Document Information























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	 Player 1 didn't get Brawler or incorrect Brawler Placement. The first Brawler should be at the back not the front. First Brawler at back Skip late or didn't have auto skip on. 				
12	 Player 2 didn't get lv 2 Electroshocker fast or set on Strongest Incorrect Electroshocker placement, the first Electroshocker should be on the corner of the path. Note: usually will leak up to 2 Balloons, depending on placement and how fast you upgrade to Lv 2 Electroshocker, so you should be fine with half HP of your base. 				
10 - 13	Player 1 and Player 2 didn't get Lv 2 Brawlers Both players should have Level 2 Brawlers at the back. First Brawler at back First Brawler at back				

	Skip late or didn't have auto skip on.			
16 - 19	 Player 1 didn't get Brawlers Player 3 didn't get Freezers Player 3 didn't get Rocketeers 			
23 - 29	 Player 1 didn't upgrade all Brawlers to Lv 2 Player 2 didn't get Lv 4 Electroshocker Didn't get fews lv 2 Brawlers Player 3 didn't get more Rocketeers 			
31 - 34	 Both players 1 and 2 didn't upgrade all Brawlers to Lv 4 Player 3 didn't get enough Rocketeers (It's recommend to Reposition your Brawlers if you keep dying on this wave) 			
39 - 40	Player 2 didn't place enough 4 Lv 4 Electroshockers			
41 - 50	Player 1 didn't chain <u>CTA</u> from Commanders Didn't place <u>DPS</u> towers			

- If none of them are your issue, it can be most likely a slow reaction, farming and bad tower placement which affects all steps
- Once again, if you are still struggling with this strategy so we recommended to watch POV: Player 1, Player 2, Player 3

Any questions feel free to ping @rainyrians or @ihntox_ in the strategy thread

Strategy





eligit to recline

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 IvI 1, then IvI 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): Accelerator 2 Turret 2 Pursuit 2 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



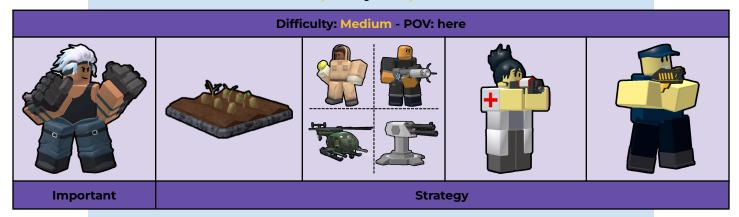
Difficulty: Easy - POV: he



0 - 15	 Place 1 Lv 1 Farm 2 1 Lv 0 Farm Place 1 Lv 0 Brawler at back Upgrade 2 Farms to Lv 2 Brawler to Lv 2 Get 5 Lv 2 Farms in total 		
16 - 27	 Place 5 Lv 2 front Brawlers Upgrade Brawler at back to Lv 3 and Reposition in front Get 8 Lv 3 Farms in total 		
28 - 50	 Place 3 Lv 2 Commanders, always chain CTA Upgrade all Brawlers to Lv 4, 1 by 1 Max all Brawlers 2 Commanders Spam max DPS 2 Rangers 		



→ Player 2 →





• Upgrade all Brawlers to Lv 4, 1 by 1

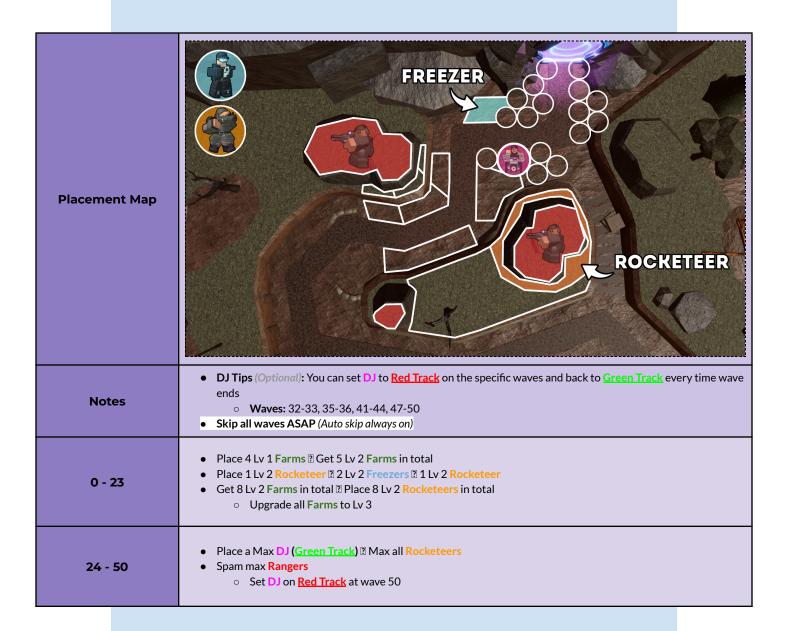
o Get 4 Lv 4 Electroshockers in total

- Max all Brawlers ? Electroshockers
- Place 4 max Medics, select **Commanders DPS**
 - o Spam max DPS

31 - 50

M Player 3 M

Difficulty: Way Bary - POV: here Important Strategy



Hall of Fame



DM RAINYRIANS ON DISCORD IF YOU COT FASTEST TIME TO SUBMITI





27:06 TwistedTranquility, tdxgobin13, foxyplayzy



NORMAL RUN

(No Swarmer)

24:36
RainyRians, ihntox_, Nek0_Puri



Post Corpse Added

26:36

Ramen, Funesta, ihntox_



Burger \$\instyle{\operation}\$:3

Dont tell rian i put this here

oki - rubyy