

Biff Bible

Updated 6/18/22 *Sorry its been a while, been busy. A bit outdated but still a decent reference guide.*

Some of this will change in the late game and for those who spend heavily but this guide is mostly for beginners who spend only a little.

Comments are enabled, please add advice or ask questions. It might take me a week but I answer all questions and continually update the guide with more advice!

Thanks! - SayBiff4me

Some videos so you don't have to read (I need to continue this but I'm lazy)
<https://www.youtube.com/channel/UC15P2GG4QuqsYGd339fdFOg/videos>

Made a spreadsheet with some calculations I use frequently

 [Biff AoZ Calculations](#)

Thanks to all my teachers <3 BlueStar, Paul, Malachite, Sayez, [Lumbergh Youtube](#).

Also thanks to yetieater for editing this document

Fighting Guide — — — —

#1 rule: This is a defense game. Try to attack only if you know you are going to win with VERY little losses, or you are in KE/Void and need points. Baiting your enemy into making a dumb attack is ALWAYS the better strategy.

Always watch your fleet all the way to the target. The enemy might reinforce heavily or try to bubble trap you, so be prepared to recall in the last few seconds.

Save your troops: they are the most important thing in the game.

The game is about having fun and WINNING. This is not farmville. You build troops to lose them. This is why we invest in Loreline. You are free to hide in a shield for eternity but you will never win and you will never be able to talk shit to the other nation because they know you are a bunch of bubble boys! Gaming culture is all about limit testing and having fun doing it. You'll never know what you can and can't do if you don't TRY. (but also don't waste your SOS on that c38)

Formations

You have 7 fleet spots and should have all of these formations saved. They are all very useful. Ask if you have questions. You can setup your formation by clicking fleet in the garage or by attacking a city (dont actually attack, just get to the attack screen). You can then set your fleet and save it.

1) 1111 Formation

1111 should be used with a stagger attack. If you are not staggering, then you need a front line, otherwise your 1111 will be defeated quickly and your back line will take heavy losses.

1 of each troop type of lowest level and then add maximum factory cannon and snipers. This is very important to know so I will spell it out.

1 tank, 1 shredder, 1 infantry, 1 armored soldier

1 biker, 1 rocket, 1 gunner, 1 storm trooper. 1 zombie

1 shielder, 1 elite EMP laser cannon

Up to 25,000 cannons (as many as you can)

Fill the rest of the fleet with snipers.

If you are weaker then it is better to not send a full fleet. You don't want to be the only person sending low level troops as they will die first. Save your troops for promotion (unless you want to kill for biochemical materials). Ask strong members to use share in loss formation.

2) Hard Hit 1111

This is for big team battles or 1v1 to protect your back line. Same as 1111 but remove 1000 UNITS of sniper and replace with 1000 UNITS of shredder, tank, or armored soldier (preferably shredder). These troops will die to protect your damage dealers in the back line. Note that 1 shredder is 10 units. Also the 1000 units can be changed depending on the perceived strength of the enemy. 1-30% of the fleet. Balancing act. You want the enemy to kill your shredders and start moving to your back line just as the battle is ending.

3) SIL (Share in the Loss formation)

This is used when fighting with a lot of teammates with several city power differences. If this is not used, then only the weak lose troops. Strong members can also include front or mid line fodder.

1111 formation but trade 1000 cannons and snipers with those of lower tier troops.

4) Defense Formation

EMP laser cannons and infantry are good in defense, not offense! Save your laser cannons for defense!

Again, the numbers are not exact for YOUR fleet. Just include some of each to take the hit.

Maximum Zombies

Shredders - 1-2k

Tanks - 2-4k

Infantry 5k

Other troop type - 250

Cannons - 15k

Remainder - snipers and emp cannons

Depending on the battle sometimes it's better to send the troops which they lack (30%+ front line) or only your strongest troops (full t9 cannon)

5) Fake Attack formation

1 troop of each category. (Lowest tier)

Depending on the intelligence of your enemy, a fake attack will work without titans. The goal is to suicide these troops into a base on the other side of the enemy hive from the base you actually want to attack. This causes the enemy to use their reinforcement on the wrong target and you can attack the real target with your real fleet. When your enemy catches on to what you are doing you can increase the troops in this fleet so that you may include titan. This lets the enemy see your marching titan and hopefully they will think it is a real attack. You can then send your real attack fleet before the fake fleet reaches their destination and then recall the fake fleet. You don't get to attack with titans but if you trick them then it's better than attacking reinforcements.

6) Self-replenishing defense formation

This is for when you need to defend yourself. Advanced strategy, ask if you don't understand.
1 troop of each type from front and middle row only.

7) Elite War/ Doom Arena Formation

Maximum Zombies

Shredders - 20%

Tanks - 5%

Bikes - 5% (optional)

Each troop type - 250

Canons - 15k (at least)

Remainder - snipers and emp cannons

None of these formations are perfect for YOUR city!

This is a general guide to get you started and then you will need to tweak to your needs and strengths: If you have a 50k fleet then sending 15k cannons is impossible, if you have a 400k fleet then sending 1k shredders is almost nothing. I can't make a perfect fleet guide for every city and every battle so you must learn your city, your enemies, and set things correctly. Save a general fleet and change it depending on the battle. I can't capture each city at each level with different stats and boosts so the main point stands, you must adapt to each battle.

Fighting Tactics

Strategy

Try to attack when you greatly outnumber the enemy using 1111 stagger formation as this will cause the least amount of losses if done correctly. For advanced targets who are far, bus or keep your fleets together and attack at the same time to avoid bubble traps. Use share in loss formation. When attacking small targets who are alone, try to use a staggered attack to minimize losses. When attacking big targets or in a hive, use a hard hit formation to sacrifice front line troops and save your back line. When attacking alone, you need to scout the enemy and make your hard hit fleet depending on their troops.

Stagger attack: strongest to weakest. Strongest person goes 5-7 seconds early to set up the battle. Each person after the first arrives 1-3s later (very important) so you replenish the front and middle line troops without having the enemy focus on your back line. If done correctly you will lose very little. Do not make the train too long or the battle will end and the weakest members will start a new fight. Watch your fleet and speed in if this happens. If you have a lot of people, reduce the split time or have most of the people go with the leader and then a few can stagger to replenish. Small mistakes mean large losses so please be precise and pay attention! Always watch your fleet and prepare to speed or recall.

Types and Counters

TA - basic team attack (including rally)
TD -basic team defense
STA -staggered team attack
ATA -advanced team attack
SATA -staggered advanced team attack
BT -Bubble Trap

A 1111 should always be used with a stagger attack.

A hard hit formation should be used with any non-stagger attack (rally included)

Your 4 team attacks should be 1111 STA, 1111 SATA, hard hit TA, hard hit ATA.

Now you can use the common terms: TA, ATA, STA, SATA

Defeat a TA/ATA using a TD

Defeat an STA/SATA using a BT with TD arriving after last attacker

Counter speed attacks by building a large hive wall and using speed to defend

Getting Attacked

Sometimes people will attack you (those fools!) and you should make them regret it!

A couple of things to consider: Can you win? How many troops will you lose? Do you have reinforcements?

Your basic reaction should be shielding but you can consider fighting if you can hurt them.

If you are being speed attacked by a dozen cities, I'd just shield and maybe catch the last couple with a bubble trap if you think you can win.

If you are being attacked 1v1 and you think the enemy will kill some of your fleet, then you can send some of your lower tier troops away and keep hospital capacity in base (try to switch to medici, kingsley, bravestar and rockbell). You will still lose the battle but you won't lose any troops and hopefully they will.

If you are in the hive and the enemy is attacking you in great numbers, you can try to get reinforcements and win the battle (or reduce losses, use the previous method of removing low tier troops). You can combine this with a bubble trap.

If you don't think you can win the defense without heavy losses, then it is better to shield.

If you are in frenzy, you can quickly rally all troops (or send doomsday) and let them hit an empty city.

Planning attacks

If you are on the map and click an enemy city you can share their location by hitting the symbol to the right of the coordinates. I will refer to this as a 'ping'. We ping enemy cities when we want to start an attack. During battle do not ping cities, only share scout reports or enter the city coordinates manually like "598:598" and then ask for a scout.

Try to scout and attack immediately. Do not send out too many scout fleets because you will wake the enemy and give them time to bubble or let them reinforce. Especially in a hive.

TA

After a scout is posted, the war general will ping the city and ask for times. You will set up your attack on the selected city with the correct formation but do NOT send. Remember the time of your fleet "6:07" and post in chat without symbols "607". After a minute, the person with the biggest number will be chosen as turtle and they will lead the attack.

Say "go5" BEFORE starting your attack. This means you are going to attack in 5 seconds. Everyone else watches the battle screen. Make sure you attack according to the turtle time because mistakes happen and you do not want to follow the fool who goes early.

Turtle Method

Since waiting on everyone to post times and choosing a slowest person can take a stressful amount of time, you may want to use the turtle method. You can do a single TA (or look at the map and determine based on your team city locations and the enemy city locations) to figure out

who will be your slowest person. Choose them to be the turtle. This makes attacks go faster as the general can ping a city and the turtle can attack as soon as their army returns. No need to post times between attacks. During the return trip from one attack you can scout, heal, and ping the next city for attack. Be quick.

ATA

If you can't pick a constant turtle, or everyone is very close, you may choose to fight off the present clock, the daily countdown timer in the top right of the screen which reads something like "16:05:30." This is also useful when you have a large number of players and need to keep chat clear for defense (think Chaos Land or global conquest). This is known as ATA. . This method requires everyone to be extra careful and quick at math but it is the best because you can easily set up your fake and stagger attacks. Practice is needed. You can get quite organized and creative.

Example ATA attack:

16:00:00

Example SATA attack:

16:00:00

PersonA 0, personB +5, Biff +7, personC +9, personD +11

Advanced teleport SATA attack with fakes:

16:02:30 teleport

16:00:00 3 attacks

598:598 fake

600:598 real

598:600 fake

Person 0, person +5, Biff +7, person +9, person +11

Save 2 fleets for defense

So if I teleport and find my attack time to be 55 seconds then I would need to add 7 and make my fleet leave when the present clock says 16:01:02. It is quickest to not use the alliance battle screen. Click the city and choose attack, click fleet, click go. Takes about 2 seconds

Advanced Tactics

Hiding Troops

While you are attacking with your main fleet, you cannot shield and your city will be vulnerable to counter-attacks. There are a couple of options to minimize losses or prevent any troops from being destroyed. If you have fewer troops than 5 times your fleet size, you can send your main attack and then effectively hide the remaining troops by setting them into a rally. Choose a dead city (c5 commander12345 account) or a nearby farm and set a fleet into a 30 minute rally. This removes the troops from defending your city. If you remove all of your troops (and don't have zombies defending the city) then the enemy will only be able to take your resources and refugees. It is better to give these than let your troops be killed. You can keep some troops in the city to defend, but remember you have an attack out so beware of having your hospital fill and then troops being killed by surplus.

When you get to the later levels (c28 or c30? Someone help), the doomsday challenge will appear on the ruins. **SAVE THIS**. This is your get out of jail free card if you have many troops. You can send all troops (like tyrant of doom) to the doomsday challenge. You can send your entire fleet to the ruins and then recall to dodge incoming attacks. The enemy might get wise to this and try to catch your fleet on return, so use this time to bubble or have reinforcements coming (or be really really fast and resend the fleet)

Bubble trapping

A bubble trap is how you defeat an incoming stagger attack. If the enemy is sending multiple fleets but has bad timing, then you can bubble before the attack and have the first fleets bounce off the bubble. When you are sure you can win, send a scout to a nearby city to cancel your bubble and the last of the enemy fleets will engage in battle. You can zero an attacking fleet this way while not losing any troops.

I had an alliance try this on my TA in another world where I am strong but I attacked last and ended up killing him in a 1v1 so don't bubble trap the wrong person! Make sure you will win the battle before removing the shield.

Self-replenishing timed defense

This is an advanced tactic and hard to perform successfully but is quite amazing if you can do it. Just like the stagger attack, the goal is to replenish the front and middle line during the attack to save your back line troops. When you see an attack coming you will quickly send out five fleets of fleet type number 6 as written above to reinforce neighboring cities. You will recall these troops to arrive after the battle starts, you may need to speed them.

Depending on your city troops, try to have the first fleet arrive about 10 seconds after the start of the battle and then a couple seconds between the rest of the fleets. If you don't have many troops, this might be less than 10 seconds. If you have 10k shredder it will take longer for them to die. Testing is needed. If you are really prepared, you can also only keep a 1111 front/mid line in your city and send out 4 fleets of #6 and then send out your last fleet with all of your front/mid line troops. Then you can replenish 5 times and the last time will have all of your meat shield in it. This takes more preparation but makes it so you don't have to guess on when to bring your fleets back. Just bring them back 6/8/10/12/14 seconds after the battle starts.

Extra

There is much uncertainty in several of these tactics, how do you figure out what you need to do? Attack level 3/4/5/6 commander accounts, have your farms attack you with level 1/2/5 troops, and practice during battle frenzy when there are no losses. Make your mistakes, test, learn, adapt.

SOS is the first important fighting skill at commander level 37. It allows you to attack once by yourself and have all of your killed units be converted to wounded instead. If your hospital fills, the extra wounded troops will die. You can help this by sending out your fleet with Morgan and then switching to Bravestar. It does not matter how many enemies reinforce but if an ally joins your attack, the SOS will be canceled. The goal of SOS is to find a 50/50 fight. If you are strong, then you want to fight multiple people. You will kill many and you will have a day of healing, then you can repeat. Some people like to use SOS as soon as it is available, which will save any gathering troops that try to get tile attacked or save you from forgetting to use it. The best way to use SOS is during the battle. If the battle starts and you realize the enemy withdrew most of their troops then you can kill the remainder, take a small loss, and save the SOS for another attack. Sometimes you will start an attack that seems easy and then many will reinforce, so pay attention and be ready to use it! Try not to use this as a “special attack” but more as a “get out of jail free” card. Play normally, and then when you make a mistake or a c38 shows up to defend, you can use this to save yourself.

