

# Document Information



# Swift Siege

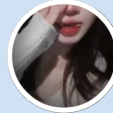
**LEVEL 50+**  
**700+ GEMS /HR**  
**AVERAGE 24 - 26 MINUTES**  
**SIMPLE - 9 STEPS ONLY**

 **Our Discord**   
[Click to redirect](#)

# CREATORS



RAINYRIANS



IHINTOX\_



# TESTERS



\_EMM4



RAMENIZEDNOODLE



\_NOTMINHH\_



ZAY



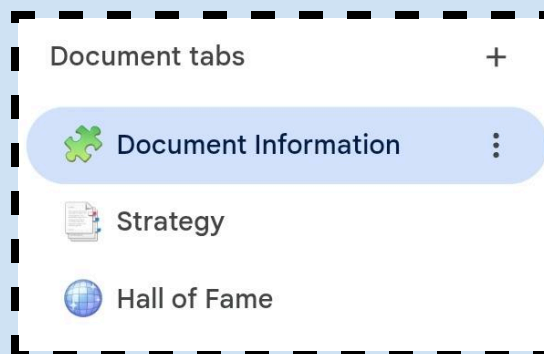
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## Notes

- Must be in the [Paradoxum Group](#) for an extra \$100
- Ask questions or discuss the strategy in the [Discord Thread](#)
- The word in **white line** is an important thing
- If you died by something on that wave, scroll down a document and read “Common Issues” to know a reason

This document is using the “**Tabs**” feature




Click on the Strategy tab to play



Make sure to read “Notes” before playing

(Also check out “Hall of Fame” for fastest runs!)

## Common Issues *(Why did I die?)*

Waves	Issues
4 - 7	<ul style="list-style-type: none"><li>Player 1 didn't get <b>Brawler</b> or incorrect <b>Brawler</b> Placement.<ul style="list-style-type: none"><li>The first <b>Brawler</b> should be at the back not the front.</li></ul></li></ul>  <p>The diagram shows a top-down view of a game base. A white arrow points from the text 'First Brawler at back' to a Brawler unit positioned at the rear of the base's main structure.</p> <ul style="list-style-type: none"><li>Skip late or didn't have auto skip on.</li></ul>
12	<ul style="list-style-type: none"><li>Player 2 didn't get lv 2 <b>Electroshocker</b> fast or set on <b>Strongest</b><ul style="list-style-type: none"><li>Incorrect <b>Electroshocker</b> placement, the first <b>Electroshocker</b> should be on the corner of the path.</li></ul></li></ul>  <p>The diagram shows a top-down view of a game base with a winding path. Four numbered blue circles (1, 2, 3, 4) indicate the optimal placement of Electroshocker units along the path, with circle 4 specifically at a corner.</p> <ul style="list-style-type: none"><li><b>Note:</b> usually will leak up to 2 <b>Balloons</b>, depending on placement and how fast you upgrade to Lv 2 <b>Electroshocker</b>, so you should be fine with half HP of your base.</li></ul>
10 - 13	<ul style="list-style-type: none"><li>Player 1 and Player 2 didn't get Lv 2 <b>Brawlers</b><ul style="list-style-type: none"><li>Both players should have Level 2 <b>Brawlers</b> at the back.</li></ul></li></ul>  <p>The diagram shows a top-down view of a game base. A white arrow points from the text 'First Brawler at back' to a Brawler unit positioned at the rear of the base's main structure.</p>

	<ul style="list-style-type: none"> <li>• Skip late or didn't have auto skip on.</li> </ul>
16 - 19	<ul style="list-style-type: none"> <li>• Player 1 didn't get <b>Brawlers</b></li> <li>• Player 3 didn't get <b>Freezers</b> <ul style="list-style-type: none"> <li>◦ Player 3 didn't get <b>Rocketeers</b></li> </ul> </li> </ul>
23 - 29	<ul style="list-style-type: none"> <li>• Player 1 didn't upgrade all <b>Brawlers</b> to Lv 2</li> <li>• Player 2 didn't get Lv 4 <b>Electroshocker</b> <ul style="list-style-type: none"> <li>◦ Didn't get fews lv 2 <b>Brawlers</b></li> </ul> </li> <li>• Player 3 didn't get more <b>Rocketeers</b></li> </ul>
31 - 34	<ul style="list-style-type: none"> <li>• Both players 1 and 2 didn't upgrade all <b>Brawlers</b> to Lv 4</li> <li>• Player 3 didn't get enough <b>Rocketeers</b> <ul style="list-style-type: none"> <li>◦ (It's recommend to <u>Reposition</u> your <b>Brawlers</b> if you keep dying on this wave)</li> </ul> </li> </ul>
39 - 40	<ul style="list-style-type: none"> <li>• Player 2 didn't place enough 4 Lv 4 <b>Electroshockers</b></li> </ul>
41 - 50	<ul style="list-style-type: none"> <li>• Player 1 didn't chain <b>CTA</b> from <b>Commanders</b></li> <li>• Didn't place <b>DPS</b> towers</li> </ul>
<ul style="list-style-type: none"> <li>• If none of them are your issue, it can be most likely a slow reaction, farming and bad tower placement which affects all steps</li> <li>• Once again, if you are still struggling with this strategy so we recommended to watch POV: <b>Player 1</b>, <b>Player 2</b>, <b>Player 3</b></li> </ul>	

