



(image from [paragonwiki](#))

Walkthrough & Strategy Guide

by @kwsapphire, with help from the [official strategy guide](#) by Chris "Baryonyx" Behrens, [ParagonWiki](#), and the [official forums](#). (Special thanks to [Snow Globe!](#))

League Size: 12-24

Incarnate Slot Experience: Earn iXP for Alpha, Judgment, Interface, Lore, and Destiny

NOTE: ANTI-MATTER PULSE

1. There is an auto-hit, unresistible damage power that hits everyone on the map every 30 seconds during the reactor phases of this trial.
2. Anyone who doesn't have a huge number of hit points should stick with the group for heals as much as possible.
3. The amount of damage dealt by the Anti-Matter Pulse is directly related to the amount of damage Anti-Matter has taken. The more damage he takes, the harder the pulse hits you.
4. **DO NOT ATTACK ANTI-MATTER UNTIL PHASE 4, AFTER THE PULSE HAS BEEN DISABLED** (unless going for the badge).
 - a. Do not use AoEs in the vicinity of Anti-Matter
 - b. Target pets very carefully or dismiss them if they can't be controlled.
5. **If Anti-Matter dies before Phase 4, the trial automatically fails.**

Phase 1: Reactor Hope

- 1. Kill WarWorks Guards**
 - a. These guys are present near the entrance and as you approach Reactor Hope.
 - b. After you kill enough of them, the Anti-Matter engages the damage pulse.
- 2. Collect Glowies & Power Up Terminals**
 - a. Glowies give temp powers that are used on the terminals around the reactor.
 - b. The reactor has 10 terminals, but only 6 need to be powered up.
 - c. The terminals cannot be powered up as long as WarWorks are present. The mobs can either be killed or knocked-back to free up the terminal.
 - d. **There should basically be two groups at this time:**
 - i. Group 1: fight mobs on the ground and collect glowies
 - ii. Group 2: run around reactor powering up terminals
 - iii. Players can move between the two groups as they receive or use temps, but overall each group should stick together for heals and faster killing.
- 3. For Anti-Antimatter Badge**
 - a. Bring Anti-Matter to below 10% health *before* powering up the 6th terminal.
 - b. In-depth strategy guide for this badge is available at [ParagonWiki](#).

Phase 2: Reactor Genesis

- 1. Kill Goliath Elite Bosses**
 - a. The EBs drop 3 power cells randomly among all players in the league.
 - b. The rest of the spawn dies when the EB dies.
 - c. Stick together in one or two groups to take advantage of buffs, heals, and efficient damage.
- 2. Collect Glowies & Power Up Terminals**
 - a. Same general premise as previous phase: power up six terminals.
 - b. This time **Anti-Matter must be near a terminal in order to use a temp power on it the first time on that terminal.** The second and third applications do not require AM's presence.
 - c. It's useful to have a tank or someone with taunt pull Anti-Matter around the reactor.

Phase 3: Reactor Infinity

- 1. Bunkers**
 - a. Split into 2 or 3 teams and break into the bunkers around Reactor Infinity (see map, above).
 - b. The WarWorks re-spawn over time, and the glowies re-stock.
- 2. Alternate, Bunkers**
 - a. If there are three illusion controllers, or stalkers, or a combination thereof, they can use the stealth vents near the back of the bunkers. (See diagram below)
 - b. They collect 8 power cells total each time they are restocked, and the bunker doors need not be harmed.
 - c. The rest of the league clears the terminals.
- 3. Power Up Terminals**
 - a. **Those with temp powers should prime 6 terminals around Reactor Infinity before Anti-Matter arrives.**
 - b. WarWorks must not be present.
 - c. **Anti-Matter must be present to use a temp power for the first time on that terminal if the terminal has not been primed.**

4. **For Bunker Buster Badge**
 - a. All three doors of one bunker must be destroyed within three seconds of each other.
 - b. Divide league into 3 even teams.
 - c. Have 1 player from each team bring a door to 10-15% health & hold. Ideally no “unpredictable” damage such as scourge and damage over time.
 - d. Once all doors at 10-15% health, league leader gives the command for all three teams to attack each door simultaneously.
 - e. Repeat at each bunker.

Phase 4: Fighting Anti-Matter at the Truck Depot

1. Disintegration

- a. A random person will be targeted for Disintegration. They will take damage over time, and if they die Anti-Matter heals a large amount of hit points.
- b. If you see someone with a bright green, glowing bubble, or calling for help, **heal them!**

2. The Obliteration Beam

- a. **Do not fly during this phase.** Obliteration can target players in the air, and players on the ground will not be able to see the visual effect.
- b. You will receive an on-screen warning **OBLITERATION BEAM FIRING!** The Obliteration Beam is a large green visual effect on the ground.
- c. Don't run back into the green circle if you make it out, and don't be under the beam when it fires!

3. For Avoids the Green Stuff Badge

- a. Don't let anyone get caught by an Obliteration Beam. Being hit by either the hold or the damage effect will void the badge.
- b. Do not get so absorbed into your attack chain that you become rooted. Get in the habit of moving a little bit after every attack, so that when the beam is coming, you are ready to move.
- c. In-depth strategy guide for this badge is available at [ParagonWiki](#).

4. Entanglement

- a. Players are randomly assigned a red bubble or a blue bubble.
- b. Standing near someone with the opposite colored bubble will cause damage over time, and stacks.

5. Time Stop

- a. **At 80% health**, Anti-Matter will freeze time and retreat to the north west recharge bunkers in the Truck Depot.
- b. **At 50% health**, Anti-Matter will freeze time and retreat to the south east recharge bunkers in the Truck Depot.
- c. **At 20% health**, Anti-Matter will freeze time and retreat to the south west recharge bunkers around the Truck Depot (see map).
- d. As soon as players can move, they should **destroy the terminals around the bunkers** (there are three or four). Anti-Matter regenerates health at high speed until the terminals are destroyed.

6. For Loves A Challenge Badge

- a. Do not destroy the terminals if going for this badge.
- b. In-depth strategy guide for this badge is available at [ParagonWiki](#).

Keys Bunkers.

Stealth Door

Destroy these three doors within three Seconds x3 bunkers for the badge at the end of the trial.

(image by [Snow Globe](#))