The next ability is Slaughter at commander level 45, which works the same way as SOS. You can and should stack them! Slaughter kills 10% of the wounded troops after the battle.

During alliance battles (KE, void, chaosland..) you will have many people online and fighting together and it's best to pick a single commander to lead the battle. Nobody else talks in the alliance chat unless told. Create an alliance chat so that members can still freely talk and not interrupt the commander.

I also recommend making another chat so that people can post possible target locations. Again, you do not want to wake up the entire hive, so you should have a single person (whoever has the highest recon center) doing the scouts and posting them in the main alliance chat for the commander to review. The only thing that should be posted in the alliance chat is the coordinates of an incoming attack and THEN SPECIFY if the attack is real or fake! The less clutter in chat, the better the team can coordinate together.

During events which give points for kills, defending gives less than attacking. Unless your defense will beat the enemy by the point margin (2x for KE, 3x for VOID), it is better to not defend. You might win the battle but the enemy will still get more points. This is especially true if the enemy is using an SOS attack. Unfortunately the best way to prevent the enemy from taking points on a member who is unshielded or inactive is to kick them and attack them before the enemy does. For me, this is the hardest thing to do in the game, but is a great strategy for minimizing enemy points.

A lot of people will ask about mid range attack versus long range attack so let me clear this up. Mid range attack is for super spenders because it technically counters long range attack fleets but we focus on long range attack because it takes advantage of a broken battle system to minimize troop losses. Before the c38

upgrade about a year ago, the top troops were mid range so very end game players would have better stats sending mid range troops. Now that t12 troops have been released, the mid range power will eventually fall off (still good for the first year or so). During your chaosland/frenzy/duel/global/void wars early on, you will find massive mid range players who seem to destroy you. Mid range works well in battle with no troop loss but those players are spending a lot on heals. If you can spend a LOT and focus on melee expert, mid range expert, and mid range attack then you can quickly get to power spikes like c30 t10 rockets + c26 t9 tank or even better: c33 t11 gunner, c35 t11 storm troopers with c34 t11 tank. If you try to build this on a regular non-spending account, you will not be able to take advantage of STA and you will take more troop losses.

More to come!

Fleet Speed Charts

Speed Times				
How Many 50% Needed to get remaining time				
50%	1 Second	2 Second	3 Second	5 Second
1	0:00:01	0:00:02	0:00:03	0:00:05
2	0:00:02	0:00:04	0:00:06	0:00:10
3	0:00:04	0:00:08	0:00:12	0:00:20
4	0:00:08	0:00:16	0:00:24	0:00:40
5	0:00:16	0:00:32	0:00:48	0:01:20
6	0:00:32	0:01:04	0:01:36	0:02:40
7	0:01:04	0:02:08	0:03:12	0:05:20
8	0:02:08	0:04:16	0:06:24	0:10:40
9	0:04:16	0:08:32	0:12:48	0:21:20
10	0:08:32	0:17:04	0:25:36	0:42:40
11	0:17:04	0:34:08	0:51:12	1:25:20
12	0:34:08	1:08:16	1:42:24	
13	1:08:16	2:16:32		
14	2:16:32			

Catching up a certain amount of seconds using fleet speeds at fleet time remaining			
Seconds	25%	50%	50% then 25%
1	4	2	2
2	8	4	3
3	12	6	5
4	16	8	6
5	20	10	8
6	24	12	10
7	28	14	11
8	32	16	13
9	36	18	14
10	40	20	16
12	48	24	19
14	56	28	22
16	64	32	26
18	72	36	29
20	80	40	32
22	88	44	35
24	96	48	38
26	104	52	42
28	112	56	45
30	120	60	48
35	140	70	56
40	160	80	64
45	180	90	72
50	200	100	80
55	220	110	88
60	240	120	96
65	260	130	104
70	280	140	112
75	300	150	120
80	320	160	128
85	340	170	136
90	360	180	144
95	380	190	152
100	400	200	160
105	420	210	168
110	440	220	176
115	460	230	184
120	480	240	192

50% Speed Chart										
Time	1	2	3	4	5	6	7	8	9	10
0:00:15	0:00:08	0:00:04	0:00:02	0:00:01	0:00:00	0:00:00	0:00:00	0:00:00	0:00:00	0:00:00
0:00:30	0:00:15	0:00:08	0:00:04	0:00:02	0:00:01	0:00:00	0:00:00	0:00:00	0:00:00	0:00:00
0:00:45	0:00:23	0:00:11	0:00:06	0:00:03	0:00:01	0:00:01	0:00:00	0:00:00	0:00:00	0:00:00
0:01:00	0:00:30	0:00:15	0:00:08	0:00:04	0:00:02	0:00:01	0:00:00	0:00:00	0:00:00	0:00:00
0:02:00	0:01:00	0:00:30	0:00:15	0:00:08	0:00:04	0:00:02	0:00:01	0:00:00	0:00:00	0:00:00
0:03:00	0:01:30	0:00:45	0:00:22	0:00:11	0:00:06	0:00:03	0:00:01	0:00:01	0:00:00	0:00:00
0:04:00	0:02:00	0:01:00	0:00:30	0:00:15	0:00:07	0:00:04	0:00:02	0:00:01	0:00:00	0:00:00
0:05:00	0:02:30	0:01:15	0:00:37	0:00:19	0:00:09	0:00:05	0:00:02	0:00:01	0:00:01	0:00:00
0:06:00	0:03:00	0:01:30	0:00:45	0:00:22	0:00:11	0:00:06	0:00:03	0:00:01	0:00:01	0:00:00
0:07:00	0:03:30	0:01:45	0:00:52	0:00:26	0:00:13	0:00:07	0:00:03	0:00:02	0:00:01	0:00:00
0:08:00	0:04:00	0:02:00	0:01:00	0:00:30	0:00:15	0:00:07	0:00:04	0:00:02	0:00:01	0:00:00
0:09:00	0:04:30	0:02:15	0:01:07	0:00:34	0:00:17	0:00:08	0:00:04	0:00:02	0:00:01	0:00:01
0:10:00	0:05:00	0:02:30	0:01:15	0:00:37	0:00:19	0:00:09	0:00:05	0:00:02	0:00:01	0:00:01
0:11:00	0:05:30	0:02:45	0:01:22	0:00:41	0:00:21	0:00:10	0:00:05	0:00:03	0:00:01	0:00:01
0:12:00	0:06:00	0:03:00	0:01:30	0:00:45	0:00:22	0:00:11	0:00:06	0:00:03	0:00:01	0:00:01
0:13:00	0:06:30	0:03:15	0:01:37	0:00:49	0:00:24	0:00:12	0:00:06	0:00:03	0:00:02	0:00:01
0:14:00	0:07:00	0:03:30	0:01:45	0:00:52	0:00:26	0:00:13	0:00:07	0:00:03	0:00:02	0:00:01
0:15:00	0:07:30	0:03:45	0:01:53	0:00:56	0:00:28	0:00:14	0:00:07	0:00:04	0:00:02	0:00:01
0:16:00	0:08:00	0:04:00	0:02:00	0:01:00	0:00:30	0:00:15	0:00:07	0:00:04	0:00:02	0:00:01
0:17:00	0:08:30	0:04:15	0:02:07	0:01:04	0:00:32	0:00:16	0:00:08	0:00:04	0:00:02	0:00:01
0:18:00	0:09:00	0:04:30	0:02:15	0:01:07	0:00:34	0:00:17	0:00:08	0:00:04	0:00:02	0:00:01
0:19:00	0:09:30	0:04:45	0:02:22	0:01:11	0:00:36	0:00:18	0:00:09	0:00:04	0:00:02	0:00:01
0:20:00	0:10:00	0:05:00	0:02:30	0:01:15	0:00:37	0:00:19	0:00:09	0:00:05	0:00:02	0:00:01
0:22:00	0:11:00	0:05:30	0:02:45	0:01:23	0:00:41	0:00:21	0:00:10	0:00:05	0:00:03	0:00:01
0:24:00	0:12:00	0:06:00	0:03:00	0:01:30	0:00:45	0:00:23	0:00:11	0:00:06	0:00:03	0:00:01
0:26:00	0:13:00	0:06:30	0:03:15	0:01:38	0:00:49	0:00:24	0:00:12	0:00:06	0:00:03	0:00:02
0:28:00	0:14:00	0:07:00	0:03:30	0:01:45	0:00:53	0:00:26	0:00:13	0:00:07	0:00:03	0:00:02
0:30:00	0:15:00	0:07:30	0:03:45	0:01:53	0:00:56	0:00:28	0:00:14	0:00:07	0:00:04	0:00:02
0:32:00	0:16:00	0:08:00	0:04:00	0:02:00	0:01:00	0:00:30	0:00:15	0:00:08	0:00:04	0:00:02
0:34:00	0:17:00	0:08:30	0:04:15	0:02:08	0:01:04	0:00:32	0:00:16	0:00:08	0:00:04	0:00:02
0:36:00	0:18:00	0:09:00	0:04:30	0:02:15	0:01:08	0:00:34	0:00:17	0:00:08	0:00:04	0:00:02
0:38:00	0:19:00	0:09:30	0:04:45	0:02:23	0:01:11	0:00:36	0:00:18	0:00:09	0:00:04	0:00:02
0:40:00	0:20:00	0:10:00	0:05:00	0:02:30	0:01:15	0:00:38	0:00:19	0:00:09	0:00:05	0:00:02
0:42:00	0:21:00	0:10:30	0:05:15	0:02:38	0:01:19	0:00:39	0:00:20	0:00:10	0:00:05	0:00:02
0:44:00	0:22:00	0:11:00	0:05:30	0:02:45	0:01:23	0:00:41	0:00:21	0:00:10	0:00:05	0:00:03
0:46:00	0:23:00	0:11:30	0:05:45	0:02:53	0:01:26	0:00:43	0:00:22	0:00:11	0:00:05	0:00:03
0:48:00	0:24:00	0:12:00	0:06:00	0:03:00	0:01:30	0:00:45	0:00:23	0:00:11	0:00:06	0:00:03
0:50:00	0:25:00	0:12:30	0:06:15	0:03:08	0:01:34	0:00:47	0:00:23	0:00:12	0:00:06	0:00:03
0:52:00	0:26:00	0:13:00	0:06:30	0:03:15	0:01:38	0:00:49	0:00:24	0:00:12	0:00:06	0:00:03
0:54:00	0:27:00	0:13:30	0:06:45	0:03:23	0:01:41	0:00:51	0:00:25	0:00:13	0:00:06	0:00:03
0:56:00	0:28:00	0:14:00	0:07:00	0:03:30	0:01:45	0:00:53	0:00:26	0:00:13	0:00:07	0:00:03
0:58:00	0:29:00	0:14:30	0:07:15	0:03:38	0:01:49	0:00:54	0:00:27	0:00:14	0:00:07	0:00:03

