

Z - OFFICIAL PLAYGUIDE: Multi-Player

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INTRODUCTION

The two, three and four player levels are designed so that the battlefield is split into equal parts each containing equal numbers of "home" territories. Within these maps, the roads are designed so that the distances to flags and hardware are equal whichever colour army you control. In most of the multiplayer maps there are home territories and contested territories. The players objective should be to capture their home territories and all uncaptured hardware within them before moving into the contested territories.

STRATEGY FOR MULTI-PLAYER

Much of the basic strategy for 1 player applies but, in particular, you should remember the following and note the differences.

Capture your home territories as quickly as possible so that your manufacturing speed matches that of your opponents.

Note the position of uncaptured hardware and send appropriate units to those territories.

Move your forces to form a line of defence at the borders of your home territory.

When you capture territories containing factories, remember to specify what you want to build. It is often better to build cheaper (quicker) units initially and then to change to building more powerful units once you have established yourself.

As players tend to play more defensively in multi-player, guns can be very worthwhile building, especially at the edge of your home territories.

In the multi-player games, bridges and buildings repair automatically. This means that the destruction of these structures only provides a temporary advantage. Often bridges are at the boundary of your home and contested territories. Therefore it is important to leave a unit to keep these destroyed, preventing opponents entering you territory.

Bridges take a standard time to repair, approx. one minute. The time a building takes to repair depends on the number of territories you control. The more territories you control the faster your buildings are repaired.

Do not move into contested/ enemy territories (even if they are uncaptured) too early. It is important to wait and see what other players are doing before allocating units to attack these territories.

DIFFERENCES TO 1 PLAYER GAME

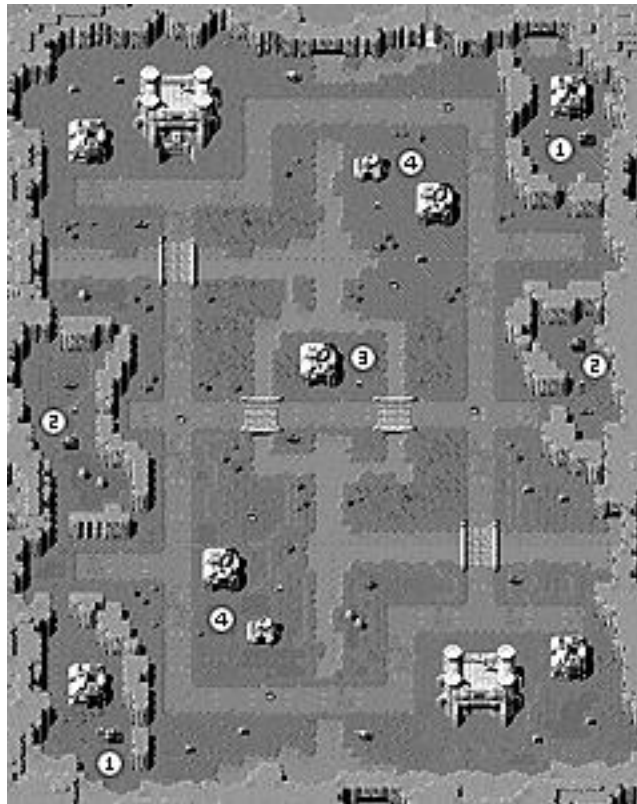
Playing against human opponents is significantly different to playing the computer. Apart from some of the basic initial moves, a human opponent is far less predictable than the computer and, of course, you cannot expect even the same human opponent to react to your actions in a similar way in different games. The game tends to be far more defensive in nature with the manufacture of guns and static defences forming a much more important part of each conflict. Unexpected tactics such as sending a single robot on a sneak mission to take a flag just as a unit is manufactured will happen regularly. It is easy to forget a 'dead' player who only holds his fort territory and is considered to be out of the game. This is a risky assumption as you will often find that this player will be extremely resourceful with the very limited units they have left. These players will often make opportunistic raids on undefended territories and can significantly change the balance of power. Alliances also come into play but beware of neglecting your own interests and defences to help another player - there can, ultimately, be only one winner.

LEVEL STRATEGIES

Level strategies contains information on each of the sixteen levels in the multi-player game. This guide comprises an overview of the level, the units you start with, a map of the level and some basic tactics for winning the battle. These tactics tell you the initial moves you should make to establish yourself and a few possible ideas which may put you into a strong position to win the battle.

Level 1 - Desert

2 PLAYER



Overview:

Based on Level 2, control of the central territory is very important. Moving quickly at the outset to capture the available hardware and home territories is essential to give you an advantage over your opponent. The use of grenades to blow up rocks is an important part of the opening stages of this level.

Start Units : 3 Psychos / 1 Tough / 1 Lt. Tank

Strategy:

Send 1 unit of Psychos along the road to capture the Medium tank behind the rocks in the corner of the map (Point1). They will pick up the grenades they need to blast through the rocks as they go.

Send a second unit of Psychos to capture the flag and Light tank in the side territories (Point 2). Again the grenades needed are on the road and will be collected automatically.

The central territory is very important and you should try to capture the flag (Point 3) and the gun protecting it with your final unit of Psychos (Toughs move too slowly). If you fail to get there first, you can reduce the effectiveness of the factory by destroying the bridges using your tanks or Tough robots. Bear in mind, though, that the bridges will automatically rebuild.

Be careful to defend the territory containing your tank factory and radar station (Point 4) as this is vulnerable to sneak attacks from several directions.

Level 2 - Volcanic

2 PLAYER



Overview:

The centre of the map is very important as it contains a repair facility as well as a powerful factory. Using the repair facility to repair your defending vehicles can be vital to your success in this level. You must also judge what is the most powerful unit you can build in your vehicle factories as waiting for an expensive unit to be manufactured can allow your opponent to gain an advantage over you.

Start Units : 1 Tough / 1 Sniper / 2 Psychos / 1 Med. Tank

Strategy:

Send your Toughs into the APC (Point 1) and bring it to the centre of the map.

Send your Psychos over the bridge to the side of your fort and around to the light tank and territory flag on the side of the battlefield (Point 2).

Send your Snipers across, past the APC, to pick up the grenades and blast their way through the rocks to capture the light tank in the rock circle on the other side of the map (Point 3).

Send your Medium tank to the centre to capture and protect your 4* robot factory.

Once established you can try one or more of the following:

Send your light tank with your Psycho in it to blast through the rocks and bombard your opponents 4* tank factory.

