

“Giddy Up” Strategy

-How to beat Badlands on FALLEN-

-Must be done on MEGA-

-REVISED FOR THE WINTER UPDATE-

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Link for sharing:

https://docs.google.com/document/d/1L3ZaH5fo8BQyp62aBELLx0q3RvsUp9VCFgL_o8lfjDY/edit?usp=sharing

Video Link:

<https://youtu.be/f6bGpVBu1w0>

Join Harrison’s Discord server:

<https://discord.com/invite/justharrisonthings>

NOTES

- WATCH MY YouTube VIDEO ABOUT THIS FIRST. This document is a companion to it. I wanted to write out the strategy so that it would be easier for you guys to follow.
- You must be in the Paradoxum Roblox group for this to work (\$100 bonus starting cash)
- You’re gonna tank some damage in the beginning, that’s **okay**
- Player 5 and 6 are can bring whatever they want. Have fun with it! Maybe they bring Ace Pilot to give hidden detection to the Rangers? Maybe they bring sledger to freeze enemies? Maybe they bring Electroshocker to slow em down? DOESN’T

MATTER! As long as one of em are spamming minigunner you should be **o k a y**.

- I just tested this strat and it works perfect.
- You must have Neko DJ for this strat to work.

WAVES TO WATCH FOR

- This update brings a **HUGE** change to the way dual lane maps work. Now, the strong zombies for each wave only spawn on **one** side instead of both.

10 - Abnormal from train

12 - Abnormal from cave

19 - Dark Necromancer from cave

22 - Giant Boss from cave

24 - Shadow Boss from train

30 - Tank from cave

35 - Templar from train

40 - Fallen King from cave

Note: You're gonna tank some damage in the beginning, that's **okay**

LOADOUTS

Player 1 (P1)- Ranger, Farm, Commander, Minigunner, Soldier

Player 2 (P2)- Ranger, Farm, Commander, Minigunner, Soldier

Player 3 (P3)- Ranger, Farm, DJ, Turret, Soldier

Player 4 (P4)- Ranger, Farm, DJ, Turret, Soldier

Player 5 (P5)- Farm, Minigunner, ANYTHING

Player 6 (P6)- Farm, Minigunner, ANYTHING

Some notes about loadouts:

-The first 4 are the most important. They're gonna do all the "hard" stuff.

-The last 2 are for people that are getting carried. They don't need Ranger because there isn't room for them. I mean there is, but you don't need to use it. They just need to bring the strongest towers they have. It's really helpful if they bring minigunners that need to be placed on wave 10, but these can also be placed by P1 and P2. I'm not kidding when I say it doesn't matter what they bring. At the beginning of the game in my video we lost our 6th person and still won easily. So if all they have is scout, let em play!

PLACEMENT MAP



Orange - Soldier/Minigunner

Blue - Turret

Pink - DJ

Black - Commander

Red - Ranger

(note: first DJ and first commanders should go near the middle building closer to the back of the map.)

WAVE 40 STRATEGY

-**SELL ALL FARMS** so you can place MAX LVL damage towers (some people still don't do this).

-Make sure to use COA as much as possible.

-You should have about 30 MAX LVL rangers and 10 MAX LVL Turrets. These are gonna do pretty much do all the killing on the final wave.

GAME STRATEGY

PLAYER 1

1. Place a Soldier
2. Place a Farm and upgrade it to LVL 1
3. Do this 3 more times (4 farms total)
4. Do nothing until wave 10, then place a Minigunner
5. Place 4 more LVL 1 farms
6. Upgrade that Minigunner to LVL 2
7. Upgrade 3 Farms to LVL 3
8. Place another LVL 2 Minigunner
9. Place a LVL 2 Commander by wave 18 or you'll regret it lol
10. Upgrade all Farms to LVL 3 on wave 20
11. Place another LVL 2 Commander on wave 21
12. Place a LVL 3 Ranger on wave 22
13. Place your last LVL 2 Commander
14. Chain COA the rest of the game

