

ALLIANCE WAR

Playtest Guide



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Part 1 | Introduction

CLASSIFIED

War: Playtest Guide

Commander,

Once again Nexus Earth needs your help.

Realizing he can't take our Earth intact, Ultimus is sending in corrupted alliance forces to destroy our planet and end the resistance once and for all. It's up to you and the other free S.T.R.I.K.E. Commanders in your alliance to defend the Earth from the daily barrage of enemy attacks.

To do this, you'll need to use the full weight of your acquired forces to not only defend your Helicarrier, but attack and destroy the corrupted enemy Helicarrier. Coordinate with your alliance; Power up your forces; Show no mercy.

Earth is counting on you, Commander.

Nick Fury

NICK FURY
Director of S.H.I.E.L.D



WAR | WHAT IS ALLIANCE WARS?

Alliance Wars is *Marvel Strike Force*'s newest feature where alliances are matched in daily head-to-head battles. The objective of Alliance Wars is to outscore your opponents before the 12-hour War timer ends. You do this by attacking the defenders in the enemy's helicarrier (1 point per knockout) and destroying the rooms in their Helicarrier (50-200 points, depending on room).

Strategizing with your alliance will be the key to success in Alliance Wars. You will need to balance your collection of characters so that you've placed enough on defense to slow down your enemy, while setting aside enough characters to run your own attacks (defenders can't be used to attack, and attackers can only be used once per war). How you and your alliance place the defending squads in your Helicarrier and coordinate your attacks will ultimately determine who wins.

Wars themselves will earn you currency for the War Store, where you will obtain elusive Orange Gear materials. Victory will also earn you additional points based on your alliance's total collection power. These points will go to the War Season Leaderboard, which rewards alliances with Red Stars.

Thank you for participating in the Marvel Strike Force: Alliance Wars Playtest!

- The build you will be playing is currently under development, and you will run into bugs.
- The UI and UX of War are still being implemented and polished.
- The lighting on the characters in the Team Select screen is blown out.
- In this version, we will grant you the War Attack Energy currency and War Heal currency you can use to purchase additional attacks, but when the feature is eventually publicly available, you will be able to earn this currency from various game modes.
- During the closed beta, you may match against the same alliance multiple times. In the final version of War, however, there will be a cooldown period before you'll be allowed to face off against the same alliance again.

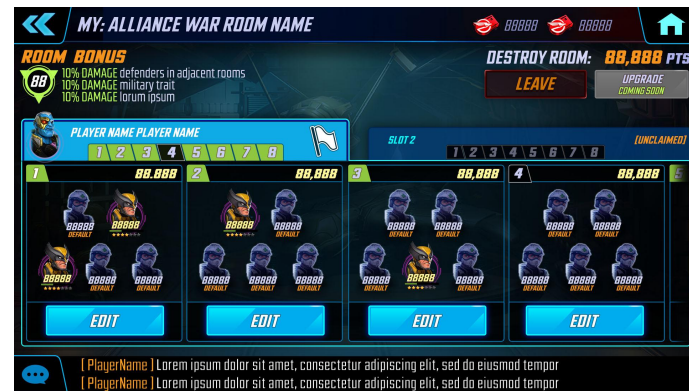
1. WAR | JOIN AN ALLIANCE

- Alliance War happens once a day and lasts 12 hours.
- Once you join an alliance you will be unable to participate in Setting Defense or War for 24 hours.
- There are four time slots during a day when War will start. Pick the time that works best for your alliance and match other alliances in that time slot.



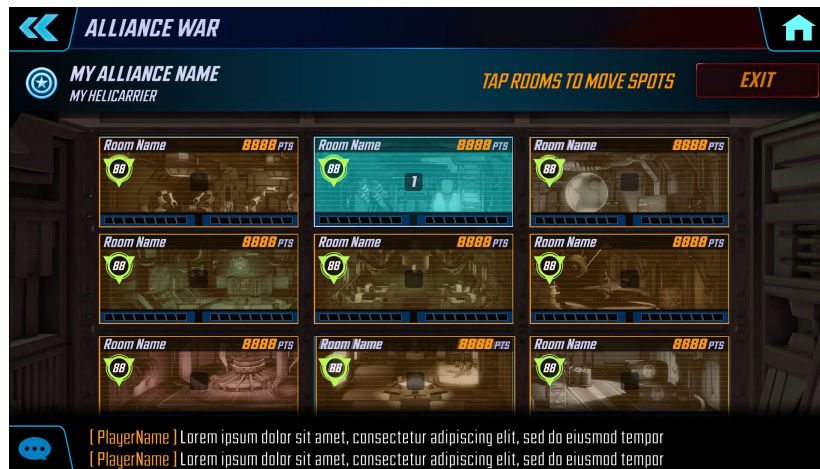
2. WAR | SET DEFENSE

- In Alliance War you can “Set Defense”
- Each alliance member can claim one of two positions in a single room, and is responsible for 8 defense slots in that room.
- Each of the 8 defenses comes with a low powered “default” SHIELD Minion team. You can replace those “default” characters with your own roster characters.
 - Characters that are placed on defense cannot be used to attack