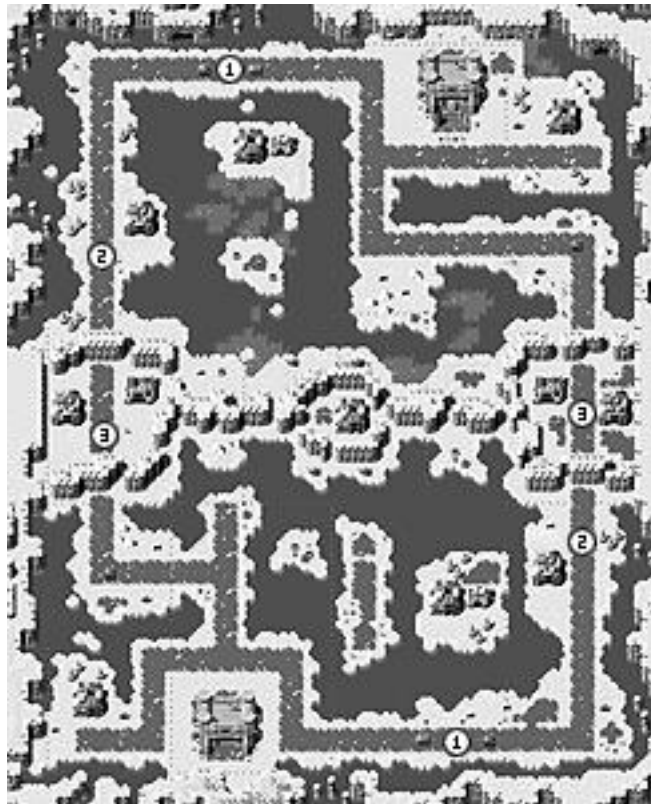
Send your medium tank with backup from your APC to attack your opponent's robot factory and repair facility in the centre..

Build Pyros in your 4* robot factory and put them in your APC in place of the Toughs - this is a very potent combination!

A risky option is to build a heavy tank in your 4* tank factory. If you can get it built in time it may well be a level winning unit.

Level 3 - Arctic

2 PLAYER



Overview:

Based on The Wall, control of the territory in the centre is vital to maintain a territorial advantage. Robots play a major part in this level since vehicle access to your opponents fort is slowed by the lack of connecting roads at the sides of the map. Raiding mission with Snipers across the water to your opponents Fort can often win the battle.

Start Units : 2 Psychos / 1 Sniper / 2 Toughs / 1 Med. Tank

Strategy:

Once again, send a unit of Toughs to get in the APC to the side of your fort and a unit of Psychos to capture the light tank close to it (Point 1). Send this group to form a defensive block near to the wall by your 3* tank factory (Point 2).

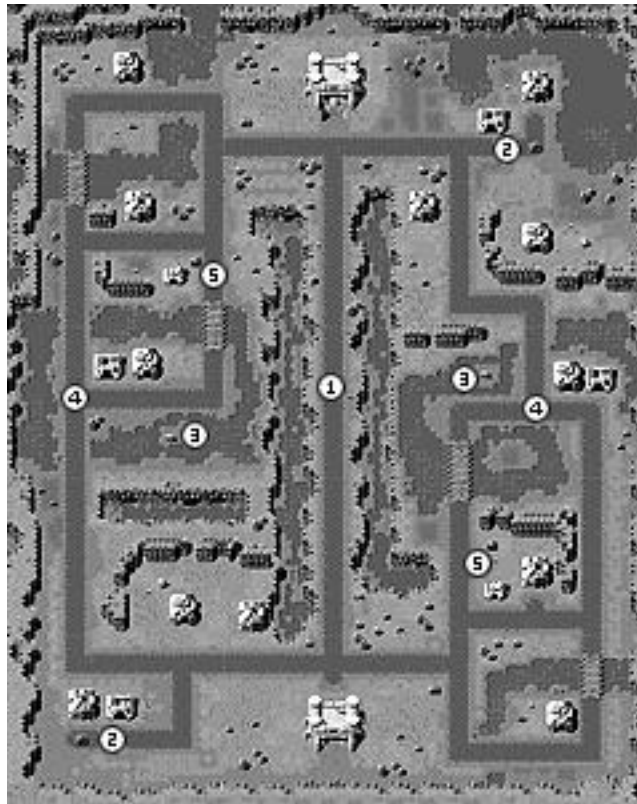
Send your Medium tank and a second unit of Psychos towards the other side of the battlefield to take the 4* tank factory surrounded by rocks (Point 3).

Send your fast moving Snipers towards the island flag near to your fort, collecting the grenades on the way. Then send them on to try to capture the central territory. Your second unit of toughs should also be sent to the central territory to support the Snipers.

In this level it is important to make robots, particularly Snipers or Toughs in your fort. Get these units to the central territory as you have a one territory advantage over your opponent as long as you hold it. It is likely that this territory will change hands several times so do not concern yourself too much with what is built there.

Level 4 - Jungle

2 PLAYER



Overview:

The central road, flanked by chasms, is a major feature of this map. It is also a very dangerous way to approach your opponent's fort. The idea of holding a defensive position on one flank whilst pressing for advantage on the other is fundamental in this level.

Start Units : 1 Psycho / 1 Tough / 1 Sniper / 1 Pyro / 1 Med. Tank / 1 Heavy Tank

Strategy:

Send your heavy tank up the central road. Try to get as far as the central flag (Point 1) but be prepared to fall back as, if you lose your tank, you will be in trouble.

Send your Snipers to run quickly across to take the medium tank (Point 2) and then bring the whole group up the same side of the map to try to take the flag protected by a Gatling gun on an island. (Point 3).

Send your Toughs to take the territory close to your fort containing the 5* tank factory and then to blast through the rocks to rendezvous with your Sniper/Medium group.

Send your Pyros to get into the APC after moving them so that one gets in the howitzer in front of your fort, Then send it and your Medium tank up to take and hold the road junction by the repair facility (Point 4).

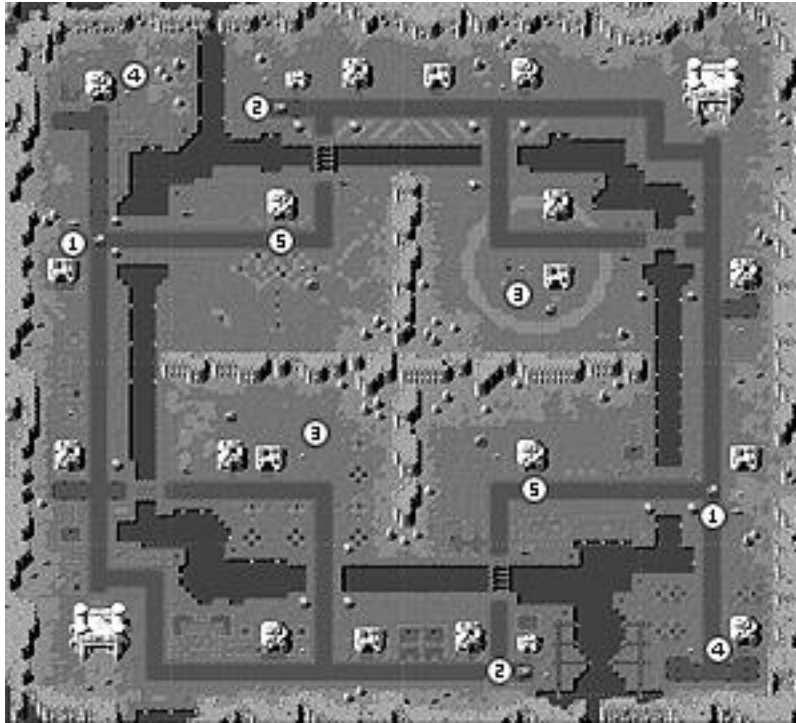
Send your Psychos to capture the other corner territory to the side of your fort and then bring them up to join your APC/Medium group - picking up the light tank on the way (Point 5).

