

Deadsy's Pillbox Taking Guide



Second Release--December 1994

"sluggo shoot pillbox. pillbox go boom. little man go ugh! sluggo go boom. round thing bad!!"
-- sluggo

So... you want to be the best damn bolo player in the world. Well, you've come to the right place. Contained within the hallowed electronic pages of this guide is every single thing I know about taking pillboxes, and even a few things I don't know. Yes, it's that complete. This guide will help you whether you are a newbie or a god, I guarantee it. Of course, just reading the guide won't make you good; you still have to practice like hell. But at least you won't have to figure out all of these angles by yourself, like I did. In fact, back when I started playing bolo we didn't have any strategy guides and we liked it!

The only assumptions I make about you, the reader, is that you know what a pillbox is and have an IQ of at least 100. If you don't have both of these qualities, maybe you should read the rec.games.bolo FAQ before attempting to read this guide.

Here's what's in the guide:

- I. The Basics
 - a. The Hardliner
 - b. Psycho Neighbor
 - c. Phallus in Wonderland
 - d. Sneaky Bastard
 - e. Triple Berf
 - f. Goofball Special
- II. More Good Takes
 - a. BL's Balls
 - b. The Bent Dipper
 - c. Crafty Bastard
 - d. El Gato Malodio
- III. Obscurity
 - a. The 'Mute
 - b. Baked Potato
- IV. Double, Triple, or Quadruple Bunnies

Appendix One Other pill taking methods:
. the xav . tricks to use while you are allied . keeps on passing me by

Appendix Two Strategy tips:
. general tips . rebuilding a pill that you use as a block square . strategy tips for pillbox wars .

Some Terms I Use:

"*Block squares*" are objects that are in the pillbox's line of fire while you are shooting it.

"*Variations*" as noted under the pictures counts how many different angles the block squares can be set up in, usually either four or eight. When there are four variations, I show a picture of one. When there are eight, I show two. And so on, and so on...

"*Basic setups*" are popular and practical uses of the sometimes more elaborate takes pictured.

There is also a difficulty rating that estimates how easy it is to consistently use the pictured set up.

I recommend that you do not use the auto-slowdown option while attempting these takes. Serious tank and builder damage may result.

One Note . . .

. . . before we start with the pill killing methods: I urge you to get **CREATIVE** with these setups. Look for them pre-built in maps, try them out with just one pillbox in various squares, try them with two pills: experiment. The more setups you try the more prepared you'll be when they occur in a game.

I. The Basics

The sections in this chapter cover about 90% of the pill takes I use on a regular basis. The basic setups (a friendly pillbox within a two square radius of the target pill) are all fast and easy to build and execute. These six simple takes will probably be the most practical to learn.

a. The Hardliner



no variations / easy

This no-block square method has been adequately explained in [Puppy Love's Strategy Guide](#), but I will repeat it here to be thorough.

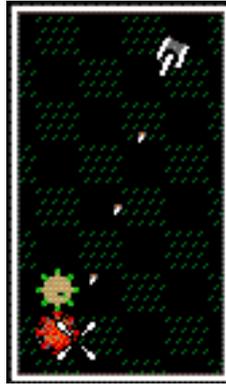
Accelerate toward the pill then decelerate so that your crosshairs rest between the middle and the edge nearest to you and start firing. The pill will shoot a single shot, which will hit you, and then send a solid line of bullets. You should take the first bullet and keep firing. Turn and accelerate away from the pill (hold down the accelerate and left or right turn buttons simultaneously) just as you are hit by the line of bullets. You should be able to do this and still have more than half of your armor left. Often there are buildings or trees you can run behind to absorb some of the shots from the pillbox.

Wait a short amount of time. How long you wait depends upon the minimum amount of armor you want to have when you are done. I usually wait about ten seconds, which leaves me with 2-4 shots of armor after the pill is dead.

Accelerate again toward the pill, rest your crosshairs on the side of the pill nearest you, and start firing. Your goal with this pass is to kill the pillbox. As soon as you have fired enough shots to kill it (it will be easier to tell how many with experience), run away again so that stray shots will not drain your armor.

LAG: The Hardliner Method can be unpredictable when your game is lagged. I would go as far as to recommend using a different method if the lag is particularly bad.

b. Psycho Neighbor



4 variations / easy

The Psycho Neighbor Method is probably the easiest way to take a pillbox. The tank position I have indicated above is just a suggestion -- you actually have quite a large area from which you can shoot while having the block square block the pillbox's shots.

This method works best when using a friendly pillbox as the block square. You can also use a single wall, with varying results (from full armor to zero armor left depending on lag). Using a single wall is faster than the Hardliner Method and is good for taking pills in one pass when you are relatively sure that nobody will try to steal your kill from you (thanks to [God](#) at UMich for teaching me that).

