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a guide to
Tagging Trees

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in v1.57c

by Geser

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1 Introduction

1.1 Motivation

The general playerbase plays Tree Tag at a very low level and as such the game has to be balanced around that level. Competitive players such as myself benefit from a higher level of play as it creates more interesting gameplay and an incentive for game balance more aligned with high level gameplay.

2 Trees

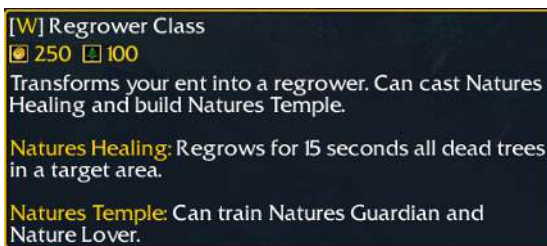
Puny little treemen hiding in the forest; after wandering too greedily and too deeply they awakened a calamity in the form of the fiery infernals. Run little Ents, run.

2.1 Classes

There are three Ent classes, three bad jokes, and one Krillin to rule them all.

2.1.1 Regrower

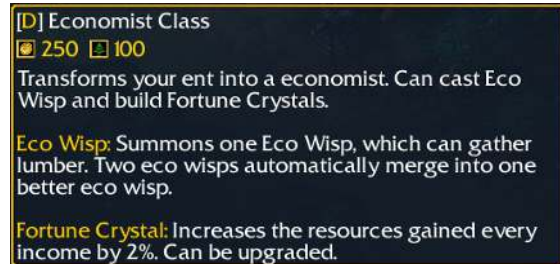
The go to class is the regrower, since the amount of trees remaining on the map scaled by gametime is a good heuristic to determine which team will win. To that end, having a second (better) regrow ability is pretty good. Gandalf (Natures Guardian) is a pretty good unit too since it also has two regrows, owl scouts, and decent HP (still dies to shockwave LOL!). If you are a god of micromanagement its probably best to get 1-2 Gandalfs and a billion nature



lovers, but your average scrub should be able to play his Ent + 4 Gandals regrowing shit. Just two Ents dedicated to regrowing should win the game on their own, luckily for Infernals *nobody actually does this*. The secondary Regrow ability is also excellent at denying Infernals the ability to walk through choke points like ramps and can save your life when Blink is on cooldown.

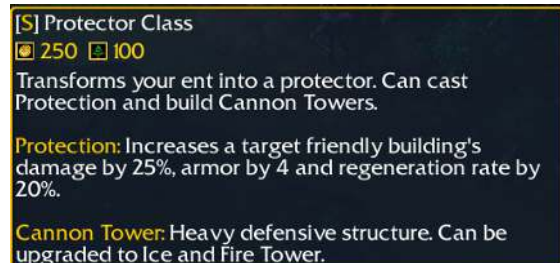
2.1.2 Economist

This is the basebuilding class, aka the goto for noobies (feeders). It goes like this: They build a billion farms → the Infernals find em → die → get revived → repeat. Instead of playing Econ like a giant retard, get decent income from distributed hidden farms first, *then* secure one of the three good bases and only after you are sure your defenses will hold research the Econ class and run away with insane income. Note to basers: Send money to anyone else who needs it. Ideally anyone not basing should not have to build farms for money at all (only for the food limit) and thus severely limit the amount of gold infernals can find just lying around. Sadly people are too fucking selfish to send 15k gold for backpack research and items to Ents running around and controlling the map / creating space.



2.1.3 Protector

The support bitch Ent class. If your ideal Ent team of 9 players has 6 Regrowers and 2 Econs then it has 1 Protector too. The Protectors job is to go to the basers bases and buff their main Tree and Infernakillers. He can also contribute his own immune infernakillers to a base after being given the money for them by the baser (as should the Regrowers). It's a very boring role and I can't slight anyone for not wanting to play it but it definitely increases the Ent teams overall efficacy to have *one* Prot - not more. One cute little play Prot can do though is add Fire Towers to a base, assign them to control groups, and use their fireball ability to chainstun an infernal that's visiting so it dies.



