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Onslaught 2 combos

There's a lot to play on Onslaught, but some knowledge of the inner workings can go a long, long way. Reading the clues and tips here will improve your Combos experience are powerful weapons that are triggered by a group of several turrets that are placed nearby together. To activate a combo you must have a group of turrets that meets these conditions: All the turrets in the group must be very close (less than a turret-width away) All the turrets in the group must have their damage updated to the maximum level Which combo will be activated? This depends on which turret in the group is the first to see an attacker and shoot at him. In the first example on the list, a red turret and a green turret will fire the Laser Rockets combo. Because this is a red turret combo, the red turret should be the first turret of this group to shoot. This is best achieved by increasing the range of the red turret so that it is the first turret to see the attacker coming. By changing the range of the turrets the group can be controlled which first one shoots, and therefore which combo is activated. Red Turret Combos Where a red turret is the first to fire: + = Laser Rockets + = Tazer Rockets + + = Poison Gas Rockets + + = Nuke + + + = Green Turret Rocket Napalm Combos Where a green turret is the first to fire: + + = BFG + + + = Rocket BFG Blue Turret Combos Where a Blue Turret is the first to shoot: + = Land Mine + = Cluster Pump + + = Bright Cluster Pump + + + = Big Landmine + + = Sparky Landmine + + = Big Cluster Bomb + + = Laser Cluster Pump + + + + = Large Laser Cluster Pump + + = Big Cluster Bomb Yellow Landmine Turret Combos Where a yellow turret is the first to shoot: + + = Tazer BFG + + = Black Hole + + + = Shock wave Many people have written to ask why we have not presented Gaby Vanhegan's entry in the recent attack of tower defense games. The fact of the matter is that we had heard that the development of the game was continuing and that a new version was soon to come. And since there has been no banishment of games in this genre of late, we decided to wait patiently and present the new version when it was released. That day has come. Attack 2 is here. Okay, so you're thinking Oh no, not another tower defense game. What makes this different from the rest? One word: Combos. As with other tower defense games, you earn cash for the neglect of attackers who drag their way around any of the various maps available to play. With cash you can buy additional turrets or upgrade existing ones. But it is the Combos who add a depth level to this defense tower game not present in other games like this. Combinations many, and the resulting strategy goes deep. Some have said that this is the best tower defense game of all who come before. What do you think? Sounds about the or about your strategy for success with it in the comments. Play Onslaught 2 Cheers to John, Alek, Capuchin, Timothy, Ch00k, Cameron, Brent, Mike, Malcolm, Chipicha, and Max to suggest the game, and to Gutspiller for word about the latest release. =) Attack 2 is fun and exciting for all player levels. But once you discover a list of Attack combos, take things to another level. June 30, 2017 by Joe Michaels If you haven't played the onslaught 2 browser game yet from Playr, then do yourself a favor and give it a try. We have both the regular version of Onslaught 2 and a hacked version of Onslaught 2 with unlimited money here on MethodShop. Attack 2 is fun and exciting for all levels of player. But once you discover a list of Onslaught 2 combos, take things to another level. By building certain gun turrets side by side, they can produce special attacks such as shockwave explosions, land mines and napalm rockets. Onslaught 2 Combos List There are 3 things you need to do to trigger a combined attack: proximity, maximum damage improvements and planning of what turret fires first. Proximity: Combined attack attacks are activated by placing certain gun turrets directly next to each other. Select a turret with your mouse and press C on the keyboard to illuminate nearby turrets that qualify for a combined attack. First fire: Another important factor with attack combos is which turret shoots first. Please note, you should increase the range of a turret if you want it to be shot in front of others in the cluster. Maximum damage: upgrade weapon turrets to maximum damage. Red Turret Combos A red turret should be the first to fire: RED + GREEN = Red + YELLOW Laser Rockets = RED Tazer Rockets + GREEN + BLUE = Poison gas rockets RED + BLUE + BLUE = Nuke RED + RED + BLUE + YELLOW = Rocket NapAlm Green Turret Combos A green turret should be the first to shoot: GREEN + RED + BLUE = BFG GREEN + RED + RED + RED = Rocket BFG Blue Turret Combos A blue turret should be the first to shoot : BLUE + BLUE = Land Mine BLUE + RED + YELLOW cluster pump = Bright cluster pump BLUE + BLUE + RED = Large BLUE Landmine + BLUE + YELLOW = Bright Blue Landmine + RED + RED = Large Cluster Blue Pump + GREEN + RED = Laser Cluster BLUE PUMP + GREEN + RED + RED = Large Laser Cluster Pump BLUE + BLUE + RED = Large Cluster Pump Landmine BLUE + BLUE + GREEN + RED + RED = Large Cluster Bomb Landmine Yellow Turret Combos Where a yellow turret is the first to shoot : YELLOW + RED + BLUE = Tazer BFG YELLOW + YELLOW + YELLOW + GREEN = Yellow Hole + YELLOW + BLUE + GREEN = Shockwave Onslaught 2 is a game Tower flash defense that you can play here. In it, it faces off against hordes of random objects that are trying to attack the base of U.S. Area 51. What sets Onslaught 2 apart from most other tower defense games is the sheer number of that its towers can make. Towers adjacent to maximum power can run a combo that does a ludicrous amount of damage to a large group of enemies, which is a key strategy to defeat opponents. In addition, there are also other towers that help increase the capacity of its towers. Trophies used for this game: Awesome, but impractical: The black hole combo can be a one-punch murder and all, but the enemies defeated by it don't count towards killing score or resources, which is harmful in the long run. All that tries to kill you: you face off against blue octopods, red bugs, happy-faced stars, water planes, spacecraft, yellow bottom guard heads, printer icons. Really, this