

# **Z - OFFICIAL PLAYGUIDE: Single Player**

by Martin G., Eric M., Steve K.

03 September 1996

## BASIC STRATEGY

In Z the computer player does not play a pre-set strategy but reacts in real-time to the decisions that the player makes. Therefore it is not possible to define a sequence of orders for each level which will guarantee winning a battle. However there is a basic strategy that should be employed which will establish a good foothold from which the player can win a level.

All the one player levels are designed so that the two halves of the battlefield mirror each other. This means that both the computer and the player each have the same resources available to them in their half of the map. It therefore follows that as long as you have control of your half of the map you will be level with the computer. Managing to capture one more territory will give the player a slight advantage both in resources and the time taken to manufacture units in the buildings owned. Understanding this basic principle is fundamental to developing a winning strategy in any of the battlefields.

At the start of the game there are some basic moves that you should make. Give orders for your units to capture the territories in your half of the map, and any uncaptured hardware contained within it. Whilst your units are carrying out these orders, use the time to set up any captured buildings to make the required units. Once these territories have been captured, you should locate the connecting roads between your territories and the computer's. Units must be moved up to this front-line to defend against the computer trying to enter territories which you control. As units are manufactured you should bring them up to support this defence. Always scan the map to see what the computer is doing to react to any planned attacks. Find territories which the computer has either left undefended or which have little defence. Attack these territories only when you have units which exceed the power of the computer's defending units. Do not believe the battle is over if you manage to gain the territory advantage over the computer. He will fight hard to regain control of any lost territories. Of course this is also true for the human player. Losing one or even two of your territories to the computer does not mean the end of the battle. Playing hard and recognising those territories which are easily re-captured will get you back into the game.

In short:

1. Capture your half of the available territories as quickly as possible so that your manufacturing speed matches the Computer.
2. Note the position of uncaptured hardware and send appropriate units to those territories (e.g. Do not send a light tank to capture a flag that has an uncaptured medium tank sitting by it).
3. When you capture territories containing factories, remember to specify what you want to build. It is often better to build cheaper units initially and then to change to building more powerful units once you have established yourself.
4. Watch what the CPU does with his resources and move your forces to provide an adequate line of defence.
5. Do not move into contested/enemy territories (even if they are uncaptured) too early. This will leave other territories weak or undefended. Always have some backup available and consider placing units in positions where they can move quickly to reinforce several areas of the map.
6. As units are manufactured give the new units appropriate orders quickly. Do not leave them hanging around without orders.

## BASIC STRATEGY - ADVANCED TECHNIQUES

1. If you are about to lose a territory containing a factory which is about to produce a new unit, change the unit being manufactured to the weakest possible. In this way, the CPU will not benefit from the time you spent manufacturing.
2. Even if you cannot take and hold a territory, try capturing the flag just before a factory completes its manufacturing.
3. Remember that robots run towards flags and uncaptured hardware. This can be an advantage but a robot running to take a flag will not return fire whilst he is doing it.
4. Use a series of small movement orders to manoeuvre vehicles with precision.

### COMMON MISTAKES

1. Rushing across the map to capture territories: Capturing territories in the computers half of the battlefield at the beginning of the game may give the player the initial advantage, but this is unlikely to be a winning strategy as the players units will be spread too thinly over the battlefield.
2. Sending units into attack without considering the units they are attacking: Players must learn the strengths and weaknesses of all units and use them to their advantage. It is pointless sending a unit to attack if it has no chance of winning.
3. Grouping units together: Sending more units than you need to complete an objective is wasting your resources and is more than likely to leave territories undefended.

### CONTROL SYSTEM

1. Initially a good way of giving orders is to select a unit and then use the mini-map to move quickly to the location that you want to send the unit to.
2. As you become more proficient with the system learn to use right hand mouse button scroll. Being able to use this well will enhance your ability to move quickly around the map and react to conflicts which break out.

### COMBAT

1. Sending an additional unit into a combat will enhance your chances of winning. E.g. sending even just a unit of Grunts in with a medium tank to attack an opposition medium tank will draw his fire or even confuse your opponent and will increase your chance of victory considerably.
2. When you use multiple units as described above, avoid letting them get too close together. Use quick mouse work to perform pincer movements or set up a ring of units to surround the enemy.
3. Remember that different units move at different speeds. Do not assume that grouped units will arrive at their destination at the same time. If they are moved carefully and do arrive simultaneously, they will be much more effective than if they arrive one after another.
4. Static lines of defence can be very effective. For example, you can defend a road by placing units either side of it. The aim being to catch enemy units in the crossfire as they move down the road.
5. Vehicles move more quickly on roads than any other terrain. This can be used to your advantage during combat. A vehicle on a road will be able to manoeuvre quickly to avoid enemy fire.
6. By using multiple robot units (especially Snipers) sent in simultaneously from different directions against vehicles you can greatly increase your chances of shooting the driver.

### COMBAT - ADVANCED TECHNIQUES

1. When you target an opponent with a tank/gun etc. the turret is locked in place. Make sure your turret is pointing in the correct direction when you give the order to attack. In this way you stand a better chance of shooting first when the combat begins.
2. By combining the above technique with a rapid retreat, light and medium tanks can be very effective against Light Guns.
3. Artillery units can often be placed in a position where they can bombard the enemy fort without being in range of the defending guns.
4. Tanks and Guns can fire over buildings to take out robots with rifles or machine guns.
5. Units can be ambushed as they emerge from Factories. Target the entrance a second or two before the unit emerges.
6. Units which are given an order to go somewhere when under attack accelerate but do not return fire. You can use this to your advantage to avoid shots, particularly from units with a slow fire rate.
7. Destroying a bridge whilst units are going across it will take out both the bridge and the units on it. Pre-damage bridges so that units crossing them can be taken out with a single shot.