2.1.4 The jokes

These classes are just straight up *bad* compared to the other ones (in current ver 1.57). Runner used to be good at surviving but after removing the ability to go invisible while holding magic immunity and the ability to break the speed cap with wind walk it just does not cut it anymore. If you are ever considering going Runner and just moving around the map, do the same as Regrower instead. Regrowers can contribute considerably more to the team while also slowing down Infernals much much more *and* get access to the best Ent unit in the game- Gandalf.

The Warrior is even worse than the runner. Rather than a useful ability he gets one that encourages you to build armies and fight instead of play tag - guaranteed free food for the infernals. The only thing units are really good for is clearing infernal minions, but you do not need the warrior buff to accomplish that, and the Chimera is just a complete joke.

[Q] Runner Class
 250 100
 Transforms your ent into a runner. Can cast Wind Walk and build Speed Crystals.
Wind Walk: Allows the ent to become invisible, and move 100% faster for 8 seconds. If the ent attacks a unit the invisibility will break.
Hint: Does not make your ent invisible, if you have immunity.
Speed Crystal: Increases the speed of nearby allies and provides line of sight.

[A] Warrior Class
 250 100
 Transforms your ent into a warrior. Can cast Battle Roar and build Warrior Barracks.
Battle Roar: Gives friendly nearby units a 75% bonus to damage, 5 bonus armor and increases the regeneration rate by 500%.
Warrior Barracks: Barracks for powerful siege units. Can train the Ancient Chimaera.

[E] Illusionist Class
 250 100
 Transforms your ent into a illusionist. Can cast Mirror Image and build Illusion Trees.
Mirror Image: Confuses the enemy by creating an illusion of the ent. Dispels all magic from the ent.
Illusion Tree: An illusive tree, which can transform into any other building.

Lastly the Illusionist used to be a very fun class. It offered unique playstyles copying Infernal Hearts, copying Invisible Trees, copying Immune Towers... **until each and every single Illusionist gimmick got nerfed to shit wtf ness.** That said the illusionist is *still* better than the Warrior and Runner because it provides *some* utility and its mirror image ability is the only thing in the game that dispells nets, and also helps you clear mines on the spot.

2.1.5 Krillin LOL

While the joke classes only require you to waste some resources and your only chance at getting a good Ent upgrade, getting Krillin actually requires you to spend half the early game hunting Dragonballs while competing against the other idiots going for it and Infernals hunting your ass. After you do manage to hunt all 7 Dragonballs you finally transform your Ent into an upgrade thats *worse* then the three standard classes instead of getting a useful wish to help yourself or your team. If you somehow managed to not get kicked for squandering a DB wish you at least get the opportunity to unpick Krillin into a real Ent class, which is the point in time you will find out that Krillins shitty

turtle summon disappears as soon as you change class. Just LOL if anyone thinks this is good design.

2.2 Buildings

2.2.1 Rocks

The best way to stop infernals from running around earlygame is placing Rocks in their way. Rocks upgrade from lvl 1 to 6 (with levels 5-6 requiring a Tree) and can be upgraded in the upgrade center on top of it. All levels of rock have 4 armor, and the HP goes from 250 to 7500 HP. in addition Rock 5 and 6 can be fully healed for a comparatively low price, but healing them requires a whole minute. A good practice is repeatedly buying this healing preemptively and canceling then rebuying it halfway through so it is ready and much faster than expected when the Infernals come. You *cannot* upgrade Rock HP, however you *can* upgrade their armor up to 10 - very useful.



