

Advance Wars 2 Design Mode FAQ

by ZenTheOutcast23

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Advance Wars 2	
For the Game Boy Advance	
Design Mode FAQ	
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Version 3.2	

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Design Mode Guide

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=====II. Revision History=====

v.1 May 15, 2003 - Completed the initial version of the guide. Updates later for sure. Hopefully I'll get some submissions too.

v.1.1 May 21, 2003 - Reformatted the guide, with the help of my good friend, Meowthnum1.

v.1.2 May 24, 2003 - Added new maps- Island Strike and Chess Game, both by yours truly, corrected some spelling and grammatical errors.

V.2.4 July 22, 2003 - Whew, big changes. First of all, I added some Advance Wars 2 maps making this an Advance Wars 2

~IV-b. Terrain Types~

There are several terrain types in Advance Wars, each with its own properties and characteristics. Here I will give a brief explanation of each. The summaries will look like this.

Terrain Name

Defense: How much damage protection units gain while on this terrain, 1-5 (in *s)

Movement Cost: How much movement each unit type must spend to cross this terrain under normal weather. (If a unit type isn't listed, it can't cross that terrain.)

Special Characteristics: Whether or not this terrain type has any special conditions.

Now the Terrain...

Plains

Defense: *

Movement Cost: Inftry-1, Mech-1, Tires-2, Tread-1, Air-1

Special Characteristics: None

Road

Defense: None

Movement Cost: Inftry-1, Mech-1, Tires-1, Tread-1, Air-1

Special Characteristics: Movement costs aren't affected as much by rain or snow.

Forest

Defense: **

Movement Cost: Inftry-1, Mech-1, Tires-3, Tread-2, Air-1

Special Characteristics: In fog of war, units in forests can only be seen by units in a square directly adjacent to it.

Mountain

Defense: ****

Movement Cost: Inftry-2, Mech-1, Air-1

Special Characteristics: Infantry or mech units on top of mountains gain extended vision in fog of war.

River

Defense: None

Movement Cost: Inftry-2, Mech-1, Air-1

Special Characteristics: None

Sea

Defense: None

Movement Cost: Ships-1, Trans-1, Air-1

Special Characteristics: None

Reef

Defense: *

Movement Cost: Ships-2, Trans-2, Air-1

Special Characteristics: In fog of war, units in reefs can only be seen directly adjacent to it.

Shoal

Defense: None

Movement Cost: Inftry-1, Mech-1, Tires-1, Treads-1, Trans-1, Air-1

Special Characteristics: Landers can be loaded or unloaded on shoals.

HQ

Defense: ****

Movement Cost: Inftry-1, Mech-1, Tires-1, Tread-1, Air-1

Special Characteristics: Repairs and supplies ground units ordered to wait on it. Provides

preset amount of funds per

property per turn to player controlling it (does not apply to pre deployed maps). If an enemy unit captures a player's HQ, that player loses, and all of his or her properties go to the captor.

City

Defense: ***

Movement Cost: Inftry-1, Mech-1, Tires-1, Tread-1, Air-1

Special Characteristics: Repairs and supplies ground units ordered to wait on it. Provides preset amount of funds per property per turn to player controlling it (does not apply to pre-deployed maps).

Base

Defense: ***

Movement Cost: Inftry-1, Mech-1, Tires-1, Tread-1, Air-1

Special Characteristics: Repairs and supplies ground units ordered to wait on it. Provides

preset amount of funds per

property per turn to player controlling it. Can deploy ground units.

Airport

Defense: ***

Movement Cost: Inftry-1, Mech-1, Tires-1, Tread-1, Air-1

Special Characteristics: Repairs and supplies air units ordered to wait on it. Provides preset

amount of funds per

property per turn to player controlling it. Can deploy air units.

