The Tower - Tier 1 Completion Guide

Version 0.14.8
By Sunshine

Reaching Wave 101 in Tier 1 unlocks Tier 2. However, it takes a lot to be able to challenge Tier 2 and there are many noob traps along the way that can make progress slower. The thing to watch out for is spreading your coins thin trying to upgrade or unlock too many stats or bonuses that will not help you progress past where you are. This guide will be your map to navigating through the beginning of the game and set you on course for the end.

Even if you are stuck somewhere in the middle of tier 1, you should still read through this guide from the beginning. It will include a lot of content and context to help you understand why you may be stuck and where to shift your focus to get further. **Important action items will be bolded**.
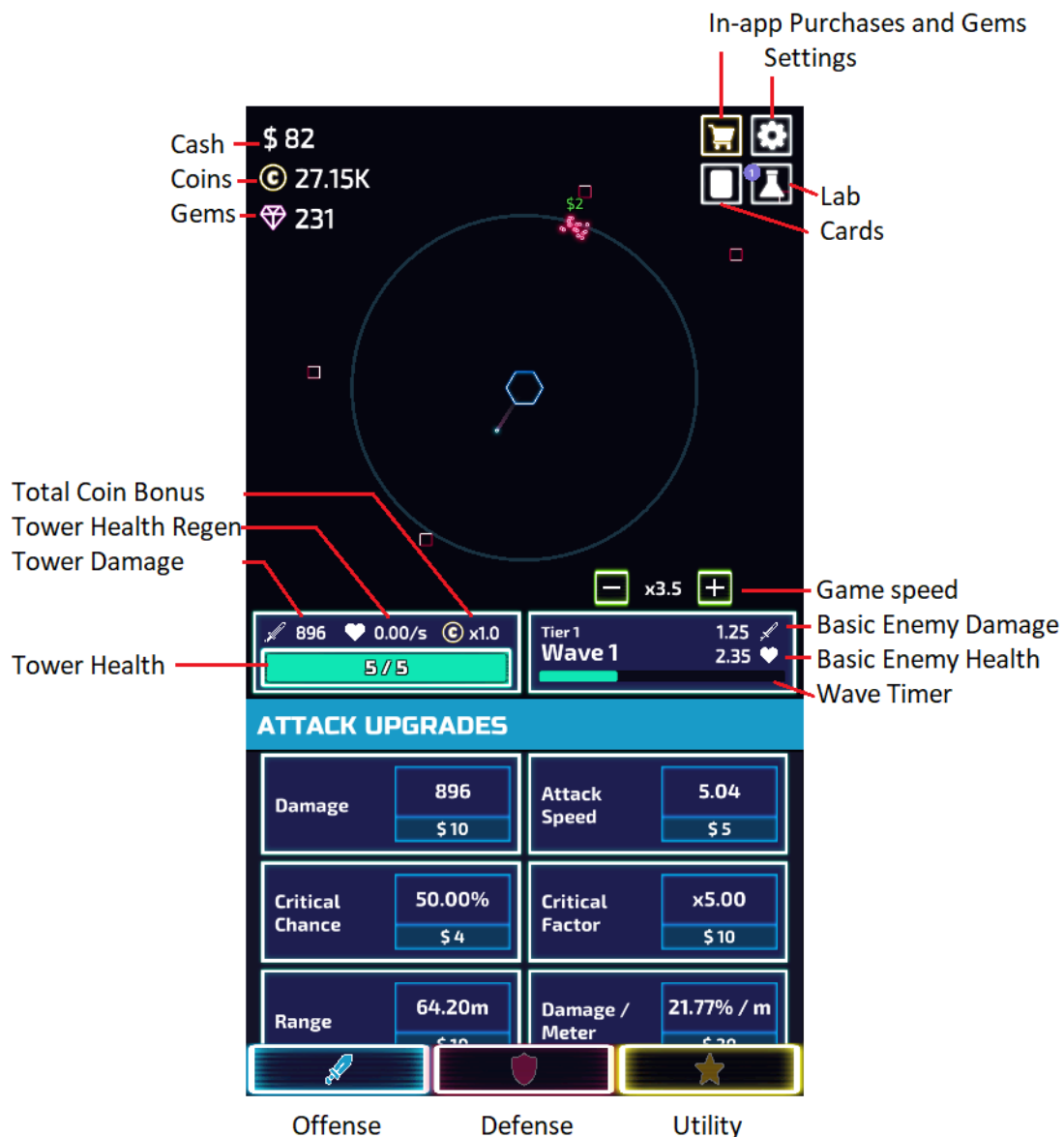

Glossary

Explaining the Game Screens

The Battle Screen

In the battle screen, you are provided information that pertains to your current attempt.
The top left are your in-game currencies: cash (temporary), coins (prestige), gems (premium).
The top right are your menus. Some of these begin locked but you will quickly have them all.

