

# Cyber Space HC Strategy

Cyber City NST Hardcore  
Get Phantom Commander skin!

Ou



# Fastest Time (31:43)



## Credits

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## Notes

- Join the [Paradoxum Group](#) for \$100 extra starting cash (required)
- **Skip waves 1-25 fast** (required)
  - You may **optionally skip waves 26+** for a faster time.
- When you've reached the **placement limit**, sell **Farms**, 1 by 1.
- "1 by 1" means to place towers one at a time.

[Player 1 POV](#)

[Player 2 POV](#)

[Player 3 POV](#)

## Loadout

Players	Towers				
Player 1	Farm	Trapper	Ranger	DJ Booth	Military Base
Player 2	Farm	Shotgunner	Ranger	Militant	Military Base
Player 3	Farm	Pyromancer	Ranger	Commander	Military Base

## Strategy

### Player 1 - [POV Video](#)



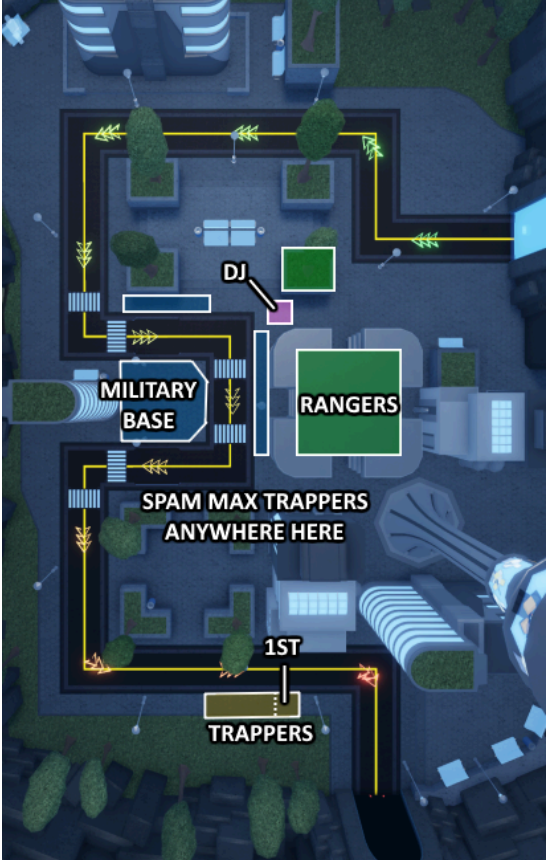
Waves

Strategy

Placement Map

Notes

- Skip waves 1-25 as soon as possible, all other skips are optional.
  - When you've reached the **placement limit**, sell **Farms**, 1 by 1.
  - Sell early game defenses after wave 36.

0 - 16	<ul style="list-style-type: none"> <li>Place 4 Lvl 1 <b>Farms</b>, 1 by 1 <ul style="list-style-type: none"> <li>Upgrade 1 <b>Farm</b> → Lvl 2</li> </ul> </li> <li>Place 1 Lvl 1 <b>Trapper</b> <ul style="list-style-type: none"> <li>Upgrade all <b>Farms</b> → Lvl 2</li> <li>Place 4 Lvl 2 <b>Farms</b></li> </ul> </li> </ul>	
17 - 31	<ul style="list-style-type: none"> <li>Place 1 Lvl 1 <b>Trapper</b> <ul style="list-style-type: none"> <li>Upgrade 2 <b>Farms</b> → Lvl 3</li> </ul> </li> <li>Place 2 Lvl 1 <b>Trappers</b></li> <li>Place 1 lvl 4 <b>Military Base</b> <ul style="list-style-type: none"> <li><b>Airstrike</b> - w25 the 3 shadow bosses.</li> <li>Upgrade 6 <b>Farms</b> → Lvl 3</li> </ul> </li> </ul>	
32 - 50	<ul style="list-style-type: none"> <li>Place 2 lvl 4 <b>Military Bases</b> <ul style="list-style-type: none"> <li><b>Airstrike</b> - w29+ use when possible. Shadow bosses, mega slows, slow kings</li> </ul> </li> <li>Place 1 Max <b>DJ</b> <ul style="list-style-type: none"> <li>Place 2 lvl 4 <b>Military Bases</b></li> </ul> </li> <li>Place 6 Lvl 2 <b>Rangers</b> <ul style="list-style-type: none"> <li>Max all <b>Military Bases</b> → <b>Rangers</b></li> <li>Place 8 Max <b>Trappers</b></li> </ul> </li> </ul>	