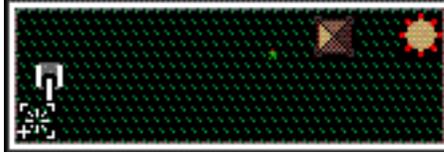
c. Phallus in Wonderland



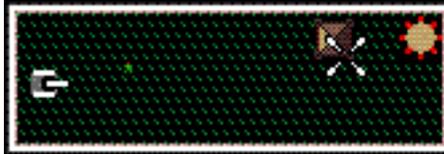
4 variations / easy-medium

This trick is the most common I've seen. It is usually used with two walls in the second and third spaces from the target pill. The only difficulty is in getting your tank lined up just right so that you can hit the pill, but it can't hit you. Here is my method for getting your tank in the right position:

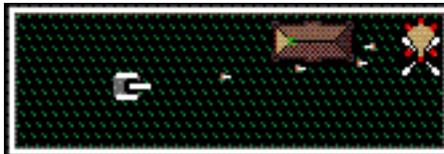
First, approach the pill, check for mines if necessary, and send your builder to build the first wall. As he is building, line your tank up against the cursor as shown below, with your turret one pixel away from the edge:



Now your tank is lined up perfectly, just as if you had built a wall to drive up against. Turn toward the pill and send your man out to build the second wall. Start advancing toward the pill before your builder even gets to the spot:



Move into position and begin shooting at the pill as the man builds the second wall. If you time it right, the man will not die (Thanks to [Leech](#) for showing me this technique):



The pill will shoot through both walls before it is dead in most (low lag) situations. You should continue firing until you've sent enough bullets to kill the pill, then turn and accelerate simultaneously to avoid stray shots. I can do this entire operation in about 8 seconds, which is as fast or faster than any method I've seen anyone else use. Note that if you are building more than two walls, you shouldn't start firing until the man is building the last wall you intend to build unless you have excellent timing skills.

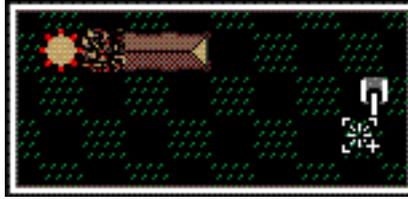
Being Crafty

You can use Phallus to pick off enemy builders when they least expect it. You will need two pillboxes. Build one pill in a block position (1-3 squares away from target) and start shooting. As you are shooting, send your builder out with the second pill and place it right behind the first. The enemy pill will kill the first pill and start shooting through the second. When the enemy pill is dead, you won't have to move or stop shooting. By the time you've placed the second pill, the enemy has probably already sent her builder, and has to watch it march to its fiery doom. Be careful with your timing, because losing your man trying to execute this move is embarrassing ([Ixion](#) was the first player I saw use this trick).

Getting in the Right Position

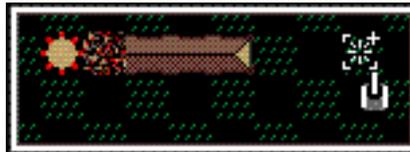
In the example above, I lined the tank up against the cursor in this position:

(1)

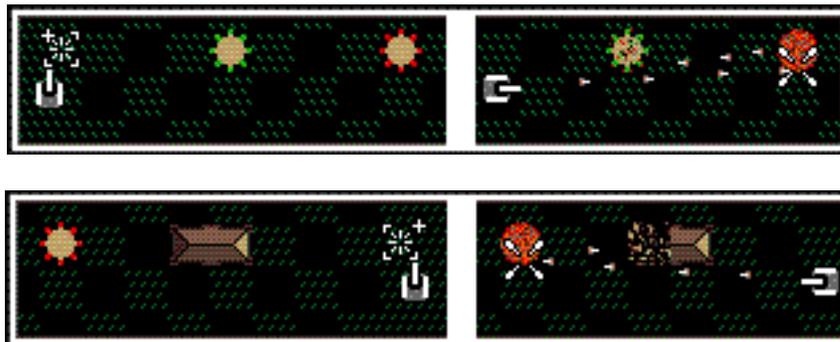


It is also possible to line it up in this position (with the turret again one pixel away from the edge of the cursor):

(2)



Notice that with the first method, the pill will shoot through 3 block squares to get to you, and with the second, it will shoot through 4. I use both in different situations. I find it easier to line up the crosshairs so that they will miss the block squares and hit the pill using method (1), but in situations like these:



It is better to use method (2), for obvious reasons: if I had used method (1) in these situations, my tank would not have been lined up properly, and the friendly pill / second wall would have been useless.

If you have a pill or wall set up 5 squares away from the enemy pill, it is still possible to use it as a block square:



medium

BUT you must move the tank 5 extra spaces into the cursor to make this angle work (put the tank at regular position (one pixel away from edge of cursor) then move 5 pixels forward).

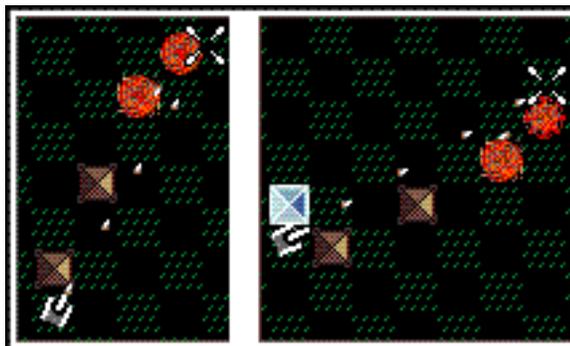
Why Should I Use This Stupid Method of Positioning My Tank?