25% Speed Chart															
Time	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0:00:15	0:00:11	0:00:08	0:00:06	0:00:05	0:00:04	0:00:03	0:00:02	0:00:02	0:00:01	0:00:01	0:00:01	0:00:00	0:00:00	0:00:00	0:00:00
0:00:30	0:00:23	0:00:17	0:00:13	0:00:09	0:00:07	0:00:05	0:00:04	0:00:03	0:00:02	0:00:02	0:00:01	0:00:01	0:00:01	0:00:01	0:00:00
0:00:45	0:00:34	0:00:25	0:00:19	0:00:14	0:00:11	0:00:08	0:00:06	0:00:05	0:00:03	0:00:03	0:00:02	0:00:01	0:00:01	0:00:01	0:00:01
0:01:00	0:00:45	0:00:34	0:00:25	0:00:19	0:00:14	0:00:11	0:00:08	0:00:06	0:00:05	0:00:03	0:00:03	0:00:02	0:00:01	0:00:01	0:00:01
0:02:00	0:01:30	0:01:08	0:00:51	0:00:38	0:00:28	0:00:21	0:00:16	0:00:12	0:00:09	0:00:07	0:00:05	0:00:04	0:00:03	0:00:02	0:00:02
0:03:00	0:02:15	0:01:41	0:01:16	0:00:57	0:00:43	0:00:32	0:00:24	0:00:18	0:00:14	0:00:10	0:00:08	0:00:06	0:00:04	0:00:03	0:00:02
0:04:00	0:03:00	0:02:15	0:01:41	0:01:16	0:00:57	0:00:43	0:00:32	0:00:24	0:00:18	0:00:14	0:00:10	0:00:08	0:00:06	0:00:04	0:00:03
0:05:00	0:03:45	0:02:49	0:02:07	0:01:35	0:01:11	0:00:53	0:00:40	0:00:30	0:00:23	0:00:17	0:00:13	0:00:10	0:00:07	0:00:05	0:00:04
0:06:00	0:04:30	0:03:22	0:02:32	0:01:54	0:01:25	0:01:04	0:00:48	0:00:36	0:00:27	0:00:20	0:00:15	0:00:11	0:00:09	0:00:06	0:00:05
0:07:00	0:05:15	0:03:56	0:02:57	0:02:13	0:01:40	0:01:15	0:00:56	0:00:42	0:00:32	0:00:24	0:00:18	0:00:13	0:00:10	0:00:07	0:00:06
0:08:00	0:06:00	0:04:30	0:03:22	0:02:32	0:01:54	0:01:25	0:01:04	0:00:48	0:00:36	0:00:27	0:00:20	0:00:15	0:00:11	0:00:09	0:00:06
0:09:00	0:06:45	0:05:04	0:03:48	0:02:51	0:02:08	0:01:36	0:01:12	0:00:54	0:00:41	0:00:30	0:00:23	0:00:17	0:00:13	0:00:10	0:00:07
0:10:00	0:07:30	0:05:37	0:04:13	0:03:10	0:02:22	0:01:47	0:01:20	0:01:00	0:00:45	0:00:34	0:00:25	0:00:19	0:00:14	0:00:11	0:00:08
0:11:00	0:08:15	0:06:11	0:04:38	0:03:29	0:02:37	0:01:57	0:01:28	0:01:06	0:00:50	0:00:37	0:00:28	0:00:21	0:00:16	0:00:12	0:00:09
0:12:00	0:09:00	0:06:45	0:05:04	0:03:48	0:02:51	0:02:08	0:01:36	0:01:12	0:00:54	0:00:41	0:00:30	0:00:23	0:00:17	0:00:13	0:00:10
0:13:00	0:09:45	0:07:19	0:05:29	0:04:07	0:03:05	0:02:19	0:01:44	0:01:18	0:00:59	0:00:44	0:00:33	0:00:25	0:00:19	0:00:14	0:00:10
0:14:00	0:10:30	0:07:52	0:05:54	0:04:26	0:03:19	0:02:30	0:01:52	0:01:24	0:01:03	0:00:47	0:00:35	0:00:27	0:00:20	0:00:15	0:00:11
0:15:00	0:11:15	0:08:26	0:06:20	0:04:45	0:03:34	0:02:40	0:02:00	0:01:30	0:01:08	0:00:51	0:00:38	0:00:29	0:00:21	0:00:16	0:00:12
0:16:00	0:12:00	0:09:00	0:06:45	0:05:04	0:03:48	0:02:51	0:02:08	0:01:36	0:01:12	0:00:54	0:00:41	0:00:30	0:00:23	0:00:17	0:00:13
0:17:00	0:12:45	0:09:34	0:07:10	0:05:23	0:04:02	0:03:02	0:02:16	0:01:42	0:01:17	0:00:57	0:00:43	0:00:32	0:00:24	0:00:18	0:00:14
0:18:00	0:13:30	0:10:08	0:07:36	0:05:42	0:04:16	0:03:12	0:02:24	0:01:48	0:01:21	0:01:01	0:00:46	0:00:34	0:00:26	0:00:19	0:00:14
0:19:00	0:14:15	0:10:41	0:08:01	0:06:01	0:04:31	0:03:23	0:02:32	0:01:54	0:01:26	0:01:04	0:00:48	0:00:36	0:00:27	0:00:20	0:00:15
0:20:00	0:15:00	0:11:15	0:08:26	0:06:20	0:04:45	0:03:34	0:02:40	0:02:00	0:01:30	0:01:08	0:00:51	0:00:38	0:00:29	0:00:21	0:00:16
0:22:00	0:16:30	0:12:23	0:09:17	0:06:58	0:05:13	0:03:55	0:02:56	0:02:12	0:01:39	0:01:14	0:00:56	0:00:42	0:00:31	0:00:24	0:00:18
0:24:00	0:18:00	0:13:30	0:10:08	0:07:36	0:05:42	0:04:16	0:03:12	0:02:24	0:01:48	0:01:21	0:01:01	0:00:46	0:00:34	0:00:26	0:00:19
0:26:00	0:19:30	0:14:38	0:10:58	0:08:14	0:06:10	0:04:38	0:03:28	0:02:36	0:01:57	0:01:28	0:01:06	0:00:49	0:00:37	0:00:28	0:00:21
0:28:00	0:21:00	0:15:45	0:11:49	0:08:52	0:06:39	0:04:59	0:03:44	0:02:48	0:02:06	0:01:35	0:01:11	0:00:53	0:00:40	0:00:30	0:00:22
0:30:00	0:22:30	0:16:53	0:12:39	0:09:30	0:07:07	0:05:20	0:04:00	0:03:00	0:02:15	0:01:41	0:01:16	0:00:57	0:00:43	0:00:32	0:00:24
0:32:00	0:24:00	0:18:00	0:13:30	0:10:08	0:07:36	0:05:42	0:04:16	0:03:12	0:02:24	0:01:48	0:01:21	0:01:01	0:00:46	0:00:34	0:00:26
0:34:00	0:25:30	0:19:08	0:14:21	0:10:45	0:08:04	0:06:03	0:04:32	0:03:24	0:02:33	0:01:55	0:01:26	0:01:05	0:00:48	0:00:36	0:00:27
0:36:00	0:27:00	0:20:15	0:15:11	0:11:23	0:08:33	0:06:24	0:04:48	0:03:36	0:02:42	0:02:02	0:01:31	0:01:08	0:00:51	0:00:38	0:00:29
0:38:00	0:28:30	0:21:23	0:16:02	0:12:01	0:09:01	0:06:46	0:05:04	0:03:48	0:02:51	0:02:08	0:01:36	0:01:12	0:00:54	0:00:41	0:00:30
0:40:00	0:30:00	0:22:30	0:16:53	0:12:39	0:09:30	0:07:07	0:05:20	0:04:00	0:03:00	0:02:15	0:01:41	0:01:16	0:00:57	0:00:43	0:00:32
0:42:00	0:31:30	0:23:38	0:17:43	0:13:17	0:09:58	0:07:29	0:05:36	0:04:12	0:03:09	0:02:22	0:01:46	0:01:20	0:01:00	0:00:45	0:00:34
0:44:00	0:33:00	0:24:45	0:18:34	0:13:55	0:10:26	0:07:50	0:05:52	0:04:24	0:03:18	0:02:29	0:01:52	0:01:24	0:01:03	0:00:47	0:00:35
0:46:00	0:34:30	0:25:53	0:19:24	0:14:33	0:10:55	0:08:11	0:06:08	0:04:36	0:03:27	0:02:35	0:01:57	0:01:27	0:01:06	0:00:49	0:00:37
0:48:00	0:36:00	0:27:00	0:20:15	0:15:11	0:11:23	0:08:33	0:06:24	0:04:48	0:03:36	0:02:42	0:02:02	0:01:31	0:01:08	0:00:51	0:00:38
0:50:00	0:37:30	0:28:08	0:21:06	0:15:49	0:11:52	0:08:54	0:06:40	0:05:00	0:03:45	0:02:49	0:02:07	0:01:35	0:01:11	0:00:53	0:00:40
0:52:00	0:39:00	0:29:15	0:21:56	0:16:27	0:12:20	0:09:15	0:06:56	0:05:12	0:03:54	0:02:56	0:02:12	0:01:39	0:01:14	0:00:56	0:00:42
0:54:00	0:40:30	0:30:23	0:22:47	0:17:05	0:12:49	0:09:37	0:07:12	0:05:24	0:04:03	0:03:02	0:02:17	0:01:43	0:01:17	0:00:58	0:00:43
0:56:00	0:42:00	0:31:30	0:23:38	0:17:43	0:13:17	0:09:58	0:07:29	0:05:36	0:04:12	0:03:09	0:02:22	0:01:46	0:01:20	0:01:00	0:00:45
0:58:00	0:43:30	0:32:38	0:24:28	0:18:21	0:13:46	0:10:19	0:07:45	0:05:48	0:04:21	0:03:16	0:02:27	0:01:50	0:01:23	0:01:02	0:00:47

Attack Chart

Refer to the excel chart below where I have many dead city scouts posted. Put your City or Hive location where it says “900, 900” and then put this formula into excel for distance

=SQRT((L2-L4)^2+(M2-M4)^2) where L2 is 900 X and M2 is 900 Y

Fleet time can also be determined if you’re a little clever.

Copy the formula down and you can change your starting location and sort by distances.

This was my scout/attack sheet for 439 when I was clearing the world for void. I scouted from my hive but this would take too long to burn from the hive. You can use this to pick your teleport spots. Test some coordinates into the formula and see which set gives you the closest enemies.

x	y	troops	food	oil	steel	mineral	distance	time	notes
900	900								
807	861	98	2	2	870		100.85		
929	779	38					124.43	279.96	
1037	871	49	2.5	3.5	571		140.04	315.08	
1048	948	60					155.59	350.08	
736	839	50	1	1			174.98	393.7	
711	886	40					189.52	426.42	
839	1089	8					198.6	446.85	
707	1019	115					226.74	510.16	
615	945	28					288.53	649.19	
1076	660	12					297.62	669.64	
921	495		1	1			405.54	912.47	
1195	1194	13	1		200		416.49	937.09	
471	943	23					431.15	970.09	
436	997	144	2	2	500		474.03	1066.6	
434	989	100	1	1	700		474.42	1067.5	
450	1054	49					475.62	364	0.77
434	998	93	1	1			476.19	1071.4	
433	806	244	2	4	200	0.5	476.37	1071.8	
439	778	36	7	10	700		476.87	1073	
430	996	99	1	1	100		479.7	1079.3	
424	989	75					484.25	1089.6	
821	422	24					484.48	1090.1	
426	798	189					484.85	1090.9	
413	870	16					487.92	1097.8	
796	415	56					496.03	1116.1	
382	871	92	2	4	200		518.81	1167.3	
767	350	149	2		300		565.85	1273.2	
395	1191	20					582.84	1311.4	
754	333	118					585.5	1317.4	
313	1037	182	3				602.78	1356.2	90.1
309	1043	11	1				608.05	1368.1	
306	1039	223	1	0.5	200		610.05	1372.6	
307	1045	37					610.47	1373.6	
304	1039	102					611.99	1377	
303	1035	35					612.07	1377.2	
303	1043	226					613.89	1381.2	
302	1045	98					615.33	1384.5	
301	1043			1000			615.83	1385.6	
299	1043	37	4	3			617.78	1390	
298	1045	86	5	2	3000	0.3	619.22	1393.2	
199	934	128	1	4	500		701.82	1579.1	
188	1038		3		600		725.25	1631.8	
1008	181	9	6	7			727.07	1635.9	
199	1099	312					728.7	1639.6	

Events Guide — — — —

Giant Wyrms Invasion

The goal of this event is to get as many serum samples to ALL of the alliance members. Killing level 1-3 wyrms gives 1 serum sample, do not kill these. Killing level 4-6 gives 2 serum samples, focus these. Those who can kill level 4+ should be doing solo attacks. Those who can not kill level 4 should be teaming up with an ally to kill. Do not use 4 people to TA a level 6 wyrm when 4 people could TA 2 level 4 wyrms. Use a stagger attack of 20 seconds for first then 15s for rest. Don't be late on stagger, okay to be early. You should be using 1111 formation with max cannon or sniper (whichever is highest) and 1 of each other troop. You can switch your farms into the main alliance to complete the wyrm event, which will give everyone in the alliance more serums.

Tyrannosaurus Invasion (Dino event)

The goal of this event is to kill the highest level dino we can while also completing the alliance goal of killing 40 total. You cannot fight dino alone, you must rally with teammates. If a dino can be killed with 3 people then do not send 5! Try to have powerful players use their bigger bus to take smaller players to higher level dino. You should be using 1111 hard hit formation with 20% front line, full zombies, and max snipers/cannon and 1 of each other troop.

Medici's Treasure

The goal of this event is to pass as many levels as you can and collect as many parts as you can. The more levels you can pass, the more parts you can gather.

You get the ability to increase your fleet size by % during this game, so make sure you use a balanced fleet and not 1111. If you run out of bikers then increasing by a % doesn't give you any. I like to use a hard hit 1111 but use a little less shredder/tank and include more of all your other troops. Aim for 60+% back line balanced with EMP, cannon, and sniper. Full zombies. There is no perfect formula for everyone since everyone has different boosts and different levels/numbers of troops: just make sure to not use a 1111 formation, and include enough units to make it through all the rounds. Most people do something like 100 or 1000 units of each troop type instead of just 1 each.

Try to pick 2 rows/columns to navigate and don't open anything to start. You want to open as many tiles as you can before you have to fight anything.

The goal of doom arena is to move your team to the other side of the map and destroy the enemy base (same as elite war). The difference is the enemy will start already occupying the map and you have to fight your way through. Usually the round starts with the enemy attacking several times and then you can move your fleets out. You might need to attack 1, return to base, attack 3, return to base, and then attack 2 and continue forward with the map. Some members usually cannot play and leave troops in the base to help with random attacks. Most of your troops should be on the offensive together. Some teammates will need to sacrifice themselves to continue the level, choosing the weakest members first. Do not rush, and do not choose a level higher than you can complete. If not many people are online during the scheduled time then try again later or do not choose the hardest difficulty available. A good trick is to keep the enemy fleets in battle by suiciding into them to start a battle and delay their advance. Even if you lose, if you can keep the enemy on a base, maybe it will give you a few seconds to defeat the enemy base.

