

# Short Primer for the 3<sup>rd</sup> OTC Tournament

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# 1 Introduction

I'm Cubit32 and I've written a few guides. As of right now I've won more than 90% of my quickmatch games. Since the last update to my OTC guide the game was updated to beta 6 and the metagame changed a little. My intention here is to update my readership to the current state of game balance in preparation for the 3<sup>rd</sup> OTC tournament. The most notable changes are the reveal map mode for quick-matches, lower overall patent research times, lower patent research time for scientifics and a robotic adjacency bonuses for production buildings adjacent to power plants (wind mills, solar panels and geothermals).

Additionally one of the new rules for the 3<sup>rd</sup> Offworld Tournament is Majority Buyout. For the 1v1 tournament this means that you start with 2 of your own stock and you automatically buy out another company (for no additional cost) as soon as you obtain 6 of their stock. This means you need to buy at least 3 of your own stock to eliminate this possibility.

On top of all this, black market items are “grouped” which means that there is always an EMP and/or Power surge on the black market, without exception. Similarly there will always be magnetic storm and/or piracy.

## 2 Strategy

In my experience with beta 6 quickmatches, rushing to HQ5 as fast as possible is the most important because offworlds bring in large chunks of cash in 95% of all 1v1 games. For the tournament this may be more dangerous because you can be more quickly eliminated by the purchase of 6 of your stocks. This means if your opponent accumulates enough wealth and you spend all of your wealth on HQ5 your opponent might just be able to buy 6 of your stock and eliminate you.

The black market will generally dictate which factions you can and can not found with. The map will be your 2<sup>nd</sup> clue about which companies are the best. The black market should be the first thing you look at when the game starts.

### Faction Overview

**Scientific:** They should not found with pirates on the black market and If still you must found only adjacent to iron and water. Pirates are a huge problem that give your opponent a huge advantage and are a big reason not to found scientific. When fighting against magnetic storm, you must stagger your freighter sends and send big glass/chemicals shipment early and frequently so that it does not hurt so much when magnetic storm is used against them. Do not dream of putting your precious glass furnaces cross map. 5-10 tiles is far enough away if at all. Otherwise be content with a high/medium silicon tile and make the glass at home. Glass furnaces are much too vulnerable to the black market when disconnected.

**Robotic:** When there is little water on the map and/or you can destroy all or most of the remaining water on the map, robotic is awesome. When resources are scarce, robotic is very powerful. Robotic

can also profit from putting down a solar panel (or a geothermal plant when available) next to its high metal mine instead of another mine because it buffs the mine up to 3/s iron. Think of this when there only high iron tiles on the map that don't have other iron adjacent to them. Additionally, core sample can possibly create medium/high resources next to geothermal plants you already have and potentially give a lot of something which previously was very sparse.

**Scavenger:** Pirates and mutinies are a huge benefit to scavengers because they can use them all the time as long as they pay for themselves. Scavenger founds are good when there are carbon triangles on the map that include a medium carbon tile. In all my time in beta 6 quickmatches I haven't seen a high carbon tile unless it was all on its own and sad but if you see one, it indicates a high value spot.

**Expansive:** I don't remember playing expansive a lot in quickmatches, but they do have the huge advantage of only needing half steel for all non-HQ buildings. I recommend founding them on maps where resources are far apart because they get a freighter speed bonus making freighting cheaper and quicker.

**Non-scavengers:** When geothermal spots are lacking non-scavenger founds are disrecommended because only scavengers use reduced power because quarries use a lot less compared to metal mines and steel mills. Additionally, scavengers usually have all the carbon in the world with which to make wind mills whereas other factions don't.

**Non-scientific:** EMP is a huge problem for all of them, but especially robotic because it needs its adjacency bonuses to be really competitive. EMPs can be slightly mitigated by goonsquads, but only slightly. For this reason EMP is a big reason against founding non-scientific. Scavenger and expansives can found in wide open spaces and place their production triangles apart from each other to mitigate EMPs. Non scientifics generally must purchase goonsquads to protect collections of buildings against power surge by putting the goonsquad somewhere in the middle of those tiles.