**COMBAT - UNIT STRENGTH AND WEAKNESSES**

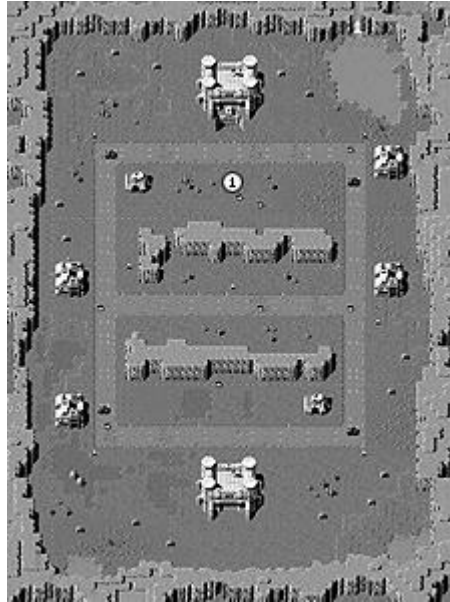
<b>Robots</b>	<b>Strengths</b>	<b>Vulnerable to</b>
Grunts Psychos Toughs Snipers	Distracting enemy fire Sniping Jeep drivers Attacking Snipers. Good in APCs Sniping Gatling, Guns & Vehicle drivers Capturing vehicles due to high intelligence.	Everything Tanks Jeeps Toughs
Pyros	Attacking Slow vehicles, buildings & bridges. Good in APCs.	Jeeps & Lt. Tanks
Lasers	Sniping Gatling, Guns & Vehicle drivers (especially if two or more units are used).	Toughs or Pyros in an APC
<b>Vehicle</b>	<b>Strengths</b>	<b>Vulnerable to</b>
Jeep Lt. Tank	Attacking Toughs & capturing territories quickly. Attacking Howitzers. Good in pairs against Mobile Missile Launchers if carefully positioned.	Psychos & Snipers Powerful vehicles
Med. Tank Hvy. Tank M. Missile Launcher	Attacking Lt. Tanks, Guns & Howitzers Attacking Gatling & Guns & Other tanks Attacking Heavy & Medium Tanks	Heavy Tanks Pyros, MML Pyros in APCs & Light Tanks
APC	With Pyros or Toughs, APCs are effective against all robots and slow moving vehicles.	Light & Medium Tanks
Crane	Repairing broken buildings/bridges	Tanks
<b>Gun</b>	<b>Strengths</b>	<b>Vulnerable to</b>
Gatling Gun	Attacking Jeeps Attacking weak infantry, Lt. Tanks	Tanks Snipers, Heavy Tanks & Mobile Missile L'.
Howitzer Dbl. Missile	Attacking slow vehicles Attacking Tanks	Med. Tanks Multiple Laser Robots.

## **LEVEL STRATEGIES**

Level strategies contains information on each of the twenty levels in the single 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

### *Virgin Soldiers*



#### **Overview:**

The player starts with a limited number of robots. This is a simple map with limited territories and resources. Jeeps are the main influence in this level and controlling these will greatly increase your chances of winning.

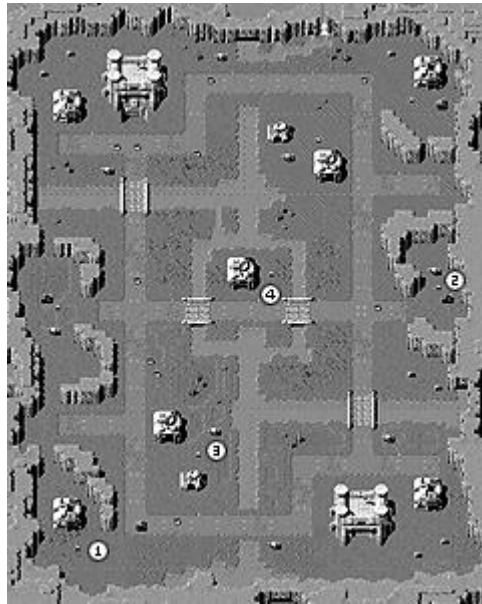
**Start Units :** 3 Grunts

#### **Strategy:**

Capture the jeeps and group your units together to make assaults up both sides of the map. Do not allow jeeps to become separated from their accompanying robot units - if this happens, your drivers may be shot and blue robots will steal them. Take the robot unit in front of your fort straight up towards the central territory flag - they will pick up the grenades and blast their way through the wall automatically. By outnumbering the CCP jeeps it should be easy to shoot the drivers out and capture them for yourself.

When you reach the top of the map, position your group south of the road (Point 1) directly below the CCP fort entrance. Rush the entrance with all your units - The Gatling Gun will not be able to pick them all off. Alternatively, use two or more groups to take out the Gatling gun using a pincer movement.

## Level 2 - Desert *Psychos*



### **Overview:**

This level sees the first introduction of the light tank and Gatling gun. The player will learn how to use grenades and tanks to clear rocks to flags and resources. The technique of using robots to move across water is introduced.

**Start Units :** 4 Grunts

### **Strategy:**

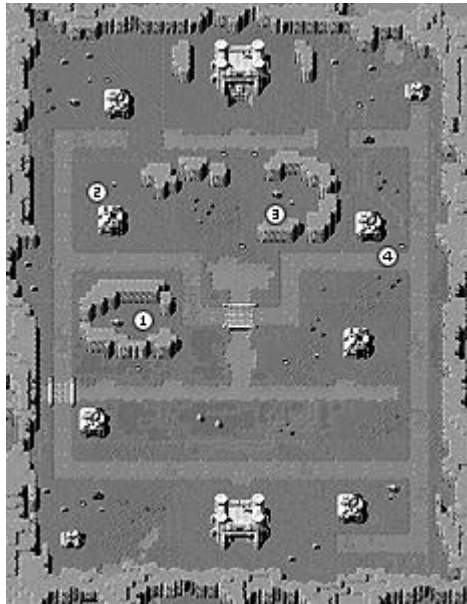
Use single orders to save time - Send a robot unit to capture the flag (Point 1). They will pick up the grenades and get into the tank automatically.