Accuracy. Using this method, you can take pills that seem like they wouldn't be worth the effort. In situations with an enemy base blocking your access to the pill, for example, it can be essential:



It may slow you down a bit at first, but once you're doing it as second nature, you will be unstoppable. After you've played for a while, you'll be able to eyeball the correct position, but my method of lining up is, in my opinion, an important addition to any bolo player's arsenal. I use it whenever I have to get a shot right the first time and can't afford to retreat and line it up again.

d. Sneaky Bastard

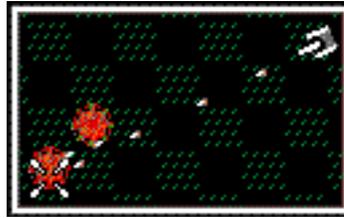


8 variations / medium-difficult

This is a great trick, but it's a bit difficult to position your tank correctly at first. I usually use it with just the two squares closest to the target pill. If you use all three block squares, you can use a fourth building to position your tank as shown inverted in the second picture. I never saw anyone else use this setup (not even [sluggo!](#)) before the first publication of this guide. It is very sneaky because it doesn't resemble a traditional setup, so you can build it without arousing the enemy's suspicions too much. Also, if you build a pillbox in the middle block square, almost no player will be able to get at the correct angle to take your pill from you using the pill you've targeted.

Thanks to [Grinch](#) for pointing out that third block square (closest to the tank) to me, I missed it the first time around. It is he you should worship, not me!

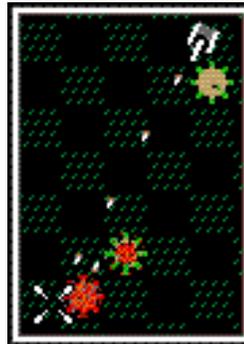
The most simple and most used version of this trick is one pill in the block square closest to the target pill. You will use this trick a lot, so I recommend practicing it so that you can pull it off at a moment's notice:



basic setup

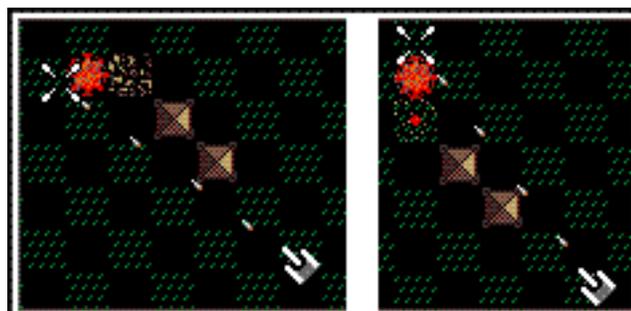
Builder Kill

Apocalypse tipped me off to one crafty use of this setup which makes it easy to kill enemy builders. It requires the use of two pillboxes:



One in the square diagonal to the target pill, one in the block square farthest away. Using this setup, the target pill will shoot through the first pill and most of the second, but you will be untouched. Because your second pill is too far away (hopefully) for the enemy to see, she will think that you are only using one and send her builder out, assuming that you have moved away to dodge the stray shots. In the meantime, you've sent your builder to repair the first pill. Enemy builder dies, you get pill. You can also use this method successfully with The Bent Dipper and The 'Mute.

e. Triple Berf



8 variations / medium-difficult

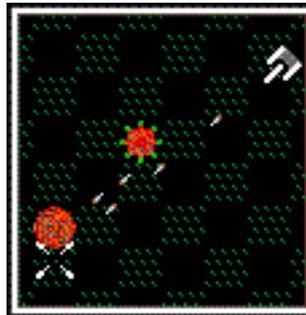
This is a good one for spikes, because it's difficult for the enemy to use against you. One friendly pill in the second or third block square away from the target pill is particularly good. Here, for example, is a picture of the take being executed with one box in the second position away from the target pill:



basic setup

This is another simple and much used version that should be practiced and applied at every opportunity.

f. Goofball Special



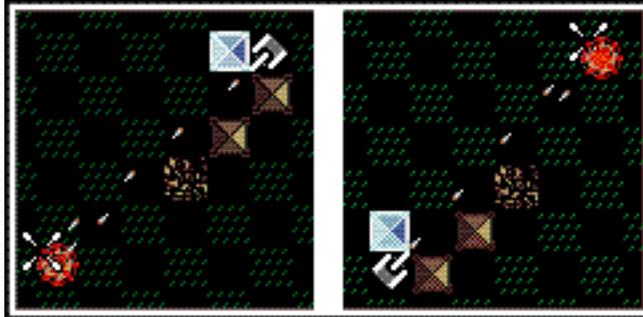
4 variations / easy-medium

This one is also good for spiking because it's a little difficult to learn at first, but easy once you've practiced it. In other words, use it against the fools who didn't download this guide!

