

winning reward	price										range/path segmentary factor						
	lower	price	damage	rebuild	range	splash dmg	splash ratio	DMG/sec	DMG/cast	2 creeps	3 creeps	5 creeps	10 creeps	2/5	3/5	5/5	10/5
37	Base	50	25	0.55	35			38	0.77	38.46	38.46	38.46	38.46	0.77	0.77	0.77	0.77
112	+125	175	90	0.45	45			77	0.51	76.92	76.92	76.92	76.92	0.51	0.51	0.51	0.51
225	+150	325	25	0.60	30			115	0.38	115.38	115.38	115.38	115.38	0.38	0.38	0.38	0.38
375	+250	550	100	0.65	65			154	0.31	153.85	153.85	153.85	153.85	0.31	0.31	0.31	0.31
75	Base	100	25	0.75	35			39	0.35	39.23	39.23	39.23	39.23	0.35	0.35	0.35	0.35
225	+250	350	50	0.4	40			63	0.21	62.50	62.50	62.50	62.50	0.21	0.21	0.21	0.21
525	+250	750	75	0.60	75			88	0.23	88.24	88.24	88.24	88.24	0.23	0.23	0.23	0.23
2,775	+3500	1750	100	0.8	95	65%	25	111	0.13	183.33	255.56	400.00	761.11	0.05	0.07	0.11	0.23
112	Splash	150	60	1	35	60%	25	60	0.40	95.00	132.00	204.00	384.00	0.64	0.88	1.36	2.56
338	+125	458	100	0.6	40	90%	30	150	0.31	247.50	340.00	540.00	1027.50	0.55	0.77	1.20	2.38
788	+350	1035	180	0.6	40	90%	35	300	0.29	510.00	720.00	1140.00	2190.00	0.49	0.69	1.09	2.09
1,488	+1250	2750	240	0.4	50	75%	40	600	0.27	1050.00	1500.00	2400.00	4850.00	0.47	0.67	1.07	2.07
750	Base	1000	1000	1.5	50	90%	30	786	0.29	457.14	628.57	971.43	1828.57	0.46	0.65	0.97	1.80
1,000	+3500	4000	1000	1.5	60	85%	40	1,000	0.25	1650.00	2300.00	3600.00	6850.00	0.41	0.58	0.90	1.71
8,625	+15000	16000	10000	0.55	65	90%	40	2,500	0.22	4250.00	6000.00	9500.00	18275.00	0.37	0.52	0.83	1.59
=====	+15000	26500	15000	1	80	75%	30	5,000	0.15	8750.00	12500.00	20000.00	38750.00	0.33	0.47	0.75	1.46
750	Base	1000	250	0.45	50			554	0.58	555.56	555.56	555.56	555.56	0.58	0.58	0.58	0.58
1,000	+3500	4000	750	0.35	55			2,000	0.50	2000.00	2000.00	2000.00	2000.00	0.50	0.50	0.50	0.50
8,625	+7500	11500	1200	0.25	30			5,400	0.47	5400.00	5400.00	5400.00	5400.00	0.47	0.47	0.47	0.47
=====	+15000	26500	1800	0.55	65			12,000	0.45	12000.00	12000.00	12000.00	12000.00	0.45	0.45	0.45	0.45
=====	Base	1000	20000	37000	1	100		5,500	0.28	10500.00	15000.00	25000.00	45500.00	0.28	0.28	0.28	0.28
=====	+50000	70000	40000	2.5	150			16,000	0.25	16000.00	16000.00	16000.00	16000.00	0.25	0.25	0.25	0.25

Startcredits	3000	3000	Rebuild	
Income 1	1000	1000		↳ type in the in rebuild costs
Income 2	300	300		
	130	130		↳ after 1 round sending
Income 3	1430	1430		↳ after 2 rounds sending
	140	140		
Income 4	1570	1570		↳ after 3 rounds sending
	155	155		
Income 5	1725	1725		↳ after 4 rounds sending
	170	170		
Income 6	1895	1895		↳ after 5 rounds sending
	185	185		
Income 7	2080	2080	8	↳ income gain/loss

Credits	HP	Speed	HP regen	path/sec	white slows	defFactor
Marx	50	300	70	1.4	0.7	8.4
Maki	100	700	45	1.3	0.65	9.1
Nova	250	1.400	80	1.6	0.8	9.8
Mantis	500	3.000	50	1	0.2	7.0
Dems	1.000	6.000	60	1.2	0.6	6.0
Ray	2.000	14.000	65	1.3	1.3	9.1
Kalide	4.000	30.000	90	1.8	0.9	8.1
Toucan	8.000	80.000	60	1.2	0.6	7.2
Vulture	15.000	120.000	70	1.4	0.7	6.8
Shark	25.000	250.000	75	1.5	1.5	15.0
Mamba	40.000	500.000	100	2	1	19.8
Titan	60.000	1.200.000	65	1.2	0.65	10.6
Zeus	100.000	1.400.000	65	1.2	0.65	10.5
Phoenix	200.000	2.500.000	80	1.6	1.6	20.0
Raptor	400.000	6.000.000	140	2.5	1.4	21.0
Moushi	1.250.000	15.000.000	70	1.4	0.7	20.8

	path length					jump in				
	without	green	blue	red	white	without	green	blue	red	white
Maki	97	87	79	112	112					
Nova	49	71	76	90	99					
Mantis	79	113	122	144	158					
Demeter	66	84	102	120	132					
Ray	61	61	61	61	61					
Raider	44	63	68	80	88					
Toucan	66	84	101	120	132					
Vulture	56	81	87	103	113					
Shark	51	51	51	51	51					
Mamba	40	56	61	72	79					
Titan	61	87	93	110	122					
Zeus	61	87	99	110	122					
Phoenix	49	49	49	49	49					
Raptor	281	301	451	551	661					
Mothership	5.6	81	85	103	113					

Med and red distance		
Ray	1,35s	
Shark	1,17s	
Phoenix	1,10s	

Combo timing		
Ray behind Demeter	14	1.0
Raider behind Ray	7	0.5
Shark behind Mamba	19	1.3
Shark behind Titan	58	3.9
Mamba behind Titan	39	2.6
Phoenix behind Zeus	72	4.8
Phoenix behind Raptor	7	0.5
Raptor behind Zeus	65	4.1

How much more damage lower can deal with Slow(grades)	
green	42.86%
blue	7.69%
red	18.18%
white	10.00%