2.2.2 Invisible Trees

Use them by pressing *Esc*

The best building in the game, only limited by the game not permitting you to build more than 4. They're *excellent* roadblocks on ramps and choke points costing the infernals a lot of time, but can also be refunctioned into a super-rock that can only be hit while truesight is up. A defensive setup with an Invisible Tree that ate a few high level rocks as well as towers and true sight can take a long long time for infernals to break, and time is exactly what you're trying to buy. This along would already make Invisible Trees the best building of the game, but they also allow your Ent and other Ents to go invisible for a whole minute ad nauseam. If you're not making use of all 4 of your Invis Trees you are a bad Ent, period. Always make sure to burn down Invis Trees in positions where you don't need them anymore to free up the slot and place it somewhere useful.



- **When basing:** Use one Invis Tree as a super-rock and feed it big rocks every cooldown. The other invis trees can be used to block lower ramps or create a defensive setup of alternating rocks and invis trees in case of a long chokepoint like

the middle right side base. The Remaining Invis Trees should be placed on the edge of your base to help bypassing Ents and create a safe exit point out of your base.

- **When rescuing Ents:** Simply placing an Invis Tree near the middle of the map is usually sufficient to secure a rescue of other Ents with your Ent. Before the Infernals research true sight for the heart there is nothing they can do to stop you from walking up invisibly, rescuing your ally, blinking to your nearby invis tree and walking off invisibly. After they research true sight and get some wards this usually *still* works since middle true sight has a low range. Be careful iff your Ent has low HP and the enemy Infernals have Diabolists and are ready to micro them and stun you. (But an Ent thats running around shouldnt stay on low hp that late in the game in the first place).
- **When running around:** Invis Trees at the big intersections will help your whole team out a lot. If you have any leftovers block off ramps to annoy Infernals and trick them into thinking that there is a base hidden behind that blocked off ramp. This may bait an Infernal into completely clearing out Trees in an empty base - you get bonud points for building invisible trees / rocks behind him and regrowing trees along his path (preferably with a group of gandalfs). You can create a lot of space that way.
- **When escaping lategame without magic immunity:** Place Invis Trees on cliff edges so that they can be used from either side in a slightly spread out area. Keep your Ent permanently invisible and outside of wards detection to force the Infernals to use Ent sight to spot you. As soon as they do use Ent sight run as far away as you can while avoiding True Sight and repeat; always restealth as soon as possible if youre forced to break it - blinking next to Invis Trees and pressing esc is your best tool.
- **When escaping lategame with magic immunity and high hp:** Hide in some base you've previously cleared and set up a tiered system of invisible roadblocks while regrowing all trees around. Laugh at Burnins trying to shockwave you and idly sit on your hill until someone finally goes through the tedious work of clearing all the trees and Invisible Trees they have to fight through to reach you on your hill, then blink away or better yet *use a one-way tunnel to escape and keep your blink up to jump onto the next hill.*

2.2.3 Tunnels

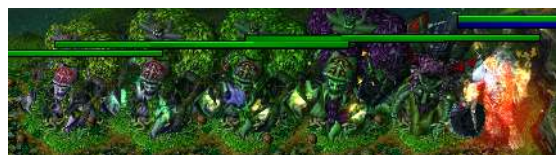
Very useful building and extremely underused since it requires a little bit of microing to utilize.

One-Way Tunnels You can set up a one-way tunnel which as the name suggests connects the entry point to an exit point into one direction (1200 range) and cannot be used by Infernals. This is useful for escaping from a place you have to blink out from *without actually putting your blink on cooldown* making it extremely difficult for Infernals to catch you - given that you have magic immunity. Solid building overall, an additional use is also to teleport wisps out of your base to send them to greener pastures if you're basing and trying to be efficient with your space.

Two-Way Tunnels And then there are two way tunnels, one of the greatest lategame tools Ents have to escape, second only to Invis Trees. To create a two-way tunnel you need to build two tunnels and connect them, so this requires a little bit of preparation. Ideally you should be spreading out Advanced Workers while you have the opportunity to do so in order to create a network of tunnels spanning the corners and hard-to-reach points of the map. Then when you do get EntSighted you can simply tunnel away and re-ent before you get caught by a chain of far-sights (when the Infernals do finally reach your tunnel - because they can use two-way tunnels - and find out where it leads it is too late for them to find you with farsight and theyll have to wait for EntSight cooldown. They're also a great griefing tool since they're indestructible and can't be disabled for two whole minutes; simply connect a tunnel straight from the middle into someones base.

