

Media Note
For Immediate Publication

Increased Support for Youths to Put Total Defence into Action

NUS High School of Mathematics and Science Students initiated and created a national educational twist to popular strategy game, Tower Defence, for youths

Singapore, 21 June 2023 - The new Total Defence Tower Defence Game, an online strategy game, was previewed at the NUS High School today. Conceptualised and devised by a dynamic group of youths from NUS High School of Mathematics and Science, it is the fourth ground-up initiative to be implemented under the Total Defence Sandbox (TD Sandbox).

The Total Defence Tower Defence Game adds a Total Defence-themed twist to the classic tower defence game. The tower defence game is a popular sub-genre of strategy games where players allocate resources to build towers to defend their territories against enemy attacks. The game is targeted at youths and younger children aged 10 to 15.

Players of the Total Defence Tower Defence Game will have to defend Singapore against various threats. The threats have been designed to showcase how the six pillars of Total Defence: Military, Civil, Economic, Social, Digital and Psychological Defence, come into play and highlight how everyone has a part to play in defending Singapore.

In support of Total Defence and the launch of the Total Defence Tower Defence Game, NUS High School will also host a two-week school-wide competition starting from 7 July 2023 to remind students that we all have a part to play in safeguarding Singapore, in the lead up to National Day celebrations. The school-wide competition aims for a better understanding of Total Defence through the game. Other schools and communities are also encouraged to organise their own competitions, using the game as a meaningful and engaging platform to connect with the youths as we celebrate the nation's birthday. More information of the gameplay can be found in the **Factsheet**.

Director Nexus, Colonel Goh Jerica, said, "We are constantly exploring opportunities to support our youths to put Total Defence into action through the TD Sandbox. The Total Defence Tower Defence Game is an initiative by the youths for the youths. We are heartened by their passion to foster a deeper understanding and appreciation of Total Defence by showing how it is relevant to our everyday lives. We believe that their game will interest and engage fellow youths, in reminding us that everyone has a part to play in Total Defence."

Siddhaarth Dharani, 16, co-creator of the game, said, "We believe that gaming is a powerful tool that can help to engage and educate the youth on Total Defence. With that in mind, we created the Total Defence Tower Defence game to educate our peers and younger children on the importance of Total Defence and the six pillars of Total Defence. Wong Yue Heng, 15, co-creator of the game, added, "The whole TD Sandbox experience has been valuable, from developing the game, coding from scratch, to working out bugs. We are grateful to Nexus for the support and bringing the game to life. We hope that this game will inspire other youths to think of innovative ways to put Total Defence into action and contribute to the TD Sandbox."

Earlier this year in February, Nexus showcased three ground-up initiatives by youths submitted to the TD Sandbox: the Total Defence Murder Mystery Role Play Game, the Total Defence Trail 2.0 and the Community Table-Top Exercise.

The Total Defence Tower Defence Game was developed with the support of lecturers from Nanyang Polytechnic. More information on the game can be found in the accompanying

factsheet. Member of the public can play the game on the play link here: <https://go.gov.sg/tdtdg>.

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About Nexus

Nexus is responsible for Total Defence and National Education, and seeks to strengthen Singaporeans' resolve to defend Singapore, protect our unity and safeguard our way of life. Nexus initiates, supports and organises programmes in collaboration with partners in the Public, People and Private sectors to engage Singaporeans in creative and meaningful ways, to strengthen bonds among Singaporeans and their commitment to Singapore. More information at www.mindef.gov.sg/oms/nexus/.

Factsheet: Total Defence Tower Defence Game Preview



How to play: Players of the Total Defence Tower Defence Game will have to defend Singapore (the “base”) against various threats. To defend against the enemies, players place towers strategically to take down the enemies. Each tower corresponds to one of the six Total Defence pillars: Military, Civil, Economic, Social, Digital or Psychological Defence. Each tower attacks the enemy corresponding to its colour, which represents a Total Defence Pillar.

The enemy’s main objective is to advance to the base. When an enemy is killed, the player gets coins, which can be then used to build more towers or upgrade your current towers. The stronger the enemies are, the more coins will be obtained upon the defeat of an enemy. The aim is to prevent the enemies from reaching the base. Enemies can spawn naturally or through events, and if an enemy reaches the base, the game ends.



Types of towers: The towers are i) Soldier and Intelligence Officer (Military Defence), ii) Firefighter and Doctor (Civil Defence), iii) Career Guider and Investor (Economic Defence), iv)

Volunteer and Community Leader (Social Defence), v) White-hat Hacker and Discerning Citizen (Digital Defence), and vi) Cheerleader and Caring Citizen (Psychological Defence).

Types of enemies: Terrorist, Internet Trolls, Self-radicalised Individuals

Types of events: Terrorist attack, cyber-attack, economic strangulation, pandemic, disinformation campaign, military conflict, community riots

To play the game, please go to <https://go.gov.sg/ttdg>.