Making Lasers in your fort and the robot factory close by can be a good tactic - especially to defend the central road.

There are many possible tactics in this level. Be prepared to react swiftly to what your opponent does.

Level 5 - City 1

2 PLAYER



Overview:

The large central area of this map is split into four territories separated by walls. It is essential to try to occupy two of these whilst maintaining a good defence of your home territories which are around the sides of the battlefield.

Start Units : 2 Psychos / 1 Sniper / 1 Pyro / 2 Lt. Tanks

Strategy:

Run your Snipers to capture the Mobile Missile Launcher (Point 1) and send a Light tank up the road to support it. Once the Snipers have captured the Mobile Missile Launcher, send them on to capture the 5* tank factory in the corner (Point 4).

Send a unit of Psychos to take the Heavy tank (Point 2) supported by your second Light Tank.

Send your second set of Psychos across the river to take the territory (Point 3), the Light Tank, the Double Missile launcher and the Gun.

Send your Pyros to wait by the 5* tank factory to the side of your fort and make an APC.

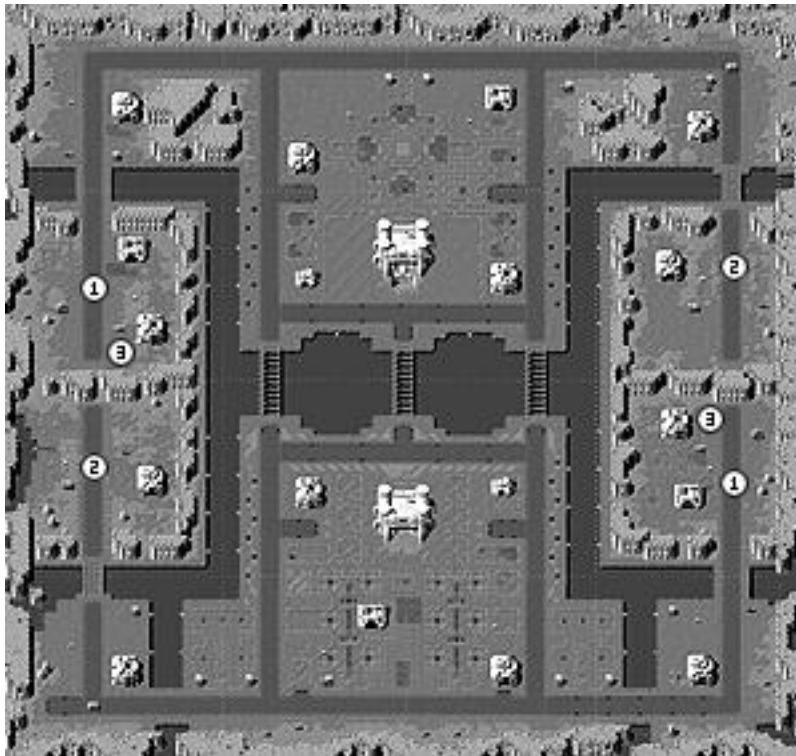
Make either a Heavy Tank or a Mobile Missile Launcher in your fort.

Once established, you should watch your opponent and try to take one of the 4* tank factory territories in the centre (Point 5).

Look for opportunities to make (and watch out for) sneak attacks across the river in the top left and bottom right of the battlefield.

Level 6 - City 2

2 PLAYER



Overview:

The three (initially destroyed) bridges between the forts rebuild quickly in the multi-player game and it is vital to watch these carefully. The level hinges around the outcomes of the large battles which take place inside the rocks on the left and right of the map.

Start Units : 1 Sniper / 1 Tough / 1 Pyro / 1 Psycho / 2 Lt. Tanks / 1 Med. Tank

Strategy:

Leave at least one artillery unit (e.g. Light tank) in front of your fort to keep the bridges destroyed until you want them repaired. Build other units which can keep the bridges destroyed as soon as possible (e.g. Toughs) so that you keep control.

Send your Pyros to capture the APC.

Send your Tough robots across the river to blast a direct route into one of the side territories.

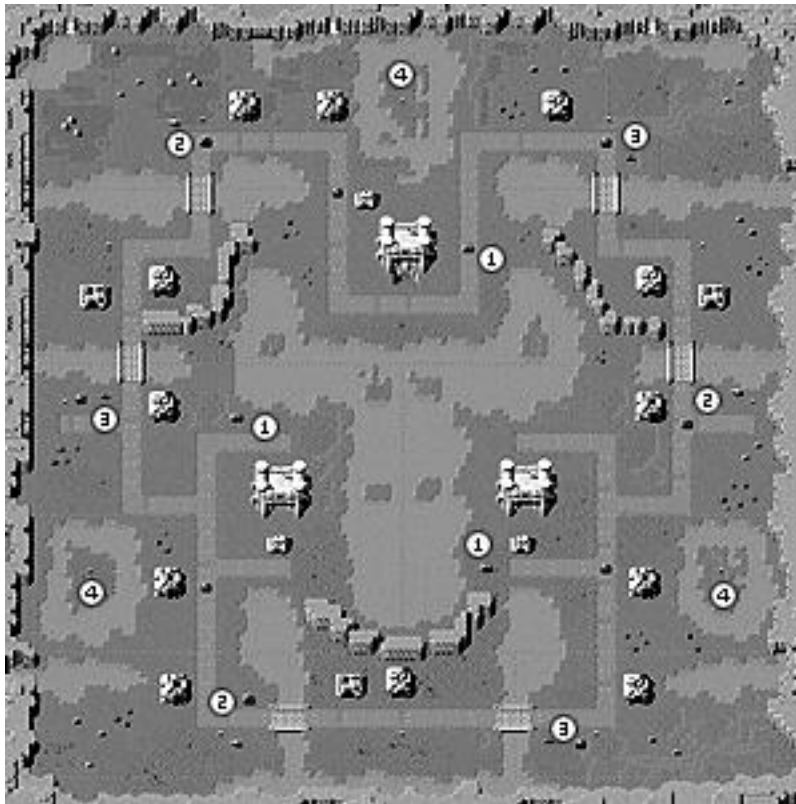
Split your forces evenly and move round to capture the territories to the left and right of your fort (Points 1 & 2) capturing the territories and hardware behind your fort on the way.