II. More Good Takes

Some takes that are reliable but not as frequently used as the ones in Chapter One. The other 10% of my pill taking is with these family jewels.

a. BL's Balls



4 variations / easy

This method is much slower than the ones I've shown you so far, and than ones I will show you later, but it is popular and sometimes useful. (thanks to [Black Lightning](#) and his Training Barrage map for showing me this one).

Build the necessary walls, after checking for mines, and wedge your tank between the two diagonal walls as shown above. It is possible to do this trick without the wall I've inverted in the illustration with a little practice, but it makes it easier to get your tank in the right position. Notice that there is a pattern as to which wall the pill will shoot at, and that the southwest example doesn't follow the same pattern as the other three.

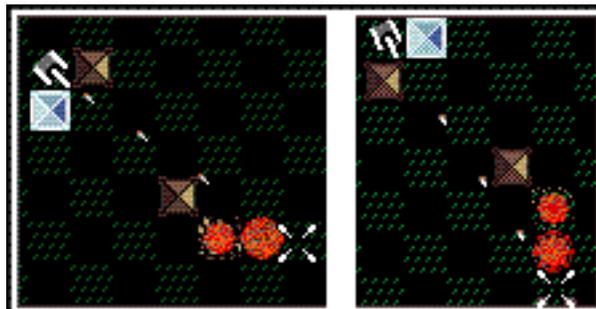
Santa version



medium

[Grinch](#) showed me this modification of BL's Balls, which he says he learned from [Santa](#). The walls are built in the same position, but the tank is further forward. This version is useful for when you are in a hurry, but can't risk sending your builder too close to the target pill.

b. The Bent Dipper



8 variations / easy

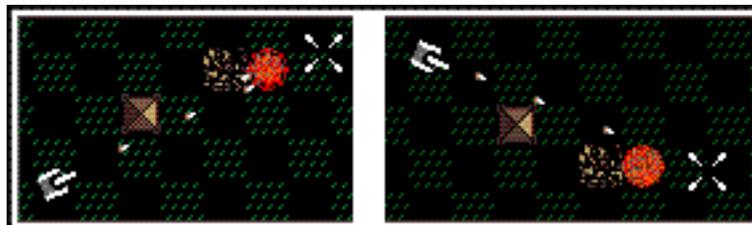
This method takes a little longer to set up than BL's Balls because the walls you need to build are closer to the enemy pill and therefore a longer distance for the man to travel. I like it, though, because it has more variations than the usual tricks, and because I figured it out on my own. Once again, the wall I've inverted in the illustration is not necessary, but is useful for positioning your tank. As with the Sneaky Bastard trick, two pills in the first and third block square positions can be particularly lethal to enemy builders.

Both BL's Balls and the Bent Dipper are good setups for shots like this, where you need to fire between two diagonal bases (such as these in the northeast corner of Wash DC map):



You can then watch for the enemy's man and shoot the base it will walk through, killing it easily.

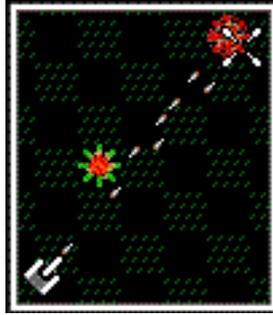
c. Crafty Bastard



8 variations / medium

This is another favorite of mine because it's easy to set up and execute, and it's not easily recognizable as a setup because it's only rarely used. The only other person whom I've seen use this method is [sluggo](#), but I figured it out independently.

d. El Gato Malodio



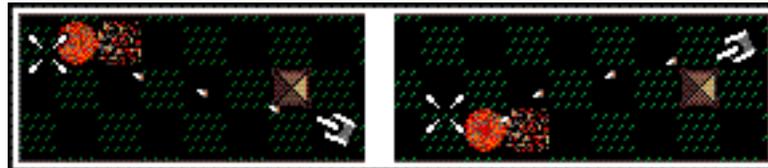
4 variations / medium

El Gato is another single pill take that is somewhat difficult to position yourself for. As with the other semi-difficult takes, this will give you a big advantage in pill wars. You can also put a block square one diagonal square closer to the target pill if you're a good enough shot, but that raises the difficulty rating to "difficult." ¡Ay!

III. Obscurity

These takes I don't use too much, mostly because they're too hard to set up (translation: I'm too lazy to practice them enough). I want this guide to be complete, though, so I am including them here. If you think a take should be taken out of "Obscurity" drop me a line and let me know why.

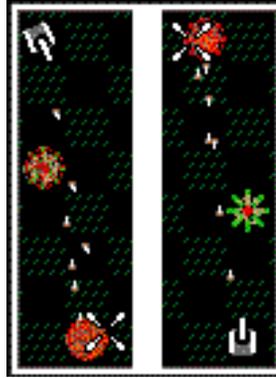
a. The 'Mute



8 variations / difficult

This technique is similar to Crafty Bastard but uses a different block square and a different tank position. [Wintermute](#) at UChicago described it to me. It is particularly useful, as Wintermute mentioned, using two pillboxes for block squares so that enemy builders can be picked off (as shown in the description of Sneaky Bastard). It is quite difficult to get your tank in the correct position on this trick, so it is of limited usefulness (your mileage may vary).

b. Baked Potato



8 variations / difficult

This one has three advantages: It's rarely if ever used (by anyone I've ever played), it's fast to set up and execute, and the block square is far from the target pill and therefore less likely to be in danger from enemy attack.

