



Every map is one painting of a place: a bamboo garden, a crystal cavern, a moonlit lake.

Plant towers along the forest road, branch every upgrade, and hold the grove against waves of creatures and ten bosses. No ads, no account, and it plays offline.

iPhone & iPad

Android

Release: November 19, 2026

Free to start

WebAppsToGo LLC

THE GAME

Hold the road. Light the grove.

Foes step out of a glowing portal and march down the road toward the exit. You plant towers on the stumps beside the road, upgrade them, and stop every wave before your lives run out.

Four towers each have three ranks and a choice of two branches at the top. The campaign has 24 levels across six woodland maps, seven kinds of foes that each need a different answer, and ten bosses, from the Rotking to the Hollow Stag.

After level 5 the Wildwood Run opens: an endless run across more than 30 painted maps, with boon cards to draft between waves. The Daily Run gives everyone the same run each day.

DEVELOPER WebAppsToGo LLC

RELEASE November 19, 2026

PLATFORMS iOS (iPhone, iPad), Android

PRICE Free to start; a \$4.99 one-time unlock, the Full Grove, opens the full campaign

ADS None. No energy timers

ONLINE Plays offline, no account needed

LANGUAGE English

RATING Expected ESRB E, PEGI 7, App Store 9+

24

campaign
levels

30+

painted
maps

4

towers,
8
branches

10

bosses

26

boon
cards

32

trophies

What players do



Four towers, eight branches

Thornshooter, Pinecone Mortar, Mistlamp and Stag Ballista. Three ranks each, and a two-way choice at rank 3: Briar Volley or Longthorn, Deep Frost or Hex Lamp.



24 levels, 10 bosses

Six woodland maps, four levels each. Ten bosses in eleven boss battles, from the Rotking at level 5 to the Hollow Stag at level 24. Up to three stars a level, and Thorn mode for a harder replay.



Foes with tricks

Armoured Mossback Beetles, Burrower Moles that dive underground, Toadstool Healers that mend their friends, Thornback Boars that charge when hurt.



Act during the wave

Fire a Lantern Strike to hit and freeze a spot on the road, call waves early for extra sap, and build kill chains for bonus score.



Wildwood Run & Daily Run

An endless run across more than 30 painted maps with 26 boon cards to draft, and a Daily Run that is the same for every player.



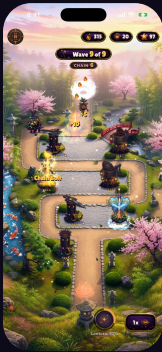
Fair to play

Levels 1-5 and both runs are free; the Full Grove, a \$4.99 one-time unlock, opens levels 6-24 and their ten boss battles. No ads, no timers.

SCREENSHOTS

iPhone and iPad

Store screenshots of the current build.



