

Clownroads Hardcore Strategy

Duo variant: Coming Soon™

Credits

2MLG434U#2048 - Creator

fittypea#8146 - Creator

Nim#0002 - Creator

neko**t**bhness<3#1956 - Creator

ulil#9296 - Creator



Proof (30:54)



[P1 Video POV](#)

[P2 Video POV](#)

P3 Video POV: coming soon™

Notes

- It is **VERY IMPORTANT** that you skip the following waves: **1 - 19**. (This is the bare minimum to survive while keeping the game at a slow pace so you can focus on the strategy more, Not recommended).
 - You may skip every wave for a faster game (Recommended)
- This is an all-purpose, easy to read strategy that works for nearly all types of players

- Up to **600+ gems/hour**
- There is **no RNG** involved in this strategy, it has a **100% winrate.**
- No microing (selling and replacing towers) is required.
- The only player with a restrictive loadout is P1.
 - All other players are NST (No Goldens, Accel/engi, & event towers)
- As of 3/26/23, this is one of the **FASTEST** and most efficient hardcore strategy publically available.

Changelog

3/27/23: Fixed P3 eco issues (You can now max ace on time)

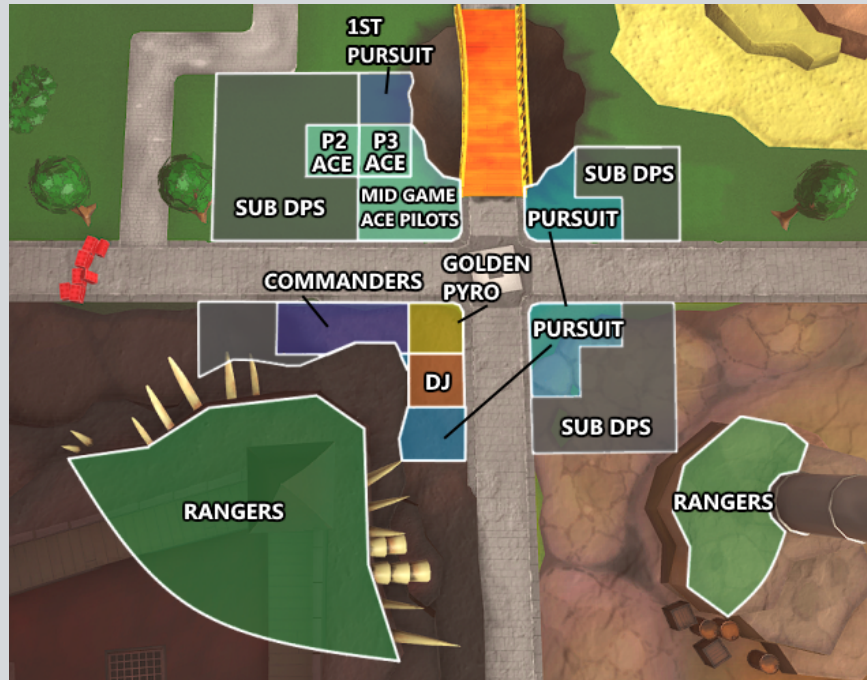
3/27/23: Added Mid-Game pursuit to placement map

3/31/23: Confirmed strategy still works post-pursuit rebalance

Loadout

Players			Towers		
Player 1	Pursuit	Any DPS	Gold Pyro	Commander	Farm
Player 2	Ace Pilot	Any DPS	Ranger	DJ Booth	Farm
Player 3	Ace Pilot	Any DPS	Ranger	Medic	Farm

Placement Pictures



Place medics anywhere in DJ range
NOTE: FIRST PURSUIT IS NEXT TO ACES

Strategy

Player 1

Pursuit

Sub DPS

Pyromancer

Commander

Farm



Waves

Strategy

0 - 26

Refer to the [video guide](#) if you struggle with farming

- Place 4 lvl 1 **Farms**
 - Upgrade a level 1 **Farm** to level 2
- Place a level 2 **Golden Pyromancer**
- Obtain a total of 7 level 2 **Farms**, 1 by 1
- Place a level 2 **Commander**
- Place a level 1 **Pursuit**
 - Use **Commander's ability** IMMEDIATELY on **Wave 20**
 - Use **Commander's ability** again after the cooldown is over
- Upgrade 4 **Farms** to level 3
- Place a level 2 **Commander**
 - Activate **Commander's ability** as soon as **Wave 25** starts
 - Activate the second **Commander** when **Ace Pilots** start firing towards the **Shadow Bosses**