Well, that's it for the single pill takes. Here's a map of every block square I covered:

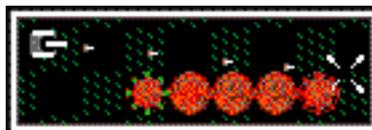
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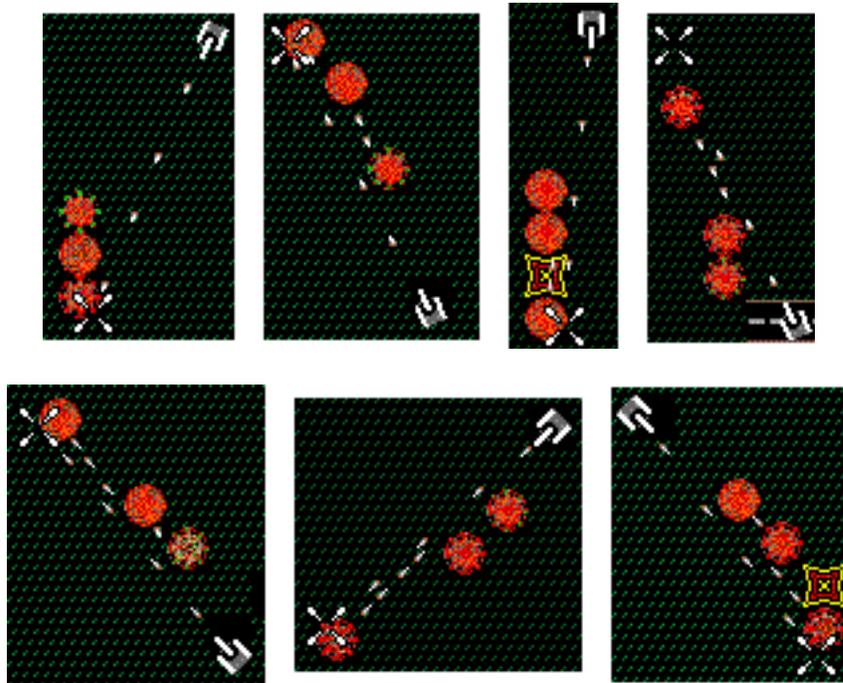
As you can see, if you learn all the tricks I described above, you will have quite a few options when you run across a neutral or enemy pill.

XIII. Double, Triple, and Quadruple Bunnies: Taking More Than One Pill at a Time



Once you've learned the patterns I show above, multiple pill takes are pretty much no-brainers. All you need to do is recognize the pattern and position your block square and tank appropriately. A lot of multiple takes can be done using just a wall as a block square, although it's generally safer to use a friendly pill. I've included a picture gallery of some useful double-takes below; you can see more in the

companion maps to this guide, doubles barrage parts one and two.



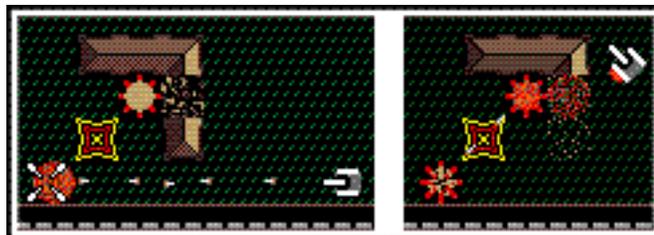
These double takes are based on: (clockwise from upper left) Psycho Neighbor, Sneaky Bastard, Phallus in Wonderland, Crafty Bastard, Triple Berf, BL's Balls, and Goofball Special.

Appendix One: Other Pill Taking Methods

The xav

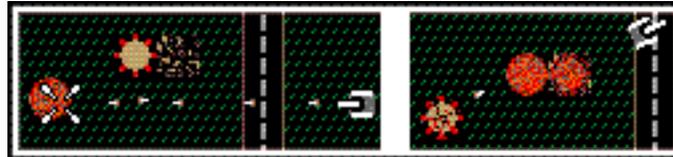
I name this easy and effective trick after my buddy xav because he loves to use it so much. Basically it is a decoy with only one player participating. It requires at least two enemy / neutral pillboxes and some walls to absorb enemy fire. Of course it's best if the walls are already there for you, but it's relatively simple (although slower) to build them yourself.

You start by approaching one of the pillboxes as if you were going to use the Hardliner Method on it (see chapter one). Make the first pass and get the pill respectably angry. Instead of waiting for the pill to cool down, move behind the second pill (and several walls) and let the angry pill kill it for you:



You can then go back down and finish off the original pill, which is by now quite calm.

