




# CTD Tutorial

version 0.511

 [click here any time to get back to this page](#)



# Contents

- ➡ Game introduction (Lobby, Options, Modes)
- ➡ Towers, creeps and tower upgrades
- ➡ Shortcuts & strategies
- ➡ How to defend, Def spots, Slow positions, Endgame, Selling Defense
- ➡ How to send creeps (General, Combinations, Endgame)
- ➡ How to play (4 player All vs All)

# CreepTD . . .

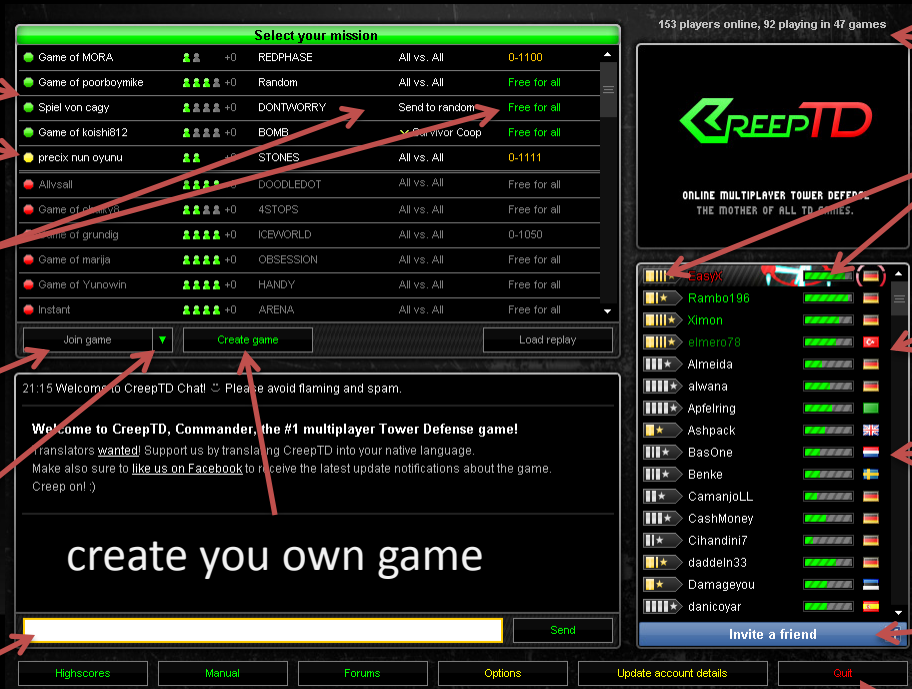
Some facts:

- each round lasts 15 seconds
- you start with 400 credits
- each round you get new credits → income
- you start with 200 income
- you gain more income by sending creeps

. . . is a round based „**Tower Wars**“ game.  
You need to find the best compromise between  
attacking your opponents by sending creeps  
and defending your lives against incoming creeps  
by building defense structures (towers).

The best strategy is based on building  
as few towers as required and  
sending as much creeps as possible.

# Game lobby



open games

open but full games

game information  
and skill requirements

join a game  
(choose one first)

switch to  
spectator mode

communicate with  
other players

some important links you should check out

some live stats

batch of ranks  
(XP) and skill bar

list of all  
online friends

list of all  
online players

invite your  
facebook friends  
to play CTD

logout Button

# Game Options

- Show system notice – disable it in order to have a better overview
- Execute shortcuts also on... – enable it for fast upgrading, strategies and selling
- Tower and creep graphics – choose what you like, I prefer Classic+ (better overview)
- Graphics quality<sup>1</sup> – choose what you like and your PC can handle
- Vector Vision – see the map in Vector Style, see blocked Areas and Stops (PRO only)
- Sound volume – with TAB you can switch between 0 and 100%

<sup>1</sup> more information [here](#)

