze potion gives
Total Damage	The damage a potion does in total
Total Healing	The healing a Healing potion does in total
Unlocking price	The exp or coins needed to unlock a certain item/level
Wood, Stone, Iron	The level I, II and III versions of a Sword

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

Speed

Speed	
Length	17

Heal

Healing	
Rate	
Healing per Second	
Total Healing	
Length	17

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		

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

Dictionary

Map Name	The name of the map referring to
Track Length	The length of a track
3x3 Spots	The amount of spaces which are determined for placing 3 by 3 towers on
5x5 Spots	The amount of spaces which are determined for placing 5 by 5 towers on
Statistics	The maps having the longest or shortest track or the least or most spots

Maps

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.						

Credits

thatstar123

Researched the Sword and Bow damages, helping out with lots of other research.

Swagmaistro & iLxgend

Researching the map details.

There are various question marks in this guide, if you know numbers, please contact me on Discord: Shotgun#5555