Seaport

Defense: ***

Movement Cost: Inftry-1, Mech-1, Tires-1, Tread-1, Ships-1, Trans-1, Air-1

Special Characteristics: Repairs and supplies sea units ordered to wait on it. Provides preset

amount of funds per

property per turn to player controlling it. Can deploy sea units. Landers can be loaded or unloaded on Seaports.

Pipe

Defense: N/A

Movement Cost: N/A

Special Characteristics: No unit can move over or through a pipe.

Seam

Defense: 99 hp.

Movement Cost: N/A

Special Characteristics: No unit can move over or through a seam
unless it is destroyed.

Once a seam is dealt 99
points of damage, it is destroyed and replaced
plains square. Seams cannot be damaged by
Silos.

Silo

Defense: ***

Movement Cost: Inftry-1, Mech-1, Tires-1, Tread-1, Air-1

Special Characteristics: If an infantry or Mech unit moves on top of an
unused silo, a new,

"launch" command is shown.

Missles can be fired at any location on the map
even locations hidden by fog of war. Any unit
within two squares of

the targeted space is

Damaged by 3 hp. Silos can damage your own
units. Silos cannot destroy units. Silos can only
be used once.

Whew, Now onto units...

~IV-c. Units~

Okay, not much to say about units; You obviously cant place ground units
in the sea or vice-versa. If you only place units and no production properties,
the map is classified as a Pre-Deployed map meaning, that there will be no
concept of money and once you lose units, theyre gone. Remember the 50 unit per
player rule and try not to go crazy with units, it makes the map less fun.

=====V.Tips & Strategies=====

I expect this to be a pretty short section. I'm just gonna lay down a few
tips you might want to use in some of your maps. Use them if you want. If not,
meh.

- Try placing bases and cities on secluded islands and starting out with
nothing but a few ground units and some landers.
- Make a thick section of mountains and fill the spaces between the
mountains with forests to create a sneaky mountain pass.
- Try to evenly spread out the properties. Giving yourself an unfair
advantage sucks the fun out of the map.
- Spread out the HQs for a longer game, place them closer together for a
shorter game.
- Divide the map with a river or mountain range and place an equal amount
of properties on either side. Set the rules to end the game after any
player captures one more property than their side has for a do-or-die
capture map.
- Try making a D-day type map with a horde of ground units invading a
mainland from tiny islands via landers.
- Pitting three small forces against one large one makes for an

interesting battle with/against your friends.

- More later, Maybe.

=====VI. Maps=====

Here I will put up some of my maps. But first, heres the legend;

#=Plains, (=) =Road, (-) =Bridge ^=Mountain, %=Forest, I=River, ~=Sea, \$=Reef, 0=Shoal, Q=HQ, C=City, B=Base, A=Airport, S=Seaport, &=Silo, @=Pipe, :=Seam

Okay, in some cases, I'll need to display the units with ASCII. I=Infantry, M=Mech, R=Recon, T=Tank, D=Md. Tank, N=Neotank, A=APC, a=Artillery, r=Rockets, n=Anti-Air, m=Missles, F=Fighter, B=Bomber, b=B-Cptr, t=T-cptr, l=Battleship, C=Cruiser, d=Lander, S=Sub X=Blank.

~VS. Maps~

Wood Pass

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BY: Kyle (Author)

NOTES: Move your people through the forests to hide them and capture as many buildings as you can. Sturm, Grit and Kanbei work exceptionally well.

Properties: Each player controls the three cities surrounding their HQ. All other properties are neutral.

Units: Whew long list...Each player controls:

- 4 infantry, 4 mechs, 3 tanks, 3 anti-air, 2 recon, 2 md-tanks, 2 APCs, 2 artillery, 2 fighters, 2 bombers, 2 b-copters, 1 rocket, 1 missile, and 1 t-copter.