Similarly, send a robot unit to get into the Gatling gun behind the rocks on the right (Point 2). They will collect the grenades and capture the jeep automatically.

Send a unit diagonally towards the Gatling Gun by the flag controlling the 1\* Tank factory (Point 3). Set up the factory to produce a light tank and then send the remainder of the robot unit on to the central territory (Point 4) where they can join forces with the jeep from the right to attack the CPU forces defending the vehicle factory.

## Level 3 - Desert

### *Death Valley*

**Overview:**

The CPU fort is protected by water in front and by rocks to either side. The territory flags are not close to buildings, encouraging player to destroy buildings rather than trying to recapture them.

**Start Units :** 2 Grunts / 1 Psycho / 1 Lt. Tank

**Strategy:**

Provide plenty of protection for the flag controlling your left hand vehicle factory (inside the rock circle on the left) (Point 1).

Try to poach his two star robot factory just before the units are manufactured (Point 2).

Watch out for light tank raids down the right hand side of the map as the Gatling Gun defending the bottom right territory will offer little resistance.

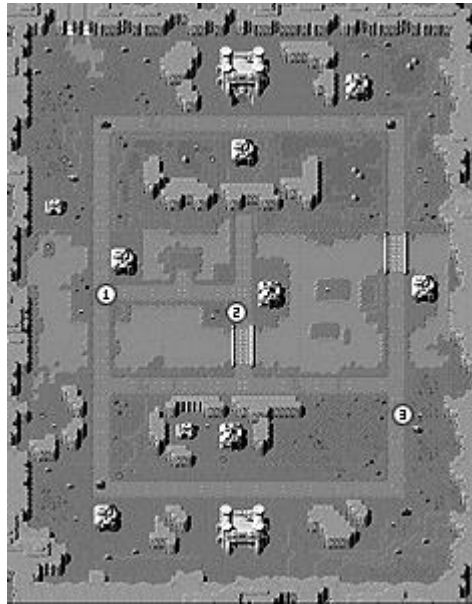
Build Psychos straight away in your 2\* robot factory. Use these robots to take out the Gatling gun defences inside the rocks below the CPU fort (Point 3).

You can slow down the CPU's production of vehicles in the factory (Point 4) by using grenades against it.



## Level 4 - Desert

### *Desert Islands*

**Overview:**

This level is mainly robot based. There is an important territory in the centre of map, with a 2\* robot factory. One of the tank factories (centre right territory) can only be captured by robots as the territory flag is on an island.

**Start Units :** 3 Grunts / 1 Psycho

**Strategy:**

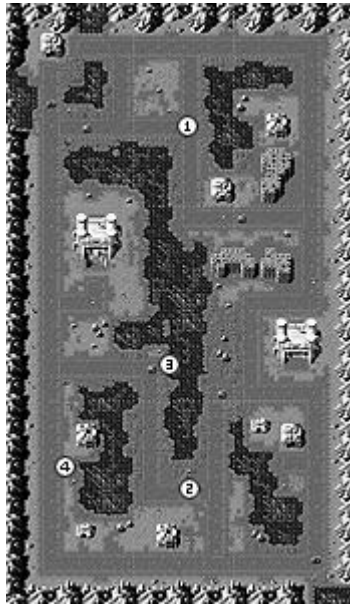
Capture the light tank on the left and move it up to take the flag controlling the tank factory and to defend the road junction (Point 1). From here it can be easily moved into the centre if required.

Try to take and hold the central territory (Point 2). Build some Psychos to take the right hand central territory later.

Make sure you give the Gatling gun on the right (Point 3) some support rather than leaving it on its own to defend that side of the map - The CPU often mounts its main attack on the right if you control the centre.

## Level 5 - Volcanic

### *Hot Nuts*

**Overview:**

A large volcanic river separates the battlefield into two halves. Access is only possible via the road system around the edges. The player must defend one route and attack on the other.

**Start Units :** 2 Grunts / 2 Psychos

**Strategy:**

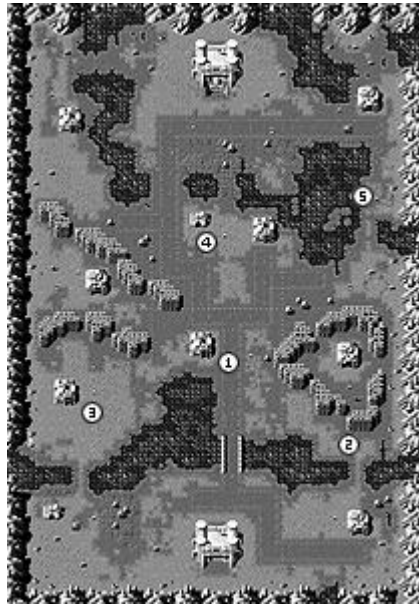
Capture the light tanks North and South of your fort. Get a Light Tank to defend the top centre (Point 1). Send the other tank and a unit of robots to the bottom centre (Point 2) as quickly as possible. The robot factory at the bottom is very important as it can make Tough robots.

Poach the central territory (Point 3) if the CPU moves his defences away. Even if this is only temporary, your buildings will work faster for that time.

The CPU often leaves the territory south of his fort (Point 4) poorly defended and this provides a good extra territory to grab.