The bottom are the current game stats and your upgrade window. It is here you can see the enemy's stats compared to your own and use cash to make purchases in the different tabs.

The Home Screen

This is where you go when you are not currently participating in a battle.

It is here that you see your progress and can change the difficulty tier of your battles. Again, once you reach wave 101 in your highest tier, you unlock the following tier. Note, however, that the difficulty only changes here in the home screen. The tiers are not "connected."
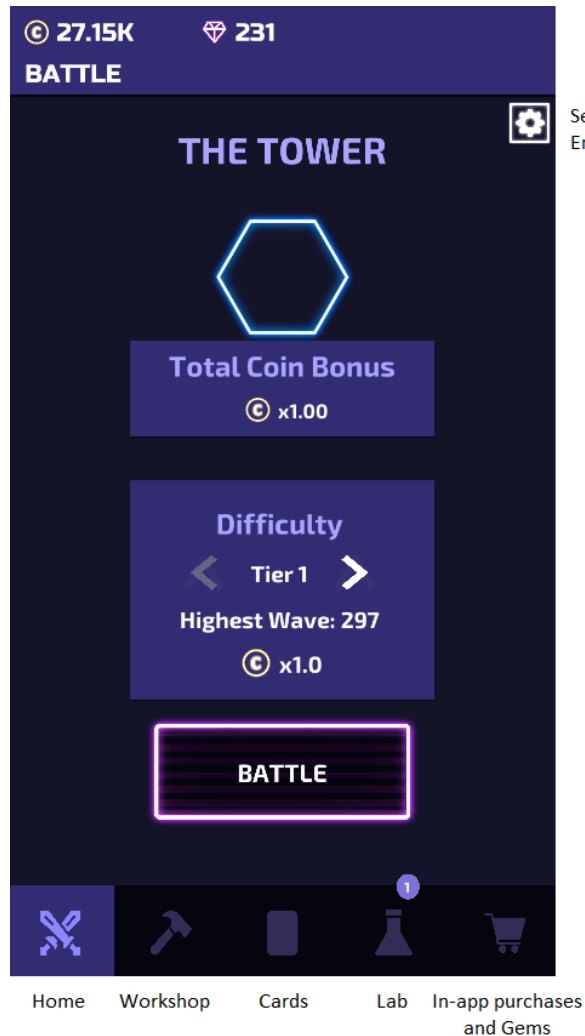
Home - Selecting and starting your battles on various difficulty tiers

Workshop - Make permanent upgrades to your tower and unlock new skills

Cards - Unlock and select specific boosts to your tower

Lab - Research permanent boosts to your tower's stats and gameplay

IAP - Claim your daily gems and spend real money on Coin Bonuses and to disable ads

The settings gear contains a lot of hidden features including sound and music options, your overall account stats, and an encyclopedia which gives basic information on the upgrades you have unlocked as well as the different types of enemies you will encounter.

The settings also has your player ID listed at the bottom. **Take a screenshot of your player ID and save it online somewhere**. If you ever have any issues with your account or lose progress/purchases due to an issue with your device, this is the key piece of information that you need to email to TechTree support (support@techtreegames.com) to restore your account.

The Workshop Screen

The workshop is where you spend coins earned during your battle to make permanent upgrades to your tower as well as unlock new stats that you can then make upgrades to.

The workshop raises the minimum value of your tower's stats without raising their cash cost. This means that each upgrade you make in the workshop raises the value of that stat during a battle by one level without you having to spend cash to upgrade to the same value.

You can see here that the Damage stat has a value of 896. If you go back up to the Battle Screen explanation, you will see that the tower's damage also starts at 896 but only costs $10 to upgrade to the next level.

Note that most upgrades in the workshop and during a battle have a max base value. Upgrading a stat in the workshop makes it easier to reach that stat's max base value during a battle. However, once you reach that stat's max base value in the workshop, you can no longer spend cash during a battle to upgrade it. This is a good thing.

The exception to this are Ultimate Weapon upgrades which are explained in their own section.

The Card Screen

Top Half
Buy New Cards
Unlock More Slots
Deselect Cards (by tapping/clicking)

Bottom Half
View Owned Cards
See Card's Bonuses (by holding) and progress toward next upgrade
Select Cards (by tapping/clicking)

Note you can only have as many active cards as you have available card slots

Cards are an important aspect of the game as they provide powerful bonuses to certain stats as well as provide your tower with new unique abilities that cannot be unlocked or upgraded in the Workshop. You can set or switch (most of) these cards any time before or during a battle.

Cards are leveled up by randomly obtaining duplicates when you purchase new cards. You need to obtain a single card 48 times in order to get it to its max level. After a card is maxed, you can no longer draw additional copies of that card.