# Game Modes

All vs. All 2-4

Creeps are sent  
to every opponent

Send to random 3-4

Creeps are sent randomly  
to one opponent

2vs2 4

the top plays against the bottom  
  
both play on  
a separate map

2vs2 Coop 4

both play together  
on one map

Survivor 1-4

creeps are sent by the AI, you gain Credits by killing Creeps  
  
all alone on a separate map

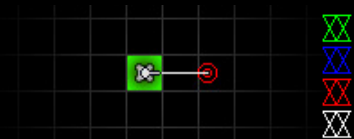
Survivor Coop 1-4

all together on one map

Sandbox 1-4

it's just about trying out new things  
  
*more detailed information [here](#)*

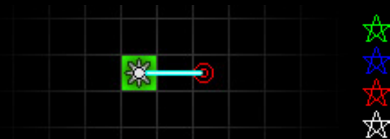
# Towers



**Gun Turret (Basic)**

single damage

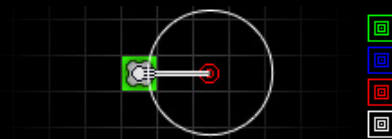
Cheapest but also weakest tower, only useful at the beginning of a game.



**EMP Emitter (Slow)**

slows targets

A very important support tower, useful during the whole game.



**Cannon Tower (Splash)**

splash damage

Useful against bunches of creeps up to Raiders.

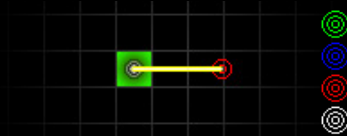
# Towers



## Missile Turret (**Rocket**)

splash damage

Very useful against bunches of creeps,  
also at the end of a game.



## Tesla Tower (**Speed**)

single damage

Good and cheap damage  
to single targets during mid game.



## Ion Cannon (**Ultimate**)

single damage

Maximum range and damage,  
perfect for the endgame.

more detailed information [here](#)




# Creeps

Income gain 10%	Price	Speed	HP	Defend with	Specials
  Mercury 	50	70	300	Basics, Splash	No
  Mako 	100	65	700	Basics, Splash	No
  Fast Nova 	250	80	1400	Basics, Splash, Slows	No
  Large Manta 	500	50	3500	Splash, Slows	No

*the color stands for the  
upgrade level of the towers*

# Creeps

Income gain 9%	Price	Speed	HP	Defend with	Specials
  	1000	60	6 K	Speed, Slows	Regenerates
  	2000	65	14 K	Speeds, Splash	Slow immune
  	4000	90	30 K	Speeds, Splash, Slows	Fast
  	8000	60	80 K	Speeds, Splash, Slows	Tough

# Creeps

Income gain 8%	Price	Speed	HP	Defend with	Specials
  	15 K	70	120 K	Speed, <b>Slows</b>	Regenerates
  	25 K	75	250 K	Speeds, Rockets	Slow immune
  	40 K	100	500 K	Speeds, Rockets, <b>Slows</b>	Fast
  	60 K	65	1,2 M	Speeds, Rockets, <b>Slows</b>	Tough

# Creeps

Income gain 7%	Price	Speed	HP	Defend with	Specials
  Zeus 	100 K	65	1,4 M	Ultis, Rockets, Slows	Regenerates
  Phoenix 	200 K	80	2,5 M	Ultis, Rockets	Slow immune
  Express Raptor 	400 K	140	6 M	Ultis, Rockets, Slows	Very fast
  Mothership 	1250 K	70	15 M	Ultis, Slows	Launches Creeps

more detailed information [here](#)

# Tower Upgrades

Mostly many green Towers are better (price performance), but depending on the map length (space to build) and green creeps (regenerates), you will need to upgrade your towers more and more.

Each tower has 3 Upgrades, except Ultimate has only one.

**Gun Turret (Basic)** – green has best price performance, all above just make sense if you can use the higher range; sell them all if you have blue Splash and Speed towers

**EMP Emitter (Slow)** – build and upgrade them first around your main defense to slow the creeps; blue and red are very useful to get down Raiders; white Slows slow many creeps with each shot, they are a must have as soon as the first Zeus comes

# Tower Upgrades

**Cannon Tower (Splash)** – the blue Splash has the best price performance, it's better to build 4 blue Splash then one red, but only if you have 4 good spaces to build; red/white splash are a good last resort if many Toucans/Raiders come; sell them all if you have red+ Rockets and white Speeds

**Missile Turret (Rocket)** – green and blue Rockets are slow and didn't deal that much damage, it's better to use Splash towers instead; red Rockets have a higher range and can be very powerful against Toucan/ Raider; white Rockets are a good support against all strong creeps and are very important till the end of a game