## Level 6 - Volcanic

### *Sooty Bolts*

**Overview:**

There are three routes from both the CPU and HCP forts which can be used to launch alternative attacks. This is the first level where a 2\* vehicle factory is available to produce a medium tank.

**Start Units :** 1 Grunt / 2 Psychos / 1 Lt. Tank

**Strategy:**

Move your light tank and Tough robots straight up to take the territory above your fort (Point 1)

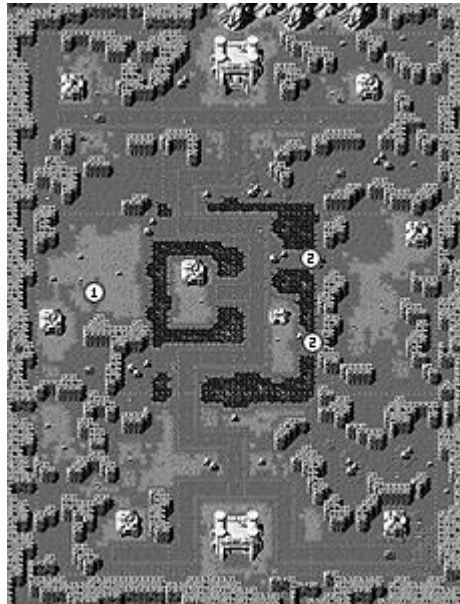
Blow your way through the rocks on the right (Point 2) using the grenades to get your tank factory working.

Capture the light tank on the left and then send it with the remaining robots up to the second row left hand territory (Point 3) and then hold on. It is dangerous to push on to try to take the CPU's 2\* tank factory too early.

Build Snipers robots to take the territory in the centre (Point 4) and to sneak round to take the centre right territory (which the CPU often leaves undefended) (Point 5).

## Level 7 - Volcanic

### *Pyro Technics*



#### **Overview:**

A central road runs between the two forts. On either side is a maze of rock formations. In the gaps in these rocks are pieces of uncaptured hardware as well as a factories on either side. The central road gives access to the 4\* factory in the centre. Other routes from the sides onto the road exist but are in some cases blocked by rocks which can be destroyed.

**Start Units** : 2 Psychos / 1 Tough / 1 Lt. Tank

#### **Strategy:**

Blast your way through towards the flag in the centre left territory (Point 1) and pick up the uncaptured light tank.

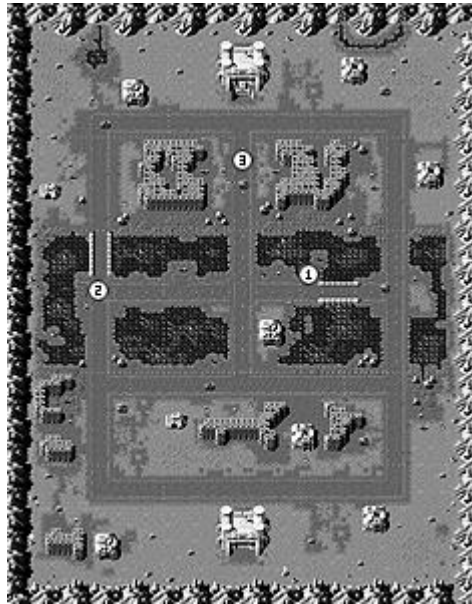
You can use your Medium tank to effectively defend the road just below the central territory.

Take your tough robots through the rocks to the right and then use the land bridges (Point 2) from the right hand side into the centre to capture the radar station territory.

Be careful not to spread your resources too thinly. Take either the left or right hand side of the map in addition to attacking up the central road.

## Level 8 - Volcanic

### *Molten Kombat*



#### **Overview:**

Quite a number of unmanned pieces of hardware are scattered around the map. The player must capture as much of this before the CPU. It is important to capture and maintain possession of the central territory with the 2\* tank factory. The destruction of bridges in this level will lock out the CPU from certain areas of the map.

**Start Units** : 3 Psychos / 1 Tough

#### **Strategy:**

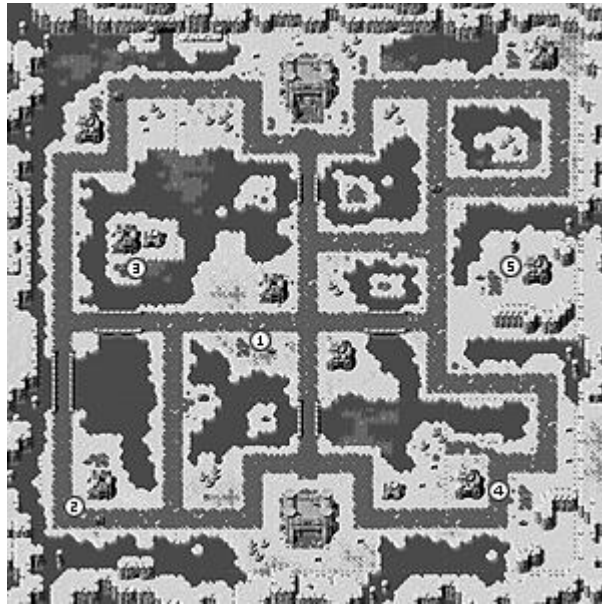
Try to get to the central territory first and capture the Gun which can defend both the flag and the bridge below it (Point 1). This can be used to destroy the bridge if necessary to prevent the CPU moving into the centre.

Bring your medium tank up the left hand side (Point 2) and destroy the bridge as the CPU medium tank comes over it. You can try to leave the bridge in tact but by destroying it you leave your medium tank free to reinforce the centre of the map.

Build up a large force in the centre and use snipers to get past the gun defences south of the CPU fort (Point 3) and the guns on the fort itself. Alternatively, bombard the CPU fort with artillery and tough robots.