There are currently **seven** cards that have specific interactions with the round. As such, these seven cards cannot be changed in the middle of a battle and must be selected/deselected before you start a battle. Locked cards include but are not limited to:

- Enemy Balance - increase enemy spawn rate for more cash
- Plasma Cannon - fire a shot that greatly reduces boss health
- Second Wind - gives you an extra life once per game
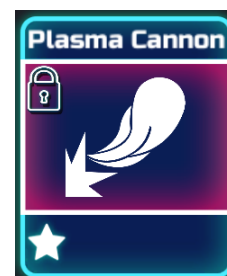
The Lab Screen

The lab is unlocked when you first reach wave 30. In the lab, you spend coins to perform research that, when completed, awards your tower with a permanent bonus to the researched stat.

By selecting an open lab slot, you are brought to the research menu where you can see the current and next value of each research item. If you have enough coins to begin the research, you can select it and it will begin researching. You can only cancel ongoing research by selecting that occupied lab slot and selecting a new item to research. You will be refunded the coins you spend on the original research but will have to pay the cost of the new one. The original research keeps its progress when swapped out, so those hours or days of waiting will not go to waste.

Lab research that affects stats acts as a multiplier to that stat at all levels, regardless of whether it is upgraded in the Workshop or during a battle. A x1.02 bonus to damage means that at all levels, your damage value is increased by 2%.

Most available lab research items can be upgraded 99 times with notable exceptions being
● Game speed (7) - increases the speed of all actions and timers during a battle
● Buy multiplier (4) - allows you to purchase multiple levels of a stat with one tap

Since lab research completion is based on time, it is highly recommended that you unlock as many lab slots as you can and have them running 24/7.

Lastly, some research only appears once you reach the minimum tier to unlock it.

Ultimate Weapons

For the purpose of this guide, Ultimate Weapons will be ignored.

Ultimate weapons are the fourth tab in the workshop. These are special skills that use a currency, Power Stones, that can be obtained from participating in tournaments. Power Stones can be used to unlock new ultimate weapons as well as upgrade the level of any of the weapon's three stats in the workshop.

Ultimate weapons are different from other stats in that they can only be upgraded in both the workshop and the lab (lab upgrades for Ultimate Weapons you own are unlocked when you reach tier 7). During a battle, going to the Ultimate Weapons tab shows you the current effect of your active weapons as well as their cooldown timers if applicable. When a weapon's cooldown reaches zero, its effect automatically triggers.

The 8 Ultimate weapons in the game (and their lab upgrades) in no particular order are:

- **Chain Lightning** causes your tower's attacks to instantly chain and deal damage to a number of enemies (and shocks enemies, causing them to take extra damage).
- **Smart Missiles** shoots missiles outward from your tower, dealing damage on impact (and becoming a firework).
- **Land Mines** plants a number of (spinning) mines in close proximity to your tower that explode when an enemy comes into contact with it, (stunning them).
- **Death Wave** causes a number of pulses to radiate outward from your tower, each dealing damage to every enemy they come in contact with. (Enemies killed grant a bonus hp multiplier and earn additional coins).
- **Chrono Field** causes any enemy within your range to move more slowly (and deal less damage) for a duration of time.
- **Poison Swamp** gives enemies a chance to create a small poisoning field on death. Poisoned enemies (have a chance to be stunned and) take poison damage until death..
- **Golden Tower** temporarily causes all cash and coins earned from kills to gain a massive multiplier. (All attributes of Golden Tower can be further upgraded in the lab).
- **Black Hole** appears outside of your tower's range and sucks nearby enemies toward its center. (Non-boss enemies within its area will take a portion of their hp as damage per second). Does not affect bosses.

Ultimate weapon damage (where applicable) is based on a percent of your tower's damage including its critical rate and critical factor.

When unlocking Ultimate Weapons, you are given a random choice between two not yet unlocked weapons. Each additional weapon you unlock costs more Power Stones though this will not affect their upgrade costs. If it is offered to you, you should pick Golden Tower as this one provides a massive increase to your cash and coin economy.

Tournaments

Tournaments are this game's PvPvE mode. You and up to 29 other players compete to see who can reach the highest wave in a 24-hour time window. It is here you can earn extra gems and Power Stones.

Joining a tournament: In order to be eligible to participate in tournaments (and see the icon), you must have reached wave 60. In doing so, you gain access to the tournament screen.

The tournament schedule is currently twice a week on Wednesday and Saturday from 0:00 UTC to 23:59 UTC. The icon and tournament screen can be accessed at any time with a timer that counts down to the start of the next tournament.

Tickets

The currency to participate in tournaments are tickets. Each ticket allows you one attempt at doing a run to get to the highest wave you can. The ways to obtain tournament tickets are:
1. Automatically receive one for free right at the start of the tournament (0:00 UTC)
2. Watch an ad for one free ticket (you skip the ad if you have purchased the Disable Ads IAP)
3. Purchase additional tickets for 10 gems each (repeatable).