2.2.4 Big Trees

Big Trees serve two different purposes depending on if you're basing or not.



When Running around: When not basing a Tree of Life is simply a required building to make Advanced Workers, Nature Lovers, your class choosing well and a hero. Hide it somewhere in trees that are unlikely to be checked.

Cheeky earlygame play: Rush a Tree of Ages upgrade as soon as possible and pick a random prominent ramp to block with it. The infernals will likely put a lot of effort into beating it and waste time; if you're very lucky or the infernals are bad you may even get a kill. A low level infernal with no items can't beat a Tree of Ages 1v1

When Basing: Rocks are the best wall earlygame, but come mid and lategame your main wall will be your Big Tree. Having your Big Tree block the main ramp to your base is imperative to holding a base at that stage of the game. They also allow you to train big wisps at higher levels which you will need in order to get to the Forest God which is the final form of the Big Tree. Once you create a Forest God for the low low price of 1.5 million gold and 3.5 million lumber you immediately win the game and nesc

will personally congratulate you if you send him a screenshot of your achievement.

2.2.5 Pissed off Trees

Useless as base defense towers but they serve two purposes:

- After you wreck a skeleton with your Ent place one near it to wreck it again when it respawns (since respawns take too fucking long)
- If the Infernals are inattentive / otherwise preoccupied and have a large amount of minions sitting around mid you *could* make an army of trees, uproot them, and destroy all the Infernal minions with them. This will feed quite a bit though as soon as an infernal shows up so it's only worth it if you accompany your army with an Ent or Hero and get to rescue a bunch of Ents.
- Idiots will tell you to place Pissed off Trees between your farms to deny them if an Infernal comes along. Just LOL at this stupid idea, it takes way too many hits to do this and in a situation where the infernals are catching your farms earlygame you probably have better things to do than shift-queue pissed off trees to attack farms. On top of it early in the game you don't want to waste money on this that you could be using to boost your future income.

2.2.6 Infernakillers

A great investment, the best tower in Place one in a corner/ side of the map/ near infernal shops together with a Sentry Tower or Owl to clear the wards Infernals buy. This is much safer than clearing the ward with your Ent since it gives the Infernals a considerable amount of time to teleport near you and use Shockwave. You can also clear wards using a hero but it is much slower. This strategy has the added benefit of drawing the infernals attention - to nothing if you built this structure with an Advanced Worker, or if you ran away long before the Infernakiller finished constructing.



Similar to a pissed off tree you can also use Infernakillers to destroy Infernal minions. Kill em with your Ent first if theyre still weak enough but if they're not just grow Trees on them, place an Infernakiller and a sentry, then run away.



Figure 1: Inferna Spam



Figure 2: Immunes

When basing there are two ways to use infernakillers, you either mass spam basic infernakillers since they are a great bargain and will easily make back the money from just one kill or you get immune infernakillers (you want this once Burnin hits max level shockwave and oneshots your towers). Ultra Infernakillers are never worth it and will lose you a lot of money if you dont upgrade them to immune before theyre shockwaved, unlike normal infernakillers which you can simply replace if they die.

2.2.7 Stun towers

After you have 10 Immune Infernakillers you can place 10 Immune Stun Towers behind them iff there are no teammates willing to donate you their 10 Immune Infernakillers behind yours. Always prioritize more Immune infernakillers over them if possible and don't use them unupgraded since then you might as well just use basic Infernakillers instead. Burnin is magic immune when ulting and you won't be able to stun him anyways so they're just a slight bonus.