## Level 9 - Arctic

### *Slippery Jim*



#### **Overview:**

There are many islands in this map - some with resources connected by roads and bridges. Many of areas can therefore only be reached by robots. This makes it important that the player retains control of the robot factories.

**Start Units** : 3 Psychos / 2 Toughs / 1 Med. Tank

#### **Strategy:**

Send a unit of robots to collect the gun, the jeep and the central territory in front of your fort (Point 1).

Move your medium tank into the central area and use it to defend the area.

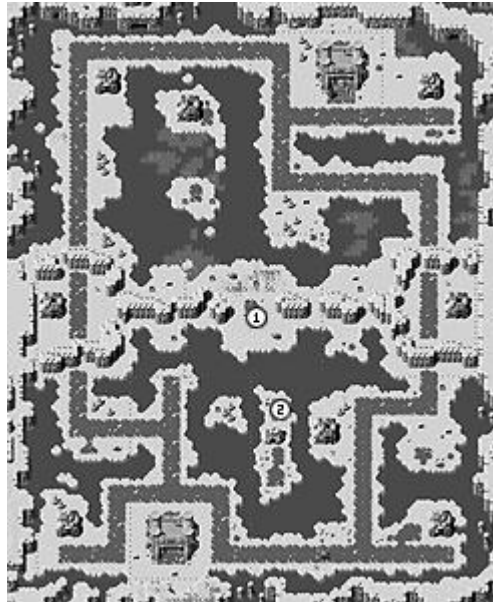
Pick up the light tank (bottom left) (Point 2) and bring it up to defend the two bridges in the centre left territory. You may be able to pick off CPU robots as they are produced by the island factory to the north of these bridges (Point 3).

Send a unit of robots to capture the bottom right territory (Point 4) and defend it strongly as the CPU often attacks along this road.

Don't try to take the right hand territory (Point 5) too early as the CPU tends to defend it with his medium tank.

## Level 10 - Arctic

### *The Wall*



#### **Overview:**

The main playfield is covered with water. There is a central wall dividing the map which must be broken down to give access to the robot factories on the left and right. Control of the centre of the wall is vital to establish a territorial advantage.

**Start Units** : 3 Psychos / 2 Toughs / 1 Med. Tank

#### **Strategy:**

You should aim to take the central territory (Point 1) plus one of the two either side of it. Taking all three will spread your forces too thinly - if you succeed at all.

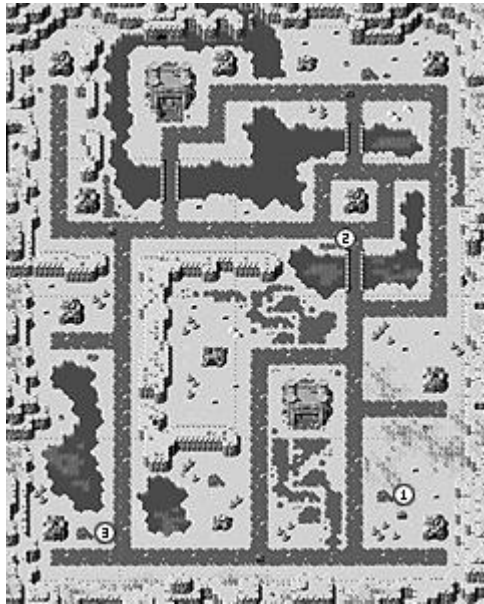
Destroy the rocks between your chosen side territory and the centre to allow units to move easily between them.

Watch out for raiding robots taking the territory to the right of your fort (Point 2).

Make robots (particularly Snipers) in your fort and use these to defend the central flag (Point 1).

## Level 11 - Arctic

### *Chilly Willy*



#### **Overview:**

The CPU's fort is on an island surrounded by water with heavy gun defences. There are two access points but one is a bridge which if destroyed limits your options. The player's fort is on open ground, and is therefore vulnerable to attack from all sides.

**Start Units :** 1 Psycho / 2 Toughs / 1 Sniper / 1 Med. Tank

#### **Strategy:**

Move your Tough robots into the APC to the southeast of the fort (Point 1).

Move your medium tank up to take and (hopefully) hold the island territory above your fort (Point 2).

Move robots down to the bottom left territory (Point 3) (picking up the tank as they go) then bring them up the left hand road. Your Tough/APC combination can be used either to reinforce the tank defending the island territory or be placed to the left of your fort to counteract CPU attacks on the left hand side.

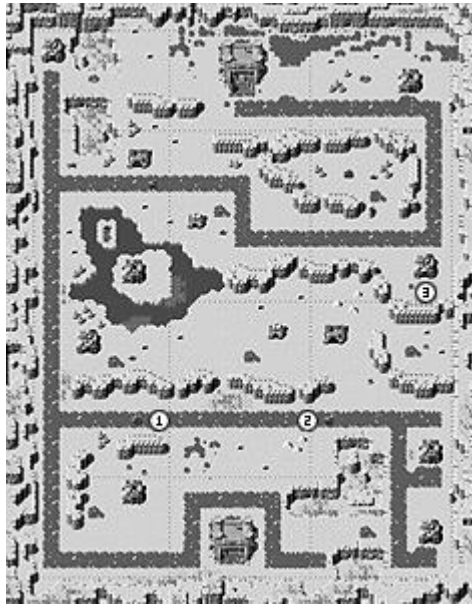
Building APCs in your fort and tough robots in the factory to the right is quicker than building medium tanks and is almost as effective.

Always leave at least one unit defending your fort against CPU attack from the right hand side.



## Level 12 - Arctic

### *Heavy Metal*

**Overview:**

The player and the CPU are separated by multiple horizontal lines of rocks. The road route is circuitous and slow. Vital to success in this level is control of the central open area.