3. WAR | MOVE ROOMS

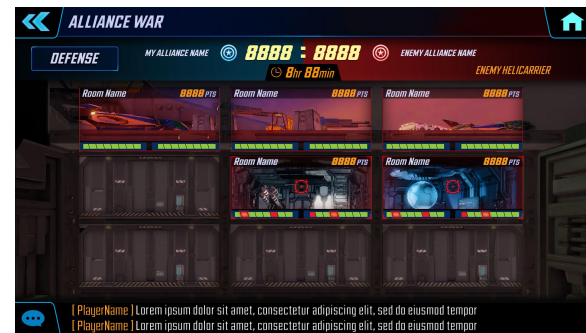
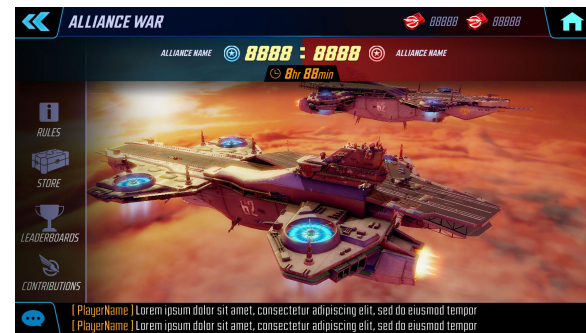
- Rooms have different stat buffs, positive and negative effects, and point values in war. To add to the strategy in war, Alliance members can move the helicopter rooms
- The Alliance Leader in the Edit Alliance screen can set who has this privilege.
- In the Set Defense mode, simply press Move Rooms, then tap on the two rooms that you want to move.



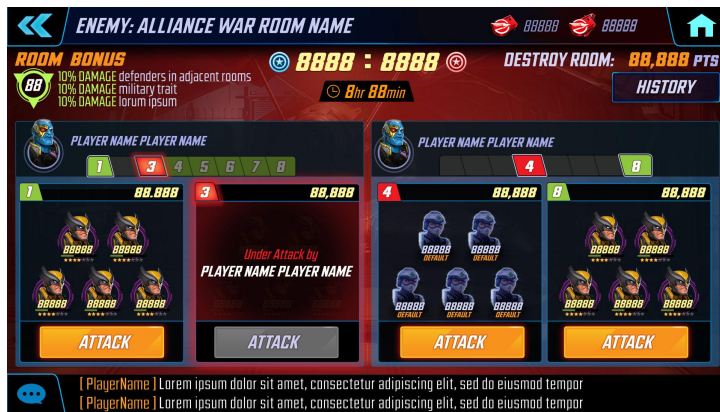
4. WAR | ACTIVE

Objective - Score more points than the enemy alliance before the timer expires

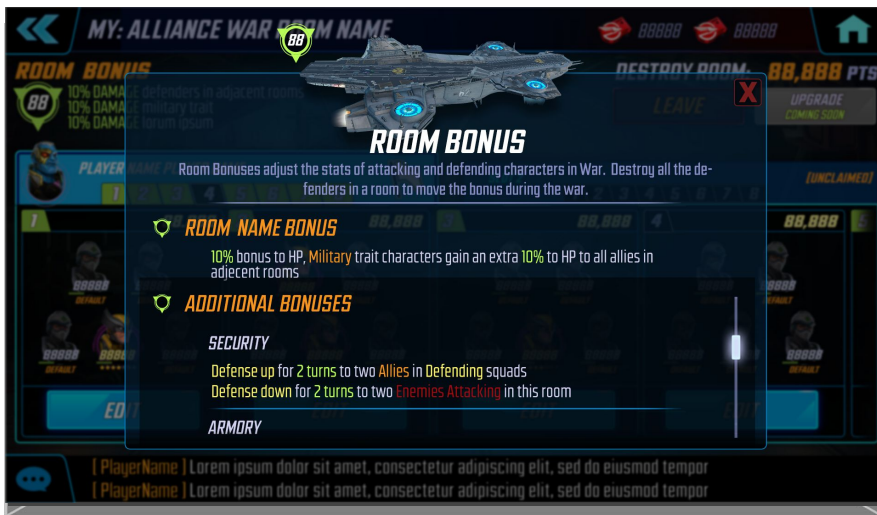
- Scoring points:
 - Each character you knock out on offense (excluding summons) will earn one point.
 - Destroying all the defensive teams (16 of them) destroys the room and earns you the Room's Bonus points
- Attacking
 - When a war starts there are the 3 flight deck rooms at the top of the helicarrier available. The rest of the rooms are locked out.
 - Unlock rooms by doing the following :
 - You can unlock the adjacent lower room by destroying all the defenders from 1 player in a room
 - You can unlock the left/right adjacent rooms by destroying the 2nd player in a room