# Tower Upgrades

**Tesla Tower (Speed)** – green and white Speeds have the best price performance; white speeds have a big advantage by the higher range, they are good against all Creeps of the 3<sup>rd</sup> row ( Vulture +) and can be a good choice to kill/support single Zeus and Phoenix; sell them if you have enough white Ultimates and Rockets

**Ion Cannon (Ultimate)** - green Ultimates are very slow (2s reload) and make only 42 % of the damage per second compared to a white Speed, but they are a good last resort if you want to kill a nearly death Shark+; white Ultimates have an insane range and the best damage per Second rate, so they are very important from the first Zeus till the end

# Shortcuts



- 1 Send Mercury
- 2 Send Mako
- 3 Send Fast Nova
- 4 Send Large Manta
- Q Send Demeter
- W Send Ray
- E Send Speedy Raider
- R Send Big Toucan
- A Send Vulture
- S Send Shark
- D Send Racing Mamba
- F Send Huge Titan
- Z or Y Send Zeus
- X Send Phoenix
- C Send Express Raptor
- V Send Mothership

SHIFT + creep shortcut → wave of 20 creeps

**U**  
**I**  
**TAB**

Upgrade the currently selected tower  
Sell the currently selected tower  
Toggle sound on/off

**G**  
**H**  
**J**  
**B**  
**N**  
**M**

Build Gun Turret (Basic)  
Build EMP Emitter (Slow)  
Build Cannon Tower (Splash)  
Build Missile Silo (Rocket)  
Build Tesla Tower (Speed)  
Build Ion Cannon (Ultimate)

*the same order like in the game UI*

**O** Set "Farthest" strategy  
**O** Set "Weakest" strategy  
**P** Set "Strongest" strategy  
**K** Set "Closest" strategy  
**L** Set "Fastest" strategy  
  
**9** Toggle "Lock" strategy



# Tower strategies

	Selected target in the tower's range	Shortcut
closest	<i>the least distant creep to the tower</i>	K
farthest	<i>the creep nearest to the map exit</i>	0 (zero)
weakest	<i>the creep with the least absolute health points left</i>	O (character)
strongest	<i>the creep with the most absolute health points left</i>	P
fastest	<i>the fastest creep in range (especially useful with EMP Emitters)</i>	L

Additionally there is the option to enable the Lock-Strategy (Keyboard shortcut: 9). When enabled, the tower will, when once attacking a creep, not select another creep until the currently attacked creep is out of range.

It is very important to learn these shortcuts, because the strategies are not fast enough to change with the mouse!

# 5 general defending tips

Use good def spots with a maximum of path segments in defending range.

Build the defense far back and as late as possible to save credits.

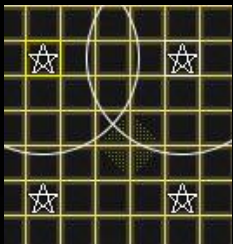
Sell weak towers (f.e. Basics) if you don't need them anymore.

Learn building with shortcuts and use different tower strategies.

Build towers with single damage always behind towers with splash damage.

# Slowtower positions

It is **better** to have **too many Slows** as too few, but **more than 16 Slows** is **senseless**, because a 4\*4 raster would fill up the whole map!



To slow everything you should build a Slow tower next to **every 4<sup>th</sup> path segment**.



At short maps it is important to build slows around the best defense positions, so that they don't steal good positions for Speed Towers.

*good Slow positions for many maps you can find [here](#)*

# Defense spots

In order to defend as cheap as possible it is very important to build your defense at the right positions! You need to estimate how many path segments are in the range if you plan to build a tower. If a tower would always shoot this would not matter. But mostly there are resting phases. So this part (to see def spots) is most important from start up to white Speeds/Rockets. With Ultimates it is not that important, because mostly they shoot all the time, caused by the big range.