**Start Units** : 3 Psychos / 2 Toughs / 1 Pyro

**Strategy:**

As well as taking the territories to the left and right of your fort you must grab the hardware on the road (Points 1 & 2) as quickly as possible and move them up to capture the next row of territories.

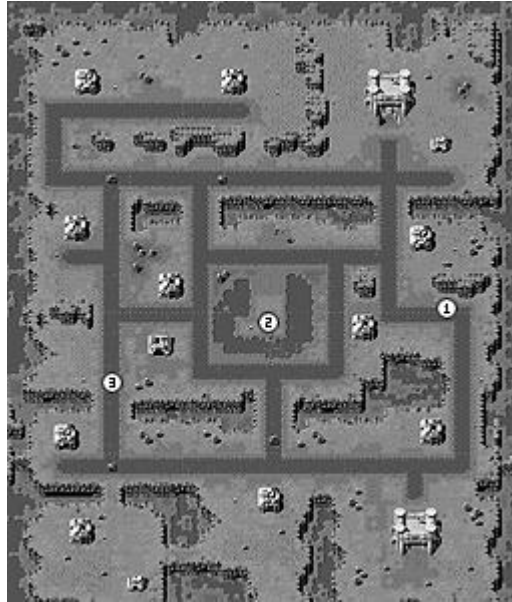
Watch the CPU closely and move your forces to intercept his attacks. Look out particularly for where he sends his medium tanks.

If possible, try to destroy the CPU tank factory on the right (Point 3) by blasting through the rocks below it.

Don't be tempted to make powerful, expensive units too early as they take too long to manufacture.

## Level 13 - Jungle

### *Hot & Steamy*



#### **Overview:**

The introduction of chasms means there are areas of the map which cannot be crossed by any unit. Both CPU forts are on the right of the map. The chasms are crossed by roads in several places but are not bridged so the key to success in this level is division of resources between the various access routes.

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

#### **Strategy:**

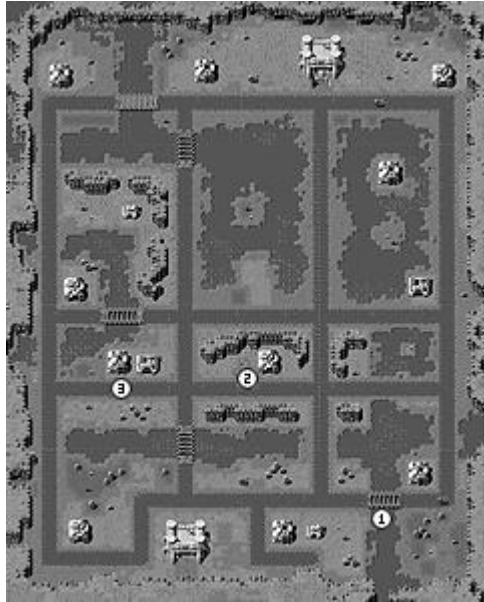
Use your medium tank to move up the right hand side of the map and blast through the rocks below the CPU howitzer (Point 1). His first shot will hit the rocks most of the time and you can then destroy him and take the territory.

Use Lasers or Snipers to take the central island territory (Point 2) and defend them with your heavy tank from the road below.

Defend the flag controlling the 3\* tank factory (Point 3) on the left heavily. Place your tank to the right of the road and use the repair facility to repair it in between battles.

Make Lasers or Snipers straight away in the central 5\* robot factory.

## Level 14 - Jungle *Restoration*



### **Overview:**

This level sees the first introduction of the crane. Many of the bridges are destroyed, closing down access to various parts of the map. This restricts vehicle movement and therefore it is important to repair these bridges at the beginning of the game to give free movement to your units.

**Start Units** : 2 Psychos / 2 Toughs / 1 Sniper / 1 Heavy Tank / 1 Lt. Tank

### **Strategy:**

Capture cranes and repair the bridges in front of your fort and in the bottom right (Point 1) as quickly as possible.

Destroy the CPU heavy tank by attacking it through the rocks surrounding your factory in the centre of the map (Point 2).

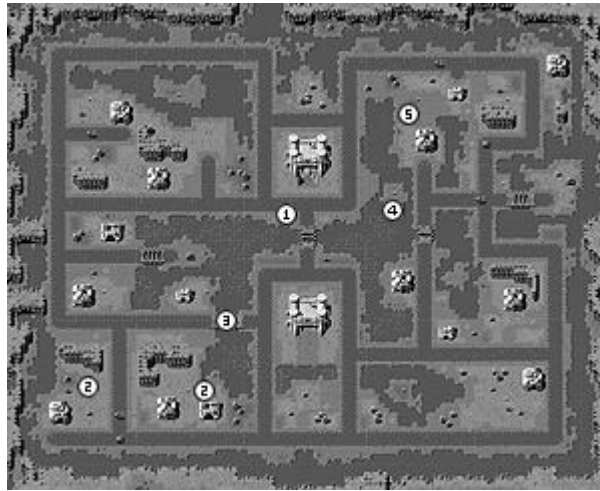
Capture the gun on the right and destroy the nearby rocks so that it can be used to defend the road.

Move your forces to "scare" the CPU into retreating as he moves units down the long roads in the centre and on the right of the map.

Park a tank by the repair facility on the left and use it to defend the flag in this territory (Point 3).

Send Toughs or a tank to destroy the CPU owned 3\* vehicle factory on the left.

## Level 15 - Jungle Swamp Fever



### Overview:

The forts are very close together but the bridge between the two is destroyed. Players should take control of either the left or right of the map. The player should maintain a good defence in front of the fort as the CPU will repair the connecting bridge and launch a direct attack across the river.

