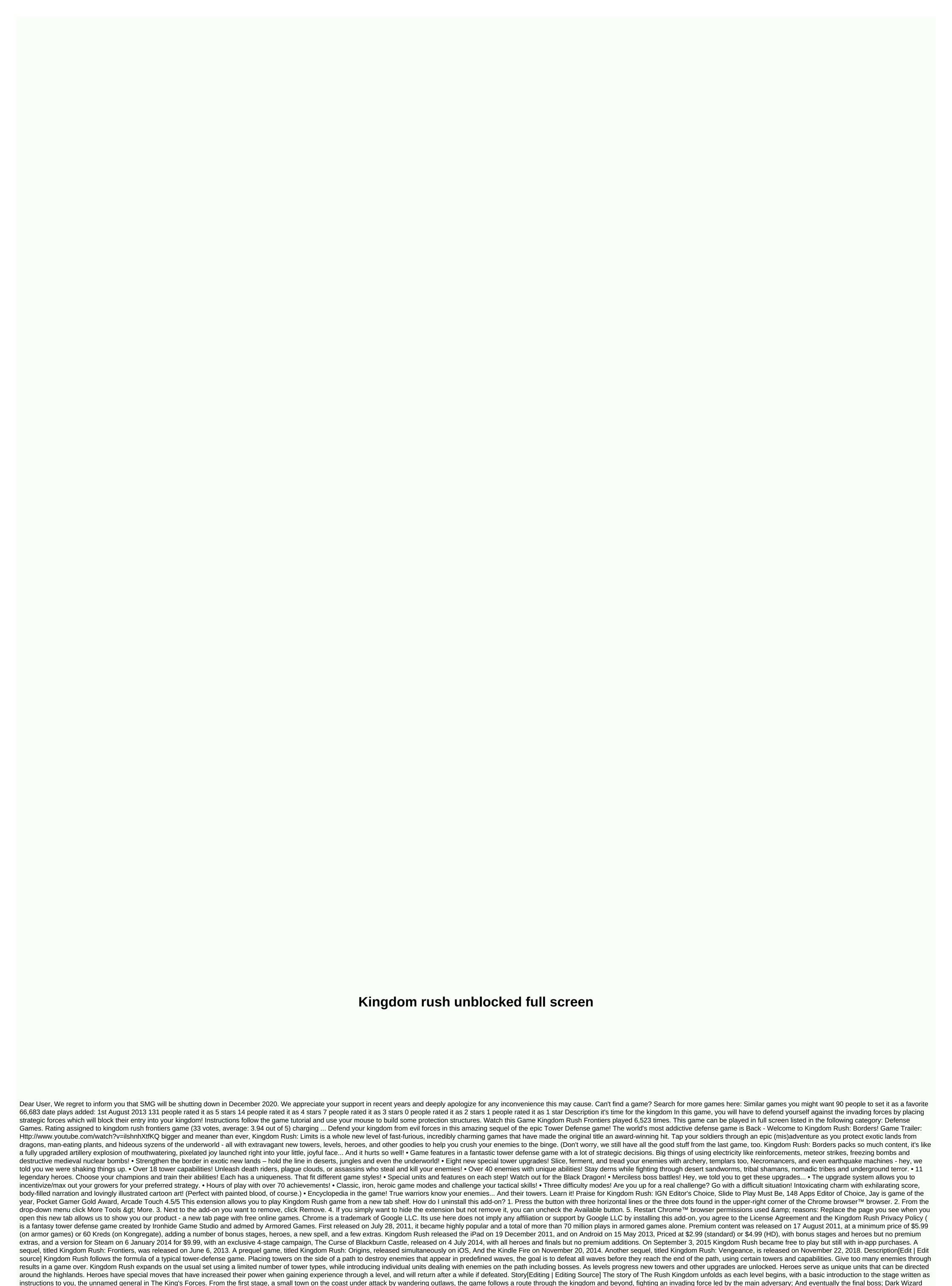
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Woznan. Game[Edit | Casual, normal and old. The difficulty changes the elimination points (or HP) of the enemies. You can also change the difficulty level before starting each step. Each stage is represented on the map of the kingdom, and with choosing one you will be briefed with a basic concept of what to expect before you can start the level. There are three types of game modes. The default and main mode is Campaign, the story mode of the game. Once this situation has been battered with a 3-star rating, two new modes are unlocked: the Heroic Iron Challenge. These new modes offer different types of challenges, by changing the waves, enemies or towers available. A completed level is awarded stars based on the degree to which it has been played. The number of lives remaining (out of 20) determines how many stars are awarded, with three stars for terrific play (18-20 lives remaining), two per game average (6-17 lives remaining), and one for a poor game (1-5 remaining). Not keeping a lifetime will cause defeat. In heroic and iron challenge situations, there are only 1 life and win the 1 star award situations each. Stars earned in upgrades can be scorned. Each upgrade requires between 1

and 4 stars and has a permanent effect on spell towers. Upgrades can be bought and reset at any point during the game, allowing you to choose the best upgrades for each level until you have enough stars to buy all There are six upgrade routes: one for each of the basic types of towers (archers,

shacks, magim and artillery), and for two spells (rain of fire and call reinforcements). An in-game encyclopedia records all new information as revealed in the game, such as tower statistics and Enemy. It also has some basic tips and tricks and linking strategy guides provided by Ironhide Studios themselves (videos of the levels completed). Platform differences [Editi | source editing] As Kingdom Rush is available on a number of different platforms, there are some differences are some levels, while others cost from \$0.99-\$4.99, inclusive. Three other heroes are available (Saw, Onnie and Thor). The second floor of the campaign is called the suburbs instead of the farmland. Sunrise Tower is not present. The fire rain can only target the rain (and, of course, the ice covering Bigfoot Cave). Bigfoot costs 400 golds for the draft. Infinite mode challenge available. Reinforcements have three quotes. Elia Swiftwind's wild cat has lower damage. Allies have higher health (with the exception of Earth Elementals at all levels and heroes at level 2 and above) when played in casual mode. Android[Editing] [Edit source] exists store, where disposable items can be bought using gems. The first three heroes are locked in after beatings at some levels, while others cost from \$0.99-\$4.99, inclusive. Selling a tower before the first wave gives a full refund. The paths are expanded. Sunrise Tower is present. The fire rain can only target the isome some played in casual mode. Android[Editing] [Edit source] heroes are unlocked after health (with the exception of Earth Elementals at all levels and heroes level 2 or higher) when playing in casual mode. Steam [Editing] [Editing or course, the ice covering Bigfoot Cave). Bigfoot course, the ice covering Bigfoot Cave). Bigfoot course, the ice covering Bigfoot Cave and a second floor of the campaign is called the suburbs instead of the farmland. The paths are expanded. Sunrise Tower is present. The fire rain can only target the path and ice covering Bigfoot Cave. Bigfoot course, the ice cov

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