You need to know 3 different ranges:

1 segment



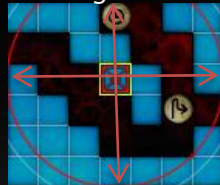
not good for  
"Range1" towers

2 segments



very good for  
"Range2" towers

3 segments



very good for  
"Range3" towers

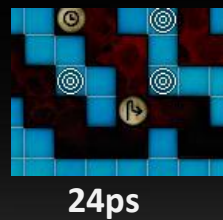
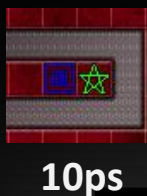
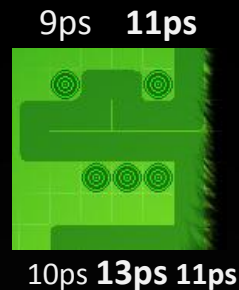
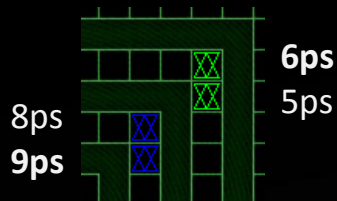
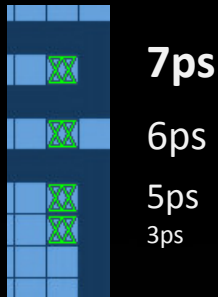
1 segment in each direction: Basic, Splash

2 segments in each direction: Basic, Splash, Speed, Rocket

3 segments in each direction: Basic, Speed, Rocket

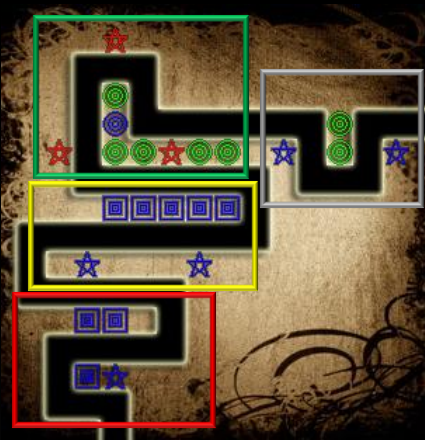
# Defense spots

*some examples . . .*



# Defense areas

The most maps you can divide into 4 different defense areas.

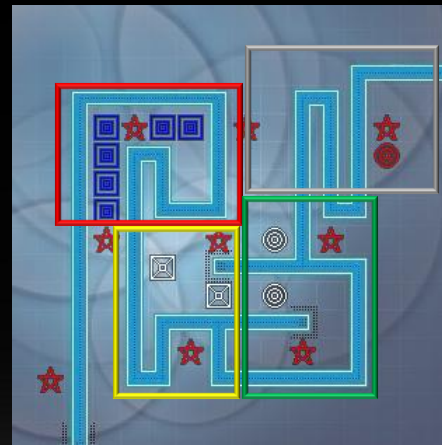


**Early defense** — build some Splash there if you have 2000+ income to kill mantas, later rockets for toucans

**Main defense 1** — just for Splash damage during the whole game, start to build here if you need more space

**Main defense 2** — here you defend the during the whole game, at the beginning build towers with splash damage here to, if you need more start to build in main defense area 1, you should prefer single damage here

**Late defense** — here you just build if creeps pass the Main defense areas ; single damage only; sell the towers after defending if no new creeps come; don't try to kill creeps with too much HP left



*This principle may not work at game start and during the late game (Ultis with high range can be placed nearly everywhere), it is recommended for the part in between.*

# How to defend

*This are only examples!*

*defend with*



Basics, Splash



Basics, Splash, (Slow)



Basics, Splash, (Slows)



Splash, Slows



Splash – close  
Basics – farthest



Splash – close or hard  
Basics – farthest



Splash – farthest



Splash – farthest  
Slows – farthest (first)  
and fastest (second)



Splash – close



Splash – close or hard  
Basics – farthest



Splash – hard  
Slows – fastest  
or farthest



Splash – farthest  
Slows – farthest



# How to defend

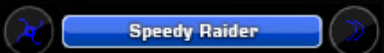
*defend with*



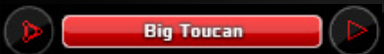
Speed, Splash, Slows



Speeds, Splash



Speeds, Splash, Slows



Speeds, Splash, Slows



Splash – farthest  
Speed – farthest  
Slow – fastest



Splash – close or hard  
Speed – farthest



Splash – close or hard  
Speed – farthest  
Slow – fastest



Splash – close or hard  
Speed – farthest  
Slow – fastest

*This are only examples!*



Splash – farthest  
Speed – farthest  
Slow – fastest



Splash – hard/farthest  
Speed – farthest



Splash – hard/farthest  
Speed – farthest  
Slow – fastest (farthest)



Splash – hard/farthest  
Speed – farthest  
Slow – fastest



# Endgame Defense

At the end you should defend only with **Rockets, Ultis and Slows**.