Build powerful units and reinforce your forces either side until you can make an assault - do not be tempted to try this too early. A few guerrilla operations in the centre may draw some of his forces back to defend his fort.

You can use your Mobile Missile Launcher to destroy your opponents 5* robot factory (Point 3) behind the rocks from a distance which will keep it out of sight of the defending howitzer.

Level 1 - Desert

3 PLAYER



Overview:

In this level each player has three "home" territories in addition to the fort territory. The contested territories contain a repair facility and a 3* tank factory. Each of these can be accessed by two of the three players by road bridges. However, there are also two land routes into each of these territories (initially blocked with rocks) and this means that the tactical destruction of bridges can not lock out any area of the map. The three forts are also quite close together and sufficient provision should be made to defend against robots (particularly Snipers) coming across the central lake.

Start Units : 1 Tough / 1 Sniper / 2 Psychos / 1 Med. Tank

Strategy:

Send the Toughs to get in the APC (Point 1) and then send the APC round towards the Light tank and Gun (Point 3).

Send Snipers to Light, Medium tanks, Gatling gun and flag at (Point 2).

A unit of Psychos should be sent to the Light tank and Gun (Point 3)

The second unit of Psychos should be sent to take the Island flag (Point 4).

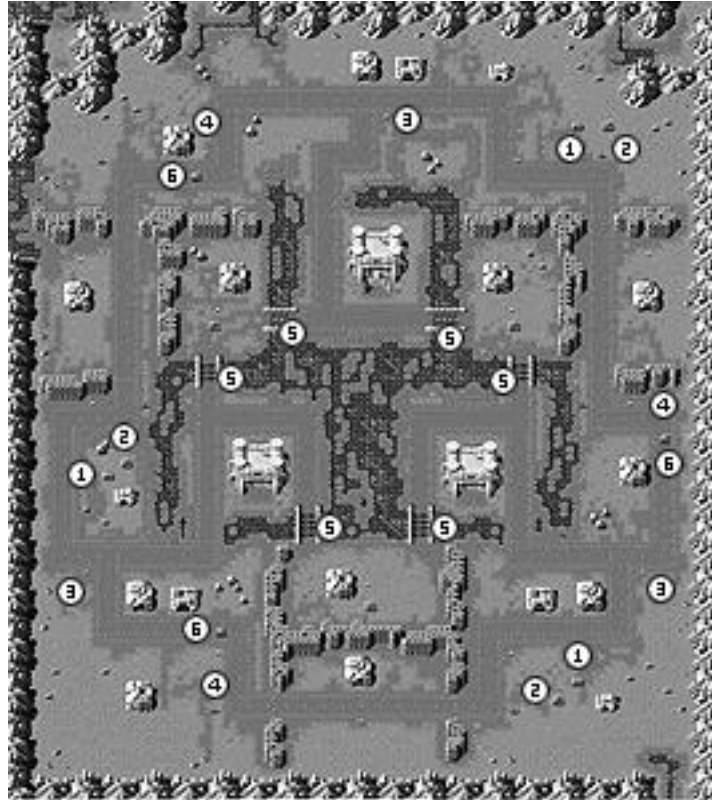
Watch what your opponents do with their forces and send your original medium tank to join either the M.tank/Lt.tank combination or the Lt.tank/APC combination to make a bid for one of the contested territories. You can destroy the bridge on your weaker front to hold up the opposition for a while.

Bring back the remnants of your original robot units to provide a little extra protection at your fort entrance.

Players tend to leave their Fort undefended, therefore a player can often win by making Snipers and sending them across the lake and picking off the 2 Gunners on the fort.

Level 2 - Volcanic

3 PLAYER



Overview:

Again, each player has three "home" territories which should be captured as quickly as possible. There are now two contested territories between each pair of players. One of these (Close to the fort) contains a 4* robot factory and Medium tank. The other contains a 4* Tank factory. Given that the Forts are close together it is easy for players to leave them undefended whilst concentrating their units on taking the contested territories. This is a very dangerous strategy that will mean losing to opportunist opponents.

Start Units: 1 Tough / 1 Sniper / 1 Psycho / 1 Med. Tank / 2 Lt. Tanks

Strategy:

Send your Tough robots to get into the APC (Point 1). Send your Snipers to occupy the medium tank and gun (point 2). Your robot units will automatically capture the flag to another home territory on their way (Point 3).

Send your medium tank and 1 light tank to take the flag in your third "home" territory (Point 4)

Watch your opponents and position your Psychos and light tank close to one of the destroyed bridges which come into your fort territory (Point 5). As soon as it auto-repairs, run for the uncaptured tank defending your troops with the light tank.

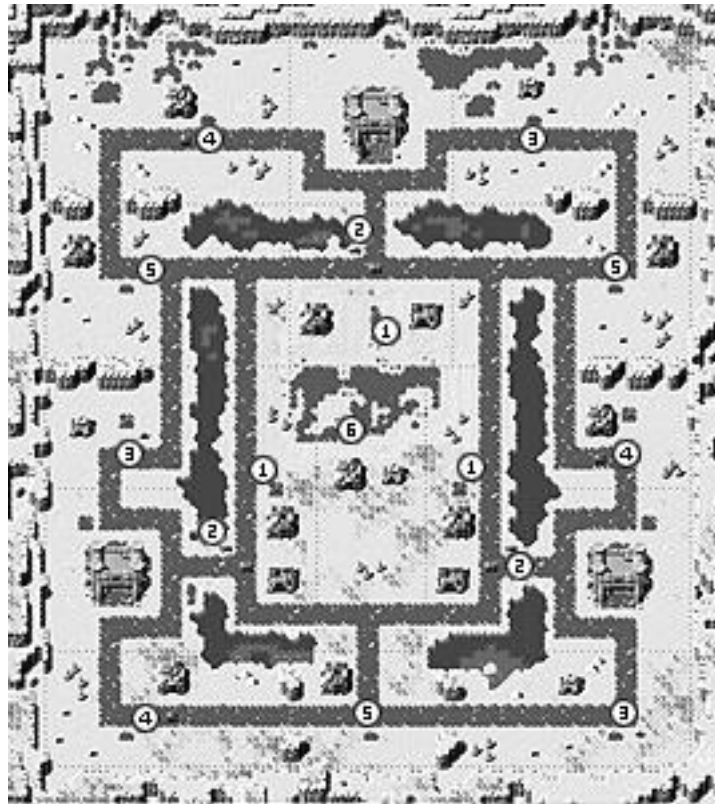
Leave the newly captured tank in place until a gun or other defending unit can be built in the 4* robot factory.

Watch your opponent and make a bid for one of the contested 4* tank factories either using two tanks or the tank/APC combination.

