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## Death road to canada siege tips

in: Comments Share Sieges are a common event that can happen in Death Road to Canada. Sieges are an event very similar to a standard looting event, except the play area is much smaller, and the player cannot leave for a certain amount of time. Sieges can happen in these cases: When choosing a location to loot, certain areas will put you in a siege randomly on the road, every few days. Normally, a Trader Camp is found before a siege takes place. During certain events (such as the Golf event). Twice in the last day before entering Canada After a certain amount of time, the player will be notified that the siege is over. Zombies will stop spawning, but existing zombies will remain. Once the siege ends, the party is able to escape the area by walking off the map, even if they have not killed all the remaining zombies. The flashing Siege message appears and disappears at the top of the screen. After the first two sieges (or during your first siege of deadlier mode) zombies will crash through the roof of buildings if you happen to be within one every few seconds, with the amount depending on the Zombie Forecast. The zombies, upon landing, are in a downed state and will take time to get up. Outside a building, zombies dig their way out of the ground and take more time to crawl out instead of falling straight out of the roof. However, once they are out, they are immediately able to walk and attack. A normal siege lasts between 50 minutes to 1.5 hours. However, the second final phase of the Final Siege, takes 4 hours. Strategies Hoarding ammunition for powerful firearms that can be collected from vaults in looting locations or purchased from traffickers. These and chainsaws can be very useful in case you are cornered or need to save a teammate. Please note that your firing speed will decrease rapidly if you are caught by zombies. Take advantage of explosives like the Pipebomb or Grenade. They can take large numbers of zombies at once, which is useful if you are cornered or surrounded. However, keep in mind that their large radius of blast can be a double-edged sword, as the explosion can easily kill a member of the party without proper attention. Move around the perimeter of the map. Don't get cornered! Zombies gather towards the center of the map and you can easily be able to leave the card once the timer expires. Hide in a bathroom or kitchen. During some sieges at locations such as houses, other rooms may be accessible. Hiding far enough from the door can prevent zombies outside the room from noticing it. Zombies can still fall from it or funnel through the door, but they are often less and easier to handle. Then you can just lure zombies through your choke point to get rid of at your leisure. This strategy is less recommended in late-game sieges or on outdoor maps, but with enough firepower and party members you will kill large hordes as they bottleneck in your holdout area by the the Doorway. Final Siege During the last day before entering Canada, there will be two different sieges: a 1.5-hour siege, which will take place in a large house or hut The Final Siege, which takes place in a large city block You must survive both sieges to enter Canada's Border. Community content is available under CC-BY-SA, unless otherwise stated. Last week, Rocket Cat Games released a new

randomly generated RPG adventure game, Death Road To Canada, on iOS. The game sucks you in quickly and will become an obsession, despite the fact that you will die more often than you count along the way. If you're just getting started with the game, then chances are you might be wondering how a person is ever supposed to survive past a day on the dangerous road trip, let alone the two weeks it takes to get to Canada in the Zombie infected adventure. While we concede easily, we haven't managed to beat the whole game, we've made some pretty successful runs that last 10 days or more. We have some of the tips and tricks we collected in the many runs we have gone into the game and put them in a list of tips which we hope will help you get better runs in the game as well. As we go further and discover better ways to do things, we will make some changes or additions to the post. Also, if you managed to beat the game or make even longer runs, feel free to share your own tips with us on [c.harbison@betimes.com](mailto:c.harbison@betimes.com) and if we like them, we'll add them to the post – with a hat tip to you, of course. Death Road To Canada Tips & Tricks Staying Alive is the name of the game in Death Road To Canada. Discover the best ways to do it here. Photo: IBTimes Throw Anything You Can - You don't choose which weapons (if any) you're equipped with when you first start the game, and some of them don't produce great results. As a general rule, if there's anything I can throw, like a chair or box, I'll pick it up and throw it. It usually manages to completely turn off a zombie and saves your weapon if it has a short life. Tap everything glimmers - Whether you're in a junkyard or the Ya'll Mart shines like a closet, car or other object, make sure you tap and grab some loot in it. You're going to miss a lot of good things if you don't. If you're in a house and there's a door that sparkles, that also indicates that it's somewhere you haven't been before. Try every room, but don't go into all of them - Ok so this may sound contradictory, but what I mean is, you definitely have to open every door in a house. However, take a step in, quickly survey the space and if you don't see supplies, don't waste time fighting zombies there. For example, if you have a quick scan of a bathroom and there are no sparkling castles or with closed lids, there is nothing of value there so just skip it. The longer you stay in a building, the more zombies go there and they can quickly form a crowd behind you. As a general rule, get in, get out, and then press the Run away - no seriously, guys. Don't try to be a hero. While in some games it's a good idea to fight with all your might, in Death Road to Canada, it pays to be a wimp. The zombies generally move a lot slower than you and so in many cases you can avoid an altercation by simply circling or avoiding furniture. If there's no way you're going to get to where you're going without setting up a fight, then of course, slam those zombie skills into the sidewalk, but do your best to avoid hanging around in a place trying to kill all the zombies coming your way. The longer you hang around, the more the stock builds until you are completely outdone. Pick Up Extra Travelers – At the beginning of the game, players are advised to choose their comrade wisely, but to be honest anyone who is willing to go along with me I recruit to join my party. My logic is that two, three or four skulls are better than one. You'll find that more people mean more protection and are more likely to make it for more days if you have multiple people who have to die before your mission ends. The only time I'm going to skip it is when I run out of food. Make a Quick Car Get Away – this is really more of a trick than a tip, but if you're having trouble taking off in your car, just hold the button instead of pressing it several times. If you keep it low, it will rev and take off on its own. Loot Your Friends - During a run, you will undoubtedly let a group member die. When he or she does, make sure (if you/it's safe enough) to go pick up the stuff they dropped. You don't want their deaths to be for nothing. Have Your Characters Try Stuff – Ok so, there's a lot of times when you're offered the option to let someone try to barricade a door, fix a car or some other non-dangerous task. In most cases I try to do these things as it delivers a few benefits. First, you'll learn more about that character/his or her expertise. There is also always a chance that the character will get skill from the experience which is a plus. Stop at any trading post - You may not be able to buy anything, but if you check in with any vendor, occasionally you will find one that will give you something for free. A Dog Is A Man's Best Friend – You don't always have the luck to add any of these to your team, but if one wants to join your party, definitely recruit him. Dogs seem pretty strong and resilient and don't complain -- they're a great asset. Create some custom characters – I generally like to choose random characters to make my runs, but it's a good idea to create some custom characters with features that you want to shop them in the game. When you make your runs, you sometimes find one of them along the way. It's great to have someone recruit whose skills you already know. Save Guns And Chainsaws For Sieges – If you're lucky enough to find the chainsaw, rifle or other guns, try to limit yourself and store those items for use when a siege happens. You'll be glad you did. Did. – if you find several bombs along the way, add them to your stock. Like guns and ammunition, they will be very useful by the end. End.

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