

The Fallen Cryo Strat

Easy TDS Solo Fallen Strategy by Shafibu

Loadout:

Cryomancer Minigunner DJ Booth Commander Farm

Proof with map:



Strategy:



Waves	Strategy	Placement map
Notes	Map: crossroads Mode: fallen <u>Chaining commanders' abilities</u> means to use a commanders' ability, and when it's on cooldown, use another commanders' ability meaning that the towers are always on call to arms.	
0	<ul style="list-style-type: none"> Place 1 lvl. 1 Cryomancer 	
1 - 4	Skip waves 1-4 ASAP	
5 - 9	<ul style="list-style-type: none"> Upgrade 1st Cryo -> lvl. 2 Set it to Farthest Place 4 lvl. 1 Farms Upgrade all 4 Farms -> lvl. 2 Place 1 lvl. 2 Cryo, also set on Farthest 	
10 - 21	<ul style="list-style-type: none"> Place 1 lvl. 2 Mini, behind the 2nd Cryo Place 4 lvl. 2 Farms, 1 By 1 Place 1 lvl. 2 DJ Place 1 lvl. 2 Mini, behind the DJ Upgrade 4 Farms -> lvl. 3 Place 1 lvl. 0 Commander Place 1 lvl. 2 Mini, next to the DJ Upgrade all Farms -> lvl. 3 Upgrade 1st Commander -> lvl.2 Use ability wave 20 Upgrade DJ -> lvl. 4 Place 2 lvl. 2 Commanders and <u>Chain abilities</u> 	
21 - 40	<ul style="list-style-type: none"> Get 5 lvl. 2 Minis, 1 by 1 Max the DJ Max both Cryomancers Place lvl. 2 Minis until place limit is reached Max all 3 Commanders Max 10 Minis Max all Farms Max all Minis Sell all Farms Place 8 lvl. 4 LateGame Minis 	