Build robots to occupy the uncaptured tank (Point 6) or, alternatively, bring the remainder of your Psycho unit around to capture it.

Level 3 - Arctic

3 PLAYER



Overview:

In this level, the forts are much further apart. The main battleground is in the centre of the map. Each player can quite easily capture part of this large central island but the central territory will always be heavily contested as will the territories around the edge which contain 4* robot factories.

Start Units : 2 Snipers / 2 Psychos / 2 Med. Tanks / 1 Jeep

Strategy:

Send 1 unit of Snipers to take the territory in the centre of the map (Point 1) and to occupy the howitzer which defends the road (Point 2).

Send your second unit of snipers to take the territory containing the radar station and to occupy the gun by the flag (Point 3).

Send a unit of Psychos to occupy the uncaptured light tank and take the flag (Point 4) and send your jeep round to reinforce this group.

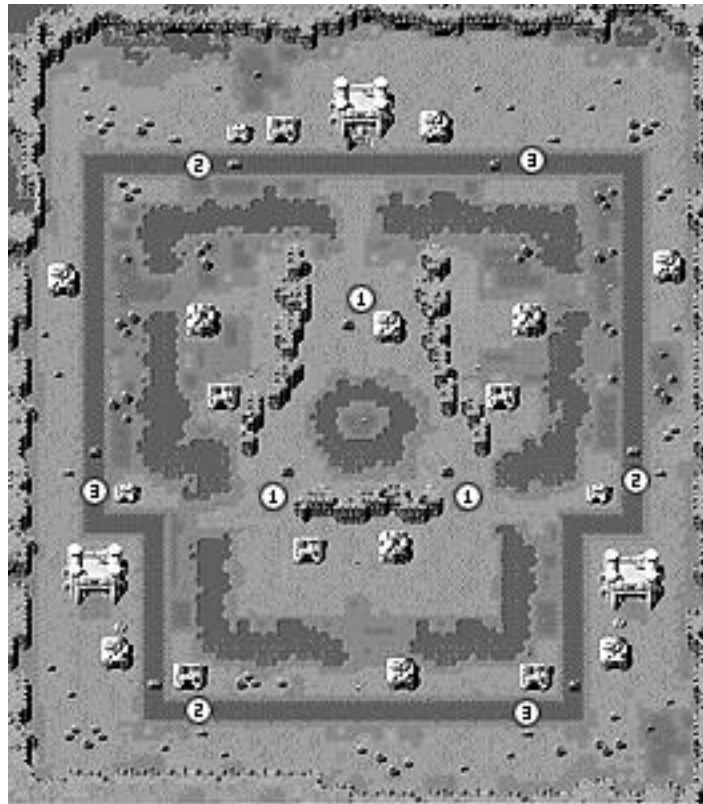
Send one medium tank to join the snipers by the gun (Point 3).

Send the other medium tank into the centre (Point 1). You might like to put the remainder of your Sniper unit into the APC to protect them but it is advisable to replace them with Toughs or Pyros as soon as you can make some.

You should now weigh up the position of enemy units and try to take one of the contested territories on the edge of the map (Point 5). If your opponents are slow of the mark you might also consider trying to take the central territory (Point 6) but beware of spreading your forces too thinly over the battlefield.

Level 4 - Jungle

3 PLAYER



Overview:

This is a particularly frantic level as, apart from your fort territory, all other territories are contested. The best strategy to employ is to capture 'your' hardware close to your base and wait to see where the other players send their units. Decide on the territories with the weakest resistance and send your units in. If you discover that both your opponents are pushing their offence towards your fort you could be in for a rough ride.

Start Units : 1 Snipers / 1 Psychos / 1 Tough / 1 Pyro / 1 Heavy Tank / 2 Lt. Tanks

Strategy:

Move a unit of Snipers into the centre to capture the medium tank (Point 1), supported by a light tank or your Tough robots.

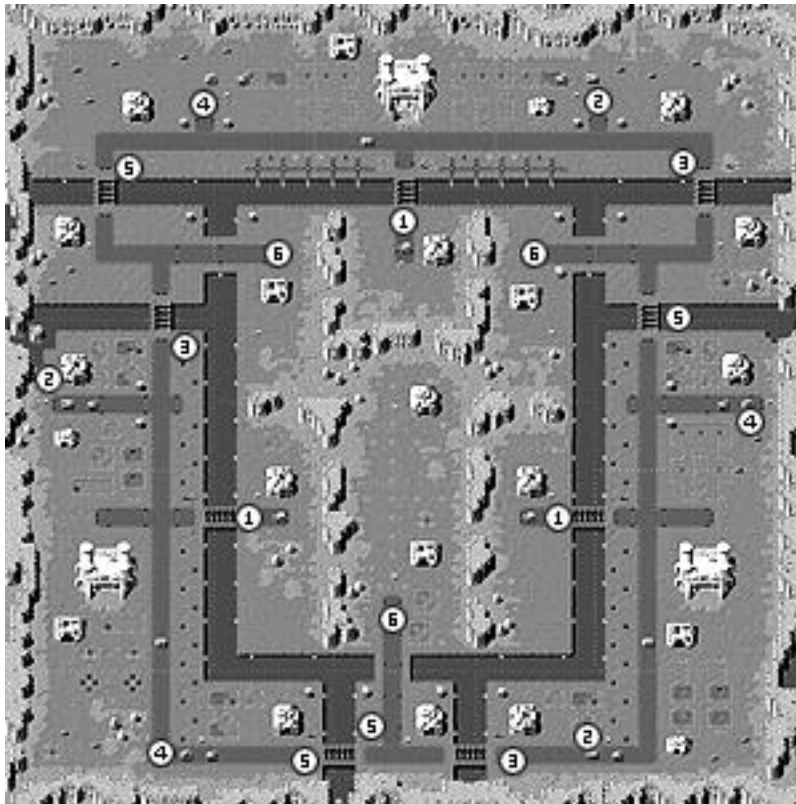
Move your Pyros into the APC and move it to the fort territory boundary (Point 2). Here you can put one of the Pyros into the Howitzer or wait for robots to be made elsewhere (This may take some time unless you build robots in your fort as the only robot factories are in contested territories).

Move your Psychos to occupy the light tank and howitzer (Point 3).

Now move your heavy tank and your light tank or Toughs (whichever you didn't send into the centre) to join forces with either your APC (Point 2) or your light tank (Point 3) to make an assault on the contested territory adjacent to your fort territory.

Level 5 - City

3 PLAYER



Overview:

In this level you, once again have home territories which must be captured as quickly as possible. The contested territories on the edge of the map can be accessed by road over bridges or from the central area.

Initially, all bridges are destroyed and you begin with only robots so it is important to capture and deploy the available hardware as soon as possible.

