

Grid Creeps Guide

Grid Creeps is a Game about Tactics and Strategy which Combines Elements of Tower Defense, Base Building and Resource Management in an interesting new way. Protect your Headquarters and survive as many Waves of Creeps as possible!

At its core Grid Creeps is a Tower Defense Game, but there is much more to it than that. The only Objective is to keep the Creeps from reaching your Headquarters.

To protect your Headquarters you will need Towers to hold off the hordes of Creeps. To keep the Towers shooting you will need combination of Mines, Production Buildings and Support Buildings. Everything you build except for Walls require People to operate them; Houses increase your Population, allowing you to keep expanding. Your People need Food to survive though, which Farms provide. You also need Gold and Resources to expand your Base; to Build certain Buildings you will need certain Resources, which also serve as Tower Ammunition. Expanding your Base to Defend against the ever more numerous and powerful Creeps requires a careful Balancing of Resources, you need them to expand but you don't want to run low during an attack. Good luck defending your Base from the Creeps!

This is your Headquarters- Protect it at any cost!



Some Notes

Production and Support Buildings are not Upgradable, they are represented by actual Buildings while Towers, Mines and Walls are Round, representing that they can be Upgraded.

Stats update once per second, so if your Income is 73 then you will get 73 Gold per second. This applies to Resources and Food as well.

Support Buildings

Support Buildings are required to expand your Base, each serving a different purpose. Without them expansion is impossible, they allow you to Build more Towers, expand where you can build and increase the amount of Resources that can be stored.

House



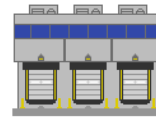
Farm



Supply Depot



Warehouse



House: Each House adds 4 Population. Population are required to Build everything except for Walls. All Buildings/Towers need 1 Population to Build except for the Gold Mine, which requires 2, though the Gold Mine does not cost any Gold.

Farm: Your Population needs Food. Farms provide 8 Food, which supports 2 Houses/8 People.

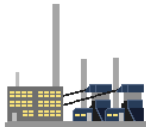
Supply Depot: Everything you can Build needs to be in Range of a Supply Depot or the Headquarters so that Resources can be transported between them and the Towers/Buildings that need them. If a Supply Depot is destroyed and your Towers/Buildings are then out of Range they won't work.

Warehouse: You can only store so many Resources, in-Game this is the 'Warehouse Limit'. Each Warehouse adds 100 to that limit giving your Towers more Ammo during attacks and more freedom to expand your Base.

Production Buildings

Production Buildings use Natural Resources (Iron, Wood, Coal) to produce Resources that you cannot Mine, they can only be Produced. The Resources that they produce are required to Build certain Towers and Buildings, Upgrade them and serve as their Ammunition.

Steel Mill



Powerplant



Explosives Factory



Steel Mill: uses 2 Wood and 2 Iron to produce 1 Steel. To Build this you need Iron.

Powerplant: uses 3 Coal to produce 1 Power. To Build this you need Steel.

Explosives Factory: Uses 2 Wood and 2 Coal to produce 1 TNT. To build this you need Steel.

Resources

Anything you Build require particular Resources and Resources are also the Ammunition for your Towers. You Mine the basic Resources; Gold, Wood, Iron and Coal, but there are other Resources that can't be mined- they must be Produced, you will find more about those in the 'Production Buildings' section just above this 'Resources' section.

These are the different Natural Resources that you can Mine. You can Build 4 Mines/Wood Cutters on each Resource.



Gold Mine



Iron Mine



Wood Cutter



Coal Mine



Gold Mine: Produces 6 Gold per/sec * Level

Wood Cutter: Produces 2 Wood per/sec * Level

Iron Mine: Produces 2 Iron per/sec * Level

Coal Mine: Produces 2 Coal per/sec * Level

Walls

Using Walls you can Build a protective barrier around your Base to delay/stop the Enemies advance. Walls require Iron and Gold to Build and is the only structure which does not require People to Build.

Wall



Towers

There are 4 Basic Towers that you can Build. Once you Upgrade these Towers to Level 4 or over you can continue to upgrade it or convert it into a more powerful Tower; for Example- once you Upgrade a Sentry Gun to Level 4 you can choose to keep upgrading the Sentry Tower beyond Level 4 but you also have the option of convert it into a Shotgun, Machine Gun or Sniper Tower (You can convert a Tower at any time, as long as it is at Level 4 or over, it is not a choice you have to make at Level 4). One important note about Converting is that the new Tower starts back at Level 1, so until Upgraded it may be slightly weaker than the Level 4 Tower it came from, though in every case, if you Re-Upgrade to Level 4+ it will always be stronger than the Tower it started out as.