2.2.8 Farms

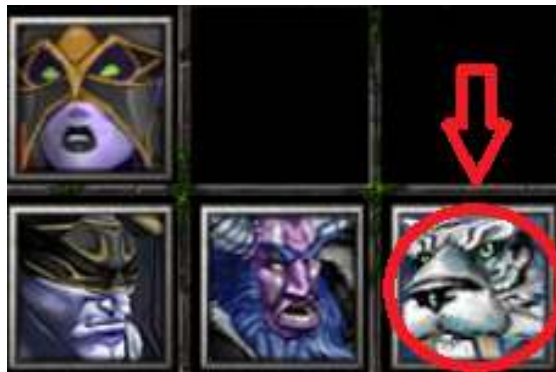
This building is the main reason Infernals win, build it sparingly, well hidden, and don't upgrade them too much *unless* you have a well defended base in which case you should go ham on maximizing your earning potential and sponsor the Ents who are graciously refusing to feed the Infernals by massing unprotected farms. If you see a noobie in your team spamming those without any protection or good hiding quickly use votekick and destroy them.

2.2.9 Shield Generators

(Almost) pure basing building, use to protect farms from Burnin when building a base. Not much to say about it except that the range of an advanced shieldgen is 4 farms wide so advanced shield-gens spaced out by 8 farms will cover your shit. The other use of shieldgens is in a lategame scenario where you have too much money to protect your escape one-way-tunnel from shockwave, but that's very niche considering tunnels build in a few seconds anyways.

2.2.10 Altar of Mirana

Use this building to create Mirana, the Hero shown in the picture. Do not accidentally click any of the other buttons *unless* you have Dragonballs and want to spend a wish on buffing an Illidan to man-aburn and annoy Infernals. In any other scenario you always *always* choose Mirana because she is the best rescuing hero by far, flying towards middle from any angle inside her owl.



2.2.11 Fountain of Character Choosing

Choose a class there, refer to Section 2.

2.2.12 Item Shop

Buy necklace of spell immunity here if you're basing; buy Tome of Experience / Horn of Cenarius / Wand of the Wind + Boots + Drums if you're running around. Also necklace lategame if you're choosing to run around as a tank (do not do this if your hp is low enough to easily die to minions, then go invis instead)

2.2.13 Hideout

If you're basing and still too poor to buy a necklace you could get this but we both know you'll have more fun attempting to blink away from Shockwave only to die after being silenced.

2.2.14 Upgrade Center

Get an inventory and windwalk for your Gandalfs if you're running around and armor for your rocks if you're not.

2.2.15 Barracks

Do not build this crap.

2.2.16 Corals

LOL

2.2.17 Secret Buildings

Write -unlock and get access to 4 useless buildings plus a pretty cool bear that can help you clear shit. Proceed to gamble away all your item slots in the casino and then leave in shame.

2.3 Collectibles

Lying around the map there are a few things you can collect to make life easier for your ent. There are mushrooms which give you +25 permanent hp when picked



up and then get teleported to a new random location. You can buy a dog that can blink and ping mushroom locations to make collecting them much easier, letting you reliably hit the 25 mushroom (+625hp) cap halfway through the game if you're willing to invest the attention micromanaging a dog. Another way to increase your Ent's HP is to use it to resurrect allied Ent's from the middle; you gain +50hp every time. However this bonus HP is lost when you die. Lastly, there are 7 Dragonballs which will grant you a wish if you find them all. As long as you hold at least one Dragonball you can use it to ping the location of the next one, and every Ent team should have a dedicated Dragonball collector (usually whoever randomly finds the first one and wants to collect em).

2.3.1 Wishes

As mentioned above this game has Dragonballs randomly lying around the map which you can collect; the first one is hard to find but any subsequent balls can be pinged. If you collect all Dragonballs your wish will be granted, but not all wishes are equally good. Here's a list of their use and utility going from top left to bottom right:



- **Rezzing and teleporting an ally to you:** Very niche wish and only really useful in a *very* lategame situation to resurrect a super tanky Ent and increase your collective chances of survival until the timer runs out
- **Money:** Complete waste of a wish, if you need money ask someone who's basing or base yourself
- **Regrowth:** Good wish for the last 10 minutes. Do not make the mistake of wishing for this too early since it can only be used once
- **Gem:** If you're going to be a dedicated dragonball collector tanky ent survivor then this is a decent second wish.
- **Overpowered Illidan:** Fun first wish if you like to play hero. Makes your illidan an immortal annoyance that zaps mana and easily removes summons. Can be stacked
- **Far Sight:** LOL

