

Leave Join Game Strategy – Roblox Tower Heroes (Duo Mode)

Strategy Name: *Leave and Join Strategy*

Mode: DUO

Main Goal: Bypass 20-tower limit in duo mode by using a disconnection trick, and beat Mirage (Wave 40 boss) efficiently using ability timing and tower synergy.

Team Setup

Player	Towers
P1	Volt, Wizard, Discount Dog, Lemonade Cat, El Goblino
P2	Volt, Wizard, Balloon Pal, Lemonade Cat, Spectre

Game Mechanics Exploit – “Disconnect Game”

- **In Solo**, players can place **26 towers**.
- **In Duo**, tower limit is **20 each**.
- This strategy **uses player disconnection** to bypass this limit.
- When one player disconnects, the other can place **up to 26 heroes**. Once done, the other player rejoins and repeats the process.

 **Important:** This strategy **requires stable internet** and good tower **placement efficiency** to avoid space waste.

Step-by-Step Tutorial (Waves 1–40)

Waves 1–10: Farm Setup

-  **Autoskip: ON**
- **Both players** place **4 Lemonade Cats**.
- **Player 1:** Use *Hero Data* and spam “Upgrade All” on Lemonade Cats.
- **Player 2:** Place **2 Volt (Level 2)**.
- Continue upgrading Lemonade Cats until **Wave 10**.
-  **Stop upgrading farms at Wave 11.**

Waves 11–17: Boost Economy & Defense

- **Player 1:** Place **Discount Dog**, upgrade to **MAX**.
- **Player 2:** Place **Volt (Level 1)**. Wait until Discount Dog is **Level 4**, then upgrade Volt to **Level 3**.
- **Player 1:** After Dog is maxed, place **Volt**, upgrade to **MAX**.
- **Player 2:** Save **3,000 mana** for **Volt Point** (see placement guide/video).
- Both players continue placing/upgrading Volt towers and **fully upgrade all Lemonade Cats**.
- By **Wave 18**, Volts should clear ghosts easily.

Waves 18–28: Max Out and Setup Disconnect Trick

- **Player 1:**
 - Place **Discount Dog**
 - Place **3 El Goblino**
 - Place all **Wizards** (will hit 20-hero limit)
- **Player 2:**
 - Place **1 Balloon Pal**, then **leave the game**.
- After wave is cleared, **Player 1** can now place **6 more Wizards** (totaling 26 heroes).
- **Player 2 rejoins**, then **Player 1 disconnects**.
- **Player 2** now places:
 - All **Volts and Volt Points** (see video)
 - All **Wizards** → upgrade to **Level 5** using Hero Data
 - **Spectre** → upgrade to **MAX**
- **Player 1 rejoins**.

Wave 29–40: No Autoskip!

- From **Wave 29** onward, **autoskip must be OFF**.
 -  **Do NOT use Discount Dog ability**, as **Mirage** will **downgrade** all towers. Extra mana isn't worth the risk.
 - **Player 2 leaves again**, **Player 1** removes **2 Discount Dogs**, adds **2 more Wizards**.
 - **Player 2 rejoins**.
 - If all **Wizard Magic abilities** are maxed:
 - **Both players save mana** from here on.
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Final Waves Breakdown

Wave 38

- Activate **El Goblino's Crucifix** ability (the one nearest the base), **even if no enemies are present**.
 - This makes sure the Crucifix **stays active**, even if **Mirage downgrades** the tower.
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Wave 39

- When wave is cleared, **Spectre Boost** immediately.
 - This allows Spectre's ability to **recharge** and be used again **during Wave 40**.
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Wave 40 – Mirage

- **Do NOT skip**. Time all abilities:
 - Boost with **Spectre** when **Mirage reaches junction**.
 - Wait for Mirage to get **trapped** or reach **~50k HP**, then trigger **Crucifix** again.
 - Keep **Hero Data windows open** for both players.
 - Focus upgrades only on:
 - **Volt**
 - **Wizard**
 - **Balloon Pal**
 - **Spectre**
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Summary Checklist

Task	Done?
Lemonade Cats → Max by Wave 10	
Discount Dog Maxed	
Volt Towers + Points placed	
Disconnect Swap done (P1 ↔ P2)	
All Wizards placed & maxed	
Crucifix pre-activated (Wave 38)	
No Autoskip after Wave 29	
Spectre boost timed twice	
Mirage defeated	