Every Tower requires Gold, certain Resources and 1 Population to Build. To Upgrade these Towers require Gold and the Resource it uses as Ammunition.

Wood Based Towers

The Archer Tower and its upgraded versions Wood based; You need Wood to Build them, Upgrade them and Wood serves as their Ammo.

Archer



Fire Archer



Crossbow



Ballista



-Archer Tower: Damages one enemy though never misses.

Damage: 200, **Resource Cost:** 1 Wood, **Fire Rate:** 40, **Range:** 800, **Ammo Speed:** 30, **Homing:** Yes

-Fire Archer: Damages one enemy, but also lights its target on fire. Enemies that are on fire light other enemy they touch on fire, potentially causing a chain reaction that can cause major damage over time.

Damage: 250, **Resource Cost:** 2 Wood, **Fire Rate:** 40, **Range:** 800, **Ammo Speed:** 30, **Homing:** Yes

-Crossbow: A more powerful version of the Archer with a higher fire Rate, though slightly lower Range.

Damage: 300, **Resource Cost:** 2 Wood, **Fire Rate:** 35, **Range:** 700, **Ammo Speed:** 40, **Homing:** Yes

-Ballista: Pierces its target, doing Damage every frame that it is in contact with an enemy causing significant Damage and damages any enemy it hits that is behind its target. Is the only Wood based Tower that doesn't Home on targets, so can potentially miss fast/strafing targets.

Damage: 85, **Resource Cost:** 1 Wood, **Fire Rate:** 40, **Range:** 800, **Ammo Speed:** 30, **Homing:** No

Iron Based Towers

The Sentry Gun and its upgraded versions are all Iron based. You need Iron to Build them, Upgrade them and Iron serves as their Ammo.

Sentry Gun



Shotgun



Machine Gun



Sniper



-Sentry Gun: More Powerful than the Archer with a slightly higher fire rate, but does not Home on its target so may miss fast/strafing targets

Damage: 250, **Resource Cost:** 1 Iron, **Fire Rate:** 35, **Range:** 800, **Ammo Speed:** 50, **Homing:** No

-Shotgun: fires a burst of 10 bullets over a wide area, potentially causing massive damage to groups of enemies

Damage: 150, **Resource Cost:** 2 Iron, **Fire Rate:** 75, **Range:** 700, **Ammo Speed:** 40, **Homing:** No

-Machine Gun: has the highest rate of fire of any other Tower. Not very accurate at maximum Range but at short Range can inflict massive damage.

Damage: 120, **Resource Cost:** 1 Iron, **Fire Rate:** 8, **Range:** 750, **Ammo Speed:** 50, **Homing:** No

-Sniper: The Sniper does High Damage, has a very long Range and never misses but has a low rate of fire. The Sniper is the only Iron based Tower that never misses.

Damage: 500, **Resource Cost:** 3 Iron, **Fire Rate:** 100, **Range:** 1200, **Ammo Speed:** 70, **Homing:** Yes

Power Based Towers

The Blaster and its upgraded versions are all Power based. You need Power to Build them, Upgrade them and Power serves as their Ammo. As is mentioned in the Buildings Section of this Guide, Power is not a natural Resource that can be mined, Powerplants create Power using Coal.

Blaster



Lightning



Laser



Rail Gun



-Blaster: Is similar to the Sentry Gun, but with a much higher fire rate. Though each shot doesn't do as much Damage per shot, the fire rate more than makes up for it, causing more damage over time. Its strength is balanced by the requirements to Build the Tower, needing Steel to build the Powerplant and Coal so the plant can create Power.

Damage: 150, **Resource Cost:** 1 Power, **Fire Rate:** 20, **Range:** 750, **Ammo Speed:** 60, **Homing:** No

-Lightning: is a potent Tower which does continuous high damage as long as there is Power to use and to a lesser degree, damages all enemies within a short range of the target. The only drawback is that it uses Power very quickly, so you will need a lot to take full advantage of the Lightning Tower. Is arguable the most powerful Tower in the Game.

