

Invaders TDO Guide:

1. Getting Started:

- Objective: Balance offense (sending invaders) and defense (building towers).
- Initial Resources:
 - 200 credits
 - 100 lives to defend
 - Income of 200 credits per round
- Gameplay Mechanics:
 - Invaders crossing the board reduce your lives.
 - Sending invaders costs credits but boosts income.
 - Each round lasts 15 seconds.
 - Optimal strategy: Build necessary towers and send as many invaders as possible.

2. Defending:

- Tower Placement:
 - Position towers strategically for maximum damage against invaders.
 - Prioritize locations where towers hit invaders frequently.
- Tower Types:
 - Choose towers based on purpose (single-target or area-of-effect damage).
 - Decide whether to build new towers or upgrade existing ones.

3. Attacking:

- Timing and Strategy:
 - Attack when opponents are vulnerable.
 - Select invader types wisely based on opponent defense.
 - Adapt—use smaller or more powerful invaders as needed.
- Invader Income:
 - Invaders generate up to 20% income, depending on their strength.
 - Aggressive invaders yield less income, while economical ones yield more.