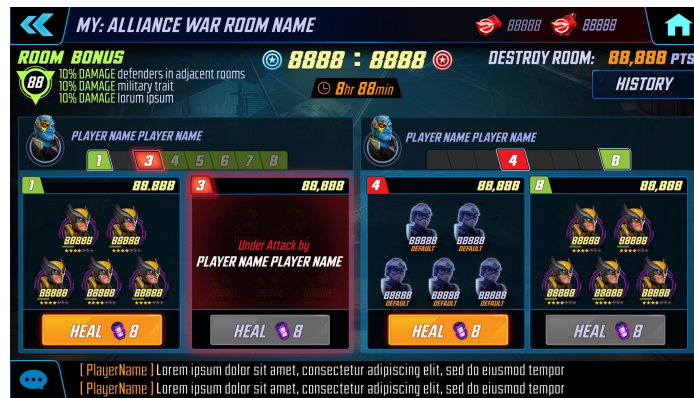
- Attack cost
 - The characters you bring into an attack can only be used once
 - You are able to bring in fewer than 5 characters. So for example if you go to attack a weak defensive squad with a total power of less than 10k, you might be able to destroy that whole team with 1 or 2 of your own stronger characters
 - Attacks use energy. You start a war with 3 attacks, and can hold up to 5 attacks. Energy refills every couple hours (there should be a total of 8 attacks given to the player during a war)
 - Additional energy can be purchased with the War consumables, giving players a max of 4 additional attacks
 - Defensive team's health is persistent until that squad is defeated



- Rooms
 - Rooms provide different stat buffs and positive and negative effects to attacking and defending characters
 - When both players defending a room have all their defenses defeated, the room will blow up. This will give the attacking team the bonus points from that room and remove that room's ability from the match.

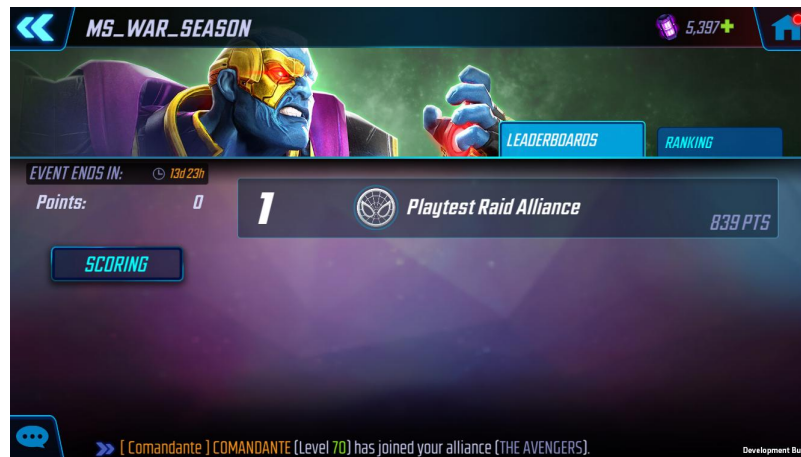


- Healing Defenses
 - You can view your alliance's helicopter while the war is running and heal any defensive teams that were attacked and took damage
 - **NOTE:** Characters that were knocked out will not be revived. Healing only heals survived damaged characters
 - You will use Heal Consumables to heal squads



5. WAR | RESULTS AND SEASON LEADERBOARD

- After a war's timer is complete rewards will be sent to your inbox, and leaderboard points will be applied to the War Season leaderboard
- Both alliances will get the points they earned from the war applied to the War Season Leaderboard. Winners will also get bonus points which is a percentage of their alliance's total collection power.



1. WAR | **DEBRIEF**

- By participating in this playtest we hope to better identify bugs and other technical issues impacting the release of the feature.
 - Please provide...
- Once the playtest concludes we'll be sending out a survey on your experience with the mode. While some things are fundamental to the mode and are unlikely to change, many things are tunable and your feedback will go a long way to making this mode great for years to come. In particular think of how the mode impacts your strategy.
 - What could use a better tutorial?
 - Are the balance of room abilities and points interesting?
 - Did you find different strategies for room layouts?
 - Did your strategies evolve from one attack to the next?
 - What features in future releases would you like to see added to the mode?
- After the feedback is collected, we'll go over any questions we may have with your alliance leader.

Again, thank you for participating in the Marvel Strike Force: Alliance Wars Playtest!