Zombie Uprise (Flags)



Use this Flag button to get to this screen

Event Details

Check Reward

Rules

Points Ranking

Alliance Points : 1464273

Alliance Ranking : 1

My Points : 187795

Individual Ranking : 1

Defending : Wave 12

Remaining : 52

Next Wave 01:11

Unlock Now

Total Monsters : 14

Position	Durability	Monster Info	Time	Defenders
X:718,Y:713	3%	Ravenous Tyrant Lv.8	Battling	4 >>
X:729,Y:759	4%	Ravenous Tyrant Lv.8	Battling	8 >>
X:711,Y:722	4%	Ravenous Tyrant Lv.8	Battling	8 >>
X:735,Y:737	5%	Ravenous Tyrant Lv.8	Battling	4 >>
X:723,Y:713	5%	Ravenous Tyrant Lv.8	Battling	1 >>
X:713,Y:717	5%	Ravenous Tyrant Lv.8	Battling	0
X:725,Y:729	14%	Ravenous Tyrant Lv.9	Battling	0
X:721,Y:724	15%	Ravenous Tyrant Lv.9	Battling	0
X:724,Y:755	15%	Ravenous Tyrant Lv.9	Battling	0
X:708,Y:727	19%	Ravenous Tyrant Lv.10	Battling	0
X:704,Y:727	20%	Ravenous Tyrant Lv.10	Battling	0
X:692,Y:725	21%	Ravenous Tyrant Lv.9	Battling	2 >>
X:689,Y:722	23%	Ravenous Tyrant Lv.11	Battling	5 >>
X:716,Y:726	27%	Ravenous Tyrant Lv.10	Battling	2 >>

Only display lead vehicle

The event ends when one flag (top flag) gets to 0%. The Goal is to defend for as long as you can. Use your attack and health boosts. At first you will send your full fleet to a single flag and then you will quickly split your fleet into 5 equal (balance zombies and titan) fleets which you can send to 5 different flags. Pick the top 5 flags on this list. When your battle at the flag is over you need to withdraw your troops immediately and send them to a new flag. Keep picking the top flag on the list, which has the least durability. Towards the very end of the event if one flag is less than the others you might join your fleets back together to defend the lower flags. Make sure all of your troops are in battle getting points!!

Sometimes its better to not send to the top fleet if they are already in battle and can win the fight.. If your fleet time is 15 seconds, it can be better to send to a different flag with less people.

As you get further along and the alliance is more powerful, this event will take up to 45 minutes. Its the worst event. When you get more powerful (750m to 1B power) you will beat all 15 levels. You can start skipping levels to shorten the event. If you skip most of them, you can finish in about 20 minutes.

Infinite Zombies

You can complete infinite zombies once a week and use the auto feature to “redo” your best performance and give you the TD coin of your best try. You want to browse the armament store everyday for deals and buy the best boosts you can and then after the weekly reset on Friday, use your boosts and get the highest score you can. Then you can Auto the rest of the week!

Try to boost the middle lasers before the edges as they spend the most time on targets. Also try to boost the top side first, it will help your bottom side. Some people don't use the edge squares, I think it's better to put a tower but maybe not upgrade it too far. If I only get rocket damage boosts then I'll put another rocket.

Pick resources over resource %. Pick reward quality before reward amount +1.

A-Bomb > Climate Controller > Lasers > Rockets > Slow Tower > Area Freeze > Energize > Area Bomb

I've been playing with different tower placements so there are a few variations

I also like where you do slow towers on each middle tile on the left and right (top left, top right, bottom left, bottom right) and then you choose the bottom tile of the bottom middle 6 grouping as a slow to catch them walking into the base. This covers most of the area and then you can just put lasers everywhere else.



Strongest Commander

Consists of 5 Events

First 4 events are randomized from the following: build, gather, recruit, and zombies. The 5th event is the Kill Event.

Each phase has a ranking reward and 3 tiered prizes. The last prize includes 500 gold so try to get the gold chest during each phase!! There is also an overall reward for the entire event. Top prize is something like 35k gold and 180 hours of speedups among other fun presents. You should try to save all your speeds and items for the strongest commander as getting a high rank gives great rewards!

Build and Research Phase, 1 Day

You get points for COMPLETING buildings and research (including garage and wall defense). Do not use speeds if the building will not complete. 90 points for each 1 BP. Bigger points for longer construction times.

The way to cheat this event is to upgrade your city hall and city wall **before the event starts**. You do not know what day the build event will occur so some gambling and luck are needed. If the city hall takes 5 days to build then I would start the building 3 days before the strongest commander event and hope the building phase is in the first 2 phases. This is a 50/50 gamble. You could start 4 days early or 1 day early to change your chances and the required number of speeds needed to complete. The perfect situation would be to start your building 1 second after 5 days before the event, and then the build event is the first phase and 1 second into the event you get tons of points without using any speeds. You then get the whole day to complete other buildings. Try to do this with city hall and city wall as they are the longest construction times.

The event also gives points for completing research. Again, same tactic. Remove officers, start your longest research before the phase starts and try to get free points. Do not forget to apply officers before you start using your speeds (use both M. Medici AND Ginger, use both Doc Gray AND Hacker)! Change your commander tree to development to take advantage of the building and research speeds!

If available, ask the president for a position which increases research or building speed.

Recruit Phase, 1 Day

Same as the build and research phase, you gain points by recruiting troops. Higher level troops get more points.

Same strategy as before, start your recruitments to end 1 second after the phase starts so you get many points for free. Use Loreline AND Sergeant Barney. IMPORTANT: troop promotion does not count! Do not waste speeds on promotion! Try to recruit your highest level troops for the most points. Change your commander tree to war and take advantage of the 15% recruitment bonus.

If available, ask the president for a position which increases recruitment.

Zombie Phase, 1 Day

You get points for killing zombies. Pretty easy. Kill the highest level zombies you can. Try to start the phase with 100 fuel available. Your commander skill tree should be in development with the recover mobility skill available and as many points into recover mobility as you can. Use your war item "urgent fleet" to increase your zombie attack speed.

You can teleport to one of the major cities to kill the largest monsters faster. Do not teleport to the capital, you will be stuck in the mud!! The tactic for zombie kill is to use the black market every day to buy fuel. If you have the gold, refresh 20x a day and buy everything you can. Use the auto kill feature to kill hundreds of zombies while you sleep.

If available, ask the president for a position which increases zombie attack fleet speed.

Gather Resources Phase, 1 Day

You get points for gathering. This is the most boring phase. Hope that this phase is first otherwise you will have a boring week.

Again, same strategy. You want to start the event phase with your troops finishing their gathering 1 second after the day starts so you begin the phase with massive points. The longest resource to gather is GOLD so you will be trying to get your troops into the highest level gold mine you can. NEVER research spelunking. Send your fleet to the gold mine to get a time (example: 18:12:06) and then record the time it takes your fleet to reach the mine. City level and prosperity give gathering boosts so smaller cities have first choice unless you hide them (can decrease your prosperity level before the event starts). Subtract 1 second and when the daily

present clock reaches this time, send your fleet to gather gold. Use your "recall all" skill as soon as the phase begins to quickly recall your troops and get the points for gold.

You then want to look at your statistics and see what you have the best % for gathering. For most people this is food or oil depending on your research and commander skill tree. You will then want to gather food or oil during the phase and recall your troops before the end of the event. Points are earned at the time gathering ceases, not when your troops return to your city. You only need to recall your troops 1 second before server reset at the end of the event. You do not get points if your troops are still in the mine at server reset. Do NOT use your gather speed bonus while gathering gold, use it when you send your troops back out during the phase.

If available, ask the president for a position which increases gathering speed.

Gather Event

Resource	Points	Mine	Amount	points	5 fleets
Food/Oil	0.1	6	360000	36000	180000
Steel	0.5	6	64800	32400	162000
Mineral	1	6	28800	28800	144000
gold	900	5	90	81000	405000
gold	900	4	75	67500	337500
gold	900	3	60	54000	270000

Elite Mine Resources need
to beat gold mine

	5	4	3
Food/Oil	810000	675000	540000
Steel	162000	135000	108000
Mineral	81000	67500	54000

Kill Event, 3 Days

Yes, 3 days of killing. You get points for killing higher level troops, so team up and go after big targets! You get less points for repeat attacks and defense. Troops level 1-3 do not give points! Do not attack a city with 100k units that only has level 3 troops. You give them points and destroy your army for no reason. You can make trap farms to try and lure others into this fate. Remember to use your attack and health bonuses. Use battle fog when you are fighting and be sure to apply a shield when you are offline. Attack efficiently, send fake attacks, defend well!

Alliance Bounty

This event is the best place to upgrade your city. Instead of using your upgrades when you get them, save everything for this event so that you can get rewards for spending upgrades. Save all: Officer xp, officer purple fragments, officer skill xp, titan xp, titan evolution, titan skills, extension components, flowers, speedups, materials, gold. You get tasks to complete to gain points, 4 tasks are given a day for free and 4 more can be purchased. The event lasts 5 days. I never need to buy extra tasks to collect the full rewards but you will if you want top rank. The \$9.99 for extra rewards is one of the best deals in the game if you unlock everything. You can recycle titan talent points to continue to do the quest.

To win top 50 you must only do 5 star and buy all extra rewards each day. To win, try to refresh until you get the 650/600 events or only buy packs for each quest. Maximum score is 32,500 if you buy packs for every quest. I can usually do all 5 star quests each day and get top 50 for the 1 day dragon skin which is really pretty and gives attack boost!

points cost

650	buy packs worth 6000 gold
615	15 Titan Equipment Chips
605	120 Titan Equipment Alloy
600	use 50 stored energy jars
520	Send 600 Gifts to the infected
520	use 20 creature modify fluid
500	buy packs worth 2000 gold
500	spend 7000 gold
500	use 18 elite recruit
440	Use 24000 Mutant Meat XP
420	1000 extension components
360	use 9 elite recruit
350	Buy packs worth 600 gold
300	use 4 purple officer fragments
250	send 250 gifts infected

250 Use 10,000 Mutant Meat XP
240 speed up 1200 minutes (20 hours)
240 use 10,000 officer xp
240 meld 10 materials
240 Use 300 Officer Skill XP

Giant Cannon

I'm not good at mini games. Lumbergh has a pretty good youtube video on how to get a decent score on this without spending any money. Spend more to get a better score but you will be far better off spending this money on other things like officer power rather than the mini games. I have only seen this played in new nations one time but I think its one of the more fun events. I would not spend on it because one of the perks of spending for this was getting components which were saved for each successive event but it never gets played again so its a waste of money.

Drag Racing

Same as the cannon defense, you will be better off spending on other things. This event comes with a "diligence and courage" to get gears and boxes for better cars. I have found that if I buy the cheapest gear pack every day and complete most of the diligence and courage quests, then I can get to a level 15 car and get whatever island gift is being offered at the time. This also slowly gets you to the empress skin. I don't think it's worth upgrading the skin a whole bunch through this event. You will be better off spending on equipment alloy. One tip is to make sure you join a team immediately because the game slowly gives you gears over time for the first 2 days. Collect them often and before the server reset on the 2nd day.

Diligence and Courage

5 Days with 5 different quests to get bonus items for whatever mini game is currently going on. Sometimes it is better to not complete these quests as the requirements are absurd and you would be better off saving for something with better rewards like strongest commander or alliance bounty. Especially titan stored energy jars.

Permit Exchange

They change the name of this event but essentially you can kill zombies or sell some food and gold to get tickets which can be exchanged for items. Trade your gold and food every day for tickets. You can also buy tickets. One of the common items in the permit exchange is the helicopter which gives an attack boost for 900 points. The other good items in this event are the

URANIUM or titan boosts. If this event happens during your zombie kill day of strongest commander then you should use everything you have to get as many tickets as possible while also getting massive points for the event phase. I like to save fuel just for this occasion. Look at my sheets page for price breakdowns of buying tickets for uranium trade.

I have a spreadsheet for buying permit tickets for uranium exchange. It's one of the better price per uranium exchanges.

Chaosland

Chaosland is one of my favorite events but it can be very difficult for free players. The event has 3 phases and 2 can be joined. Usually phase 2 is the busiest, so avoid this if you are a free player. The event has its own hospital so you won't lose any troops and no resources can be taken.

I play this event just like I would play a battle frenzy. You hide troops at all times and do not defend allies. Only big spenders should be worried about losing their kill streaks but the best way to keep a kill streak is to continually teleport and speed attack.

The goal of the event is to get as much merit as you can by earning points, which can be gained by killing troops or blood wyrms. There are 10 levels and each one gives permits. The permits can be used to increase your fleet size, attack, defense, shield, fog, etc. I like to focus on increasing my fleet size and only use a few on stats. I don't use any for fog or shield since I can teleport to avoid a scout or attack.



When you join the event you will be given a 5 minute shield. Use this time to attack blood wyrms and complete the first few levels so you can boost your army. You can actually complete all 10 levels and get maximum merit by only killing blood wyrms if you are good at finding and killing them first. I think they respawn every 10 minutes. If you are strong and have a good team then you can start attacking other players after the wyrms are all gone.

For weak or free players, you are going to want to hide your troops in 30m rally so powerful accounts don't put all your troops in the hospital. Disband the rally to kill the blood wyrms or join teammates in attack on other weak cities. Defending an attack against a massive account will give them points and make you use heals.

For spenders, you are going to want to teleport around and attack weak cities to complete your 10 levels and kill streak. As you build your fleet size, attack stronger cities or even small hives and hope they reinforce. The main goal is to keep your kill streak so keep teleporting and winning battles. My record was a 46 kill streak where I beat a massive Mid range city. I was about 550% LRA boosted and he was 750% MRA boosted. He almost beat my city with reinforcements but I kept teleporting away from him to keep my win streak. He kept trying to fight big alliances for big points but losing his win streak bonus meant he was unable to get more points.

Nation :#616	144,456,797
(KAR) Miss_Biff	
Nation :#626	139,326,983
(CXN) 深刻↑殺戮・虎	

This event was made for power players to use all their heals so don't feel discouraged if you lose. The people aiming for first place are most likely using months worth of heals to replenish their army and keep attacking repeatedly for 90 minutes. If you don't have this capability then your playstyle should be to minimize troop loss while maximizing the amount of points you can gain from attacking other small accounts and blood wyrms. Get a kill streak going and then make a power player waste a teleport to end your win streak while hitting an empty city. Then you can take pride in wasting his time and resources.

