

Defenders Game Instructions:

Go to the web site and watch the video tutorial: <https://stat2games.sites.grinnell.edu>. Then select the **Defenders** and then click the **Play Defenders** button.

This site may take a few minutes to load.

- Enter a **Player ID** and a **Group ID**. Any combination of alpha-numeric characters will work. *Note that this ID will be public on the web.*
- Click the yellow play button:



This will bring you to the **Menu** page. There is a tutorial and five levels that can be completed within this game. You must win level 1 before you can move to level 2.

- Click on the blue land to complete the **Tutorial**. Then play **Level 1**.



Level 1 Goal: Build medicine turrets that will stop the enemies from escaping each area.



Build Turret: Click on one of the locations and select the desired turret. Here you see the Pills shooter option (the numbers below show speed and range of this turret).

- **Speed** is measured as seconds per shot (displayed next to the hourglass).
- **Range** (displayed next to the arrow) shows the distance of the shots.
- The best turrets will have smaller speed values and larger range values.



Select Medicine: After selecting a turret, click on the desired medicine (Med R or Med B) on the selection ring. While every shot will hit a virus, the likelihood of the virus being destroyed depends upon which medicine is used.



Upgrade Turret: After selecting a turret, click on the desired upgrade. There are up to four upgrades (Far1, Far2, Fast1, Fast2) with different speed and range values.



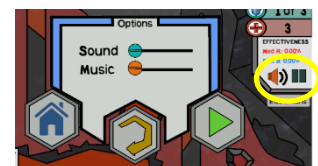
Sell Turret: You can click on the dollar sign to sell a turret.

Enemies/Viruses: These need to be destroyed as they travel through each location. Different medicines will have different effectiveness against each virus. The effectiveness of each medicine may also vary by level.

Starting the Wave: On the bottom left corner, click on the **Start Wave** button to begin the wave. The number of enemies for each wave are displayed when you hover over this button.



Pause/Menu: On the right side of the screen, click on the **pause symbol** to pause the game and other select other menu options. After pausing, you can click on the **home button** to return to the map, the **restart button** to restart the level, or the **play button** to unpause the game.



Fast-Forward: Above the Start Wave button, the double-arranged symbol will play the game in fast-forward.

Data/Data Visualization: On the upper left corner of the screen, click on the desired button for a table-view or graph-view of the recorded data.

Funds/Waves/Health: The upper right corner panel indicates the amount of funds the player has left, the current virus wave, and the player's health points. Health is lost each time a virus is able to get past all the turrets.