Start Units : 2 Snipers / 2 Psychos / 1 Tough / 1 Pyro

Strategy:

Send a unit of Snipers supported by a unit of Toughs through the river to capture the Mobile Missile Launcher and secure the territory in the central battleground (Point 1).

Send your second Sniper unit to take the flag and capture the heavy and light tanks (Point 2) then send them on towards the bridge into the contested territory (Point 3).

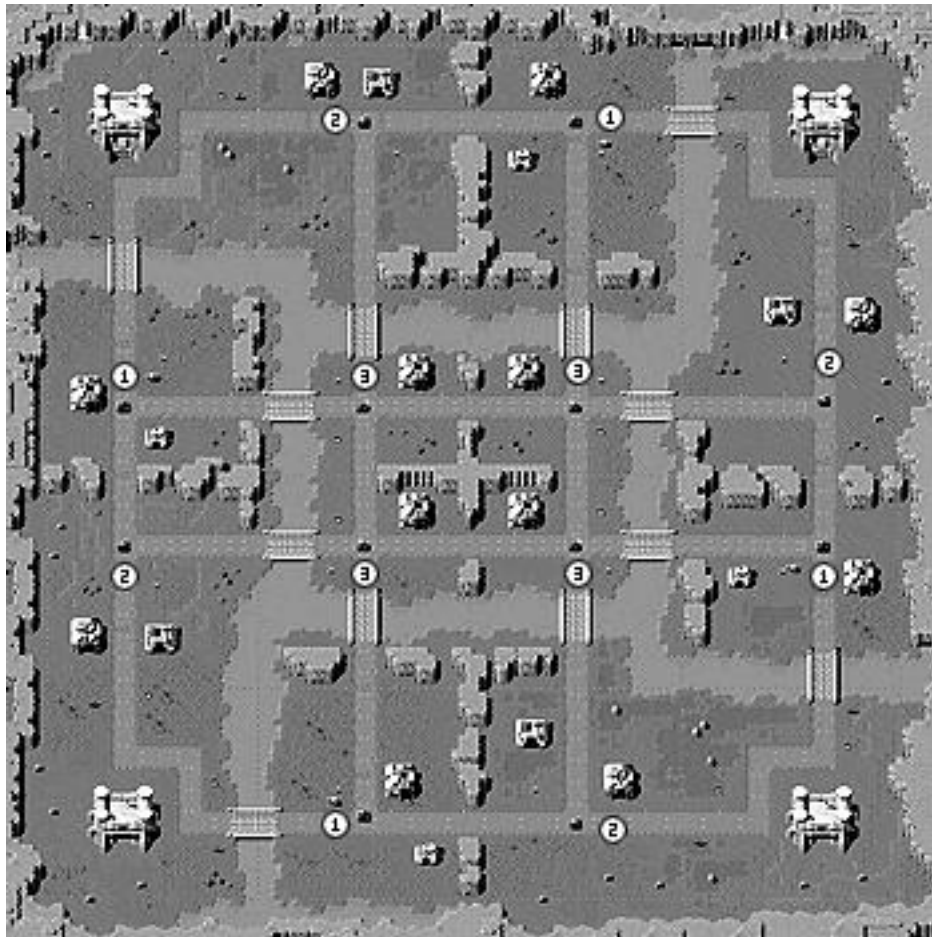
Send your Pyros to get into the APC close to your fort and send it to the bridge onto the contested island territory (Point 5).

Send a unit of Psychos to capture the flag and the medium and light tanks (Point 4) and send them round to the bridge onto the contested territory (Point 5) where they should rendezvous with your APC.

Choose which side you are going to make your attack and which side you are going to defend. Send your final unit of Psychos across the river to enter the contested territory from another angle (Point 6) or use them to reinforce your group in the centre.

Level 1 - Desert

4 PLAYER



Overview:

The four forts are in the corners of the battlefield. Each player's home territories take up a quarter of the map. There are a large number of bridges onto the island in the centre which contains four factories each of which is likely to be controlled by a different player. This leads to vicious battles in this area. At the beginning of the battle you have no Robots to capture the available pieces of hardware in your home territories. It is important to gain control of your Robot factories as soon as possible to take advantage of these.

Start Units : 1 APC / 2 Lt. Tanks / 2 Jeeps

Strategy:

Send your APC over to the uncaptured Medium Tank (Point 1). Get the driver out and pop him into the tank. This will give you a major advantage over any player who fails to do this. Send one of your Light Tanks over to support this unit.

Send your other Jeep and Light tank to defend the road junction at (Point 2).

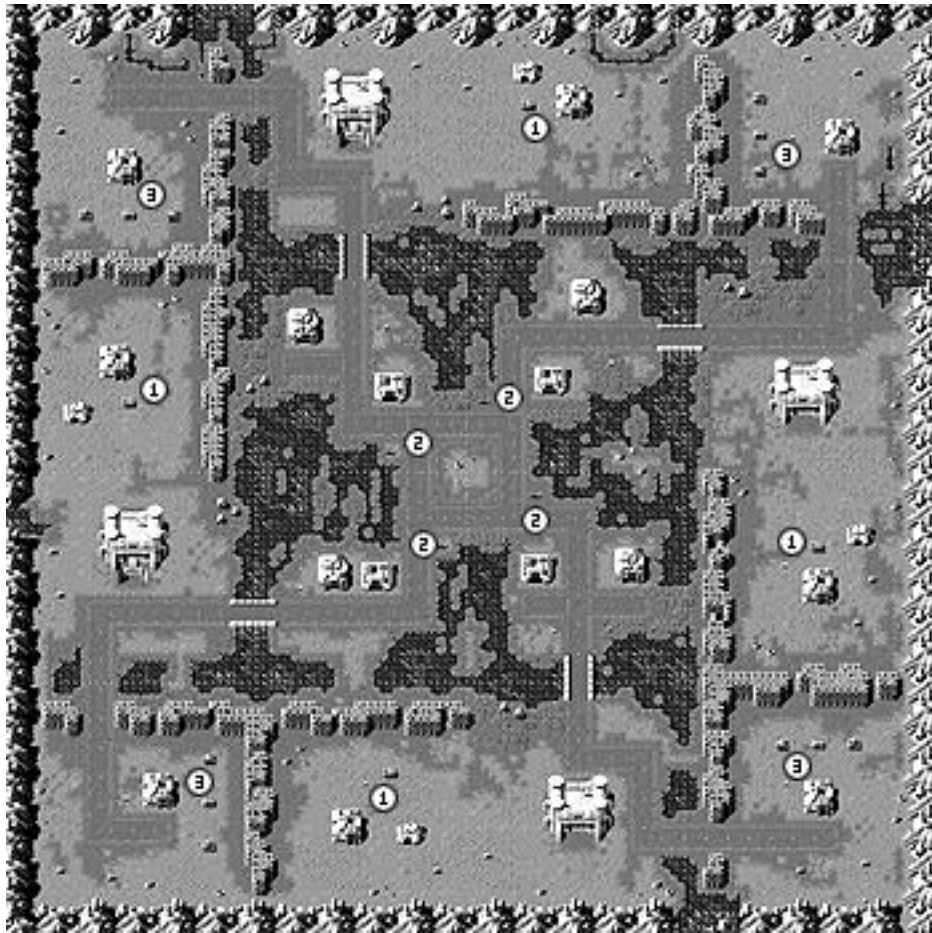
Send a Jeep into the centre to get your robot factory working as quickly as possible (Point 3).