15. Upgrader 1 Minigunner to LVL 3 before wave 24
16. Begin MAXING your Farms 1 by 1, after each farm place a Ranger until you hit your placement limit
17. Make sure all Rangers are LVL 3 before the Tank shows up on wave 30
18. After the Tank focus on MAXING FARMS (you should be at your troop placement limit)
19. Upgrade your Commanders to MAX LVL
20. Upgrade your Minigunners to MAX LVL
21. Upgrade your Rangers to MAX LVL
22. On wave 40 sell your farms and place as many MAX LVL Rangers as you can (should have 7-9 total)

PLAYER 2

1. Place a soldier
2. Place a farm and upgrade it to LVL 1
3. Do this 3 more times (4 farms total)
4. Do nothing until wave 10, then place a minigunner
5. Place 4 more LVL 1 farms
6. Upgrade that minigunner to LVL 2
7. Upgrade 3 farms to LVL 3
8. Place another LVL 2 Minigunner
9. Upgrade all farms to LVL 3 by wave 20
10. Place a LVL 3 Ranger on wave 22
11. Upgrader 1 Minigunner to LVL 3 before wave 24
12. Begin MAXING your Farms 1 by 1, after each farm place a Ranger until you hit your placement limit
13. Make sure all Rangers are LVL 3 before the Tank shows up on wave 30 (should have between 3-6)

14. After the Tank focus on MAXING FARMS (you should be at your troop placement limit)
15. Upgrade your Minigunners to MAX LVL
16. Upgrade your Rangers to MAX LVL
17. Place 3 MAX LVL Commanders if you haven't already
18. On wave 40 sell your farms and place as many MAX LVL Rangers as you can (should have 7-9 total).

PLAYER 3

1. Place a soldier
2. Farm until you can get a Turret on wave 18 (I don't know how many farms this is, probably all at LVL 3)
3. Place the Turret and upgrade it to LVL 3
4. Place a LVL 3 Ranger
5. Place a LVL 3 DJ
6. Now begin maxing your Farms 1 by 1, placing either Turrets or Rangers after each time you MAX a Farm
7. Have at least 2 LVL 3 Turrets by wave 30
8. Have at least 3 LVL 3 Rangers by wave 30
9. MAX the DJ
10. After this it's smooth sailing. Depending on how many people you're playing with that have Minigunner's you might want to MAX your Turrets for hidden protection before upgrading Rangers
11. Once you hit your placement limit, **do not sell your Farms**, just let them farm until wave 40 and focus on MAXING the towers you have placed
12. On wave 40 sell your Farms. Be sure to place all 5 of your Turrets, then place whatever Rangers you can place.

PLAYER 4

1. Place a soldier
2. Farm until you can get a Turret on wave 18 (I don't know how many farms this is, probably 8 at LVL 3)
3. Place the Turret and upgrade it to LVL 3
4. Place a LVL 3 Ranger
5. Now begin maxing your Farms 1 by 1, placing either Turrets or Rangers after each time you MAX a Farm
6. Have at least 2 LVL 3 Turrets by wave 30
7. Have at least 3 LVL 3 Rangers by wave 30
8. After this it's smooth sailing. Depending on how many people you're playing with that have Minigunner's you might want to MAX your Turrets for hidden protection before upgrading Rangers
9. Once you hit your placement limit, **do not sell your Farms**, just let them farm until wave 40 and focus on MAXING the towers you have placed
10. On wave 40 sell your Farms and place a MAX LVL DJ by the cave to buff the Rangers on that hill, and be sure to place all 5 of your Turrets, then place whatever Rangers you can place.

PLAYER 5

1. Place 5 LVL 1 Farms
2. Do nothing
3. Place a Minigunner
4. Place 3 more LVL 1 Farms

5. Upgrade Minigunner to LVL 2
6. Continue Farming and placing Minigunners to your heart's desire
7. Upgrade your Minigunners to LVL 3 before wave 24
8. Have fun!

PLAYER 6

1. Place 5 LVL 1 Farms
2. Do nothing
3. Place a Minigunner
4. Place 3 more LVL 1 Farms
5. Upgrade Minigunner to LVL 2
6. Continue Farming and placing Minigunners to your heart's desire
7. Upgrade your Minigunners to LVL 3 before wave 24
8. Have fun!