[Hedgehog](#) told me about a fast and deadly version of the xav he calls the Sluggo Flyby. There is nothing essentially different about it from what I said above, but it is a good demonstration of how speedy and effective the trick can be.



Charge at the first pill and shoot it five or six times. Keep moving toward the pill as you are shooting, then circle up so that the first pill's bullets start hitting the second pill. Continue driving forward, keeping the wall between you and the second pill. You will probably be hit a few times. You can then return to pick up the dead pill or finish off the first one, depending on how much time you have. This maneuver is high velocity and has just one disadvantage: it may take a couple of extra seconds to pick up the dead pill because of the pill you pissed off to kill it.

Tricks to Use While You Are Allied (double take, decoying, leaving alliance)

Double Take

Double Take is a quick way for two people to take a pill without building anything. Both players approach the pill and start firing. The pillbox will shoot at the closest player, probably killing him, leaving the second player to move in and take the pill or continue firing and kill enemy builders.

I usually see this method in use when one ally comes across another in the process of taking a pill and joins in, taking some of the shots so the first player can continue firing.

Decoying



As has been stated in other guides, this method of pill taking is fast and difficult to counter. Using the fact that a pillbox will shoot at the nearest enemy, one player draws fire while the other shoots and kills the pillbox. Usually this technique is done with walls between the target pill and the decoy tank. A skillful player can build the next wall she will hide behind as the current barrier is disintegrated. If you don't have the time (or the builder) to build barrier walls, you can use available trees, enemy tanks, or your dexterity to avoid pill fire.

It is possible to decoy a pill without using any barriers, but the decoy tank will probably die. Just elude the shots from the target pill as well as you can by driving up, down, and in circles (not necessarily in that order). The shooting tank should survive with minimal damage.

Never use one of your pills as a barrier to decoy another pill unless you have the area very well guarded. A single mistake can destroy pills, builders and egos. For example, in a recent 2x2, I saw my enemies using one of their pills as a barrier to decoy mine. I crept in from the north, and started firing at their pill as soon as it was dead, killing both their builders. They stopped shooting at my dead pill and ran in to pick both up; I fixed my pill and killed both of them.

With practice and a good setup, it is possible to take more than one pill using the decoy method:



Once again, the possibilities are too many to describe in detail. You will eventually come across practically any setup you can imagine. Don't hesitate to get creative . . . you can take out more than two targets by having the shooter pause while the angry target pill follows a decoy tank and shoots through multiple pills.

The biggest difficulty with decoying is communication between allies. Some bolos who've played together for a while can predict their ally's next move and position themselves accordingly. In the beginning, however, you'll have to send some messages back and forth. If you really want to get organized, try developing a code to minimize typing: "ids" = "I decoy to the south," "ys" = "You shoot," etc.

Leaving Alliance

The Leaving Alliance method is a variation of decoying that resembles the xav. Only one tank is needed. The setup requires at least one friendly pill, one enemy pill, and some sort of barrier to absorb pill fire. First, the player shoots her own pill, angering it. Second, the player moves so that the enemy pill (and hopefully some barriers) are between her and the friendly pill. Next, the player leaves the alliance. The once friendly pill will shoot furiously at its new enemy, firing through the other pill to get to her. The player rejoins her former alliance and picks up the dead pill, safe again from the angry one.

Remember:

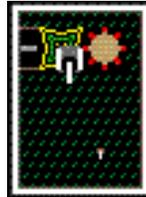
- . Tell your ally what you are doing or she will be befuddled, especially if she's never seen the tactic before.
- . Tell your ally to request you for alliance as soon as you leave. This way, the alliance will be made the instant you request it, and timing is important for this move.
- . Check the bolo menu and make sure that your allies are checked so that you can hit Command-R and

request them quickly when you need to.

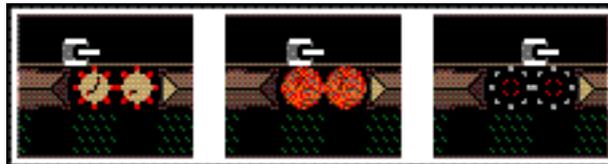
Although this method is widely accepted and used, some players consider it bad etiquette. If you are playing with strangers, it might be a good idea to ask if they will allow the technique to be used.

Keeps on Passing Me By: Clever Use of a Bug in Bolo

You may be familiar with the bug in bolo which allows the tank to confuse a pillbox so that it will shoot in the wrong direction. It is usually used to fuel off of spiked bases as shown below (Scym was the first to show me this technique):



Basically you need to drive right up to the pill, turn 90 degrees and start moving as slowly as possible (no auto-slowdown, remember?). The pill will shoot parallel to your movement instead of shooting you. You can also (if the lag is agreeable) start and stop, timing your movements with the pill's bullets. This technique can also be used to decoy pills, and to kill pills without using any bullets:



This is quite difficult to do, especially with lag (you must come in at a steep angle and time and steer your tank perfectly), and is therefore not very practical, but it is a lot of fun so I recommend trying it out.