Damage: 108 per/sec, **Resource Cost:** 12 per/sec, **Fire Rate:** Constant, **Range:** 750, **Ammo Speed:** Instant, **Homing:** Yes

-Laser: fires a Beam that pierces its target, damaging any enemy behind the target and lighting any enemy it hits on fire like the Fire Archer. Enemies that are on fire light other enemy they touch on fire, potentially causing a chain reaction that can cause major damage over time.

Damage: 180 per/sec, **Resource Cost:** 10, **Fire Rate:** 110, **Range:** 750, **Ammo Speed:** Instant, **Homing:** Yes

-Rail Gun: Fires a Heavy slug that pierces its target, doing massive damage to its target and any enemy behind it.

Damage: 600, **Resource Cost:** 2 Power/2 Steel, **Fire Rate:** 120, **Range:** 1300, **Ammo Speed:** 80, **Homing:** No

Steel/Explosives Based Towers

The Cannon requires Steel to Build and Upgrade and Steel is its Ammo, but to Convert to the Artillery, Rockets or Missile Tower you will also need Explosives (TNT). Steel and TNT are both required to Upgrade them and is their Ammo.

All of these Towers cause Area of Effect (AOE) damage. Enemies at the center of an explosion takes the most damage while enemies on the edges take less damage, making it hard to estimate how much damage these Towers do- though they are all very powerful.

Cannon



Artillery



Rocket



Missile



-Cannon: Fires an Explosive Cannon ball, its explosion damaging any enemies near its target.

Damage: 600 per/sec (Max), **Resource Cost:** 1 Steel, **Fire Rate:** 80, **Range:** 700, **Ammo Speed:** 15, **Homing:** No

-Artillery: Is the only Tower with a Minimum Range- if enemies get too close this Tower can become useless, but it has the largest blast radius doing the most damage of any other AOE Tower.

Damage: 900 per/sec (Max), **Resource Cost:** 2 Steel/2 TNT, **Fire Rate:** 120, **Range:** 600/2000, **Ammo Speed:** 25, **Homing:** No

-Rocket: Similar to the Cannon, but with a higher fire rate and whose ammo travels much faster than the Cannon- the Rocket is basically a Super Cannon.

Damage: 480 per/sec (Max), **Resource Cost:** 1 Steel/1 TNT, **Fire Rate:** 30, **Range:** 750, **Ammo Speed:** 40, **Homing:** No

-Missile: Does great damage to its target and any enemy near it. This is the only AOE Tower that never misses, and if its initial target is destroyed before the Missile reaches it then it will redirect toward the next target that would be targeted based on its Targeting Priority.

Damage: 780 per/sec (Max), **Resource Cost:** 2 Steel/2 TNT, **Fire Rate:** 65, **Range:** 1000, **Ammo Speed:** 20, **Homing:** Yes

Enemies

Red



Blue



Blue-Mini



Yellow



Green



Red Creep: Is the Basic Creep. All of his stats are Average. Red Creep is always the most numerous- they're the Cannon Fodder Creep.

Hitpoints: 800 **Range:** 350 **Speed:** 2.9 **Damage:** 35

Blue Creep: When Blue Creep dies 4 Mini-Creeps are born, otherwise Blue's overall stats are slightly weaker than Red's.

Hitpoints: 800 **Range:** 300 **Speed:** 2.9 **Damage:** 25

Blue-Mini: Is born when Blue Creep dies. These guys are less powerful than regular Blue Creep, but they are fast and since they are so small they can fit between some structures to get to your Headquarters whereas all the larger Creeps have to destroy structures between them and their ultimate goal- your Headquarters.

Hitpoints: 800 **Range:** 250 **Speed:** 3 **Damage:** 25

Yellow Creep: Has the weakest overall stats other than speed- Yellow is the fastest. To make up for their weakness they explode on death, damaging or destroying all structures within a short distance. They are essentially a suicide bomber, often breaching walls so the others can pour through the gaps they create.

Hitpoints: 1000 **Range:** 200 **Speed:** 3 **Damage:** 25

Green Creep: Is the Sniper of the bunch. Green has the least Hitpoints and is the slowest, keeping behind the others so it can Snipe away. Green Creep does the most damage with its attack.

Hitpoints: 400 **Range:** 500 **Speed:** 2.1 **Damage:** 40