Any questions feel free to ping @rainyrians or @ihntox\_ in the strategy thread



# Strategy


















## Notes

- Must be in [Paradoxum Group](#) for an extra 100\$
  - The word in white line is an important thing
  - Skip all waves instantly
  - 1 by 1 means to place/delete/upgrade towers one at a time
    - Example: "Place 6 Lvl 2 **Brawlers**, 1 by 1"
      - Place a **Brawler**
      - Upgrade **Brawler** to lvl 1, then lvl 2
      - Repeat 6 times total
- (Don't place another tower till you get the required level)
- If you died by something on that wave, scroll down a document in "Document Information" tab and read "Common Issues" to know a reason

# Loadouts

DPS Options (Best to Worst): Swarmer ? Accelerator ? Turret ? Pursuit ? Engineer  
(P1 can bring Hacker over DPS for mission)

Players	Towers				
Player 1	 Brawler	 Farm	 Ranger	 DPS	 Commander
Player 2	 Brawler	 Farm	 DPS	 Medic	 Electroshocker
Player 3	 Rocketeer	 Farm	 Ranger	 Freezer	 DJ Booth

# Strategy









Player 1

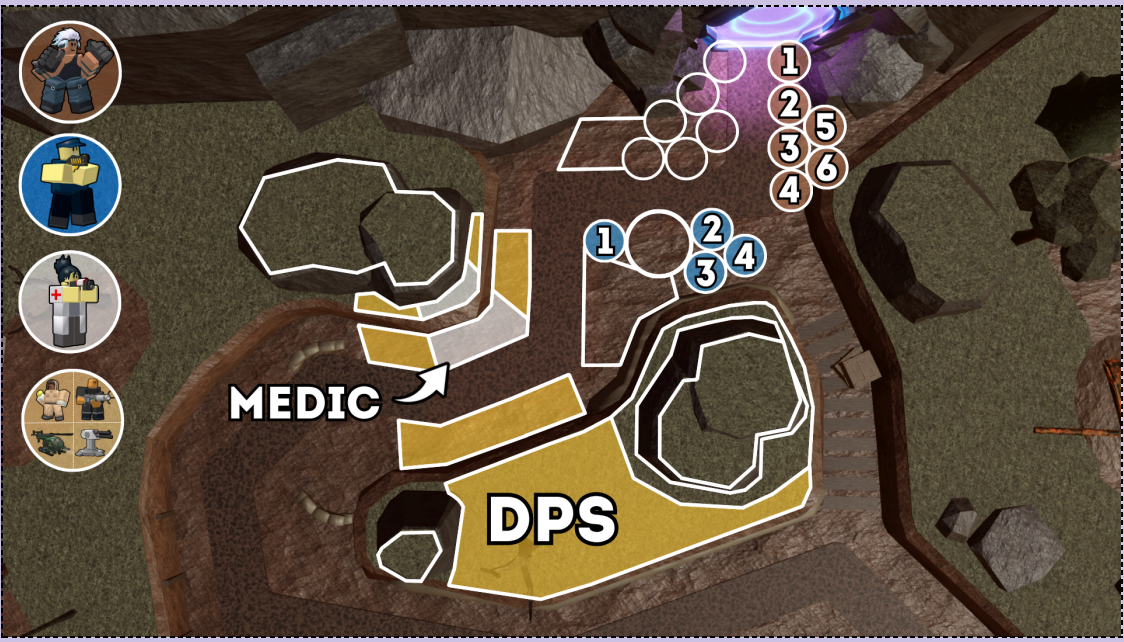

Difficulty: Easy - **POV** the e

				
<b>Important</b>	<b>Strategy</b>			
<b>Placement Map</b>				
<b>Notes</b>	<ul style="list-style-type: none"> <li>• Skip all waves ASAP (<i>Auto skip always on</i>)</li> <li>• <u>Reposition</u> If enemies leak</li> </ul>			