Enough **slows** that the whole **path is covered**, this should be possible with **16 or less**.

The **longer** a **map**, the **more Rockets** you should build.

**Farthest** is the most recommended strategy for **Ultimates**, sometimes it's good to **switch** the last Ultis **to weak**, 10-30 seconds before a wave reaches the end, **to filter some creeps**.

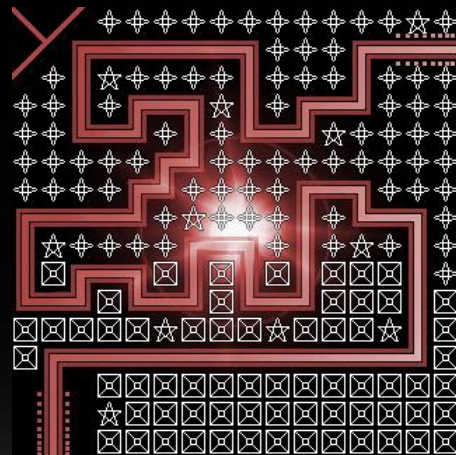
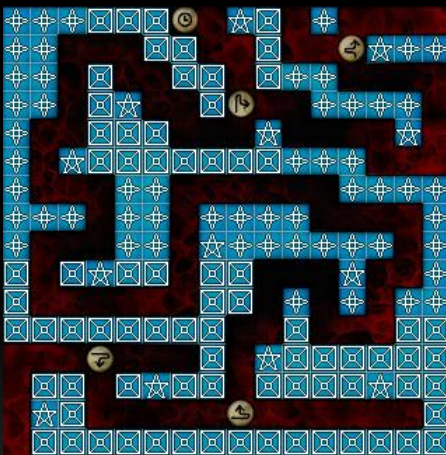
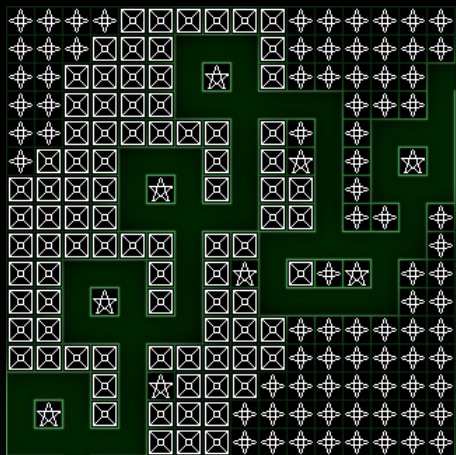
Use **farthest** strategy at your **slows** which **are surrounded by Rockets**, at **all other** slows you should use **fastest**.

Use **farthest, close or hard** strategy at your **Rockets**, close if there is a Mothership before raptors, farthest if there is a big group up front, hard if there are no latecomers.

It can be useful to **sell Rockets**, after a wave passed, and **build Ultimates** (high range).

# Endgame Defense

*This are only examples! Some use more Rockets and others more Ultimates.  
Both can be good, it depends on what and how your opponents are sending.*



# Selling defense

If you have build a lot of towers to get some strong Creeps or waves it can be useful to sell unused Towers, but be careful you can make many mistakes with this technique.

## Which targets you can have with selling defense?

- A income maximization
- B build up pressure
- C get missing credits for stronger Creeps
- D win the game with a final wave

If you sell a tower you will get back  
75% of the building and upgrade prices.

*e.g. 750 – green Speed, 3k – blue Speed/Rocket,  
≈20k – white Speed, ≈50k – white Ultimate*

## Which towers you should sell?

Most suited are single dmg towers from Late defense and sometimes from Main defense 2. You should keep Slows and some Splash damage always to be prepared for a counterattack.

# Selling defense

**A income maximization** – after 3 rounds you got back up to 99% of the 25% loss, and after 4 rounds up to 139%. So if you don't need to rebuild the sold tower within the next 4 rounds you will gain income compared to not sell. That means this only works on long maps and the map must be completely free from strong creeps.

**B build up pressure** – Sometimes (most suited for 1vs1) it's important to force the opponent to defend. If you can decrease the income gain of your opponents it is worth to sell/rebuild also on shorter maps and less then 4 rounds between. But this technique requires a lot of skill.