Spread these units evenly around the area where their HQ is placed

Opposing Sides

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By: JPagano2

Properties:

- Rows 1-5 are sea
- Row 6, the HQ and the leftmost city belong to OS.
- Row 7, the leftmost city and HQ belong to OS. The next two cities from the left are neutral. The two airports next to those are neutral, and the base next to those is neutral. The rightmost airport belongs to BM.
- Row 8, the leftmost two bases belong to OS. The rightmost city belongs to BM.
- Row 9, the leftmost city belongs to OS
- Row 10, no properties.
- Row 11, there is a silo on the OS side and the rightmost city belongs to BM.
- Row 12, leftmost city belongs to OS, and the base to the right of it is neutral.
- Row 13, leftmost city belongs to OS, and the rightmost base is neutral.
- Row 14, the city is neutral (On BM side)
- Row 15, leftmost city is neutral and there is a silo on the BM side.
- Row 16, the base and city belong to BM,
- Row 17, the two leftmost cities and the leftmost base are neutral. The rightmost city is BM's.
- Row 18, the two bases belong to BM
- Row 19, the leftmost airport belongs to OS. The next two airports (Going right) are neutral. The rightmost city and HQ belong to BM.
- Row 20 is sea.

Units:

Orange Star is on the left, Blue Moon on the right.

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BY: Kyle (Author)

NOTES: The center is important, try to get there first, then hide your units in the forests around the path to your HQ and ambush your enemies.

Properties: Each player controls their HQ and the city and two bases closest to it. All other properties are neutral.

Units: None.

Love Those Odds!

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By: RabidRabbit

Notes: Well this is a map I made for Advance Wars I, but I felt it was a good map none the less. It is your typical 2vs1 map with Orange Star in the upper right hand corner and Green Earth with Blue Moon in the lower left on teams. However, Blue Moon and Green Earth start out right next to each on the same island. This is may may make things difficult because you then have to make sure you leave enough properties for your teammate while if you play with the computer it only cares about itself. The Island is basicly divided in two and turn befor Green Earth this way it's slightly further away from properties and as you might have guessed Green earth is to the right. If you think this map is alright I have another which is a Four-player map entitled Go-Team.


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BY: Kyle (Author)

NOTES: Possibly the greatest and most complex map Ive ever made,
definitely one of my favorites. This map is made to be 3 against 1.
Orange Star on the far left, Yellow Comet in the middle, Blue Moon
in the top right, Green Earth in the bottom right. Obviously, Yellow
Comet Vs. allied Orange, Blue, and Green. I highly advise setting
the funds around 1000 or 1500 as you will still be getting alot of
money, especially Yellow Comet.

Properties: Orange Star controls the HQ, the city next to it, and the two
bases closest to it's HQ. Yellow Comet controls all the
properties on the center island, Blue Moon and Green Earth
control their HQs and the Base and two cities closest to them.

Units: Oh jeez. Orange Star - 2 infantry, 2 mechs, 2 recon, 2 tanks, 2 md
tanks, 2 APCs, 2 artillery, 2 anti-air, 2 missiles, 2 fighters, 2
b-copters, 2 t-copters. Blue Moon/Green Earth - 2 infantry, 2
recons, 2 tanks, 2 artillery, 2 anti-air, 2 missiles, 2 fighters, 2
t-copters, 1 mech, 1 md tank, 1 APC, 1 b-copter. Yellow Comet - 4
APCs, 4 artillery, 4 anti-air, 4 fighters, 4 bombers, 4 t-copters, 4
landers, 2 landers, 2 infantry, 2 mechs, 2 tanks, 2 b-ships, 2 subs,
1 md tank, 1 rocket. Place these units in a symmetrical pattern,
radiating from their corresponding HQ.

WW2 Europe

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BY: JapaneseCowsRule

NOTES: This map ive been working on for a long time, it took a long time to make and it is version 1.4 now. Orange star is UK with US assistance, Blue Moon is Russia. Green Earth is Germany, and Yellow Comet is Italy. Orange and Blue are allies. Germany and Italy are allies.