## Player 2 - [POV Video](#)



Waves	Strategy	Placement Map
Notes	<ul style="list-style-type: none"> <li>• Skip waves 1-25 as soon as possible, all other skips are optional.               <ul style="list-style-type: none"> <li>◦ When you've reached the <b>placement limit</b>, sell <b>Farms</b>, 1 by 1.</li> </ul> </li> </ul>	
1 - 27	<ul style="list-style-type: none"> <li>• Place 1 Lvl 1 <b>Farm</b></li> <li>• Place 3 Lvl 0 <b>Shotgunners</b>, set on <b>Farthest</b> <ul style="list-style-type: none"> <li>◦ Place 3 Lvl 1 <b>Farms</b>, 1 by 1</li> <li>◦ Upgrade 1 <b>Farm</b> → Lvl 2</li> </ul> </li> <li>• Place 1 Lvl 1 <b>Militant</b>, set on <b>Strongest</b> <ul style="list-style-type: none"> <li>◦ Upgrade 3 <b>Farms</b> → Lvl 2</li> </ul> </li> <li>• Get a total of 3 Lvl 2 <b>Militants</b> <ul style="list-style-type: none"> <li>◦ Set the 1 <b>Militant</b> on <b>Strongest</b> to <b>Weakest</b></li> <li>◦ Get a total of 8 Lvl 3 <b>Farms</b></li> </ul> </li> </ul>	
28 - 50	<ul style="list-style-type: none"> <li>• Place 6 Lvl 2 <b>Rangers</b> <ul style="list-style-type: none"> <li>◦ Set the first <b>Ranger</b> on <b>Strongest</b></li> </ul> </li> <li>• Place 5 Lvl 4 <b>Military Bases</b> → Max all               <ul style="list-style-type: none"> <li>◦ <b>Airstrike</b> - Target: slow kings and enemy spam before a boss</li> </ul> </li> <li>• Max all <b>Rangers</b> <ul style="list-style-type: none"> <li>◦ Spam Max <b>Militants</b></li> </ul> </li> </ul>	

## Player 3



Waves

Strategy

Placement Map

Notes

- **Skip waves 1-25** as soon as possible, all other skips are optional.
  - When you've reached the **placement limit**, sell **Farms**, 1 by 1.
  - Sell early game defenses after wave 36.

0 - 20	<ul style="list-style-type: none"> <li>Place 4 Lvl 1 <b>Farms</b>, 1 by 1 <ul style="list-style-type: none"> <li>Upgrade 2 <b>Farm</b> → Lvl 2</li> </ul> </li> <li>Place 1 Lvl 0 <b>Pyro</b>, set on <b>Farthest</b> <ul style="list-style-type: none"> <li>Upgrade 2 <b>Farms</b> → Lvl 2</li> <li>Upgrade <b>Pyro</b> → Lvl 2</li> </ul> </li> <li>Place 1 Lvl 2 &amp; 1 Lvl 0 <b>Pyro</b>, both on <b>Farthest</b> <ul style="list-style-type: none"> <li>Get a total of 5 Lvl 3 <b>Farms</b></li> </ul> </li> </ul>	
21 - 50	<ul style="list-style-type: none"> <li>Place 1 Lvl 0 <b>Commander</b></li> <li>Max the 2nd <b>Pyro</b> (the one near the entrance) <ul style="list-style-type: none"> <li>Sell the other pyros if short on cash</li> <li>Place 3 Lvl 3 <b>Farms</b></li> </ul> </li> <li>Place 5 Lvl 4 <b>Military Bases</b> <ul style="list-style-type: none"> <li><b>Airstrike</b> - Target: shadow bosses, mega slows, then slow kings w40+</li> </ul> </li> <li>Place 3 Lvl 2 <b>Commanders</b> (<i>Chain ability</i>) <ul style="list-style-type: none"> <li>Max all <b>Commanders</b></li> </ul> </li> <li>Place 6 Lvl 2 <b>Rangers</b> <ul style="list-style-type: none"> <li>Max all <b>Military Bases</b> → <b>Rangers</b></li> </ul> </li> </ul>	

