

Widget *TD*

User Guide

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Introduction

Welcome to the Widget TD manual!

These pages can be accessed at any time by clicking on **MENU** and selecting Guide.

Game Objective

Use towers to destroy all the invaders before they reach the end of the maze. Every time an invader gets through, the player loses one or more lives. When the number of lives reaches zero, the game is over. Achieve Victory and unlock additional exciting play modes by defeating all the waves!

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Quick Start

Prevent the invaders from reaching the end of the maze!

Click on the maze to reveal the **build buttons**.
Each button constructs a different type of tower:



Click on an existing tower to reveal
the **tower buttons** for advanced options:



**Tower
View**



Upgrade



Sell





Towers Part I

Each lettered **build button** corresponds with one of six basic tower types:

- Turret** : Steady, reliable firepower
- Cold** : Slows down enemy units
- Poison** : Does damage over time
- Flame** : 1% chance of critical hit
- Electric** : Must build pair to work
- Silo** : Long range splash attack





Towers Part II

Click on a tower to reveal the **tower buttons**



Tower View gives the player manual control of a tower

- Control Turret, Cold, Poison, Flame and Electric Towers. Aim up and click mouse to exit Tower View in this case.
- Guide Ballistic Missiles with the Silo Tower. Click mouse to exit.



Upgrade towers to increase damage.

- Most towers can be upgraded a maximum of three times.



Sell towers to get cash fast and to free up otherwise limited space.

- Tip: You can Upgrade, Sell and even enter Tower View while paused.



Invader Preview



Generic

Basic invader



Spark

Vulnerable to specific towers



Boss

Usually alone, tough to destroy



Multi-part

Breaks apart into more invaders



Fast

Cold Towers can slow them down



Swarming

Splash attacks work best



User Interface

Funds available for spending appear at the top left of the screen **\$12345**. Additional funds are awarded when an invader is destroyed, the next wave becomes available or a tower is sold. Building and upgrading towers requires spending available funds.

To send a wave, press **START** or wait for the countdown to complete.

Press **PAUSE** to freeze time. While the game is paused, attacking is disabled, but all other actions are permitted.

Lives: 20 is indicated at the top right. When an invader reaches the end of the maze, a life is lost. Its game over when there are no lives remaining.

Press the **HP** button to toggle health bars and digital display.

Press **SPEED** to make game time run 2x faster.

Click and hold the maze path to move the camera. Double click on the path or press **VIEW** to reset the camera angle.



Hot Keys

START

T

MENU

M

PAUSE

P

SPEED

shift

HP

H

1

2

3

4

OFF

1

2

3

4

5

VIEW

V

Camera control

W

A

S

D

or

◀

▼

▶

Enter/Exit Tower View

space

or



Attack in Tower View

ctrl