Duel of Dominance

Triangle War

Blood

Things in the City — — — — —

Titans

Will be going into more depth on this. Let me share some basics. Do your daily alliance elite zombie, medici levels, father and mother doom. These are how you get the items to upgrade your titans. You can buy the packs but I recommend only getting mutagen stones. The source DNA and stored energy jar seem rare to start but im sitting at destruction tier 3 with 585/55 DNA and 1863/270 stored energy jars with 98/120 mutagens. The mutagens become a serious bottleneck. You can only get them from a couple events (bounty) and purchasing them in the weekly store (13 for \$6).

Male titan is more battle focused. He will get more kills early. A lot of people like to rush him to disaster tier 3 so you get laser beam and burn and then stop. You can also go to 5 for the equipment upgrade. Then people usually focus female titan to orange for tails.

Empress is better for boosting your troops. Early game your troops are weak so the bonus doesnt do much. Later you fight big battles with huge armies and the empress gives lots of boost. Also empress gives tails attack at orange. This lets you break 1111 formations easily.

Titan equipment is terribly expensive. I save all alloy for alliance bounty and then do the cheap ones. Some noteworthy skills are increase damage, and increase zombie fleet size.

Warplane

Money! Golems are sooooo OP early on. If you have the cash or patience, I highly recommend them. Makes your 1111 a hard hit fleet and you'll destroy cities early on. I haven't really gone down this spending hole yet. But here is some quick math to show how expensive golems can be.

			Alloy				Golems						
	Deals	\$	alloy	alloy/\$		levels	alloy	total					
	Gift Shop 2x / week	5	13	2.6		10	20	200					
	Gift Shop 2x / week	10	23	2.3		10	50	500					
	Gift Shop 2x / week	20	39	1.95		10	200						
	Monday / Thursday	6	17	2.83		10	?						
	Monday / Thursday	9	22	2.44		10	?						
	Monday / Thursday	15	31	2.07				700					
	cost to get golems												
	packs/week	1	2	3	4	5	6	7	8	9	10	11	12
	Pack	6	6	5	5	9	9	10	10	15	15	20	20
	cost/week	6	12	17	22	31	40	50	60	75	90	110	130
	avg \$/alloy	2.83	2.83	2.76	2.66	2.66	2.63	2.58	2.54	2.49	2.45	2.40	2.37
	alloy/week	17	34	47	60	82	104	127	150	181	212	251	290
	weeks to get golems	41.2	20.6	14.9	11.7	8.5	6.7	5.5	4.7	3.9	3.3	2.8	2.4
	golems cost	247.06	247.06	253.19	256.67	264.63	269.23	275.59	280.00	290.06	297.17	306.77	313.79
	\$ % increase	0.00	0.00	2.48	3.89	7.11	8.97	11.55	13.33	17.40	20.28	24.17	27.01
	Extra Cost \$	0	Base	6.13	9.61	17.58	22.17	28.53	32.94	43.00	50.11	59.71	66.73
	Time Cut (x faster)	0.5	1.0	1.4	1.8	2.4	3.1	3.7	4.4	5.3	6.2	7.4	8.5

Officers

Officers are your bread and butter in this game. They give stat bonuses that can basically be infinitely increased. Other things in the game max out, but not officers, so only spend on them if you plan on playing for the long term. Officer power also increases your rocket's damage in tower defense. Officers give boosts, but only when active.

You need to change officers often, and before each “event” starts. Change to both building officers before you build, both recruiting officers before you recruit, etc. For gathering, you only need to change to your gathering officers before the fleet touches the mine, not before you send the fleet. After the “event” is started, you can then change your officers without losing the % boost.

Officers get powerful by increasing the Star level and increasing the officer experience. Again, some things will max out, so don't invest too heavily into these officers. I recommend not putting any officer experience into anything except for Loreline (because recruiting is awesome) and your war officers. If you want, you can put some into F. Medici to help your build times but I don't recommend any other.

You are going to put skills on your officers as well to help you get more boosts. Most skills are not needed, but don't sell them in the exchange store unless you need the Z coins to buy a purple war officer fragment. It is better to craft the ‘gather food’ (or other useless skills) and then break it down for skill book experience. I also don't put skills on my blue officers since you will get a better boost just switching back to your purple officers and using their boosts. For instance, change to Doc/Hacker to do research and then switch Hacker back to I Medici to get your gathering and processing boosts. The processing boost will (almost) always be better on I Medici than Hacker. Doc and I Medici will be your two war officers while battling because of their breakthrough skills, so I put load capacity on them to gather from enemies quicker.

Director

Research Speed

Doc Gray - Processing, Boost Minerals/Steel production/gather (personal preference), Load capacity
Hacker - doesn't need skills

Build Speed

F. Medici - Processing, Boost Minerals/Steel production/gather (personal preference), Load capacity
Ginger - doesn't need skills

Gathering Speed

i Medici - Processing, Boost Minerals/Steel production/gather (personal preference), Load capacity
Jessie - gather oil (For the strongest commander gathering event)

Eventually gathering steel/mineral with boosts on F Medici will surpass your gather oil speed but for now add gather oil to Jessie for the gather event. Wouldn't use any skill books here though) Make sure you get jessie to 5 star to help you gather gold later in the game.

I leave all of these skills at level 1 since I have farms for resources. I Medici has one of the best level 1 officer breakthrough skills for offensive battle. Doc gives critical attacks in all battles. Hopefully you aren't taking a lot of battles on your base but F Medici can help. Remember you need to switch to the officer to get the skill.

Strategy

Recruit Speed

Loreline - Draft (debatable, can choose others), Comprehension, Fuel Up
Sergeant Barney - Draft (same)

Once you get high level training grounds and research all of the expansion techs, your recruit times will become really long and you can limit your recruits to 1 day so you get the daily 360 for it. At the beginning draft helps you recruit longer (example: so your 4 hour recruits are 5 hours while you sleep and work). Later in the game you only take advantage of this when recruiting while having president/governor/cabinet/alliance recruitment so it's minimal at best.

Fleet Size (Attacking)

Major Morgan - First Aid, Raid, Comprehension (I really like comprehension for the xp boost since Morgan will be your highest mastery strategy officer) (you could also trade raid for fuel up early game to rush SOS but later you'll want fleet speed)
Saki - First Aid, Raid, Medicine (can also use this setup on morgan but i prefer xp boost for SOS)

Max Wounded (Defending your own base)

Bravestar - First Aid, , Medicine, Fuel up

Rockbell - First Aid, Medicine, Fuel up (same reasoning) - dont level any of these skills but get rockbell to 5 star for hospital capacity boost

I run Loreline/bravestar when im offline for fuel up and hospital capacity. I then switch to loreline/morgan to kill zombies, switch to loreline/sergeant to recruit, switch to i medici/jessi to gather gold, and my attack fleet is i medici/doc/morgan/saki. Switch to morgan/Bravestar after the attack is sent to get bravestar skill and first aid but if you don't have time, you still get the first aid effect from saki. Early game you will not be switching, so keep first aid on saki also.

Other people make slight adjustments. There are better setups for early game and end game. I tried to make it so I get the best boost for the longest amount of time and have to reset the least amount of skills. I really prioritize getting zombie xp for SOS since it changes the game.

Drillmaster

Cattie/Simon/Maria have their own skills which should be leveled appropriately. I like Simon's ability best because I'm a semi-power player and having a huge increase in attack for the beginning of the battle really helps because the battles don't usually last long. Against other long range players you'll want the increased damage to melee to destroy their front line quickly. Can skip putting skill books into the hospital capacity and go for war stats if you are a good player and can avoid taking big battles on your base.

Warfare

All war officers get the same skills. You want Long range attack, long range expert, and melee health. Since these take a while to get, you can use long range health or melee expert while you wait for your final form (power level over 9000!)

Warfare officers: Tifa, Panda, Zeus, Alex, Stormbow, Butterfly/Aeon.

Use Butterfly until Aeon becomes more powerful with officer skills (you will be using 1111 a lot and aeon won't do anything). Remember that Panda main boost only happens when you are attacking another city. In all other attacks, this boost is useless so you may have better results switching to Butterfly or even Rattlesnake. I have never taken the time to upgrade Rattlesnake since I p2w, but for free players it is ideal for a little while.

6 Star and Skills

I will refer you to Lumbergh's guide. I do think I medici is the most powerful officer skill at level 1 (plus it looks cool).

[+ Unworldly 6 Star Skills Guide](#)

Elite Equipment Facility

Equipment

Equipment gives good boosts to your battle power and also increases your laser damage in tower defense. Unlike officers, eventually you will have all gold level 6 equipment with fully upgraded level 6 extensions. This will take a long time and there are several ways to get there. Equipment can be daunting because the different approaches have different trade-offs. If you want a quick boost in power, it's good to start upgrading your equipment level and color. The problem comes when upgrading at the later levels because you must gamble to upgrade your color and the maximum gamble chance is 50/50. You will be throwing away thousands of white materials if you fail this gamble. Also remember not all materials are the same. Some are more rare than others. So even though I say you will need 3125 materials, you may need more than this because you may have an excess of one type and a shortage of another. Browse the charts below. I assume all material types have the same rarity to make the math easy.

Equipment			
Amount of White Materials Required			
	Quality	Amount	
	White	1	
	Green	5	
	Blue	25	
	Purple	125	
	Gold	625	

A lot of people like to rush purple equipment, mostly because a purple level 4 radar gives a 31% long range attack boost. I am not against this, but I would not do this with every piece of equipment. Refer to the chart below for my example build. Remember, this is for 1 piece of equipment and you have 8. One perfect build, winning all of your 50/50 gambles, takes 9750 materials. Using gold only takes 12500 materials. Gambling from level 4 purple to level 5 gold takes 3125 materials. One missed gamble makes it more efficient to start from gold 1 and work up. For a free player, this will take a month or longer to get your first gold materials. The beginning of the game involves a lot of territory wars and random fighting and people like to be powerful so they won't follow this. I don't recommend building purple materials and then gambling, I recommend a mixed approach. You can build radar level 4 purple for a nice boost but that is the only one I would do. The rest of the equipment can be built to blue or green to give some boost, but not waste too many materials.

You can deconstruct these built materials to get some of your power ore and materials back, but you still waste some. I haven't destroyed a bunch of equipment so I don't have a good conversion for that process.

Starting with a level 2 blue and working your way up takes just about the same materials if you get lucky with a 50% success rate. Making all 8 equipment types to gold 5 costs 6800 more materials than going with gold only and you get the boosts in the beginning. A 33% success rate costs 28,800 more materials. A 50% success rate converting all 8 equipment types from level 4 purple to level 4 gold costs 50,000 materials, which is the same amount of materials required to build 4 equipment types from level 1 gold to level 5 gold. Do you feel lucky, punk?

No Gamble			
Gamble Success			
Gamble Failed			
Example Build All Success			
Level	Color	Amount	Total
1	blue	50	50
2	blue	75	125
2	purple	375	500
3	purple	500	1000
3	gold	2500	3500
4	gold	2500	6000
5	gold	3750	9750
Example Build 50% Success			
Level	Color	Amount	Total
1	blue	50	50
2	blue	50	100
2	purple	375	475
2	purple	2500	2975
3	purple	500	3475
3	gold	500	3975
3	gold	2500	6475
4	gold	3125	9600
5	gold	3750	13350
Example Build 33.3% Success			
Level	Color	Amount	Total
1	blue	50	50
2	blue	50	100
2	purple	375	475
2	purple	375	850
2	purple	375	1225
3	purple	500	1725
3	gold	2500	4225
3	gold	2500	6725
3	gold	2500	9225
4	gold	3125	12350
5	gold	3750	16100
Building Using Gold, No Gambling			
Level	Color	Amount	Total
1	gold	1250	1250
2	gold	1875	3125
3	gold	2500	5625
4	gold	3125	8750
5	gold	3750	12500

The second approach is to build all level 4 purple for the quick power boost and then to gamble everything to level 4 orange before building level 5. Since some materials are more rare than others you can try to get lucky and gamble using orange and purple pieces. When you go to the upgrade screen you will see the left side components are more common than the right side so we can take advantage of this and gamble with a

lower percentage but use less rare materials. I think this is the better way to go than trying to gamble 50/50 using all orange pieces. Make sure you are not upgrading AND changing color. Only change color!! You can do this by going to the equipment facility, choosing develop, and then clicking on level 4 (the one you already have) and you can change the color without changing the level.

Level 4 Color Change Using Left side Orange and Right Side Purple						
Round	1	2	3	4	5	6
Percent Success	33.30%	55.51%	70.33%	80.21%	86.80%	91.19%

Level 4 Color Change Using all Orange						
Round	1	2	3	4	5	6
Percent Success	52.40%	77.34%	89.21%	94.87%	97.56%	98.84%

Extensions

Extension slots become available after you've leveled your equipment to Level 2. Extensions require blueprints and Extension Components to build. Although you can disassemble your equipment extensions and get some components back, I recommend not upgrading any extensions until you get superior or ultra quality. Sometimes you have to upgrade to complete a quest to use some components and you will get some of these back when you disassemble the equipment but try not to waste too many. I would also recommend upgrading your attack bonuses before your defense bonuses. Focus on increased damage as this is multiplicative instead of additive (math nerds get it).

Black Market

Always sell all resources for cash!! If you have the gold, refresh 5 times a day or even up to 20! Refreshing seems expensive but the deals you can find more than make up the cost.

If you are going to be spending, this is the best place. This is also where you can get fuel.

I focus on commander xp, fuel, officer xp, officer skill xp, fleet recall, withdrawal cards, and teleports. Don't spend too much resource cash on leader badges or turret parts or you might miss out on fuel!! You can get fleet recall and withdrawal cards here for resource cash, try to keep 100 and 20 of them for big events. Try to trade up items and resources. Use my hierarchy for a reference of importance. I notice that I run out of 5m research boosts and they can be traded for fuel so if you want to rush SOS as fast as you can then sometimes you might use the cash to buy 5x research and then trade for fuel. Not the best deal but fuel is scarce.