Hold the road,
iPhone



The Rotking
approaches,
iPhone



Two-way
upgrades,
iPhone



Swan Lake
Moon, iPhone



Kill chain,
iPhone



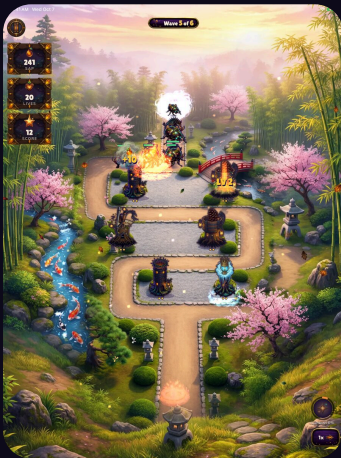
Boon draft,
iPhone



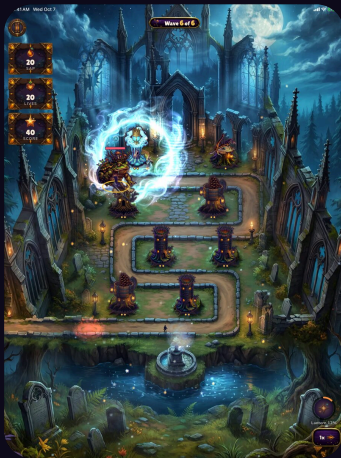
Harvest Hollow
skins, iPhone



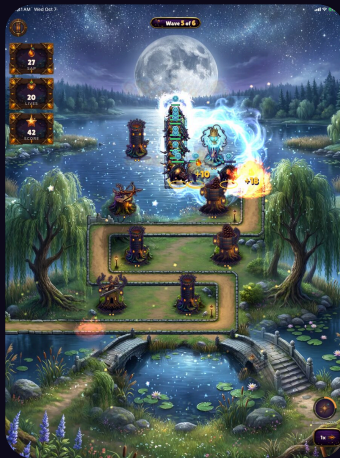
The Hollow
Stag, iPhone



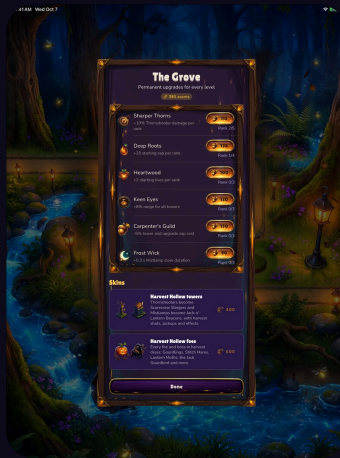
Bamboo Garden, iPad



The Rotking, iPad



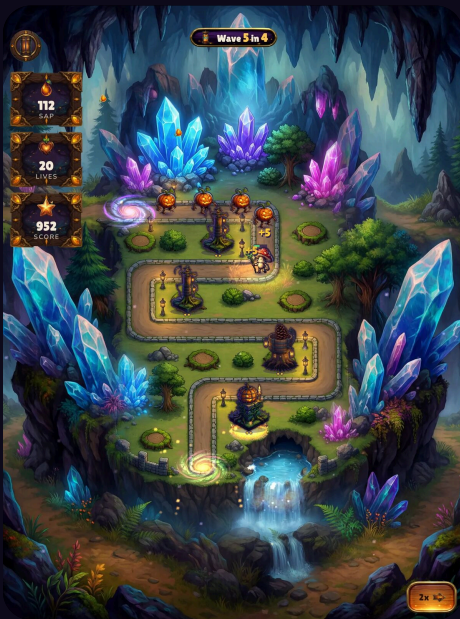
Swan Lake Moon, iPad



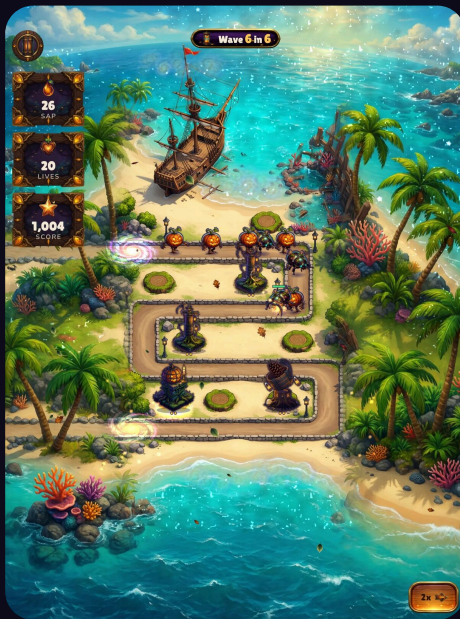
The Grove, iPad

On the devices

Captured on an iPad (8th generation) and a Pixel Fold (unfolded) during development. Some show the Harvest Hollow foe skin.



Crystal Cavern, iPad



Shipwreck Cove, iPad



Lantern Strike, iPad

CHARACTERS

Foes of the woodland road



Sprigling



Scuttlerat



Wisp



Mossback
Beetle



Burrower
Mole



Toadstool
Healer



Thornback
Boar



The Rotking ·
boss



The Bramble
Wurm · boss



The Hollow
Stag · boss

Towers



Thornshooter



Pinecone
Mortar



Mistlamp ·
Hex Lamp



Stag Ballista



Ballista ·
Chain Bolt

Harvest Hollow skin

An optional autumn look for every foe, bought with acorns earned in play.



Gourdling



Lantern Moth



Candlewick
Witchling



Jack
Gourdlord



Carrion
Queen

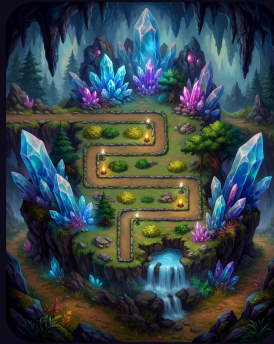
MAPS

Every map is a painting

Each map is painted as one scene, wider than a phone screen, so tablets and foldables show more of it. Water, mist, embers and fireflies move on top of the painting.