**Start Units** : 3 Psychos / 1 Heavy Tank / 1 Med. Tank / 1 Jeep

### Strategy:

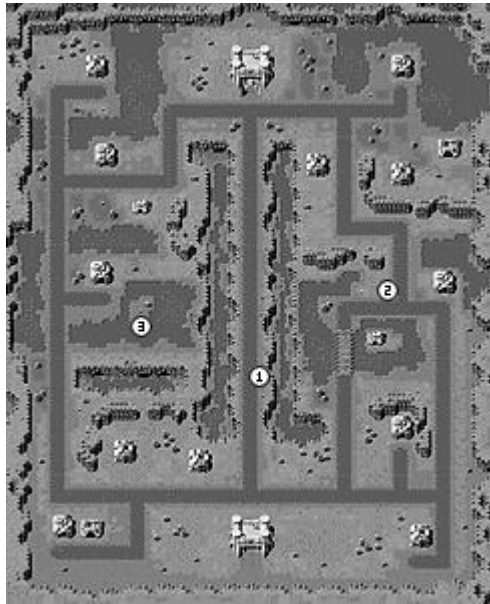
Right at the beginning of this level, pick off any CPU units which come close to the water's edge using your heavy tank (Point 1).

Take the island territory flag to the right and below your fort. Move the robots to the right to capture the adjacent territory. Then move the remaining robots back to defend the island.

Capture the territories in the bottom left of the map (Point 2) and bring the crane back to repair the bridge to the left of your fort (Point 3).

Use robots to sneak up and capture the two flags to the right of the CPU fort (Points 4 & 5).

## Level 16 - Jungle *Light Brigade*



### **Overview:**

There is a heavily defended direct road between the forts. Access is possible, although difficult, up either side of map. Player must remove defences on the roads whichever route is chosen. The CPU often launches a direct assault down the central road with a Heavy tank and it is vital to eliminate this unit as soon as possible.

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

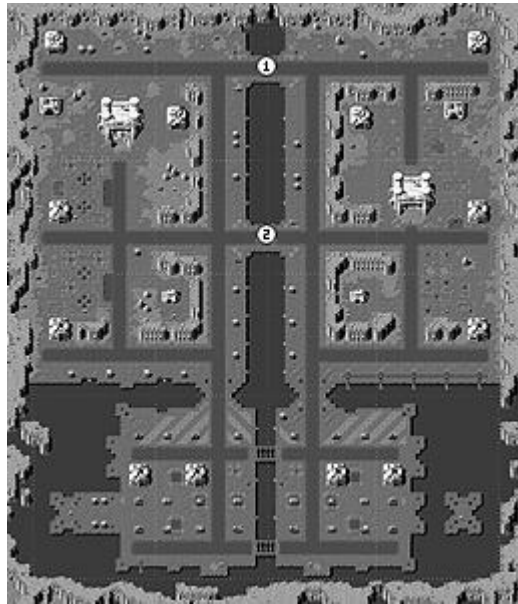
### **Strategy:**

Move your heavy tank up to take the territory in front of your fort and to deter the CPU from pressing an attack down the central road (Point 1).

After taking your "home" territories try to take the territory on the right which contains the 5\* robot factory (point 2).

Use snipers / lasers to take out the Gatling gun protecting the flag on the island on the left (Point 3).

## Level 17 - City Car Park



### Overview:

A river runs from north to south, splitting the map into two halves. On a large island to the south lies a very large car park. This contains lots of valuable hardware (mobile missile launchers, tanks etc.). The player starts the level with very few robots and so is, initially, unable to capture all the hardware. The player needs to get control of the two robot factories at the bottom of the map as soon as possible in order to manufacture robots to occupy the hardware. Once captured, the hardware must be moved north to defend against CPU attacks in the centre of the map.

**Start Units :** 1 Sniper / 2 Med. Tanks / 2 Lt. Tanks / 1 Jeep

### Strategy:

Use your fast moving units (jeep, Snipers) to get down to the car park and capture some hardware.

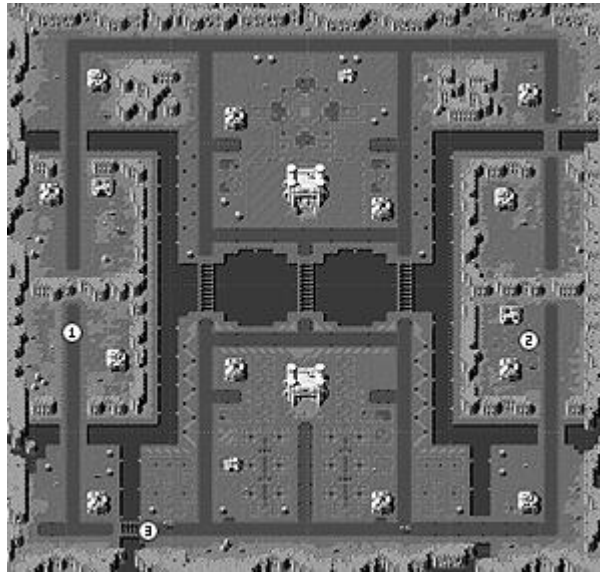
Get all your robot factories going. Don't wait for lasers - get something built and get them to the car park ASAP. This is a race against time.

Use your tanks to defend the two routes across the central river (Points 1 & 2). When you have captured the heavy tank and mobile missile launcher in the car park, bring them up to reinforce these two points and then to drive across onto the CPU side of the map.

Do not leave the bridges in the car park undefended. Watch out for raiding robots stealing the hardware on your side of the map.

Once all vehicles in the Car Park have been occupied, build Toughs in the southern robot factories to put into the APCs.