## Common Issues

Cause of Death	Reasons
General Tips	<ul style="list-style-type: none"> <li>Joining the <a href="#">Paradoxum Group</a> for \$100 extra starting cash is required.</li> <li><b>Skip waves 1-25 ASAP.</b></li> </ul>
If you leaked early game enemies	<ul style="list-style-type: none"> <li>P2 must follow the specific <b>Shotgunner</b> placements displayed in the placement map.</li> <li>Set all <b>Shotgunners</b> on <b>Farthest</b>.</li> </ul>

Wave 10/13 - Invisibles	<ul style="list-style-type: none"> <li>• <b>Skip waves 7-11 ASAP.</b></li> <li>• P1 did not get 1 Lvl 1 <b>Trapper</b> on wave 10.</li> </ul>
Wave 12 - <b>Balloons</b>	<ul style="list-style-type: none"> <li>• P2 did not get Lvl 1 <b>Militant</b> in time</li> <li>• Set Militant to <b>Strongest</b></li> </ul>
Wave 17 - <b>Mysterics</b>	<ul style="list-style-type: none"> <li>• P3 did not: <ul style="list-style-type: none"> <li>◦ Upgrade their 1st <b>Pyro</b> to Lvl 2</li> <li>◦ Have <b>1 Lvl 2 Pyro</b> AND <b>1 Lvl 0 Pyro</b> (first corner, third corner)</li> <li>◦ ALL <b>Pyros</b> MUST be set on <b>Farthest</b></li> </ul> </li> <li>• P1 needs to get another Lvl 1 <b>Trapper</b> (don't keep trapper on lvl 0 or it will place weak traps).</li> <li>• P2 must upgrade <b>Militants</b> to deal with Lead Boss RNG</li> </ul>
Wave 19 - <b>Mega Slow</b>	<ul style="list-style-type: none"> <li>• <b>Skip waves 19 &amp; 20 ASAP.</b></li> <li>• P1 did not get 4 Lvl 1 <b>Trappers</b></li> <li>• P2 did not get 3 Lvl 2 <b>Militants</b> on time (keep the other 2 on <b>First</b>)</li> <li>• P3 did not get a back Lvl 0 <b>Commander</b> with range that reaches the 3 Militants.</li> </ul>
Wave 22 - <b>Balloons</b>	<ul style="list-style-type: none"> <li>• P2 should set the <b>Militant</b> on <b>Strongest</b> to <b>Weakest</b></li> </ul>
Wave 25 - Shadow Bosses	<ul style="list-style-type: none"> <li>• <b>Skip waves 24 &amp; 25 ASAP.</b></li> <li>• P1 should aim their <i>airstrike</i> at a corner to hit the most amount of Shadow Bosses possible.</li> <li>• P1 did not have the 1 Lvl 4 <b>Military Base</b> by wave 25</li> </ul>
Wave 27/28 - <b>Rushers</b>	<ul style="list-style-type: none"> <li>• P3 did not max their 2nd <b>Pyro</b> (the one closest to the entrance) by wave 27 <ul style="list-style-type: none"> <li>◦ If you don't have enough money for any reason, sell your other 2 <b>Pyros</b></li> </ul> </li> </ul>
Midgame (29-44)	<ul style="list-style-type: none"> <li>• We recommend <i>airstriking</i> from all 2 players with <b>Military Base</b> vs tanky clumped enemies. <ul style="list-style-type: none"> <li>◦ Key Targets: <ul style="list-style-type: none"> <li>■ Mega Slow, Giant Boss, Slow Kings, Boss Summons. Boss Guardians</li> </ul> </li> </ul> </li> <li>• If you guys are unable to <i>airstrike</i>, <u>simply don't skip any of the waves.</u></li> <li>• P3 should chain <b>Commanders</b> once obtained on wave 36.</li> </ul>
Wave 45/46	<ul style="list-style-type: none"> <li>• <b>Don't skip wave 45</b> <ul style="list-style-type: none"> <li>◦ You can skip it but this is a precautionary measure due to Circuits RNG.</li> </ul> </li> </ul>
Wave 50	<ul style="list-style-type: none"> <li>• Ensure everything is maxed.</li> <li>• <i>Airstrike</i> the vindicators &amp; unknowns.</li> <li>• P3 did not chain <b>Commanders</b> <ul style="list-style-type: none"> <li>◦ Optionally micro coa &amp; use APC when stunned by stomps.</li> </ul> </li> <li>• P1 may optionally micro max <b>Trappers</b></li> </ul>