Appendix Two: Strategy Tips

General Tips

When you are killing a pill, never allow yourself to take more hits than necessary. Fire just enough shots to kill the pillbox, then turn and accelerate simultaneously to avoid stray shots. You will learn as you play to guess when you have fired enough to kill the pillbox (it takes 15 shots, but it's impossible to count off the 15 in the middle of a game). It is also convenient to know how a pillbox's appearance indicates the number of shots needed to kill it. Look at the illustration at the top of this guide for an example.

If you are playing with invisible mines, always shoot the square you are planning to build on before you send your builder out. Also make sure that the pillbox you are building near is not shooting at you, unless you are positive you can time the building right.

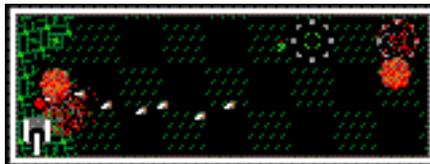
If you are having trouble figuring out where to build walls so that the pillbox will shoot them instead of you, use the cursor to count off the squares. Learn how many squares away you need to coordinate your block squares or to position your tank, then count them off during actual play. It may seem slow at first, but it will get easier with experience. Eventually you should be able to get in the correct position without counting.

If you use enough wall / pills to absorb all the shots from a pill (usually 3 walls will do it with lag) you can keep firing at the dead pill and kill a foolish enemy's builder.

If you are in a game on a map with a lot of walls, use neutral pills to clear buildings away from the bases so that you won't have to do it yourself later. Shoot the neutral pill until it is near dead, then let it shoot through the buildings around your base trying to get to you.

When you see someone set down a couple of pills to take your pill, use their setup against them. There is nothing more satisfying in a game than taking the two pills your enemy thought they were going to use to take your one before they know what's hit them.

Rebuilding a Pill That You Use as a Block Square



One of the dangers of using a friendly pill to block the shots from an enemy pill is that when you are done, there are two dead pills sitting there, ripe for the poaching. The best way to avoid losing both pills is to rebuild your pillbox fast enough so that nobody but you and your allies can get near the booty. Here's how:

Before you start taking the enemy pill using your pill as a block square, check to make sure that you have selected the pillbox building tool. Watch the friendly pill carefully: if you time your builder wrong, it will die a horrible death.

Your pillbox will die before the enemy pill does. The **INSTANT** you see your pill die, send your builder out to fix it. Finish killing the enemy pill as your builder is on his merry way, then turn and accelerate away to avoid the last stray shots. Ideally you should turn so that the enemy pill will shoot away from the pillbox your builder is about to fix. You have about one second (lag free) between the time your pill dies and the time the first bullets from the enemy pill hit you to send your builder, depending on how close your pill is to you. If you send him too early, the enemy pill may kill him as he is rebuilding; if you send him too late, the shots from the enemy pill hitting your tank will kill him as he leaves.

Also keep in mind the state of the terrain between you and your pill. If your pill is surrounded by swamp, you can safely send your builder out several seconds before your pill dies (depending on lag).

The problems with this method are few. The worst problem is predictability. If you repeatedly rebuild your pill in the exact same way, it becomes pretty easy for a good opponent to anticipate the position of your builder and kill him. To avoid predictability you can try these tricks: rebuild the pill before you see

it die (this is more difficult but possible); don't rebuild the pill immediately, and

use another pill to guard your spoils (Santa likes to do this); use 2 pills, or a pill and several walls as block squares so that you will have full armor when the enemy pill is dead, and will be able to protect the dead pills from a poacher. Another safety measure which takes some skill to execute: start taking the pill but stop before either pill is dead. Retreat and fix your pill then go in and finish off the target pill. This method will leave your pill angry and you shooting at the dead pill, ready for enemy builders.

LAG: if you are rebuilding your pill in heavy lag, you should not attempt to rebuild it until you see that it is dead, otherwise you will almost certainly lose your builder. You may lose your builder anyway, because lag sucks.

([sluggo](#) was the first player I saw use this rebuild method, so thanks go out to him)

Strategy Tips for Pillbox Wars

(adapted from a post [xav](#) made to rec.games.bolo)

This is not a strategy guide, so I will just give some basic tips to get you started.

1. Location:

Pill Wars are where the most heated bolo battles take place. Usually they will happen on the border between your territory and the enemy's. To get the most favorable setup for yourself early in the game, figure out where the war will most likely take place and set up your pills so that any pills the enemy places on the other side will be out of range of your base(s). Make sure you have as much ammo available as possible, and that you have plenty of space to move around behind your pillboxes.

Never use your pills to protect a coastal base. You need to be able to get behind your pills to defend them, and defending from deep sea is nearly impossible. Coastal bases can be invaluable to refuel from, but bad to war around.

2. Placement:

Place your pillboxes in a more or less straight line along the battle front. Try to avoid setting up double takes for the enemy, and always build so that each pill is protected by at least one other. Use some of the more obscure set-ups detailed in this guide so that you can take enemy pills quickly if you have the opportunity. Do not send pillboxes past the enemy front unless you are prepared to lose them.