Note that aside from the first ticket that is automatically added to your account, you cannot receive your next ticket until you have used up all tickets you have on hand. Unspent tickets will roll over to the following tournament and continue to roll over.

Competing

When you join your first tournament, you are placed in Copper league which currently runs on tier 1+ (meaning enemy damage and health scale slightly faster than in t1). For each tournament cycle, you will be put into a group that contains up to 30 players in the same league as you. Rankings are updated live and you can see what prizes you will earn at any given rank. By placing top 6 in your group at the end of the tournament, you are automatically promoted to the next tournament league starting in the next tournament. Top rank prizes are much better in higher leagues, but the competition will be fiercer. Note as well, if you place bottom 6 in your group, you will be demoted to the previous league in the following tournament.

The order of leagues is Copper < Silver < Gold < Platinum (current highest)
There's no reason not to participate in a tournament when they're available, even if it is just for a single attempt. **If a tournament occurs as you are proceeding through the guide, take part!**

Tier 1 Walkthrough

Firstly, let's get a basic understanding of how the game works.

When you start a battle, your tower starts with all of its base upgrades (which start at the level you have increased them to in your workshop) on wave 1. Each wave lasts ~40 seconds at game speed x1.0 and has two phases:

- An enemy spawning phase which lasts ~30 seconds (blue progress bar)
- A no-spawn phase which lasts ~10 seconds (green progress bar)

Enemies will continuously enter your screen and move straight toward your tower. Once an enemy enters the circle that represents your tower's range, your tower will begin to fire shots at it.

Your Tower's Stats   Basic Enemy's Stats

Note damage does not account for additional multipliers granted by other upgrades

Note enemy damage blocked by your defenses is not accounted for in the HUD

Your tower will shoot just enough shots to kill the enemy. Likewise, if an enemy makes contact with your tower (or in the case of ranged enemies, their shot connects), your tower will take damage. If you have enough defense to completely negate the attack, you will not feel a thing. However, if enemy damage is higher than your defense, your tower will lose health, ending the round once you have zero health. Every tenth wave is a boss wave which will spawn a boss enemy that is significantly harder to kill than regular enemies.

A slain enemy will grant your tower cash $ that can be spent during a battle to upgrade your tower. Special enemies and bosses grant an additional bonus to cash gained on kill. You can increase the amount of cash you earn through upgrades. In addition, the base amount of cash an enemy gives on kill increases by $1 every ten waves.

Special enemies and bosses will also drop coins that can be spent outside of a battle in the workshop or in the lab. As you increase in tiers, your base coin bonus will get higher, earning you more coins per kill and at the end of each wave. The base amount of coins a special enemy gives on death does not increase with waves. However, higher waves means more enemies and a higher spawn chance for special enemies.

Your goal for any given round you play is to maximize the amount of coins earned. Coins are your metric for progress and how you spend them is important for determining how quickly you can climb and reach the highest tiers.

Strategy Primer

While you have the freedom to unlock and upgrade any tower stats you want, there are three distinct build archetypes that have arisen through the game's history.

Glass Cannon - (Not recommended) Building your tower offensively to kill any enemy the moment they enter your tower's range and even beyond it. This build has a focus on maxing out all attack upgrades and only the necessary defense and utility upgrades. However, the lack of health or damage reduction means one shot from a ranged enemy will mean the end of the round. Decent for earning coins but inferior for reaching the highest waves.

Turtle - (Not recommended) Building your tower defensively to take and deal minimal damage. The build has a focus on Defense Absolute and thorns, completely negating any damage the enemy deals while relying on thorns to have your enemies kill themselves. The simplest build for clearing tier 1 but falls off greatly in higher waves/tiers as Defense Absolute is unable to keep up with enemy damage scaling.

Health - (Recommended) Building your tower with a mix of offense and defense to take hits and have enemies kill themselves. This build has a focus on achieving a large health pool and healing all damage taken through lifesteal while killing enemies that get too close with thorns. Requires only the early unlockable stats in the attack and defense sections and the necessary utility upgrades. Relying on thorns to kill your enemies is a slow process that can cause a significant amount of lag for your device. Good for unlocking tiers and reaching the highest waves. **This is the one you want to follow even from T2 through T10**.

As of version 0.6.0, Health has become the prefered build for both new and veteran players. However, in the long run, you will have the entire workshop unlocked which will allow you to pivot between the two more popular strategies as needed. For the sake of this walkthrough, all strategies will be considered distinct methods of unlocking tier 2.

To start, you don't need to pick until you reach wave 30 and unlock the lab. Read on.