game should receive a Let's Mock the Monsters because of the nonsensical nature of the Mooks. Attack Combination: The main selling point of the game are the combos that can be created with towers. Railway Gun: One of the special towers you can get. Static Gun: The Taser tower, which slows down enemies who zaps. Nuke 'em: The Nuke combo, obviously. metadata I think these combos are the shiny land mines. It's not too hard to do, but it can really hurt these enemies. I got the past 400 wave in between just having some of these with a few poison gas rockets. I also think that laser rockets are pretty good but after a while they are not as good but when its still on wave 0 – 100 are quite useful. What are your opinions about the best combo? Laser rocket chained metadata are vital to get very far. Only black holes can go further, but they don't count towards not giving money or scoring. Shockwave metadata supported by a more durable chain. I've done it over 2400**waves** (that's 24,000 dead) in easy this way. I'll try to find a screenshot for you metadata If you go by end, then the Nuke combo backed by the Big Damage mod towers Up can get it past wave 150. In the other difficulties, I found the BFG Rocket very useful. Laser rockets can also be very useful. A laser rocket that rotates around the spawning point becomes unstoppable until a very high wave, without any damage towers up mod. metadata you mean damage exchanger, because they are vital for longer laser chains. metadata I found one of my shock wave chain photos, but it's older. the way i configure it now has an extra laser in the tail and an extra BigDmgUp mod in the tail area. The damage shown is over 4.8e + 25 damages, the new way to set it up does something like 5.2e +25. In fact, I used to keep the highest score of all time for deaths in between, but it was eliminated :(. i never an email about it as well i don't know why (and none was hacked) ! [](/ metadata The Nuke combo is good, but it can only do so much, but the good thing is that it can kill a packet of monster metadata The nuke becomes much better when you slow down your enemy enemies forcing them to be together. Metadata The Nuke + Slow combo can't take you past the 800 wave. Mathematics has been _to death_ Gaby's forums. Laser chain (with a rocket in front) is the only way to break the 2000 wave. Yeknomssa has done better than me, but managed to catch his towers together like nobody's madness. Yeknomssa, do you have a positioning tool? Draco Metadata: I just used the mouse key tool that comes with windows (Alt + + Num Lock). In fact, it is possible to do everything with a mouse, although it can get very enraged in this way. I have built this design so many times that i can have the whole thing before wave 300, excluding enhanced damage in all lasers. There are **are** other mouse/mouse key positioning tools, but all you really need is a Num Pad, Windows, and lots of patience :) EDIT-@KilleroftheGods (below): the furthest anyone has legitimately achieved (in my opinion) is just over 29,000 deaths (somewhere in wave area 2900). my configuration will routinely reach beyond 2400 waves, and if done right (with a card, directional orientation, etc.) it will take you more than 2500 and almost 2600 waves. it takes about 24 hours for a race like this, but I got (what used to be) the #11 place of all time in the original page metadata of the Sweet attack, I myself used nukes to get the badges. I'll have to test the laser chain. I wonder how far I'll go?... Yeknomssa metadata: yes, I know about mouse keys. Although for some reason I had to change+right, shift+right, left, left, (left?) to get them optimally close. metadata when putting new lasers should you update each laser or just add more lasers? im trying to get the badges, but it can't seem to be the past 150ish wave, a little help would be a lot at metadata prices More lasers, look at the numbers: $15 will give you a new laser (25 damages * chain bonus) $25 will upgrade 1 base laser to level 2 damage (+25 damage * chain bonus) Where string bonus is 1.2 ^n where n is the number of towers in the chain before the selected tower. Note that the chain gets longer with the first option, in addition to adding the same damage for less money. Metadata I'm having a hard time getting a BFG Rocket to work with – I have the right combo (G+R&R&B), but it keeps catching only a regular BFG (G+R+B) – sometimes from one rocket, sometimes the other. what's up? Press C metadata on the keyboard. Are the three secondary towers within the reach of the main tower? My bet is that they are spread too much. metadata I use cluster bombs at first , they work fine for me. metadata the best way to start I think it's usually build a rocket, and then I combo with you can chain it. im currently past wave 900 on easy metadata idk what is being said, but I started with a rocket shooter, I've improved his damage all the way, then I put a laser next to him from him improved all the way, (I'm on the map that looks like a spiral,) then I put a line of lasers that go from the first 2 towers to the base, I'm working on updating them, I'm on wave 111 and I haven't even seen eny of the bad guys, that's how fast this set is killing them :D Combonly Metadata + nukes are good if you can get the right settings, but you won't get it going as far as a well advanced laser chan. Protype: For laser chains, set the game speed to the lowest configuration and rockets are less likely to crash.   can metadata have some help reaching 4000 deaths in difficulty? I can't laser chain so don't suggest it. metadata Is there a list of top-level combos somewhere? I can only find lists for those starting with the 4 starting turrets (and I know others exist since when I've built snipers etc).   Metadata I start building tazers at the entrance, then build 2 red rockets and 2 blue cannons (all in combined range from each other). After that I keep building combined nuke sets. B+B+R. Then build more tazers and add modifier turrets. Eventually I do nuke combonlies and make black hole combonlies near the base as a last resort. reached 500+ metadata only using 4 of the basic weapons, I have to wave 400 to Extract!   Sorry metadata to be late, but recently interested in this game and what worked for me is using the rocket combo with both tazer and laser and do a few