If you are losing a pill war, try pulling your pillboxes out and moving back (provided you have enough bases to support such a move). This will force them to move their large mass of pills and can often allow you to pick up a few more as they do.

Sometimes seven pillboxes in one area is no better than five. If you are a good pill war fighter, pull a couple back to protect your main fueling bases. Extra pills, placed badly because you have so many and you need them out of the way, will be quickly taken. Pull them back to use later, or just carry one for offensive fire power.

3. Tactics:

Patience is important. You don't have to rush in and grab that pill; you don't have to fix a dead one right away; you don't have to be the aggressor. You can often sit just off screen, let the enemy do what they want (and hopefully take some hits). Anger your other pills at the right time, let them die, and then make your move.

Be careful when killing enemy pills. Try not to use your pills as block squares as that is one pill down for the enemy. If you ever play with Smoke, he will NOT shoot a decoy if you're behind a pill. If you do use a pillbox to decoy behind, use one that is not closest to the enemy. That way, if it dies, a closer pillbox to the enemy will discourage them from trying to pick off your builder fixing it. Also, it is generally easier for the shooter to repair the pillbox being used for the decoy. The shooter can gauge the shots better, whereas the decoy is often busy not getting hit.

Anger one or more of your pills when you're taking an enemy pill. This will make it harder for them if they get in range, and stops them from simply driving in and picking it up instead of fixing it. Also, if for some reason you screw up and kill your own pillbox, you will have protection set up.

If you know your dead pill is being covered by the enemy, have a teammate drive around and harass / kill that person so you can fix it. Also, you can drive up close to the pill and release your man as you turn away. Your man will get there much quicker, catching the watching enemy off-guard. The enemy will have to shoot AS you drive up to hit your man. You can watch for this, and if he shoots, don't repair. You can force the enemy to waste ammo by doing this several times without fixing.

If one of the enemy pills is down and being covered by an ally, try taking another. If you do it near the dead one, there will be less pills to shoot at you when you go in to pick them up. If you take one further away, it will divide the enemy's attention, improving your chances to take the pill or kill a man.

Take shots for your partner. Even with angry pillboxes, you can grab a dead pill if your partner will draw fire from enemy pills until you get in.

If you have the advantage in a pill war, you can use it to stall. If only one teammate has a man, stall until the other men come back. That person can manage the pills while the others drive around to kill and harass the enemy. They spend time killing you instead of your pills, and you get your men back.

Also, if you have a large pillbox advantage, you can stall and have teammates take out their crucial bases. If they have less pills than you, they probably have had to sacrifice protecting their bases in order to try and hold off your pills. One careful defensive teammate can hold off 2 to 3 people while the others take out their supply line.

If you are the only teammate with a man, don't make any dangerous offensive maneuvers. Let the others rush in in dangerous situations, your job is to manage the pills. One pillbox is not worth your man, especially if no one else has one.

You don't need full armor to manage the pillboxes. You don't need full ammo to take one out. Get on and off that base quickly and back to the action. If you know you can take your time, then you can sit on the base as long as you like.

Often when one of your pills is dead, the enemy is so focused on watching you and angering their own pills to keep you from getting it, they might not notice your teammate coming from behind. Your ally can sometimes sneak in and fix the pill, or at least get the enemies pissed-off pills to fire on their

masters.

Credits



I'd like to thank the following people for their contributions to the guide:

Direct contributions: xav, Tiger, Grinch, Wintermute, Black Lightning, apocalypse, Hedgehog, GreenGrocer, KevDog, Puppy Love

Indirect contributions: sluggo, santa, God, Leech, Scym, Ixion, Ender, stimpj

Special thanks to Stuart Cheshire for making it all possible (gentle reader, please send in your shareware fee)

This is the second version of this guide. Here are the changes from the first version:

- . Took out the goofy picture at the top and put in a new groovy picture
- . Changed the names of a couple of tricks
- . Added two brand new tricks (El Gato Malodio, 'Mute) and several new versions
- . Took out the ascii charts and time measurements
- . added or modified about 34 screen shots (for a grand total of 60 pictures), put cool borders around all the shots (thanks for the idea KevDog)
- . trimmed the edges off a few of the screen shots to save memory
- . reorganized the takes into descriptive chapters
- . added a section on pill massage
- . fixed grammar and spelling mistakes, simplified the text

The Small Print

This guide was written in July 1994 and updated in December 1994 by Deadsy. All takes were performed and discovered on Bolo version 0.99.2. Copying and redistribution of any part of this document in any form is encouraged, but if you make any modifications, don't distribute it under my name. If you know any takes or techniques that aren't in this guide send them to: apodaca@colorado.edu. You may be immortalized with a take named after you! I spent a lot of time writing and researching this guide, so I'd appreciate comments and suggestions on how I can make it better for the next release (end of summer?).

This guide is available via FTP at [noproblem.uchicago.edu](ftp://noproblem.uchicago.edu) and on the URL:

<http://prog.vub.ac.be:8080/~gpappas/Bolo/PBguide/pbguide1.html>

Hasta, Deadsy.