Starting the Game

First things first:
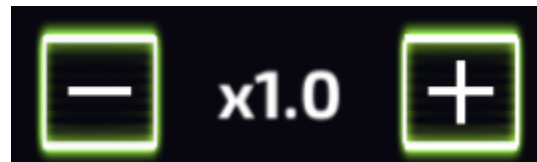
CLICK ON THIS PLUS SIGN

This is the game speed controller. With it, you can pause the round (by bringing it down to x0.0) or you can make each round go by faster. Game speed affects everything in the round that is based on time, such as wave time, tower attack speed, and enemy move speed. At the start of the game, you can bring game speed up to x1.5, effectively earning coins 50% faster. Game speed can be increased further through lab research (which is unlocked once you reach wave 30) and goes up to x5.0.

The game starts you in the deep end with no workshop upgrades and no utility stats. You can play around with the cash you have to get a feel for what increasing the stats you are given do but no matter what, you will not make it past wave 10. **You can choose to go into the settings to end the round any time you like to return to the home screen**.

Your First Coins and Workshop Visit

Once you are back at the home screen, you will be directed to the workshop where you are given 50 additional coins. **Go to the utility tab of the workshop and immediately unlock Cash Bonuses.**
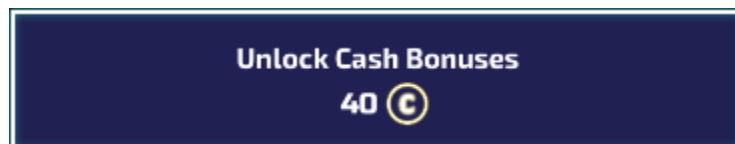
For an explanation of the relationship between cash and coins, go visit the section on **The Workshop Screen**.

Your First Gems and Cards

Go back to the home screen and start another battle. Same as before, you can either play this one out or end the round early. **As soon as this round ends, return to the home screen and go to [The Card Screen](#)**. You will be given 40 gems for free which you should immediately spend to pull two cards, the first of which will always be either Damage or Attack Speed. **Consult the following section relevant to your build strategy for which cards to use**.

You will continue to earn gems through regular gameplay by either clicking on the orbiting gem square that appears around your tower once per round or by watching an ad for gems once every ~10 minutes.

Cards will be an important source of additional bonuses to your tower's stats and provide it with new interesting abilities. However, they are secondary compared to making sure your labs are activated and running once you unlock the feature. **For now, as you continue through the guide, pull several additional cards according to what your build wants and unlock two additional card slots** for 50 and then 100 gems. Remember that a card is useless if it doesn't have a slot to go into, but a slot is useless if there isn't a good card to put in it.

After eventually unlocking and filling your third card slot, you will want to save your gems for unlocking all five lab slots. Labs are the long-term gem investment that will provide the biggest bonuses. Research takes time to complete which means the sooner you can have 5 researches going in parallel, the faster you will grow.

Tip: You can swap most cards out mid-round to adapt your stats for what you need.

Clearing up to Wave 20

Now that you have the basic screens unlocked, the start is simple. The most efficient way to clear the first 20 waves is to learn how to upgrade cash efficiently

It really doesn't take any coin investment to reach wave 10 except unlocking Cash per Wave. You can actually reach wave 20 if you have the Attack Speed card equipped.

As mentioned before, cash is crucial to make or break a run. If you are smart with your cash, you will earn more later but if you spend too much in the wrong place, it will go to waste. During a round, you have the options to upgrade Cash Bonus and Cash per Wave in the utility section. Right now, the increments in value for the Cash Bonus upgrade are too small to notice so your focus will be Cash per Wave. What cash per wave does is simple. At the end of every wave, receive additional cash equal to your current cash per wave value. Each upgrade to Cash per Wave increases the amount you receive by $4. This means that it's easy to tell when to stop upgrading it.

Basic Economics - Cash Per Wave

Since each level of Cash per Wave increases the value received by $4, you should stop upgrading it once the increase in value over the course of the rest of the round is less than the cost to upgrade it. What do I mean by that? Let's say your current maximum wave is 10 and you know you will die to the boss on wave 10. That means when you start the round at wave 1, you have 9 waves to accrue cash at the end of waves. **The following equation is for determining when to stop spending cash on upgrading Cash per Wave:**

Stop buying when cost to upgrade >= $4 * (Cash Bonus) * (Max Wave - Current Wave)

In this example, you will not earn more than $36 over the course of the round from one additional upgrade which means any cash spent over $35 for a single upgrade will not see a return; it is wasted cash. The same principle applies as you get to wave 2. Now, the maximum value you will earn back from one upgrade is $32 so you should not upgrade Cash per Wave further if a single upgrade costs more than $31. However, as you increase your maximum wave or your Cash Bonus stat, the return value also increases. If your maximum wave is 20 and you are on wave 1, the maximum value per upgrade goes up to $76 and you can upgrade Cash per Wave further until one upgrade costs more than $75.