Once I hit c28 and my farms are c20, I stop buying resource boosts and focus on getting all the commander xp, officer, and fuel and then spend any leftover cash on the 2 hour general or

recruit speeds. Trade things like building speeds, VIP, and recruit speeds for more useful things like teleports and fleet speeds.

Trade Hierarchy

Always trade resources
Elite recruitment
Officer skill xp book
Officer skills chest
Fuel
VIP points
Elite Teleport
Fleet speed
Flowers
Recruitment speed
Attack/HP Boost
Healing speed
Building Speed
Research Speed
Random Teleport
Gather Bonus
Resource crates

The trade feature is where I always trade all my VIP time and research boost for things like fleet speed boosts, teleports, and fuel. I will trade anything for officer. I will trade anything for teleport.

This is probably a bad place to mention this in the guide but teleports are underrated. Yes, they are 2000 gold. Yes, you can get them for 1600 gold in the black market. Yes, they can be infinitely valuable if you use one to dodge a strong TA that was going to zero your city. You can use a teleport to take 20m minerals from a resource dealer who forgot to shield. Teleports are one of the best things in the game. Yes, I know you want more troops but trade your recruitment speeds for teleports. And use your teleports wisely.

	Refresh	Gold	Total
Black Market	20	10	10
	19	20	30
	18	40	70
	17	60	130
	16	80	210
	15	100	310
	14	100	410
	13	100	510
	12	100	610
	11	100	710
	10	100	810
	9	100	910
	8	100	1010
	7	100	1110
	6	100	1210
	5	100	1310
	4	100	1410
	3	100	1510
	2	100	1610
	1	100	1710

Academy (research)

The academy is where you can get nice percentage boosts for almost everything in your city. You will be focusing on different things for your fighting accounts and your farm accounts. I recommend going through the development tree first as you can decrease your research time, which helps with all other research you will complete. Then rush architecture to increase your building speed. You can skip the defense tower tree until you complete everything else.

For your fighting accounts you will want to then rush draft and expansion to increase your troop production, and finally leadership to increase your fleet size. You will also want Load capacity to increase the amount you can take while attacking or gathering from your farms. I like fuel up to increase the amount of zombies you can kill per day so you can rush SOS. Other good things are medical facilities, first aid, wounded conversion, and raid. Of course you will want to increase Long Range Attack, but other military upgrades can wait as you should be using 1111 and taking minimal losses. Melee health and long range health should be researched before your big city and capital battles since you will be using a hard hit formation and taking losses. Things that you can skip for now are mid range bonuses, rapid fleet, tax rate, and gather speed. NEVER research spelunking, you need your gold gather to be as low as possible for the strongest commander gathering event.

Basically the opposite for your farm accounts. You won't be doing much research. I still recommend doing the research speed boost and architecture, but then you will be focusing on resource production and gathering speed. Only research the first level of depot capacity to unlock the rest of the tree, never upgrade it any further than 1! You will still want medical facilities and first aid to help if you get attacked or tile clash, but you don't need anything else. Military tree boosts are useful for trap farms but gathering farms only need to do the ones required for the doomsday recovery plan.

Distribution Center Z Coin

The goal of Z coin trade is to change your worthless officers for your worthwhile officers. I sell every green officer. For blue, I sell Godfather, Bull, Big Dog, and Jimmy.

Free players will want to keep Jessie for the gathering event until they can boost Doc Gray gathering skill and do the relevant research. Every player will want to keep Butterfly. She will be useful for a long time until your Aeon officer skills outperform her.

I will only sell the officer skill fragments here if I need the Z coin to buy a purple war officer. Try to sell the ones you won't use like food gathering and mid range skills.

I don't recommend spending gold to refresh this page since the list refreshes 3 times a day. Sometimes you will get 3 purple officers which is 12,000 Z coins. Unless you have a power player buying every pack in the store or you are a power player buying tons of officer crates, you will never have an abundance of Z coins. For free players, I also don't recommend buying anything except purple officer fragments, no materials or officer/skill experience. You can be even more efficient and only buy warfare officer fragments.

If you are missing points to finish the daily reward and the day is closing, then I will buy a cheap item like a skill chest or material.

Infinite Tower Defense (TD) Coin

Hopefully you are following my guide above and getting a good score on Friday after server reset and using the rest of the week to use the auto feature to collect your TD coin. Don't forget to search the armament store daily for deals!

In the store, I recommend buying 400 worth of titan equipment alloy, as much officer xp as you can buy, and keeping the rest of the TD coin for storage. One day you will need to buy materials or extension components for alliance bounty and you can do it here. Also, if you are close to getting 100 level 3 or 4 blueprints, then you can spend the TD coin to buy the max amount and get what you need. During the road of legends event, you will need to make 1 purchase a day. I don't like spending on blueprints because I also buy blueprint chests from the store. To me this is a waste of time since you will have to dismantle these in the future to upgrade to new ones and I would rather save the extension components.. People who spend less might appreciate getting some chests to open lower level equipment as a small boost in the short term.

Remember that you will “max out” equipment far before you “max out” officers or titans. So in the long run, it's better to spend on officer and titan.

City Wall Defense Towers

Unfortunately the city wall towers are flat damage and do not have any scaling. In the early game they will do some damage, but by the late game they are basically useless. The towers are only useful if you get attacked and have a battle in your city, which should only be happening if you know you are going to win easily (bubble trap or weak opponent). So I don't recommend rushing any of these. Don't spend gold or speedups. Occasionally buy some turret parts from the black market and slowly upgrade. You can boost the towers with officer skills or completing research in the defense tree, which I also recommend not doing. Eventually you will complete every research in the academy and you can use the defense tree to complete your daily reward for research: 1 research a day.

Garage

The garage is one of your most important buildings because it allows you to increase your fleet size, gain extra fleets, and complete good research boosts. You should almost always complete the garage immediately after you complete your city hall upgrade. You should be rushing the level 12 fleet upgrade, and the level 19 fleet upgrade. These allow you to gather at more mines, and use more fleets for scouting, attacking, and hiding troops in rally. Note that fleet 5 is given by VIP 7+ being active, not a garage upgrade.

I like to prioritize the Rescue, Medical Facilities, Engine, and Load skills. Gather and GPS are not as important as they only decrease gather/zombie time by a miniscule amount. You can also use the Fleet Army screen to quickly see your troops and set your armies.

Manage Troops (Troop Promotion)

First thing to note is that the strongest commander recruit event only counts for recruited units, not promoted units: do not waste your speeds here!

A good strategy is to always keep this active with your recruit buildings. For example, you can have a level 13 factory recruiting t5 cannons and a level 19 factory recruiting t7 cannons and then you can promote your t5 to t7. You can promote more than you recruit, but it is a set limit. You will eventually run out of things to promote as you build all of your recruit buildings to maximum levels.

I like to promote my sniper/cannon/emp/shredder first when I unlock the next tier troop and then continue upgrading from the lowest first: promote your t1 infantry to t3 before you promote your t3 to t5. One day I'll do the math and have a nice promotion chart for everyone to ignore.

Biochemical Lab

Be sure to go to the workshop and check to make sure your zombies don't defend the city, especially on farms before you raid them. Zombie troops are very valuable. Complete the heal, dating, and answer all questions correctly (guide below). Be sure to collect your daily rewards from Saya and use all four explorations for Lucy. For the exploration, I recommend only searching for officer related items.

Zombie Girl Questions

I think I am missing a couple of these so please help me fill the list!

Red (Lucy)	
Do you still remember what I first said after I recovered my intellect?	Pain...
Where is my old red dress?	It was too worn-out, so we threw it away
Whose delegation did you accept to search for my existence?	Biochemical lab
Can I do my old job again?	Do you mean being a nurse?
I always think about the terrible scene the first time I met the boss.	in the hospital?
why do I still feel pain after you injected the anesthetics	you are immune to anesthetics
Do you still remember the place where we met for the first time?	city
Can I do my old job again?	Do you mean being a nurse?
Do zombies have dreams?	yes

Guess what I can control?	zombie troops
What do I never need?	glasses
what methods has the lab used to perform surgery on me	biochemical treatment
do you know who made me like this	yourself
Which phase of surgery has the biggest risk?	Later phases
Why can't I be infected by the virus?	special immunity
Who do I have the ability to take orders from me?	Wild zombies
You know I used to be afraid that the administrative office was the busiest in the whole hospital	Infectious Diseases is really hard work
If I didn't have his help, I'm afraid I wouldn't have gotten into medical school	Do you mean Dr. Joe?
How Many times have I undergone surgery so far?	10 times
Who did I know when I was younger?	Dr. Joe
White Zombie Girl (Saya)	
Do you know what is my daily hobby?	Reading
Where do I work?	Watson City Research Base
What is the name of the star that causes the meteorites?	Nemesis
Where do I come from?	Watson City
Does my body have other toxins?	Yes

What type of active agent is inside me?	Artificially Synthesized
How did you know my identity?	Researcher Uniform
What color was the flag I held the first time I came to the base?	White
What animals did the exhibition held by the lab put out on display?	Raccoon
Do I have any natural antibodies against the virus?	yes
When did the meteorite that is the origins of this virus come?	13 million years ago
What is the matter in the meteorite?	Iridium
What era was the chicxulub crater formed in?	Cretaceous Period
What is the active agent inside me called?	Agent Q
What was the first creature the virus was successfully experimented on?	Turtle
What is my research field?	Biochemical Research
What is the effect of Agent Q	Restraining Toxin
Who injected me with Agent Q	Yourself
How often will the nemesis throw asteroids towards the sun?	26 million years

Depot Buy Ore

Depot is the cheapest place to buy power ore up to an amount. I usually spend about 100 gold a day (if i remember, this is not a priority after a few months) in the shop for power ore. If you are in Road of Legends then make sure to buy 10 times a day (including free)!

Depot		level 15						
	Free/Gold	Power Ore				Store	Gold	Ore
	10	40				2.5	20,000	50,000
	5	45						
	4	46						
	3	47						
	2	48						
	1	49						
Ore/Gold	0	50	daily gold	ore bought	days to 50k Ore	total gold	Savings	Ore for 20k gold
25.5	2	51	2	51	980	1961	18,039	510,000
13.0	4	52	6	103	485	2913	17,087	343,333
8.8	6	53	12	156	321	3846	16,154	260,000
6.8	8	54	20	210	238	4762	15,238	210,000
5.5	10	55	30	265	189	5660	14,340	176,667
4.7	12	56	42	321	156	6542	13,458	152,857
4.1	14	57	56	378	132	7407	12,593	135,000
3.6	16	58	72	436	115	8257	11,743	121,111
3.3	18	59	90	495	101	9091	10,909	110,000
3.0	20	60	110	555	90	9910	10,090	100,909
2.8	22	61	132	616	81	10714	9,286	93,333
2.6	24	62	156	678	74	11504	8,496	86,923
2.4	26	63	182	741	67	12281	7,719	81,429
2.3	28	64	210	805	62	13043	6,957	76,667
2.2	30	65	240	870	57	13793	6,207	72,500
2.1	32	66	272	936	53	14530	5,470	68,824
2.0	34	67	306	1003	50	15254	4,746	65,556
1.9	36	68	342	1071	47	15966	4,034	62,632
1.8	38	69	380	1140	44	16667	3,333	60,000
1.8	40	70	420	1210	41	17355	2,645	57,619
1.7	42	71	462	1281	39	18033	1,967	55,455
1.6	44	72	506	1353	37	18699	1,301	53,478
1.6	46	73	552	1426	35	19355	645	51,667
1.5	48	74	600	1500	33	20000	0	50,000
1.5	50	75	650	1575	32	20635	-635	48,462

Depot	level 31							
	Free/Gold	Power Ore				Store	Gold	Ore
	10	74				2.5	20,000	50,000
	5	79						
	4	80						
	3	81						
	2	82						
	1	83						
Ore/Gold	0	84	daily gold	ore bought	days to 50k Ore	total gold	Savings	Ore for 20k gold
42.5	2	85	2	85	588	1176	18,824	850,000
21.5	4	86	6	171	292	1754	18,246	570,000
14.5	6	87	12	258	194	2326	17,674	430,000
11.0	8	88	20	346	145	2890	17,110	346,000
8.9	10	89	30	435	115	3448	16,552	290,000
7.5	12	90	42	525	95	4000	16,000	250,000
6.5	14	91	56	616	81	4545	15,455	220,000
5.8	16	92	72	708	71	5085	14,915	196,667
5.2	18	93	90	801	62	5618	14,382	178,000
4.7	20	94	110	895	56	6145	13,855	162,727
4.3	22	95	132	990	51	6667	13,333	150,000
4.0	24	96	156	1086	46	7182	12,818	139,231
3.7	26	97	182	1183	42	7692	12,308	130,000
3.5	28	98	210	1281	39	8197	11,803	122,000
3.3	30	99	240	1380	36	8696	11,304	115,000
3.1	32	100	272	1480	34	9189	10,811	108,824
3.0	34	101	306	1581	32	9677	10,323	103,333
2.8	36	102	342	1683	30	10160	9,840	98,421
2.7	38	103	380	1786	28	10638	9,362	94,000
2.6	40	104	420	1890	26	11111	8,889	90,000
2.5	42	105	462	1995	25	11579	8,421	86,364
2.4	44	106	506	2101	24	12042	7,958	83,043
2.3	46	107	552	2208	23	12500	7,500	80,000
2.3	48	108	600	2316	22	12953	7,047	77,200
2.2	50	109	650	2425	21	13402	6,598	74,615

Uranium

Start buying uranium as soon as you can. You will need it later and it takes a long time to get.