Look for your opponents failing to defend their uncaptured hardware. If this happens, mount a sneak attack to destroy it.

In the centre, try to poach your opponents' territories just as his robot units are produced - This can be risky but fruitful.

Level 2 - Volcanic

4 PLAYER



Overview:

The four forts are on the edges of the map in this level and many of the territory boundaries lie along rock walls. Roads from each of the forts meet in the centre and need to be heavily defended. A lot of the action takes place around the edge of the map as players break through these walls into enemy territory.

Start Units : 2 Psychos / 1 Sniper / 2 Lt. tanks

Strategy:

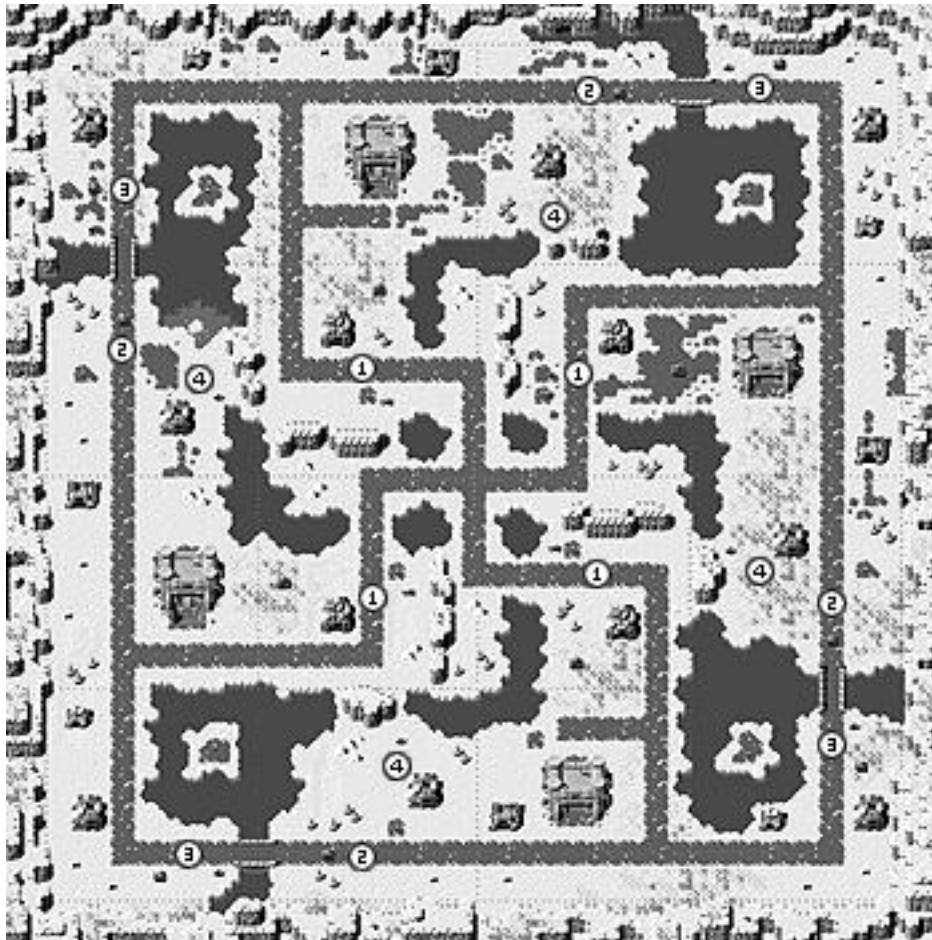
Send your Snipers to capture the heavy tank (Point 1) and send a Light tank to support it. Send one Psycho unit into the centre to capture the Gun (Point 2) supported by a light tank. Send your second unit of Psychos to capture the three vehicles (Point 3). You should occupy the APC and bring it back from the wall as a good tactic is to destroy your opponents' APC with your heavy tank if it is not captured.

If any player is slow to get his troops into his gun in the centre you can either occupy it with one of your Psychos or destroy it with your Light tank.

Make Pyros or Snipers in your 4* robot factory to put into your APC.

Level 3 - Arctic

4 PLAYER



Overview:

A ring road goes all the way around the map with bridges at very strategic points. These bridges will need to be carefully defended. Once again, a road goes from each of the forts into the centre and there are also cross country routes, initially blocked by rocks.

Start Units : 2 Snipers / 2 Psychos / 1 Tough / 1 APC / 1 Heavy Tank

Strategy:

Send your Snipers to capture the Howitzer in the centre (Point 1) picking up the Medium Tank on the way. Send your Heavy Tank into the centre to support this group.

Send 1 unit of Psychos to each of the light tanks (Points 2 & 3) and destroy the bridges.

Get the driver out of the APC and replace him with your Tough robots. Send the APC and the Grunt to the Gun by your 4* robot factory (Point 4) and put the Grunt into it.