This is the basic strategy for planning your economy. Do not spend more cash than you will make back in a round. For your first rounds, upgrade Cash per Wave in this manner while only spending cash on damage in order to keep it higher than enemy health and occasionally Attack Speed. This strategy should get you to wave 20 consistently so if you are falling short, keep practicing different ways of balancing these three stats. Anyway, **once you have earned 100 coins doing this, head back to the workshop and unlock Coin Bonuses**.
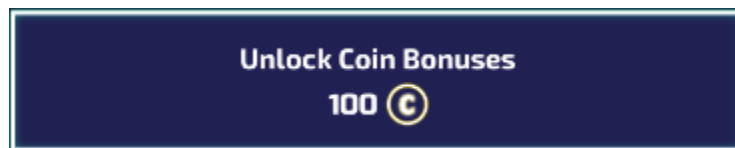
Tip: I highly recommend watching the ad at the end of a round for the bonus 50% coins. Even better is to purchase the Disable Ads pack which will automatically apply a x1.5 multiplier to your total coin bonuses.

With Coin Bonuses unlocked, you now have access to the Coins per Wave upgrade which will significantly boost your coin gain. Continue repeating getting up to wave 20 but after each round ends, head back into the workshop to upgrade Cash per Wave or Coins per Wave. As you put coins into Cash pew Wave, you will find it easier to reach higher waves consistently. It is recommended to get at least 20 Cash per Wave and 5 Coins per Wave in the workshop before proceeding to the next stage. A strong utility section is the backbone of any run.

Clearing up to Wave 30

You just got to wave 20 by learning to develop an early economy and pivoting cash to offense. Now to get to wave 30, you're going to try out a hybrid offense/defense build.

Unlock Defense Upgrades in the workshop defense section.

Starting a run is the same as before with getting your early levels in Cash per Wave. Spend cash to get damage just high enough to kill basic enemies in one shot but instead of buying Attack Speed, dump the rest of your cash into Defense Absolute.

You should quickly notice how much easier it is to reach wave 20 with Defense Absolute. In fact, the upgrade is so cheap that you can have over twice the Defense Absolute value you need for any given wave and not lose out on damage. In the early waves, enemy attack increases slow enough for you to gain a lead on the enemy's stats.

However, be warned that even if your Defense Absolute is higher than the enemy's attack, the damage you take from a given enemy is multiplied by x1.04 each time they attack you. That is why it is still crucial to have enough DPS to kill enemies before their damage compounds to that point.

Between runs, spend coins on Cash per Wave, Damage, and Attack Speed. For the moment, do not spend any coins on any defense upgrades. It will not take much more investment to get to wave 30 and unlock the lab.

Picking your strategy… for real this time

Visit the Lab Screen through the home screen. Going forward, your first priority for coins will always be keeping all your lab slots occupied. The most worthwhile research is Game Speed, raising its max by increments of 0.5 every level. With that research going, your time outside of the lab now becomes a balancing act of making sure you always have enough coins on hand to start another research once the current one(s) are complete. With that in mind, it's equally important to have a clearer picture of what you will be spending your coins on in the workshop.

While you are free to upgrade whatever stats you want, the more focused you are with spending your coins in one particular direction, the faster you will move. That is why it's best for now to stick with one strategy and only the upgrades listed for that strategy.

Going **Glass Cannon** (not recommended) means completely ignoring the defense section and instead pouring all coins into the first six attack upgrades: Damage, Attack Speed, Crit Chance, Crit Factor, Range, and Damage per Meter.

Going **Turtle** (not recommended) means completely ignoring the attack section and pouring all coins into Defense %, Defense Absolute, and Thorns.

Going **Health** (recommended) means investing coins across Damage, Attack Speed, Health, Defense %, Thorns, and Lifesteal.

Note: Picking one of the above builds means dedicating your **coins** to the upgrades for that build. The sooner you raise their levels, the easier it will be to get the upgrades needed to make your build viable. Before it is in that state of viability, you may find yourself spending **cash** on whatever it takes to farm the most effectively.

No matter what you pick, Utility upgrades are still equally important and you will want to get them upgraded.

Recommended minimum Utility Workshop Upgrades (including cards):
Cash Bonus: x1.30   Cash per Wave: 60
Coins per Kill Bonus: x1.05   Coins per Wave: 10

Recommended lab research
Game Speed ← Prioritize this
Lab Speed ← Prioritize this
Cash Bonus

Glass Cannon (not recommended)

Kill or be killed.

The fundamental idea of the build is to always deal enough damage per shot to kill a basic enemy in one hit, and always have enough Attack Speed to switch targets fast enough. A well-constructed Glass Cannon build will never feel the touch of an enemy, not even tanks or bosses. However, they do have one weakness: the randomness of ranged enemies.