Rushing C28 allows you to start getting the uranium gobbler which basically gives you 1k uranium every other day.

At C30 you can start doing the doomsday challenge, which will give you like 500 a day.

Once you can beat the Medici level 11 floor you can open a uranium chest with 600. The further you can go on the Medici levels, the more uranium you can get.

That's about 32k uranium a month just from doing your daily tasks. Once uranium mining opens you can get more and the permit exchange event offers uranium as prizes you can choose.

Look at my google sheets page for a breakdown of buying Uranium. Also, other players might have better uranium guides. This is a more end-game thing and is not focused in this guide.

Tips Tricks Hints Advice — — — — —

Tips and tricks

get ahead and stay ahead

complete daily reward

ruins explore even after refugees are full for commander xp

Comprehension!! GET SOS FIRST

depot ore daily buy

biochem daily suicide troops

MERIT!! Participate in everything and try to rank high!

infinite auto! Save armament boosts all week and do infinite once

Biochem explore for officer power only

limiting heal/loss

- utilizing attack formations

- Use boosts on everything (except daily monster kill)

- attack with team

black market for xp, fuel, and officers

build to power spikes

tifa zeus panda

save all speed boosts for strongest commander

- get gold on each phase

save all other upgrades for alliance bounty event

farm farm farm and farm some more

rush extra fleets c12, c19, rush VIP 7

compete in all events: SC, elite wars, zombie flags, doom arena

z coin for war officers only!!

Only use recruit x9 since you get a bonus 1 for free

switch officers for build, research, zombie kill, recruit, war!

never research spelunking!! (until you get to c28)

“Cheats” or frowned upon tactics

Tile Hacking

Tax alliances

Start level 8 on previous world

Abuse Invitation system with farms

KE with your fighting farms

Move fake cities into enemy hive to hold spot for later teleport
spy cities

Ruin enemy SOS

time defense

online status

other nation spy cities

void cheat cities build/recruit points

void annoy cities, fill battle screens and nation chat

Teleporting

If you teleport by selecting a tile from the map, the game will use an Elite Teleport if you have one in your bag. Otherwise, it will offer to teleport you for 2000 gold. It will not use a Territory Teleport, even if you select a tile within your alliance territory!

Switching accounts

I also [have a youtube video on this](#)

On Apple iOS: You can bind your main account to email and GameCenter. Then bind a farm to this as well. 3rd and 4th farm on Facebook. 5th and 6th farm on apple account. That's 6 total cities. For additional farms you need additional facebook accounts.

On Android: main and 1 farm on Google. 2 farms on facebook or extra gmail accounts.

For additional farms you need additional facebook or gmail accounts

Alliance Hive

At the beginning of the game, an alliance hive is a great defensive structure. This gives you more time to defend against TA from enemy alliances. It also can put you closer to your farms giving them protection from other alliances. A good alliance hive will be placed in a spot where you can access 2 (or hopefully 3) of the main cities for killing level 26-30 monsters. A good alliance hive will be placed far enough away from the center or city "mud" so that an enemy who teleports there will have to travel over 1 minute to reach your city.

There are several thoughts for the structure of the alliance hive, each with its own advantages and disadvantages. The main 2 are building fighting cities in the middle surrounded by farms. You have your strongest in the middle so they can be quickest to defend anyone in the hive. Then each player places their farms as close to their main as possible so clearing farms takes little time. Others place cities surrounded by farms and then continue so you have little "islands" surrounded by farms. You can mix and match these two to meet your needs.

You can then create a hive wall by making level 4 cities and placing them so there is 1 tile between them and the next tile. It takes a 2x2 to teleport so make sure there are no teleport spots. Make the hive wall extend as far as you want but usually a 1-2 minute walk time is enough to discourage most slow walk TA attempts and make enemies speed attack you solo or in smaller groups which makes them easier to defend.

Farms

Everyone should have farms! To make a farm, go to My Info -> Account -> New Game, and try to start in the same world so you can save an elite teleport. Opposite of your fighting account, you will want to only focus on increasing level to 20 as fast as possible and building up your resource buildings while waiting to collect for your big upgrades. Focus on speeding through the levels first, then resource buildings. You should have full resource buildings (8 farm/oil 6 steel/mineral) and only 4 medic stations and 4 training grounds. Instead of spending time on your farm getting those small percentage boosts like you do on your main account, it's better to spend as little time on each farm as possible. You just want to log in, gather the resources created in your base, maybe do a couple things like alliance donation, make enough lvl 2 shredders (promote to t4) to gather with full fleets (no more), and then send your fleets out. It's better to spend the time creating more farms and sending more fleets than to try and upgrade everything on the farm. You just want resources from them, that's it. Never upgrade any of your wall turrets or research any defense tree except for the doomsday plan requirements. You will want to keep your depot at the lowest level you can (7 until you need for c18, and keep at 18 unless you plan on upgrading to c23).

Officers

Officers for farms should be different from your fighting account. You will want to use z coin exchange to get i **Medici** and Jesse fragments and put processing, gather steel, and gather minerals on them (you can use gather oil until you get to c20). The strategy officers should be Bravestar and Rockbell with First Aid, Medicine, and Draft (or reinforcement fleet if you think you can defend yourself well). Warfare officers should be the same as your fighting account except you will not be sieging so trade Panda for Kingsley. I haven't fully tested this theory on my trap farms (see below), but I think changing your officer skills to Melee health, melee expert, and mid range health will give the best results for defense. Theory is to keep the enemy off your titans for as long as possible while you kill some units of theirs.

Equipment

Really you only need Armor (resource output), weapons apparatus (building speed), and stimulator (max wounded). The rest are not as important since you will just be farming and the bonuses are miniscule. Once you build those you can continue with the rest if you have the ore.

Types of Farms

Gathering farms are accounts you make to gather resources for your main account. You can also turn your farm into a fighting farm or a trap farm. A fighting farm continues to build troops that can be sacrificed to help take down a powerful city, used as a distraction, or can be sacrificed for Kill Event points. A trap farm focuses on front/mid row troops of level 3/4 and attends every medici and doom event to get titan upgrades. Your goal is to slow the enemy for as long as possible while your titan does massive damage. Free points for your nation during void war. Most people will only create gathering farms because they are efficient.

Collecting from Farms

You will want to send out every troop, including your titans in your fleets. I like to send to gold mines so you know there will be plenty of time (and you get gold!). Make sure in your biochemical workshop that you have “join defend city” not marked. Once all of the troops and titan are out of your city, there will be no battles. You can then log into your main account or your fighting farm to collect the resources without losing any troops. You will make your refugees leave the city after collection, so make sure you send your farms back to the refugee rescue to increase prosperity and gather speed.

Optimal Day

They changed a bunch of stuff since I wrote this so its semi-accurate.

Main Account

0:00
collect daily reward menu
collect healed troops
collect resources
command center recruit 1
biochem explore 1
biochem daily collect
biochem heal 1
go to map
use harvest and recall
power ore gather
explore ruins 1
rally ruins 1
go into city
build building
collect recruited troops
recruit troops
promote troops
research
0:05
command center recruit 2
biochem heal 2
ranking reward
depot buy

heal wounded
help allies
black market
0:10
command center recruit 3
biochem heal 3
go to map
rally ruins 2 (5 minutes)
explore ruins 2
go to city
daily infinite zombie run
0:15
biochem heal 4
meld material
z coin trade
alliance contribution
challenge elite zombie
go to map
explore ruins 3
doomsday challenge
finish zombies/dino/wyrm
gather resources
log out
8:00
biochem heal 5
biochem explore 2
help allies
collect resources
check building/research/troops
alliance contribution
zombies
black market
gather resources
12:00
harvest
biochem explore 3
check building/research/troops
help allies
zombies
collect resources
16:00
biochem explore 4
help allies
collect resources
check building/research/troops
alliance contribution
zombies
gather resources
black market
23:30
use buffs
medici or doom

Gather Farm

0:00
collect daily reward menu
collect resources
help allies
alliance contribution
check building/research/troops
use recall maybe harvest

gather resources
 8:00
 collect resources
 help allies
 alliance contribution
 check building/research/troops
 use recall maybe harvest
 gather resources
 16:00
 collect resources
 help allies
 alliance contribution
 check building/research/troops
 use recall maybe harvest
 gather resources

Rush Level 9 in 30 Minutes

They changed a bunch of stuff since I wrote this so its semi-accurate.

New City Building Guide
 Follow Tutorial
 Main 3
 Wall 3
 Main 4
 Wall 4
 Main 5 Join Alliance, don't help allies
 Unlock Academy Research Architecture 1
 Unlock Command Center Appoint Ginger, don't upgrade
 Build 4 Oil, 4 Farm
 Collect Doomsday
 Bag City Packs and Troop Cards
 Attack lvl 1 monster
 Get Quest rewards
 Research Recruit 1
 Commander Skills
 Wall 5 Attack lvl 2 Monster
 Unlock Titan
 Unlock Garage level 5 Unlock Fleet 2
 Research Load
 Research Food Gather
 Upgrade Free + Gold Academy
 Depot
 Hospital
 Camp
 Factory
 House
 farm
 oil
 Research Oil Gather
 gather 10000 oil
 Attack lvl 3 monster
 Speed Main 6 Attack lvl 4 Monster
 open quests
 Wall 6 Unlock Biochem heal but don't explore
 Unlock Buildings

	Attack lvl 5 Monster	
Camp 6	Collect Quests	
	Refugee rescue	
Speed Main 7	Bag City Packs and Troop Cards	
	Unlock Camp boost level 5	
	Research Expansion	
	Unlock More Spots	
	Upgrade Buildings for Free	
	refugee rescue	
Speed Wall 7	Commander Skills	
	Attack lvl 6 Monster	
Free Depot 4, Gold Depot 5, Start Depot 6		Tower Defense beat level 8
	Attack lvl 7 Monster	
Doomsday collect rewards complete quests		Recruit officers and appoint
	Biochem explore	
	Heal Lucy	
	help allies (2 times)	
	upgrade officer lvl 7	
	Upgrade officer lvl 12	
	Star officer	
Research Load		
Garage Research load		
Speed Depot 7		
Factory 7		
Training 7		
Camp 7		
Main 8	help allies (3 times)	
	Officer 12	
	Star officer	
	Help allies 5 times	
	Draft lvl 2	
Training 8		
Speed Wall 8		
Main 9 10 hours		

Buying Guide

First of all, the game is almost unplayable without the infinite golden hammer. For \$5 you get 2 build queues instead of 1.

Secondly, the growth fund will be the best purchase you can make. There are a few “newbie packs” (stop at troop cards) and the commander college which, if you have the money, I would recommend buying. I also recommend getting the monthly card and then the value card to get the bonuses and reduction in resources as this will help you speed through the first levels without spending much. This turns the game from a free game into a \$50 starter, but the boosts you get will send you far ahead of others. I then recommend buying the monthly card \$20 and the expanded road of legends operations if you complete it for \$10. This is \$30 a month, which is more than most will pay.

If you want to spend more, then I recommend getting the Monday store special for VIP, and then spending anything else on officer power. TIFA fragments are your most efficient purchase, and then I like elite recruitment orders. Every 18 elite recruits will (most likely) get you 10+ random purple officer fragments, which can be better than purchasing fragments directly.

If you look at my spreadsheet you can download this and change it for yourself.

The following spreadsheet is not mine, credit to Sayez from 52!

Store Specials

Monday

Tuesday

Wednesday

Thursday

saki
storm bow
materials
troop card
biochem troop card
stored energy jar

Friday

zeus
cattie
recruit
troops
titan xp

Saturday

Loreline
Alex
New Journey 2 with 2 elite teleport
fleet speed/heal/fuel
attack bonus / fleet speed / recruit / heal
officer xp / skill books
building speed

Sunday

m medici
doc
panda
titan modify fluid
biochem troop card

Troop Suicide for Biochemical Materials

For medici treasure and tyrant of doom, you can send all zombies. The more zombies you have, the better score you can get. Zombies are your strongest troops by stats, and you should get as many of them as you can. Zombies cost resources and biochemical materials. You get materials from events but also if your level 5+ troops die, you get some biochemical materials back. There is a daily limit though, check your zombie recruit page. Also depending on your biochemical technology level (N3, S3), you will get 10% more materials per death. You will want to be killing off some of your lower level troops for materials. I did a lot of math and testing and basically decided the best troops to create for suicide are level 5 tanks (have fun deciphering my picture below lol). They give more materials than level 4 troops, cost more food than oil to recruit, and don't cost any steel to create. Tanks are not a main troop until c34, and so there is no reason to upgrade all your starter troops all the way. The game gives lots of troop cards so you will have extras in the beginning. Include some tanks (instead of your precious shredders) in your hard hit attacks to be killed, but don't exceed the daily limit or you won't get any materials.

[illegible]

Daily Zombie Kill

Kill zombies every day for commander experience, materials, and officer experience. The more, the better! Increase fuel to kill more zombies. You can get fuel through the commander skill tree, fuel cans in the black market, or through the officer skill.

I recommend using the officer skill comprehension to get bonus commander experience for each kill. Always kill the highest level monster you can, but don't waste boosts just to kill monsters on the map.