- **Hammer:** LOL
- **Backpack:** Decent first wish if your aim is to keep collecting Dragonballs and create an unkillable Ent
- **Krillin:** No.
- **Scepter:** If you already have a large backpack AND gem AND your team doesnt need a regrowth right now then sure, go for it
- **HP + Mushrooms:** Very good underrated wish, helps the team a lot by buffing all Ents HP and increasing the amount of mushrooms on the map. May or may not mitigate feeding.
- **Upgrade your ships:** LOL

And then after your wish the Dragonballs reappear 2 minutes later in random spots

2.4 Playstyles

There are six major Ent playstyles in Tree Tag

2.4.1 The Noob

1. Spread mass farms
2. Don't build any defenses / Build bad defenses
3. Die
4. Get Rezzed / Leave
5. IF still connected → Go to Step 1

2.4.2 The Baser

This is how most players seemingly *want* to play. However your Ent team only really needs 1-3 dedicated Bases, more are a liability. After one base falls the other bases will too fall, like dominos, since a base dying feeds the infernals ludicrous amounts of money.

Since there are too many ways to fuck up a base I'll just show you what a good base should look like directly:

Defenses: A lot of this has been mentioned previously, you want a Big Tree to be your final wall and have an optional tanky Invis Tree and a bunch of rocks in front of it. Mass spam Infernakillers behind it earlygame and get Immune towers behind it lategame (more than pictured if you can get your teammates who aren't basing to contribute Immune Infernakillers). You want a few upgraded Builders too (the upgrade is magic immune so it survived shockwave) to repair your Tree as it is being damaged. Unfortunately the one Infernal this doesn't work against is lategame Burnin since he gets cleave.



Farms: You want to cover most of the area of your base in farms but there are a few precautions you have to take in order not to feed the Infernals infinite amounts of gold. You need shield generators in between your farms; if they're advanced one shield generator covers a 9x9 farm grid that it centers. Just shield generators and farms, however, are vulnerable to Infernals attacking with ranged units such as Diabolists and vision, or dropping infernal stones into your farm. This is why you should spread Infernakillers in between your farms in a sporadic pattern so Burnin can't kill too many of them in one shot. If he does Shockwave a few just rebuild them with advanced builders.



Killswitch: Once your base hits a certain size it becomes a liability to all other bases on the map in that if it dies the Infernals will get so fed that they can destroy everything else with ease. And even if your base is the only one, having it die will allow the Infernals to spam Wards, Mines, Diabolists and Doom Guards everywhere. In order to prevent this from happening create a Goblin Workshop (bought from the itemshop) and make a Goblin Sapper in it. This little fucker will allow you to sudoku your Ent straight through your necklace immunity and prevent the Infernals from getting any money out of you at all. Use it once your final defense, the Big Tree is breached.



Things to watch out for:

- Infernal Stone if you have low HP, evade it with hideouts and blink (also get more HP you scrub, buy a dog, get a horn, get a tome)
- Flying Summons from the bad Infernals. If for whatever odd reason an enemy doesn't pick Burnin he may summon some flying snake or lizard to hit your Ent from the air. Simply walk away and laugh as it dies in three hits from your towers, but if you don't pay attention this may kill you.
- Ents building tunnels into your base

Goals: Properly balance your greed with your defensive capabilities earlygame so that you survive while maximizing your income. Lategame you create a Forest God and laugh at the Infernals. While you're basing you should also be microing groups of Nature Lovers to regrow shit and help your team, as well as get a Mirana with 6 items to rez dead Ents; don't just afk in your base.