The six necessary attack upgrades work in conjunction to ensure your survival. **Damage, Attack Speed, Crit Chance, Crit Factor, Range, and Damage per Meter**.

Increasing Damage is obvious. However, there comes a point where enemy health will outscale your damage upgrades. That is why the first damage multiplier you will rely on is Damage per Meter. Damage per Meter combines with range to produce a bonus damage multiplier that affects every one of your tower shots. With a 20% Damage per Meter value, your tower will do double damage to an enemy that is 50 meters range away. Note: Damage per Meter is currently bugged to display a value 10 times higher than its actual value. Damage, Damage per Meter, and Range should all be upgraded with cash and coins to be able to kill any basic, fast, or ranged enemy in one hit always.

Crit Chance and Crit Factor also play an important role in scaling your single shot damage. When your damage starts to fall behind, tanks and bosses will become even more daunting. That is when crits come into play. As long as you are diligently keeping your damage per shot up, crits will make short work of larger enemies, reducing the number of shots to kill tanks from 5 to 2 or 1. Bosses too will melt quickly in a barrage of critical hits. A high crit chance means you can more reliably deal with large enemies. A high crit factor means that when you do crit, it's going to be devastating.

Attack Speed is the most important piece. The faster you shoot, the fewer enemies you need to deal with at a time and the less time ranged enemies have to shoot you.

Recommended workshop stats to spend coins on:

Damage	Attack Speed (as much as possible)
Crit Chance	Crit Factor
Range	Damage per Meter

Recommended cards:
Damage, Attack Speed, Cash, Death Ray, Second Wind

Recommended lab research to keep going:
Attack Speed, Damage, Crit Factor

Turtle (not recommended)

You can't die if enemies can't hurt you.

This build is not recommended for your coins. However, it can be very effective for farming coins at high waves using cash in tier 1 if you don't mind the lag.

The idea of the turtle build is simple. Defense % and Defense Absolute reduce the amount of damage enemies deal to you. If your defenses are higher than the enemy's damage, your tower will take zero damage when attacked.

While enemies are smacking themselves against your tower, Thorns will reflect damage to them based on a % of the enemy's max health. With a high Thorns %, this means enemies can die in just a few ticks.

However, watch out for the enemy damage heat-up mechanic. Every time an enemy damages you, the damage it deals for the next hit is increased with a x1.04 multiplier. If an enemy has a base damage of 1,000 the next consecutive hit will deal 1,040 and then 1,082 etc.

This build is really not recommended so please don't put any lab time into Defense Absolute. But if you really want to, the only stats you need in the workshop are Defense %, Defense Absolute, and Thorns. For cards, use Extra Defense, Cash, Enemy Balance, Death Ray

Thorns Damage Breakpoints. Any Thorns value between these breakpoints is wasted cash.

Value	Ticks to kill non-boss enemy	Ticks to kill boss
10%	10	20
12%	9	17
13%	8	16
15%	7	14
17%	6	12
20%	5	10
25%	4	8
34%	3	6
50%	2	4
67%	2	3

Health (recommended)

The one where you get to be a vampire.

This build makes use of three separate systems that need to be put together in order.
First is Health. Health's scaling is so great that it is cheap to dwarf enemy damage.

Second is healing based on your damage output. You will need a high amount of Damage and Attack speed. The main purpose of doing damage is not to kill enemies. Enemy health at high waves scales way faster than your damage output. It is to heal your tower through Lifesteal whenever an enemy pokes at your massive Health pool. Health Regen is not used for this because it is not able to keep up at higher waves/tiers. **Unlock Thorns and Lifesteal as soon as you can**. Until you get orbs, Thorns is your first and last line of defense to kill enemies.

In the workshop, try to upgrade these important stats evenly. In game, spend cash in this order:
Start with your utility upgrades for cash and coins.
Then up your **Damage** and **Attack Speed**.
Followed by **Health**, then **Lifesteal**, **Thorns**, and **Defense %**.
Cap off with **Crit Chance** and **Crit Factor** to scale your healing even higher. Note: while your workshop is still weak, you may find it useful to spend cash on **Defense Absolute** to boost your waves.

As you progress, you will have more freedom to begin investing in **Defense %**, which will be another layer of defense for your tower. After doing what you can with Damage and Attack speed, move on to increasing your **Crit Chance** and **Crit Factor** to scale up your healing. Those are the main eight upgrades you will need. You will eventually also want **Knockback** to keep from getting mobbed by combining with a high Attack Speed to keep enemies at bay in conjunction with the **Orbs** workshop upgrade, Inner Orbs card, or the Death Ray card to insta-kill more enemies, with Thorns killing bosses.

Recommended workshop stats to spend coins on:

Damage	Attack Speed
Crit Chance	Crit Factor
Health	Defense %
Thorn Damage	Lifesteal

Recommended cards:
Health, Damage, Attack Speed, Cash, Enemy Balance*, Death Ray
Enemy Balance should be used when you can survive the extra enemies.