Fuel Recovery					
150	seconds		227	seconds	
15000	250	minutes to full	22700	378.33	minutes to full
	4.17	hours		6.31	hours
	5.76	fills/day		3.81	fills / day
level 30	1933	xp			
60	115,980	xp	3,479,400	xp/month	
50	96,650	xp	2,899,500	xp/month	
40	77,320	xp	2,319,600	xp/month	
30	57,990	xp	1,739,700	xp/month	
20	38,660	xp	1,159,800	xp/month	
10	19,330	xp	579,900	xp/month	
level 29	1,638	xp			
kills/day					
60	98,280	xp	2,948,400	xp/month	
50	81,900	xp	2,457,000	xp/month	
40	65,520	xp	1,965,600	xp/month	
30	49,140	xp	1,474,200	xp/month	
20	32,760	xp	982,800	xp/month	
10	16,380	xp	491,400	xp/month	

Random Calculations

Help Time

Seconds reduced	0	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45
Help Time Level	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Embassy Help Times	total help time in minutes															
5	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8
6	5	5	5	5	6	6	6	7	7	7	8	8	8	8	9	9
7	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	11
8	6	6	7	7	8	8	8	9	9	10	10	10	11	11	12	12
9	7	7	8	8	9	9	9	10	10	11	11	12	12	13	13	14
10	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
11	8	9	9	10	10	11	12	12	13	13	14	14	15	15	16	17
12	9	10	10	11	11	12	13	13	14	14	15	16	16	17	17	18
13	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20
14	11	11	12	13	13	14	15	15	16	17	18	18	19	20	20	21
15	11	12	13	14	14	15	16	17	17	18	19	20	20	21	22	23
16	12	13	14	14	15	16	17	18	18	19	20	21	22	22	23	24
17	13	14	14	15	16	17	18	19	20	20	21	22	23	24	25	26
18	14	14	15	16	17	18	19	20	21	22	23	23	24	25	26	27
19	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
20	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
21	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	32
22	17	18	19	20	21	22	23	24	25	26	28	29	30	31	32	33
23	17	18	20	21	22	23	24	25	26	28	29	30	31	32	33	35
24	18	19	20	22	23	24	25	26	28	29	30	31	32	34	35	36
25	19	20	21	23	24	25	26	28	29	30	31	33	34	35	36	38
26	20	21	22	23	25	26	27	29	30	31	33	34	35	36	38	39
27	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	41
28	21	22	24	25	27	28	29	31	32	34	35	36	38	39	41	42
29	22	23	25	26	28	29	30	32	33	35	36	38	39	41	42	44
30	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
31	23	25	26	28	29	31	33	34	36	37	39	40	42	43	45	47
32	24	26	27	29	30	32	34	35	37	38	40	42	43	45	46	48
33	25	26	28	30	31	33	35	36	38	40	41	43	45	46	48	50
34	26	27	29	31	32	34	36	37	39	41	43	44	46	48	49	51
35	26	28	30	32	33	35	37	39	40	42	44	46	47	49	51	53
36	27	29	31	32	34	36	38	40	41	43	45	47	49	50	52	54
37	28	30	31	33	35	37	39	41	43	44	46	48	50	52	54	56
38	29	30	32	34	36	38	40	42	44	46	48	49	51	53	55	57
39	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59
40	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60
41	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59	62
42	32	34	36	38	40	42	44	46	48	50	53	55	57	59	61	63
43	32	34	37	39	41	43	45	47	49	52	54	56	58	60	62	65
44	33	35	37	40	42	44	46	48	51	53	55	57	59	62	64	66

Main Hall Requirements

City LV	Food	Oil	Steel	Mineral	Crate	Uranium	Requirment
1	3670	3670	0	0	0	0	
2	5850	5850	0	0	0	0	
3	8620	8620	0	0	0	0	City Wall,lv2
4	14400	14400	0	0	0	0	City Wall,lv3
5	22950	22950	0	0	0	0	City Wall,lv4;Farm,lv4
6	42750	42750	0	0	0	0	City Wall,lv5;Oil Field,lv5
7	86250	86250	0	0	0	0	City Wall,lv6;Barracks,lv6
8	141000	141000	0	0	0	0	City Wall,lv7;Depot,lv7
9	214500	214500	0	0	0	0	City Wall,lv8;Training Grounds,lv8
10	330000	330000	0	0	0	0	City Wall,lv9;Academy,lv9
11	378780	378780	0	0	0	0	City Wall,lv10;Garage,lv10
12	757570	757570	0	0	0	0	City Wall,lv11;Hospital,lv11
13	1060590	1060590	0	0	0	0	City Wall,lv12;Recon Center,lv12
14	2121200	2121200	0	0	0	0	City Wall,lv13;Embassy,lv13
15	4545440	4545440	0	0	0	0	City Wall,lv14;Garage,lv14
16	5181790	5181790	518180	0	0	0	City Wall,lv15;Steel Mill,lv15
17	6628770	6628770	1136360	0	0	0	City Wall,lv16;Hospital,lv16
18	8749980	8749980	1499990	0	0	0	City Wall,lv17;Training Grounds,lv17
19	10749980	10749980	2215140	0	0	0	City Wall,lv18;Depot,lv18
20	12499980	12499980	2575750	0	0	0	City Wall,lv19;Academy,lv19
21	12606040	12606040	2618170	1018180	0	0	City Wall,lv20;Mineral Mine,lv20
22	14545430	14545430	3393930	1454540	0	0	City Wall,lv21;Medic Station,lv21
23	18469660	18469660	4496960	2087870	0	0	City Wall,lv22;Factory,lv22
24	23333290	23333290	5939380	2969690	0	0	City Wall,lv23;Embassy,lv23
25	30999950	30999950	7890890	3945440	0	0	City Wall,lv24;Depot,lv24
26	39136300	39136300	10436340	5590900	0	0	City Wall,lv25;Recon Center,lv25
27	49393860	49393860	13830280	7903010	0	0	City Wall,lv26;Hospital,lv26
28	64242320	64242320	17987850	10278770	0	0	City Wall,lv27;Academy,lv27
29	83484720	83484720	23375720	13357550	0	0	City Wall,lv28;Garage,lv28
30	108484680	108484680	30375710	17357550	0	0	City Wall,lv29;Workshop,lv29
31	136690750	136690750	38273410	21870520	49270	0	City Wall,lv30;Recon Center,lv30
32	169496550	169496550	47459030	27119440	81350	0	City Wall,lv31;Garage,lv31
33	206785700	206785700	57899990	33085700	141480	0	City Wall,lv32;Depot,lv32
34	248142840	248142840	69479980	39702840	214240	0	City Wall,lv33;Embassy,lv33
35	292808470	292808470	81986350	46849330	317840	0	City Wall,lv34;Hospital,lv34

wd

Challenge Elite Zombie

Your troops don't need to be idle to be used in the challenge

Currently I am using 1111 full zombies to get the most damage. Snipers do more single target damage than EMP for the same level of troop.

Void Rituals

These are some of the messages I've sent to my nation about preparing for Void/Frenzy. Feel free to use/edit them and help your nation as well.

Reducing Nation BP and Eliminating Points

Once your farms reach c20 and unlock all the building slots inside your farm city, you can dismiss all troops t5+ and remove all war officers. You can also disable all equipment except

armor. Hide all troops in excess of your hospital capacity but keep t4 troops with titans at home. Try to use all your resources or hide them in a single farm with a shield.

Preparing for Cross Nation Battles

The time has come at last. Void war is here. Time to prepare our nation for the wars against other worlds. This also means we have to prepare and plan. Time to strategize. Time to work together.

Most serious players have decided to play for the future of our nation. They have listened, discussed, and joined together to create a great community! Unfortunately, there are still players in our nation who don't participate or don't know how to play the game. They will hinder us.

We need to have a final cleansing of the nation before the void war. I suggest this week we play a kill event one last time and destroy everyone who hasn't joined the top alliances or allied themselves.

We need to rid our nation of cities who will give easy points to other nations. I ask everyone to search through every square of the map and find every city and either convince them to join or burn them.

A good strategy for your main city is to hide troops during battle and let the enemy attack your empty base. During frenzy there was no resource loss but during void war the enemy will take your resources. Try to use all of your resources during the first 4 phases of strongest commander and not leave anything for the enemy.

I would also suggest that everyone try to use all your speeds, recruits, attack zombies, and gather as much as you can on your farms as well as your main account during the first 4 phases. Try not to use anything outside of the strongest void commander. If we can lead the enemy nation in points on Sunday then we can play defensively and win the void war.

This defensive strategy only works if everyone works together. There are still accounts in this nation who do not pay attention and will give the enemy nation massive points. We need to continue to clear these cities. Force them to join an academy or burn them until no points remain.

During frenzy it is preferable to not defend enemy attacks because they get massive points and can heal.

Please read my posts on nation chat regarding the changes to the strongest commander event and preparing for the first void war. We also need to prepare ourselves for this void war as we will be the top target.

Another thing that needs to be done is organizing the alliance hive, farms, and creating a hive wall. An organized hive lets us quickly defend each other. Having farms surround the hive makes it quicker to gather resources from them and prevents you from teleporting to clear your farms. A thick hive wall gives us more time to react so we don't have to use any speeds. If you get bored, create hive wall cities. I will write a separate guide.

It's time to complete the hive wall. I ask everyone to participate otherwise this is a lot of work for a few of us. Farms should be placed around the hive without spaces between the cities. Around the farms will be a hive wall of empty cities with 1 space between them.

The goal is to not let an enemy teleport into our territory. The bigger the hive wall, the more time we have to react to enemy fleets. Leave 1 space between hive wall cities so you don't have to make as many.

To make a hive wall city, first make sure your account is bound. Otherwise you will lose your account when you create a new game. Make a new city and level it to 5. Make sure you accept the agreement when you make the wall level 4. Change the name of the city. You will then place the city in formation using your elite teleport.

The most important step is to turn off notifications! Do not bind the city. You can then make a new city or switch back to your main city. This whole process takes about 5 minutes. Please help us build the wall!

Void War Ritual Instructions

Sunday is void war and we need to limit the points we give to the enemy. Everyone should be doing as much as they can on their main and farm accounts to get a lead on the opponent and then we can play defense on Sunday. Use all your speeds, kill as many zombies as you can, get as many gathering points as you can, and then shield for Sunday.

8 hours before server reset all farms need to be empty of resources and troops t5+ need to be hidden. All main accounts should put on a battle fog to show they are actively preparing. All farms should be scouted and destroyed to remove resources or t5+ troops. We don't give points or resources to the enemy.

6 hours before server reset we will start sending fake attacks (1 biker) to all cities which have not applied fog or shield. This is your final warning to fog or shield your city. If you do not have notifications enabled then we will assume you will not be prepared for void war and we will be forced to attack you. Please don't make us do this, please take care of your own cities.

2 hours before server reset, I expect everyone to have their farms fully prepared and main cities with a shield or fog. Buy a 2 hour shield from the alliance shop for 1000 alliance points if

necessary. We will start the process of hunting cities which have not complied. This means kicking members from our own alliance and burning their cities before the enemy does.

Nobody wants to kick and burn their teammates but I expect every alliance to do this. We do not give points to the enemy. I expect alliance leaders to take responsibility for their players. If you will not kick and burn your inactive players then we will attack them for you.

1 hour before server reset, everyone should have a shield unless you are still clearing cities. I hope we don't have to clear any of our own cities and our entire nation can use a 24 hour and a 2 hour shield and we don't have to defend against any attacks.

If we can have everyone fully prepared in our own nation then we can go on the offense without worrying. Attacking is more fun, gives more points, and can be very profitable. Be careful when you go on the offensive as the enemy will be hunting you in their nation as well.

Try to use farm accounts to scout the enemy nation and then move your main account to attack. You should either have a shield on, or attack with the rest of your troops hidden in a rally. Do not leave idle soldiers on your base. Always assume a c38 is going to speed attack you from across the map because he will. 5 seconds without a shield means your city is dead.

I ask you to complete your chores, hide your troops, and then we can go terrorize the enemy and steal their resources

Frenzy Ritual Instructions

T minus 24 hours / Saturday, at 00:00

- Attack unprotected alliances in nation (outside top 5 alliances)
 - Any city and farm without a bubble should be attacked.
 - If a player responds to a scout message by shielding/fogging, try to recruit them.
- Exception: Cities and farms in top alliances - BOD, HKT, BRO, GAC, BDA are protected.

T minus 12 hours / Saturday, at 12:00

- Each alliance scouts their players' farms for T5+ troops.
- The intent is to remind your teammates' to clear/shield their farms before the deadline.

T minus 8 hours / Saturday, at 16:00

- Each alliance clears its players' farms containing T5+ troops.
- So, BOD will clear its farms, HKT will clear its farms and so on...

T minus 6 hours / Saturday, at 18:00

- Scout the farms in the nation (all alliances) for T5+ troops.
- ONLY Attack and clear the farms that have T5+ troops.

T minus 2 hours / Saturday, at 22:00

- Each alliance to scout their teammates' main cities that do not have a shield/bubble. (Do it from a farm)
- 10 minutes after scouting the main city, if the player has not shielded/fogged
- Each alliance to send a fake attack (zombie / biker) to teammates' main cities

T minus 5 minutes / Saturday, at 23:55

- Each alliance must kick the members that do not shield or fog.

T minus ZERO / Sunday, at 00:00 - Battle Frenzy event starts.

- Each alliance must attack the members that were kicked, so their troops don't give points to the enemy nation.
- The teammates do not lose the troops as they will be placed in the event hospital.

All times are in server time. You can check server time in the AOZ app,

- My Info > Settings > Server Time

OR

Do a google search for "UTC time"

Wish List

What questions do you have? I usually update this because someone asks a question and instead of answering in game, i'll come update the guide. I know so much more but I haven't thought to add it yet. What questions do you have?

Todo List

Bounty new quests

Edit farms since trap farms are ruined now

Duel of dollars

Triangle

New chaosland event

Best way to upgrade titans? - what bits to get

Best purchase packs?

Understanding officers more and how to upgrade what bits to get

Maybe section this guide of on tabs -

First page index

Quick start and daily actions

Then each page for info-

Formations

Officers

Etc etc