2.4.3 The Runner

Player progression goes from noob to baser, to being bored of basing. The next step in this progression is seeking the thrill of roaming around the map without committing to one spot. Your class of choice here is Regrower and your aim is to create Space on the map by regrowing as many Trees as possible and taunting the Infernals. Make Gandalfs to spread owls and regrow trees. Rez dead Ents. Donate your Immune Infernalkillers to bases. *Destroy any Infernal minions you find.* Ask your noobie basers to send you money to fund your activities - this is very worth it for the basing Ents too since it should drastically reduce the amount of feeding on the map as well as the opportunities for Infernals to find and attack their base.

Your goal is to be as disruptive as possible to the Infernals wincondition of controlling the map, typing -r will give you a great indicator of how the game is going.

2.4.4 The Baller

This is essentially a subcategory of the above except your Ents main purpose is finding Dragonballs rather than disrupting. Although you should still make Gandalfs and destroy any Infernal minions you find along your way to the balls.

2.4.5 The Support

This is the highest level of Ent play and one that I will never reach in my life since it's boring as fuck. Your team only needs one Protector but will likely have zero. If you choose to be the one to play like this your winrate will probably go up considerably since you can make bases much harder to break and turn into free food by just pressing E a few times on Big Trees and Towers. There is also a lot of potential in chaining Fire Tower fireballs as mentioned earlier to secure kills on Infernals. Aside from improving bases your basic playstyle should still be based around regrowing Trees with nature lovers and killing Infernal summons with an extra emphasis on never dying if you contributed a lot of towers to bases (since your towers die with you)

2.4.6 The griefer

The final stage in the evolution of an Ent player before he joins the Infernals is disrupting his teammates play. This can be done in many ways such as tunneling into bases, destroying buildings and trees etc. Likely to get votekicked on sight though.

2.5 Cooperation

The highest level of Ent play which are unheard of in pub games lies in cooperation. A well coordinated Ent team is absolutely unbeatable no matter how good the Infernals, but in pubs Infernals have a winrate far higher than Ent's. Ways of cooperation to consider:

- Team-wide strategies. For instance if no Ent ever builds more farms than needed to create 4 Invis Trees, then burns those farms and just keeps the Invis Trees it becomes essentially impossible for the Infernals to make more money than their passive income. This makes minions and wards prohibitively expensive too, and thus the Infernals will have no real way to win the game.
- Sharing is Caring. If there are three people basing and one is currently under siege, the other two should disregard their economy and send most of their income to the base under siege so it can improve its defenses and hold. This stops the Infernals from eating up that base and then destroying *your* base too, you greedy bastard. Similarly, basers should fund people running around making space.
- Micro management. If there are dead Ent's give them shared control over Mirana to self-rez and/or let them control some advanced workers and nature lovers around the map for you. Two people micro better than one.

3 Burnin

3.1 Classes

There are six infernal classe-... LOL just kidding

3.1.1 Burnin

Rules of playing Infernal

1. Pick Burnin
2. Shockwave oneshots ents and most buildings
3. The fire curse guarantees a kill on ents without immunity
4. The ult breaks any weak base without items and any strong base with gauntlet + potion
5. So pick Burnin.
6. Better yet at level 20 you get to cleave attack trees giving you faster clear speed than anyone else
7. What's that, you want to pick Khale?
8. No, pick Burnin.
9. Your team already has 3 Burnins?
10. Pick Burnin.
11. You want to pick Blaze for the net instead?
12. Nope.
13. *Always* pick Burnin

3.1.2 Support Bitch Blaze

Do you want to be entirely useless earlygame but show some utility later in the case that some ent collects hp and buys magic immunity lategame? Then here's what you do.

1. Lock in Blaze
2. Buy auto-farsight and auto tree clear
3. Tab out for 40 minutes
4. Come back at the end of the game if your Burnins didnt win yet
5. Net the last tanky Ent and win
6. (Optional) Micro skeletons to farm trees and afk your infernal at mid. When a rescuer comes net will net you kills.

3.1.3 Others

There are no other infernals. Anything they can do, Burnin does better and more.