Recommended lab research to keep going:
Health, Attack Speed

Farming for coins

No matter what strategy you pick, the given stats to upgrade are most likely not going to provide you with the most efficient source of coin income. For example, having limited card slots means you may have to sacrifice an important damage or defense slot in order to use the Coins card which is a fairly significant increase to coins earned. That is why most players will choose different stats to upgrade or different cards to run depending on whether a round is meant to be a farming run or a max wave pushing run.

Throughout your tier 1 runthrough, you may want to experiment with different methods of upgrading stats on farming runs to see which will net you the most coins the quickest. Some examples may include:

- Upgrading stats with the goal of reaching a new max wave
- Upgrading stats as if to reach a new max wave, but replace a card with the Coins card
- Only upgrade Coins per Wave during a run with the Coins card equipped

These are just examples but you'll have to see what works best for you. When you have farming coins as your goal, there is a simple calculation to keep in mind to help you determine what method is the best for you.

Divide coins earned by time spent in the round. This is the coins number shown on the end of round screen divided by how long the battle lasted in real time. You may have to time this yourself to get an accurate reading but sometimes, dividing by waves played instead of time spent can give you a "close enough" result. However, waves do not factor in any lag that may have occurred which may produce a slightly deceptive reading.

The same principle should be used when you start to unlock new tiers as well. Higher tiers have a higher inherent coin bonus but with the tradeoff of higher enemy stats. Try to take a few test runs every once in a while to run the same calculations as above where you take coins earned over time for your highest few tiers and choose to farm on the one that gives the best result. There is no point farming for coins on your highest tier if it is more efficient for you to farm on a lower tier.

For example (using random numbers):
          If I can earn   100,000 coins over 75 minutes (500 waves) on tier 1
                              30,000 coins over 18 minutes (120 waves) on tier 2
                              8,000 coins over 5 minutes (35 waves) on tier 3
          I should farm for coins on tier 2, but occasionally check my efficiency on tier 3.

The in-app purchases provide a large boost to your coin gain. They do not apply retroactively so if you have it in mind to purchase them, it is recommended you do so as soon as you can.

Epilogue

Subtitle: The rest of the game

Honestly, there is a lot about the game that is not walked through in this guide. The guide only presents paths from the very beginning of the game to Tier 2. A lot of upgrades are left locked, the upgrades we did unlock are not maxed, and the way to progress past Wave 101 is not given.

It's your choice how you proceed to the highest tier. The things you want to unlock and the ways you want to defend your tower are up to you. But no matter what, the guide's second purpose is to teach you some things to consider before diving off into the rest of the game.

When you start Tier 2, it should quickly be made obvious that the difficulty is higher. Enemy attack and health each wave are much higher compared to the same wave in Tier 1. To progress the question becomes "what is the best way to farm for coins?" The previous section on farming covers this.

A few more things to take away:
- The new upgrades you can unlock can be cool and useful, but they may require a lot of investment (tens to hundred of thousands of coins) before you see them actually being useful. Judge for yourself if it may be more beneficial to upgrade what you already have first.

- However, you should focus your coins on upgrading the basic Utility upgrades covered in this guide. These will give you the most bang for your buck in the long run.

- The Lab is the gateway into the endgame. You will max many things in the workshop but to go even further after they are maxed, you need the Lab. Get as many Lab Slots as you can so you can be researching as many things as you can in parallel.

- The in-app purchases are designed to greatly increase the rate at which you acquire coins. The difference they make is significant, but the most important factor is always time spent in the game.

FAQ

Q: How do I unlock Tier 2?
A: Reach wave 101.

Q: How do I unlock the Lab?
A: Get to Wave 30.

Q: How do I participate in tournaments?
A: First get to wave 60 to unlock tournaments. The icon with a countdown until the next tournament will appear on the home screen. There is no countdown if there is an active tournament but click the icon to see the time left to join and participate.

Q: What should I unlock in the lab?
A: Always always always try to have Game Speed research going. Aside from that, work on Attack and Utility research as well as Health, whatever will take the least amount of time to complete. Once you get your second or third lab slot, consider beginning to research Lab Speed as well. Without levels in Lab Speed, most lab research items will take several years EACH to complete.

Q: What is "Buy Multiplier" in the lab?
A: This research allows you to purchase multiple of a single upgrade in game with a single click. This is a quality of life upgrade and has no real impact on gameplay..

Q: What is Interest Per Wave?
A: Interest is an upgrade that gives you a cash return based on a % of unspent cash at the end of each wave up to a max which can be raised in the Lab. You earn no interest until you unlock Interest / Wave in the Workshop.

Workshop Encyclopedia

This has been moved to a new separate doc.

📄 The Tower - Workshop Encyclopedia