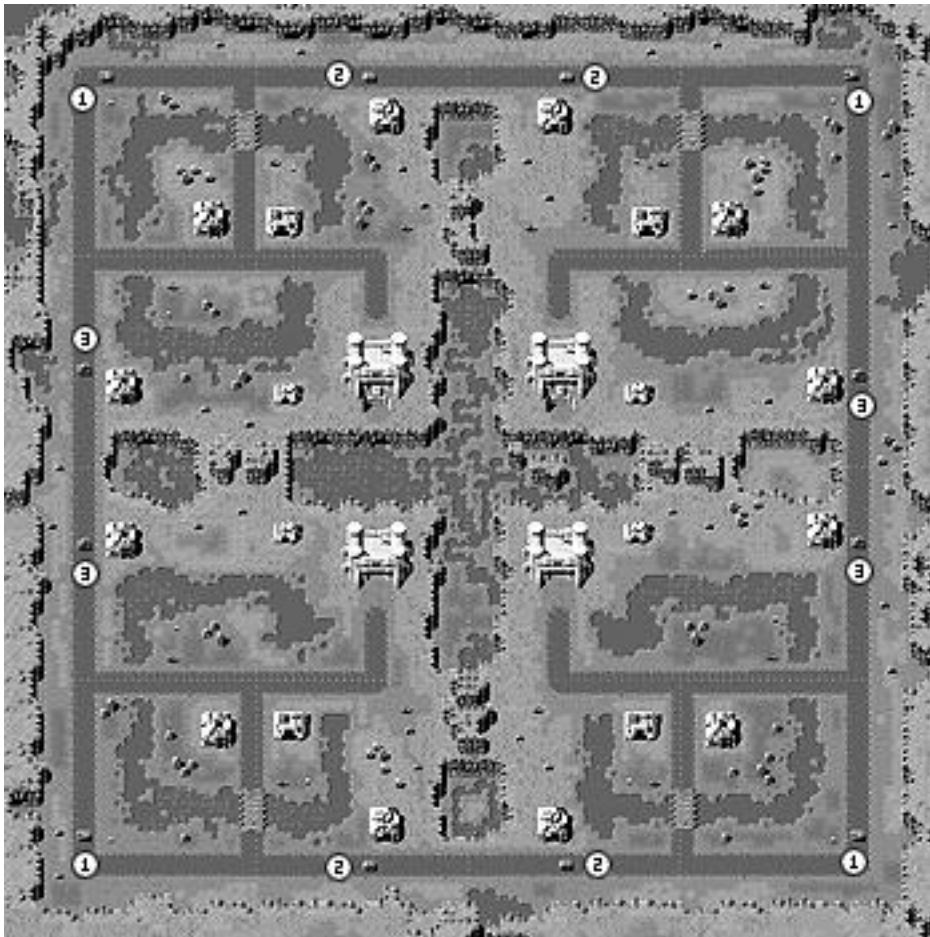
Use your second unit of Snipers to take the flag on the island and leave them there to defend it - this territory is very vulnerable.

If any of your opponents are slow to get to their Light tanks, you can nip across the bridge to either steal or destroy them.

If you are careful you can use your APC to bombard your opponents' 4* tank factory - but don't get too close to the howitzer! However, it is easy to defend this factory and so it should be used to make powerful units.

Level 4 - Jungle

4 PLAYER



Overview:

The four forts in this level are placed very close together in the centre of the map. They are separated by a combination of chasms and rock walls. The only road way between them lies around the outside of the map and the points on this road where the player's home territories meet are, strategically, very important indeed.

Start Units : 1 Snipers / 1 Psychos / 1 Tough / 1 Pyro / 1 Lt. Tank / 1 Med. Tank

Strategy:

Send your Snipers to capture the Heavy Tank (Point 1) and then move it to support the APC.

Send your Pyros to get into the APC (Point 2) and your Psychos to capture the Medium Tank (Point 3) and send both your Light and Medium tanks to join it.

If your hardware at (Point 2) or (Point 3) outweighs that of your adjacent opponent you can destroy their vehicle factory.

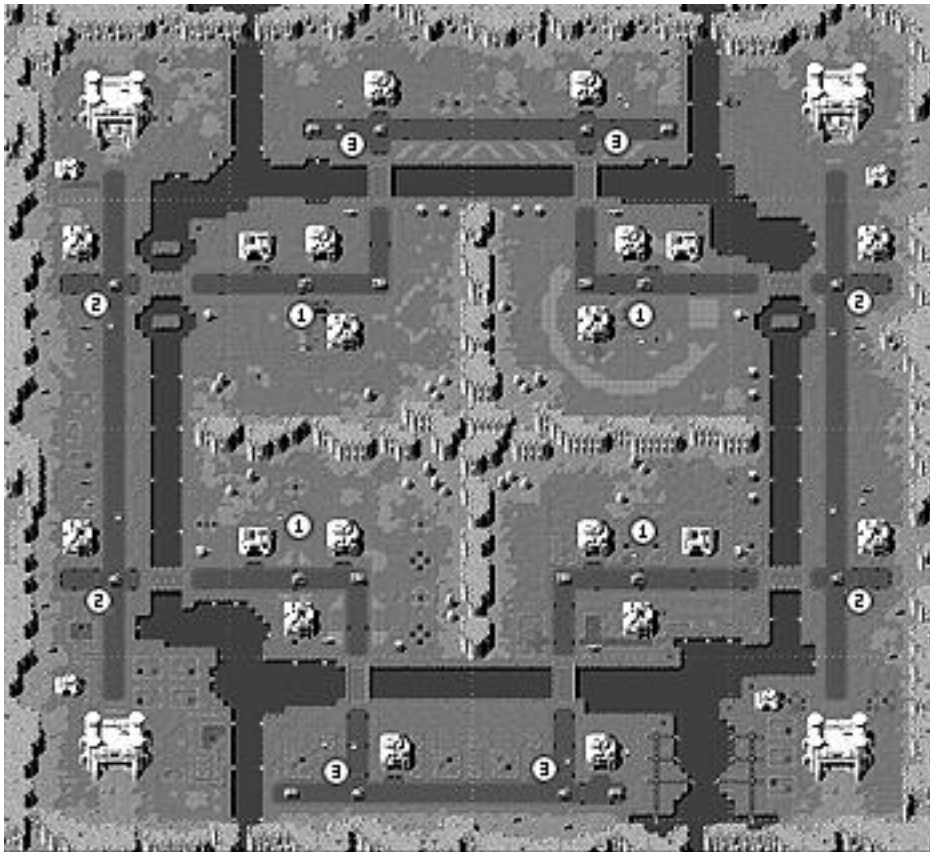
Send your Toughs to the wall which is not defended by a gun. A possible tactic here is to launch an attack on your opponents' fort if he does not defend this point this unit.

Watch for your opponents failing to capture hardware or leaving factories undefended. Keep a balanced defence on all fronts and be ready to react to the movements of your opponents' forces.

Forming alliances with neighbouring players in this level can be very beneficial to both parties.

Level 5 - City

4 PLAYER



Overview:

The forts are in the corners of the battlefield in this level. A huge central island is divided into four by rock walls. Each player has direct access to one of his opponents along a road. However, access to the other players' strongholds is much more difficult and vehicles have to go via the central area - leading to major conflicts.

Start Units : 2 Snipers / 2 Psychos / 1 Tough / 1 Mobile Missile Launcher

Strategy:

Send both units of Snipers across the river into the centre to pick up all the hardware and take the territory (Point 1).

Send a unit of Psychos to capture the Light Tank by the 5* robot factory (Point 2) supported by the Mobile Missile Launcher.

Send your second unit of Psychos and your Toughs across to the 4* tank factory (Point 3). Put the Toughs into the APC and get the Psychos to capture the Light Tank.

If your opponent has left minimal defences at (Point 3) you can take advantage of this by bringing your Heavy Tank and APC across to capture this territory. Once captured you can further frustrate your opponent by destroying the bridge to the main island, preventing him/her from bringing in units to recapture this territory.

The distance between the pieces of hardware prevent you from stealing your opponents' vehicles unless they are very slow. The main strategy is to maintain your defensive line whilst you build up a strong force with which to make an assault. Control of individual units during battles between equal forces is very important in this level.