**C get missing credits for stronger Creeps** – sometimes you nearly have the money to send 2 stronger Creeps first time e.g. 24000 Credits and 23000 income => you need 1000 more Credits to send 2 Sharks ( $24k + 1k$  for first shark and  $23 + 2k$  income gain for second shark). So you just need to sell some weak towers, which you do not need within the next 1-2 rounds.

**D win the game with a final wave** – depending on map length and lives of your opponent(s) it can be possible to win a game if you sell nearly your complete defense to make a strong attack. But be careful, keep slows and some splash damage towers for a possible counterattack.

# 5 general sending tips

Wait until the **end of a round** to send a creep **and** send another creep at the **beginning of the next round**, so that they are close together.

Try to **send combinations**, that means strong but slow creeps first and faster creeps later. This is much more difficult to defend for your opponent!

At **long maps** it can be useful to **push your income** between attacks , with Mantas or Toucans, to get more income.

Look which defense you opponents have: more single damage or more splash damage? If **more single damage** send your creeps **close together** and **vice versa** with **more distance**.

On **short maps** it's often useful to **save some credits** to send a **stronger creep** vice versa on **long maps** it's very important to **send each round**, **don't save** for strong creeps.

# Short map combinations

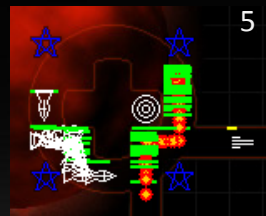
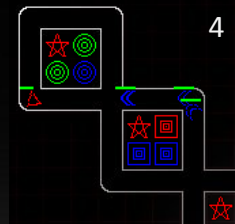
normal waves of Novas, Rays or Raiders <sup>1</sup>

Manta, Demeter or Ray followed by Novas <sup>2</sup>

Rays + Raider + Novas/Mantas <sup>3</sup>

Toucan/Vulture followed by Raiders <sup>4</sup>

Shark + Raider or Rays + Novas/Mantas <sup>5</sup>



# Medium map combinations

Mantas/ Toucans followed by Novas/Raiders <sup>1</sup>

Demeter followed by Novas <sup>2</sup>

Vultures followed by Raiders or Shark <sup>3</sup>

Mambas/Raptors followed by Sharks/Phoenix <sup>4</sup>

Titans followed by Mambas followed by Sharks <sup>5</sup>

some Zeus followed by Phoenix <sup>6</sup>



followed *~ 30 seconds later* followed *~ 15 seconds later*



# Long map combinations

Mantas/ Toucans followed by Novas/Raiders

Demeter followed by Novas

Vultures followed by Raiders or Sharks

Mambas/Raptors followed by Sharks/Phoenixes

2 Titans followed by 2 Titans followed by 4 Mambas followed by Sharks <sup>1</sup>

many Zeus followed by Raptor(s) followed by Phoenixes (f. by Raptors f. by phoenixes) <sup>2</sup>





# Endgame sending

Every map has a limit of what you can defend, this depends on path length, rockets spots (stops, turns), blocked areas and opponent defending skill.

Estimate what you need and save money for 8 – 15 rounds.

Are 3 or 4 players still alive, you will not need that much.

Don't send just one bunch of creeps, this is just Rocket food. Send some Raptors with a distance of 0,5 - 1 second. Scatter a few Phoenix in order to make it more difficult to group them with farthest Slows. The second half of the creeps can be sent more closely.

Sometimes it's useful to send a Mothership 15-30 seconds before the raptors.

It's good to send something behind for 1 or 2 rounds (Phoenixes or Mothership), but then it's mostly better to save again if the first attack doesn't work you can make a second one.

# How to play *(4 player All vs. All)*

Lives are relatively important, if there are nice def spots you should defend the most creeps. An exception are extremely saved creeps e.g. the first sharks. You should ignore them and just hit them a bit with the defense you already have. With this maneuver you will get an income projection.

What you should defend and what you should ignore depends on: your lives, the map length, your defense you already have, your income and your actual credits or better your possibility to send strong creeps

e.g. with 17 lives, Circlevector, 1 white Speed, 20k income, 28k credits and 1 coming in Shark I would send my 2 Sharks instead of building a red Speed to kill the Shark

but with 12 lives, Redworld, 1 white and 1 red Speed, 15k income, 18k credits and 1 shark comes, I would upgrade the red Speed to defend the shark.