0 - 15	<ul style="list-style-type: none"> <li>Place 1 Lv 1 <b>Farm</b> &amp; 1 Lv 0 <b>Farm</b></li> <li>Place 1 Lv 0 <b>Brawler</b> at back</li> <li>Upgrade 2 <b>Farms</b> to Lv 2 &amp; <b>Brawler</b> to Lv 2 <ul style="list-style-type: none"> <li>Get 5 Lv 2 <b>Farms</b> in total</li> </ul> </li> </ul>	
16 - 27	<ul style="list-style-type: none"> <li>Place 5 Lv 2 front <b>Brawlers</b> &amp; Upgrade <b>Brawler</b> at back to Lv 3 and <b>Reposition</b> in front <ul style="list-style-type: none"> <li>Get 8 Lv 3 <b>Farms</b> in total</li> </ul> </li> </ul>	
28 - 50	<ul style="list-style-type: none"> <li>Place 3 Lv 2 <b>Commanders</b>, always chain <b>CTA</b></li> <li>Upgrade all <b>Brawlers</b> to Lv 4, 1 by 1</li> <li>Max all <b>Brawlers</b> &amp; <b>Commanders</b></li> <li>Spam max <b>DPS</b> &amp; <b>Rangers</b></li> </ul>	

⚡ Player 2 ⚡


Difficulty: <b>Medium</b> - POV: here					
		   			
Important	Strategy				

<p>Placement Map</p>	
<p>Notes</p>	<ul style="list-style-type: none"> <li>• Skip all waves ASAP (<i>Auto skip always on</i>)</li> <li>• <u>Reposition</u> If enemies leak</li> </ul>
<p>0 - 18</p>	<ul style="list-style-type: none"> <li>• Place 4 Lv 1 <b>Farms</b> ? Upgrade 2 <b>Farms</b> to Lv 2</li> <li>• Place a Lv 2 <b>Electroshocker</b>, set on strongest             <ul style="list-style-type: none"> <li>◦ Set target on <b>First</b> after all <b>Balloons</b> cleared</li> </ul> </li> <li>• Place a Lv 2 <b>Brawler</b> at back             <ul style="list-style-type: none"> <li>◦ Get 8 Lv 2 <b>Farms</b> in total</li> </ul> </li> </ul>
<p>19 - 30</p>	<div> <ul style="list-style-type: none"> <li>• Place 5 Lv 2 front <b>Brawlers</b> ? Upgrade <b>Brawler</b> at back to Lv 3 and <u>Reposition</u> in front</li> <li>• Upgrade <b>Electroshocker</b> to Lv 4</li> <li>• Upgrade all <b>Farms</b> to Lv 3</li> </ul> </div> <div> <p><b>First Brawler at back</b></p>  </div>

31 - 50	<ul style="list-style-type: none"> <li>Upgrade all <b>Brawlers</b> to Lv 4, 1 by 1 <ul style="list-style-type: none"> <li>Get 4 Lv 4 <b>Electroshockers</b> in total</li> </ul> </li> <li>Max all <b>Brawlers</b> → <b>Electroshockers</b></li> <li>Place 4 max <b>Medics</b>, select <b>Commanders</b> → <b>DPS</b> <ul style="list-style-type: none"> <li>Spam max <b>DPS</b></li> </ul> </li> </ul>	
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🎵 Player 3 🎵

Difficulty: <b>Very Easy</b> - POV: here				
				
Important	Strategy			

<p>Placement Map</p>	
<p>Notes</p>	<ul style="list-style-type: none"><li>• DJ Tips (Optional): You can set DJ to Red Track on the specific waves and back to Green Track every time wave ends<ul style="list-style-type: none"><li>◦ Waves: 32-33, 35-36, 41-44, 47-50</li></ul></li><li>• Skip all waves ASAP (Auto skip always on)</li></ul>
<p>0 - 23</p>	<ul style="list-style-type: none"><li>• Place 4 Lv 1 Farms ? Get 5 Lv 2 Farms in total</li><li>• Place 1 Lv 2 Rocketeer ? 2 Lv 2 Freezers ? 1 Lv 2 Rocketeer</li><li>• Get 8 Lv 2 Farms in total ? Place 8 Lv 2 Rocketeers in total<ul style="list-style-type: none"><li>◦ Upgrade all Farms to Lv 3</li></ul></li></ul>
<p>24 - 50</p>	<ul style="list-style-type: none"><li>• Place a Max DJ (Green Track) ? Max all Rocketeers</li><li>• Spam max Rangers<ul style="list-style-type: none"><li>◦ Set DJ on Red Track at wave 50</li></ul></li></ul>



# Hall of Fame

# HALL OF FAME

DM RAINYRIANS ON DISCORD IF YOU GOT  
FASTEST TIME TO SUBMIT!



RAINYRIANS

## SWARMER DPS

27:06

TwistedTranquility, tdxgoblin13, foxyplayzy



## NORMAL RUN

(No Swarmer)

24:36

RainyRians, ihntox\_, Nek0\_Puri



Post Corpse Added

26:36

Ramen, Funesta, ihntox\_



Burger 🍔:3  
Dont tell rian i put this here  
oki - ruby