Properties: All propertys on UK are orange, every city to the north west of, directly west of, and directly north of Hor 10 Ver 11 are orange star, the city on hor 5 ver 16 is orange star, 2,19 is orange, all cities from 10,19 to 12,18 are orange 28,18 to 30,17 are all orange and 13,2 is orange. every city north east of 22,11 is blue moon. The cities below the alps are italian along with (17,11), (18,12), (20,19), and (6,19). 22,15 to 24 15 are all neutral and the rest are green earth.

Units:

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Now for the explanation of forces. all units directly west to the north west of 10, 11 are orange. 6,15 and 6,16 are orange, 12,20 through 9,18 are orange, 2,19 and 2,20 are orange, 25,20 through 27,18 are orange, 28,17 through 30,18 are orange. 13,2 is, 15,1 is, 26,1 is. All units directly north, directly east, and north east of 20,16 are blue moon except 29,12. 30,12 24,1 23,1 23,2 and 26,1. 24,17 and 25,17 are blue moon's battleships. all units between 19, 3 and 10,9 are green earth except 18,6. all units between 13,17 and 17,20 are green earth. 21,18 and 22,18 are green earth. 12,10 and 13,10 are green earth. 24,1 23,1 and 23,2 are green earth. All other units are yellow comet. Orange star should play as anyone one from orange star, Green Earth should play as anyone one from green earth, though Eagle works best. Blue moon should play as anyone one from blue moon. and yellow comet should play as either drake or sensei. it takes a long time to load up this map and the first turn takes 30 minutes, but the rest of the turns should be much quicker. Green earth will have their CO power filled by the end of their first turn and yellow by the time they take down one battle ship. Strategy: While most of the action take place in europe it is often decided by who end up





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By: Kyle (Author)

NOTES: This is a fun one, break through the seams, the airports can be vital to success. This is really the most fun against humans as they will break the seams as well. Feel free to add plains where you may in those big blocks of forests around the shelter.

Properties: Each player controls the four properties around their HQ.

Units: None.

### Kanbei Rebels

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By: DarkSkywalker

Notes: Basically the same idea as the final battle except the enemy units are have LOADS more defense. Destroy the air force and then get ready for the main fight at the bridges.

Properties: OS, GE and BM control all the properties in their area up to the city in the middle of the roads. Yellow Comet controls all the properties on the right hand side of the river, all other properties are neutral.

Units: OS, BM and GE: 2 infantry, 2 mechs, 1 tank, 1 md tank, 1 apc 1 missile, 1 t-copter, 1 recon, 2 a-air, 2 b-copters, 2 fighters and 1 bomber. Yellow Comet controls, wow, long list 4 infantry, 2 mechs, 4 anti-air, 3 tanks, 3 md tanks, 3 artillery, 3 missiles, 2 rockets, 4 b-copters, 4 fighters and 2 bombers

### Rabbit Isle

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By: RabidRabbit

Notes: Your simple four person free-for-all (teams optional). Bridges are located on the map at (13,17) (12,9) (20,30). Basic point of the map is to win, you do so by gaining control of the various islands to boost your funds.

Properties: Each army starts off with the two bases, airport, and seaport. Everything else is neutral

Units: Start from scratch.

In the Dark...

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NOTES: This is a difficult FOW map because you may end up finding enemies you just aren't ready for. Start an army from scratch using the infantry you start with. You can choose to defend your own HQ by capturing near it, your quickly assault others capturing near an opponents HQ. It may need some perfecting, as the map just doesn't want to be perfectly symmetrical....



Blue Moon

- Max, Sami, or Kanbei, as indirect units will prove to be very hard to deploy until very close to the North Vietnamese base, so marching in with soldiers or a large wave of tanks is probably a better option.

Green Earth

- Colin or Hachi, as South Vietnam doesn't start with as many units as the others, so getting up to speed with their discounts is important.

Of course, these are just suggestions regarding what I find to work the best.

Properties: I think it would be easier to just go by coordinates for cities and bases, so here we go, in the form of (horiz. coord., vert. coord.).