# How to play *(4 player All vs. All)*

Try to play against the strongest player in your game. You need to learn to look what happens on at least 1 other player field.

**What kind of defense, more single or more splash damage, he has?**

Send your creeps so that he will need more single or more splash damage.

**What creeps he has in the field? Some slow and strong creeps?**

Try to finish combinations or send your own combination displaced (1-2 rounds later). A double combination with displaced creeps is very difficult to defend.

**You see him selling his defense?** Send some strong and fast creeps immediately.

**He didn't defend some strong creeps?** Add new creeps of the same kind.

**He does not have (many) slows?** Send blue creeps.

**You and he got a double Nova/Ray/Raider/Shark/Phoenix/Raptor from an other player?**

Send the same creeps 30 seconds (2 rounds) later. The chance is high that the other player send the same creeps again and your "opponent" get 4 instead of 2 creeps.

# How to start *(4 player All vs. All)*

**very short maps** – it's mostly the best to build a splash to be save if someone spam Mercurys, but if all others already build a Splash you could send 3-4 Makos and defend later; if you want to build a splash send 1 Mako; build basics in round 2 and defend as much as possible (weak); try to send the first Nova(s) after this

**short maps** – send 3 Makos and maybe one Mercury, not 4 Makos you will need the 50 Credits for a Splash in round 2; sometimes one Nova is good if it's a map with nice def spots (e.g. Arena) because in this case Makos will not work; try to defend as much as possible but don't forget to send; it's important to guess when the opponents send the first double Nova, be prepared

# How to start *(4 player All vs. All)*

**medium maps** – send Nova + Mako to force the opponent to build defense early, if you know the map well and know how to defend, send a second Nova directly in round 2, otherwise start to defend with basics; build as many green basics at good positions as possible and filter 1 or 2 of the first Novas (farthest), try to send double Nova as the first

**long maps** – send Nova + Mako and a second Nova like at medium maps or send 3 Makos + 1 Mercury and 2 Novas at the end of round 2; defend with basics or splash if there are good def spots with stops (like Richtungswechsel); try to defend all - it is mostly the best

**very long maps** – start with Nova to force defense, send as long as possible and defend all incoming creeps of the first waves; try to copy other players which are good

# Early phase *(4 player All vs. All)*

**very short maps** – build an early blue splash to be save against Nova waves; you can save with 340 or 500 credits to send a Demeter; if someone was faster try to defend the first Demeter because lives are very important and other would maybe

**short maps** – send Novas until all players have a blue Splash; maybe send a Demeter with 500 inc; sometimes it's useful to build a Speed next to the Basics before blue Splash to defend the first Demeter; your lives are important try to defend as much as possible; it can be useful to sell some defense if your map is blank to send the first Ray; defend at he best defense spots, this is more important then defending as late as possible

# Early phase *(4 player All vs. All)*

**medium maps** – build your defense as far back as possible, build blue splash and green Speed close together to defend Demeter, don't save money for Demeter or Ray (just maybe a bit earlier by selling weak towers); ignore extreme early Demeter and Rays; push income between attacks; mostly it's better not to sell and rebuild your towers

**long maps** – mostly you should push; send 2 or 4 Demeter and Rays but not more; don't save money, send Creeps each round; concentrate your defense and use preferred blue Splash; between 2,5 and 3,5k income you should build 2-3 blue Splash at the beginning of the map to filter mantas

**very long maps** – most time you should push, just send one time 2 Demeter and Ray; build early 1 or more blue splash at start to kill all the Mantas from pushing; all stronger creeps you should defend as far back as possible

# CreepTD vocabulary

GG - good game

hf & gl – have fun and good luck

afk - away from keyboard

ragequit – someone who is angry and leave the game, mostly with a strong last creep

to have a bye – used often in games with random map, each player can say  
one time that he don't want to play a map

to push – sending many small creeps with higher income gain

save – save credits some rounds

make pressure – sending less but stronger Creeps and using combinations

overdef – if someone has way too much defense





# CreepTD trivia

CreepTD is developed 100% by dcode, special thanks to him!

CreepTD is a further development of Creepsmash (a project of some German students).

Games which last less than 60 seconds (including breaks) are not considered, so you can restart a game within this time easily.

The skill system works like the German chess DWZ with a maximum of 3000.