Attack of the Place Holder Cubes Manual

Game Objective:

The objective of the game is to defend "the main tower" (the tower in the middle of the map) from the invading hordes of enemies. The main method of doing this is by controlling the canon on the tower and shooting the enemies. Every kill will earn you a point and some resources. You can use the resources for purchasing smaller towers and placing them on the map. These towers then help you defend your main tower: you can either let them shoot enemies on their own or take control of any of them and shoot enemies from there instead.

GamePlay

In order to start the game all you need to do is to first press "Start Game" and then "New Game". This will start a new game. The options menu let's you define a language and difficulty level for the game. Currently the supported languages are Finish Swedish and English. You can also check the high scores to see who has gotten the best scores in the game. Once you start the game you can pick your map, they are quite similar and neither one should be significantly harder than the other.

Tower Camera

When you first start the game you are in "the tower camera". While in this mode you can control the direction of the canon with the mouse and shoot by holding down the left mouse button. In a while you'll start to see the enemies approaching from the borders, shoot them to gain resources and points. One you've built more towers you can use the tab button to take control of different towers. If you want to control the main tower you can press "M".

Once you've gathered some resources you can use F1 to go into build mode. This will stop enemy movement.
You can also use esc to pause the game and access the pause menu.

Note: If you're controlling a smaller tower the amount of power you load up on your arrows determines the damage they inflict, not their speed. On the main tower the power determines the speed it receives.

Note: At the highest difficulty the cannonballs and arrows will inflict damage on friendly units as well, so be careful.

Tips: As you can't shoot cannonballs arbitrarily close to the main tower it might be a good idea to build a "defensive" small tower near it to be able to defend the main tower against any enemies that might get through to the tower.

Build Mode

When you change into the build mode the camera changes position. You can either use W, S, A, D or the right mouse button (click and drag on the screen) to move the camera. Additionally you can use the middle mouse button to rotate camera. To build a tower you firs open the building HUD by pressing space. Then you pick which tower you want to build. Then simply

click on the screen where you want it to be built. You can't build towers to close to each other nor in places that are too steep. You can also deselect a tower with backspace.
You can press f2 to reenter the tower camera.

Saving/Loading
During game play you can press esc to enter the pause menu. There you'll find a button to save the game with. Currently you can only save a single game. After you've saved you can load it from either the main menu or the pause menu.

Game end
The game ends when the main tower dies. If you've gathered enough kills for a high score you're prompted for a name.