## Level 18 - City *Bridge Game*



### **Overview:**

The forts are relatively close together, connected by 3 (initially destroyed) bridges. To the left and right are large enclosed areas containing 5\* factories and heavy unmanned hardware. Both forts are vulnerable from attack in all directions. Beware of the CPU sending robots across the river and vehicles across the bridges to attack your fort.

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

### **Strategy:**

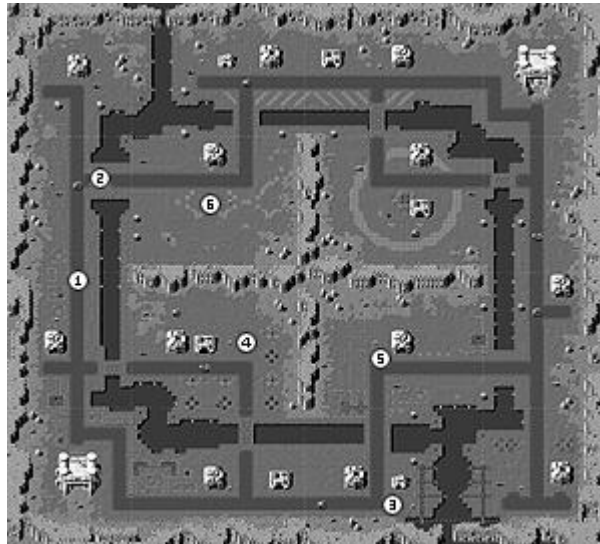
Leave at least one artillery unit (e.g. Light tank) in front of your fort to keep the bridges destroyed until you want them repaired. Build other units which can keep the bridges destroyed as soon as possible (e.g. Toughs) so that you keep control.

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 behind your fort on the way.

Use the crane (bottom left) to repair the bridge in that territory (Point 3) and then bring it back to your fort for later.

Build powerful units and reinforce your forces either side until you can make an assault. A few guerrilla operations in the centre will draw some of his forces back to defend his fort.

## Level 19 - City *Mayhem*



### Overview:

The large open battlefield is surrounded by buildings and territories which are divided between the two sides. The only way the player can reach the CPU fort is through the central territories. This causes a massive battle as both players compete for resources in the central territory. Raiding missions across the river from the top left and bottom right territories to capture the adjacent territories will give an advantage.

**Start Units :** 1 Tough / 3 Sniper / 1 Laser / 1 Heavy Tank / 1 Med. Tank / 1 Lt. Tank

### Strategy:

Move robots and your medium tank up the left hand road (Point 1) to take all the territories on the left hand side.

Position your medium tanks at the road junction below the top left territory (Point 2) to repel CPU heavy tank assaults.

Send troops along the bottom to pick up the light tank and use your heavy tank to defend the 3\* tank factory territory (Point 3).

Send troops into the bottom left central territory to collect hardware (Point 4).

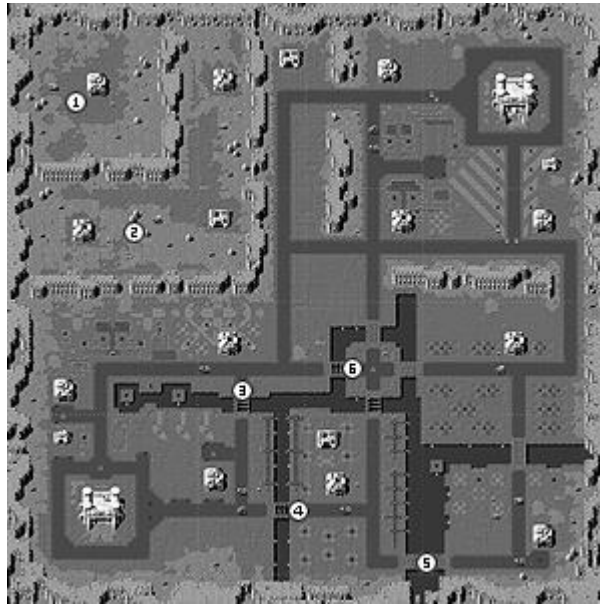
Send heavy tank into the bottom right central territory (Point 5) with support from the left and try to hold the 5\* tank factory there whilst a powerful unit is built. Alternatively, try to take the other 5\* tank factory (top left centre) (Point 6).

Once established you can try the following:

Send Robots to try and steal the territories above (6) and to the right of (3). You will need to use snipers to take the gun emplacements which protect these territories. Taking the territory to the right of (3) will enable you to push up the right hand side of the map. This assault can be supported by units manufactured in territory (5)



## Level 20 - City Z



### Overview:

Being the last level of game, everything is thrown at the player. The initial layout is unusual in that many of the buildings are close to the CPU and HCP forts. The player must capture as many territories as possible to make these factories effective. It is crucial that the player captures the Mobile Missile Launcher and Heavy Tank in either the top left or bottom right of the map in order to have any chance of winning.

**Start Units :** 2 Psychos / 1 Tough / 1 Sniper / 2 Med. Tanks / 2 Lt. Tanks

### Strategy:

There is no room for error here - You must...

Drive hard up the left hand side of the map, blasting through the rocks to capture these territories and the uncaptured heavy tank (Point 1) and mobile missile launcher (Point 2). Move the Tank and Mobile Launcher across to defend the road to the right.

Move robots swiftly into the two territories to the right of your fort, using the crane to repair the two bridges closest to your fort (Points 3 & 4).

Use a tank to destroy the bridge in the bottom right corner so that the CPU heavy tank has to take a long route round (Point 5).

The CPU concentrates attacks in the area to the north of (3) so it is important to establish a strong defence at this location. Try to prevent the bridge onto the small island from being repaired or destroy it as CPU tanks come across (Point 6).

Good Luck !