Orange Star:

Cities:

- (17, 1)
- (21, 1)
- (13, 2)
- (17, 4)
- (13, 5)
- (18, 6)
- (15, 7)

Bases:

- (16, 1)
- (19, 2)
- (18, 3)

Blue Moon:

Cities:

- (21, 14)
- (23, 15)
- (19, 16)
- (22, 16)
- (15, 17)

Bases:

- (19, 17)
- (16, 18)

Green Earth:

Cities:

- (19, 7)
- (19, 12)
- (22, 12)

Bases:

- (22, 10)

All cities and bases not mentioned above are neutral.

HQs:Orange Star - top;

Blue Moon - bottom;  
Green Earth - middle.

Units: There are a lot of them, and they look like this:

```
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXIXIXMXXMXXXXXXXXXXXX
XXXXXXXXXXXXXXXXMXXIXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXMXXIMXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXMXXMXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXIXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXIXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXIMXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXTXMXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXIXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXdXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXIXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXIXXdXXXXXXXX
XXXXXXXXXXXXXXXXXXXXRXTXIdXXXXXXXXX
XXXXXXXXXXXXXXXXDTXDXXdXXXXXXXXXX
XXXXXXXXXXXXXXXXTXdXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
```

I'll just say this about who owns what unit, as it should suffice: every unit is owned by the owner of the nearest non-neutral city/base/HQ. The five landers are optional; they serve no purpose other than decoration, i.e., they show how the United States got there.

### Missile Range

```
Q=C=C=%^^^#=%A%A%#^^%=C=C=Q
=====%^^^#=%%%%%#^^%=====
C=B=&=A^#=#%#%#=#^A=C=B=C
=====^^^#=#%%%%#^^^=====
C=&=%^^#=#%C%C%=#^^%=C=C
=====%^^#%#=====%#^^%=====
%A^^^#===^%^^=##^A%
^^^B==%^^%^^%=B^^^
^^^#%#=#C%^^%^^%C#=#%#^^^
^#%#=#%&%#=#%#^
^#%#=#%&%#=#%#^
^^^#=#C%^^%^^%C#=#%#^^^
^^^B==%^^%^^%=B^^^
%A^^^#===^%^^=##^A%
=====%^^#%#=====%#^^%=====
C=&=%^^#=#%C%C%=#^^%=&=C
=====^^^#=#%%%%#^^^=====
C=B=&=A^#=#%#%#=#^A=&=B=C
=====%^^#=#%%%%#^^^=====
Q=C=C=%^^^#=%A%A%#^^%=C=C=Q
```

BY: Kyle (Author)





A: Nothing. The appearance is the only difference. Tall mountains are created when the space directly above a particular mountain square is a plains square or another mountain square.

Q: How can I submit my maps?

A: Try checking out section V-e. "Submitting your maps"

Q: Why doesnt my map work?

A: Make sure all the units have corresponding HQs, and check section III-a. "Requirements"

Q: Can I change the dimensions of my map?

A: I'm afraid not.

Q: Will the computer destroy seams?

A: Unfortunately, no.

Q: How do I erase my game and start a new one.

Q: What does that question have to do with design maps?

Q: I really want to know how to start a new game!

A: Go bother someone who makes an overall FAQ for the game!

=====VIII. Copyright Info=====

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=====IX. Credits & Contact Info=====

~Credits~

Here are all the people who helped make this guide possible;

CJayC - For creating GameFAQs.com, where my guide is hosted. thanks.

Meowthnum1 - As always, for giving me advice, support and inspiration towards writing my guides. Thank you muchly.



You, the reader - Without you, this guide would be pointless now  
wouldn't it? Thank you for reading my guide.

The contributors - That would be JapaneseCowsRule, Blade Beast,  
OutlawStar633, JPagano2,  
RabidRabbit and Kaeto san.  
Thank you for your maps.

Myself - For being such an avid writer! \*huggles self\*

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\*END OF GUIDE!\*

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