27-50

- Upgrade all **Farms** to level 3
- Place a level 4 **Commander**
 - Chain **Commander's ability** for the rest of the game
- Max 10 **Pursuits**, 1 by 1
- Place and max all your **Sub DPS** towers
 - Max the **Golden Pyromancer**
 - Sell **Farms** on **Wave 50**

Player 2

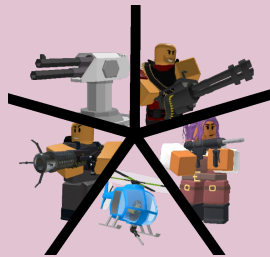
Ace Pilot

Sub DPS

Ranger

DJ Booth

Farm



Waves

Strategy

0 - 23

- Place 4 level 1 **Farms**, 1 by 1
 - Get a total of 8 level 2 **Farms**, 1 by 1
- Place 1 Max **Ace Pilot**
- Place a level 3 **DJ Booth**

24 - 50

- Upgrade all **Farms** to level 3
- Max your **DJ Booth**
- Place 3 max **Ace Pilots**
- Place 10 level 3 **Rangers**, 1 by 1
- Place and max all your towers until you reach the placement limit
 - Sell **Farms** on Wave 50

Player 3

Ace Pilot

Sub DPS

Ranger

Medic

Farm



Waves

Strategy

0 - 25 Refer to the video POV if you struggle with farming	- Place 1 level 1 Ace Pilot - Place 1 level 1 Farm - Upgrade Ace Pilot to level 2 - Upgrade the level 1 Farm to level 2 - Place 6 level 2 Farms, 1 by 1 - Upgrade 1 Farm to level 3 - Upgrade Ace Pilot to level 3 - Max the Ace Pilot IMPORTANT: Wait until the DJ Booth is level 3 before maxing the Ace Pilot - Upgrade all Farms to level 3
26 - 50	- Place 10 level 3 Rangers, 1 by 1 - Max all Rangers - Max your Sub DPS towers, 1 by 1 - Sell Farms if you're at placement limit - Place max Medics, 1 by 1

Why did I die?

Contact a strategy creator if you die for a reason not listed here

Wave of death	Reason
0 - 10	- If you died to anything here: Ace Pilot was not placed and upgraded to level 1.
11 - 18	- If you died to invisibles: Golden Pyromancer was not placed and upgraded to level 2. - If you died to balloons: Ace Pilot was not upgraded to level 2. - If you died to breakers: - P2 did not have a level 3 Ace Pilot.
19 - 25	- If you died to mega slow: - P1 did not activate Commander's ability.

	○ P1 did not place a level 1 Pursuit <i>BEFORE</i> activating Commander's ability ○ P3 did not have a level 3 Ace Pilot. ● If you died to wave 23 shadow boss: ○ P2 did not have a max Ace Pilot. ● If you died to wave 25 shadow bosses: ○ P1 did not chain Commander's ability. ○ P3 did not have a max Ace Pilot.
26 - 44	● If you died to anything here: ○ Pursuits were not placed in time. ○ Rangers were not placed in time. ○ P1 did not chain Commander's ability.
45 - 49	● If you died to souls or soul bosses: ○ There were less than 4 total max Ace Pilots. ○ P1 did not chain Commander's ability. ● If you died to Fallen Swordmaster or Fallen King: ○ Pursuits were not placed in time. ○ Rangers were not placed in time. ○ P1 did not chain Commander's ability.
50	● If you died to Void Reaver: ○ You did not have all your towers maxed out. ○ P1 did not chain Commander's ability. ○ P3 did not use Medic's ability when there were stuns.