Bamboo Garden



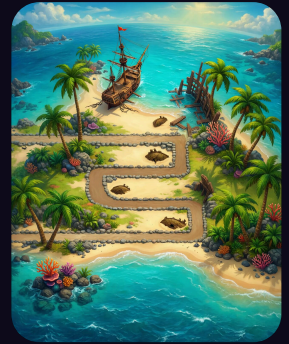
Crystal Cavern



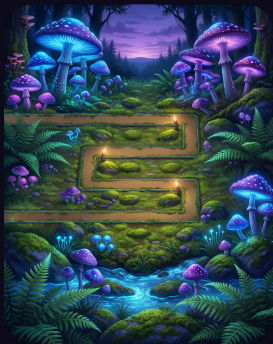
Maple Mountain Shrine



Swan Lake Moon



Shipwreck Cove



Glowcap Grove



Haunted Cathedral



Harvest Field



Sandstorm Oasis

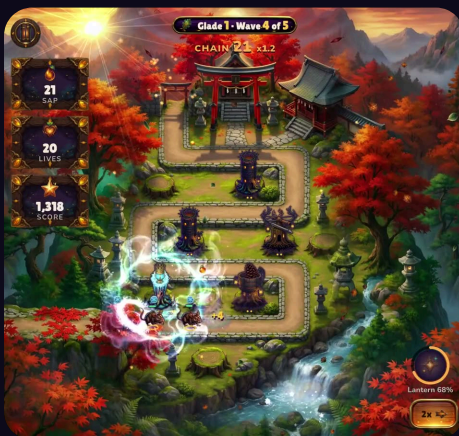


Mill Orchard

VIDEO

Gameplay clips

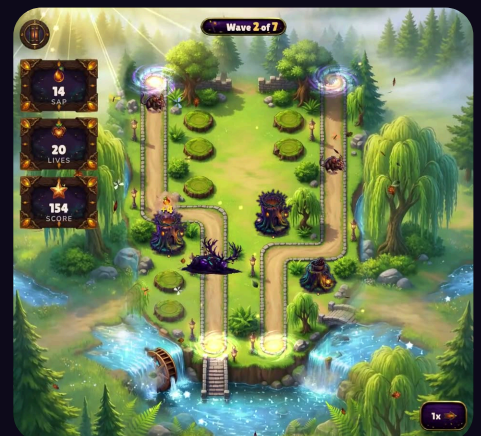
Short clips recorded on the Pixel Fold, without sound. A full trailer follows before launch.



Wildwood Run: a kill chain and a Lantern Strike on Maple Mountain Shrine (5 s)



Wildwood Run: Crystal Cavern (5 s)



Boss battle: the Hollow Stag collapses on the road (8 s)

DOWNLOADS

Take what you need

All art may be used for coverage of Bramblewatch: Tower Defense. Please do not alter the logo.

Downloads, full-size art and clips: <https://www.webappstogo.com/bramblewatch/press/>

Download the full press kit (zip)

Fact sheet, PDF, logo, icon, key art, hero image, maps, characters, towers, store screenshots, device captures and clips

Fact sheet

Text: descriptions, features, key numbers

Press kit PDF

This page as a PDF

Logo

Transparent PNG for dark and light backgrounds, 1024 and 4096 px, plus a square mark

App icon

1024 and 512 px

Key art

16:9, 4:3 and 1:1, with and without the logo, PNG up to 3840 x 2160

Key art, web size

The same six images as JPEG, 1080-1920 px wide

Hero image

In-game iPad screenshot, 2064 x 2688 PNG

Banners

Two 1024 x 500 banners

Map paintings

1920 x 2400 PNG

Characters

Transparent PNG cutouts

Towers

Transparent PNG cutouts

Store screenshots

iPhone 6.9", iPad 13" and Android phone, plain and captioned (in the zip)

Device captures

iPad and Pixel Fold

Clips

Gameplay MP4s

CONTACT

Get in touch

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WebAppsToGo is a small independent studio that makes privacy-first software: free browser tools and mobile games, including NOVA BLASTER: Space Shooter on Google Play.