**Against-non-scavengers:** When adrenaline boost is available, both sides need to pay special attention to the black market. If your opponent gets anything on the black market that can not counter an adrenaline boost, you can safely use an adrenaline boost because the black market timer is 60 seconds which means adrenaline boost gets unopposed for that long. This is easily game winning when used on a newly minted offworld market.

## Map Resources

Once you've evaluated the black market you should glance over and evaluate the map and its resource seeding to consider which locations are at least decently foundable. The best founding locations will be able to blast you from HQ1 to HQ5 by the end of Day 3. After founding you will have to do some due diligence and check that there is a decent resource to ship off-world (a resource at >40k per send) otherwise you might consider a hacker array or 2 by HQ3-4 with which to perpetually short resources to increase your wealth.

If there are at least 2 good founding locations neither of which are superior, go and wait for your opponent to found first so that you get an extra claim on HQ2 and earlier access to the black market. Founding 2<sup>nd</sup> frequently means you can be 2 claims up because black market claims are only 3k for the first purchase and the 2<sup>nd</sup> founder gets access to them first. The 2<sup>nd</sup> founder in 1v1 gets a huge

advantage with the early access to the black market, which completely prevents their opponent from defending themselves against it. This usually means that it is only safe to found 1<sup>st</sup> if your opponent can only found scavenger after you, because scavengers usually don't have the funds to use black magic before their unsuspecting victim has a snowballs chance in hell of defending against it.

Debt as usual is a killer but you don't get a lot of it if you found fairly late. I recommend founding with 50 to 52k debt on a clearly superior spot, 40k debt on a somewhat superior spot and always 2<sup>nd</sup> when founding spots are equal. If you must go 2<sup>nd</sup> you may end up with the situation where the 1<sup>st</sup> founder starts with an extra amount of funds and I do not quite know how to estimate the value of extra starting funds vs having an extra claim and early access to the black market.

Every player should always found adjacent or within 4 tiles of their carbon or iron. This is absolutely necessary to prevent your opponent from blocking those resources off from you. If you do not found close to your carbon or iron, you risk being destroyed by your opponents found and/or losing it to pirates. Additionally, it will take a lot longer to get the resources to your HQ. Every resource within 5 tiles of the tile you click when you found becomes exclusively available to you for 30 seconds unless it is already under the 30 second founders protection of another player.

I almost always found with 3 carbon quarries (scavenger), 3 steel mills (scientific) or 1 high iron mine and 2 steel mills (robotic/expansive). I only make an exception when there is only 1 high aluminium tile or only 1 medium aluminium tile (and no high aluminium) on the map in which case 1 of the starting claims is used on that instead. This kind of found always leads to the fastest upgrade to HQ2. At HQ2 I usually spend to ensure 2 aluminium claims on high/med aluminium (unless I picked robotic because they use less aluminium to upgrade) and up to 4-5 steel mills at which point you can sell steel to get glass and make HQ3 in a bloody frenzy and get well on your way to HQ4 and 5. HQ3 is the time for non-scavengers to claim water/silicon tiles and HQ2 for scavengers. The 2 high aluminium tiles can be changed to solar panels or wind mills (or something else when adjacent to your HQ) as soon as you have enough aluminium to upgrade to HQ5, this is usually by the morning of Day 3.

Having aluminium and iron/carbon close to your HQ is the most important because you need them the most for your upgrades. It frequently happens to me that I make it to HQ5 with about 150-190k worth of debt and consequently walk the D rating line (D rating is where the real players are found). Being on the edge of the D rating is just fine, especially if you have a goonsquad tile to put an offworld on and another goonsquad saved up to follow it up with. when I can still buy goonsquads to protect my offworld market. Getting more than 1 offworld isn't always necessary, but at least 1 is usually required. With majority buyout enabled (ie. during the tournament), caution is advised when upgrading because you need to buy at least 3 of your own shares to prevent majority buyout which means that if your opponent has the wealth he may be able to finish you with a majority buyout.

For the rest you will have to defer to my other guides. I hope I have most things written down.