

McKinsey – Plant Defense Guide

This is a turn-based tower defense game with a time limit of 36 minutes. ([Click here to sign up and play the game for FREE!](#))

In this guide, we will walk you through:

1. [Game Objective](#)
2. [Game Description](#)
3. [Main Challenges of this game](#)
4. [How to tackle the game](#)



Game Objective:

The objective of this game is to safeguard a plant positioned at the center of a map and fend off invading pests.

Game Description:

- The game map is divided into a square grid, ranging in size from 10x10 to 12x12. Right from the beginning of the game, you'll encounter natural obstacles known as Terrain Transformations, which are spread across the game area.
- McKinsey recommends allocating 12 minutes for each map, resulting in a total game time of 36 minutes.

- The game is composed of three maps, and each map has two phases: the planning phase and the fast-forward phase.
- The planning phase is divided into 3 waves each comprising 5 turns. New stacks of Invaders appear at the map's border every 3-5 turns and advance toward the central base to attack. Your task during this phase is to strategize and set up defenses or obstacles to counter them. This phase continues until you've eliminated all the Invaders, survived until the end of the 15th turn, or your base is destroyed.
- The fast-forward phase occurs after the 15th turn of the planning phase. During this phase, all remaining Invaders from the planning phase will persist in their attacks. Your defensive setup remains fixed and cannot be altered. Invaders will continuously spawn and assault your base until it is destroyed.
- After completing the game, the number of turns your base survived becomes the basis for calculating your final score.

Below are the elements and resources in this game:

Base

Your base is represented by the native plant, and your primary objective is to protect it from invaders at all costs. If an invader reaches your base, you will lose the game.

The longer you manage to survive, the higher your score will be.



Invaders

In the game, there are two types of invaders. They both move in the same way on the map, and the only difference between them is the type of terrain that can slow them down.

Once an invader appears on your map, it will select the shortest path to reach your base plant. This path will be indicated by an arrow line.



Terrains

In the game, three types of terrains exist: Forest and Rocky, each of which slows down one type of invader for one turn, and Cliff, which blocks the path of both types of invaders, preventing them from passing through.

Each terrain occupies one grid on the map, and you cannot place terrain on a grid that already has another terrain or a defender on it.



Defenders

In the game, you have access to several defenders that help eliminate invaders by attacking them, though not all of them are available at the same time.

Each defender has two important specifications to consider:

1. **Damage:** Each defender can inflict a specific damage value on an invader's population.
2. **Range:** Each defender can cover a predetermined number of grids on the map. Generally, the higher an invader's damage, the smaller its range is.
3. **Placement:** Some defenders can be placed on the ground, while others can only be placed on trees.



Main Challenges of this game:

In this game, there are 2 main challenges:

- **Limited Information and Unexpected Events:** You must make decisions with incomplete information and adapt to unforeseen circumstances, including new invaders from various directions.
- **Dual Objectives:** You need to simultaneously focus on surviving each turn and maintaining your survival for as long as possible in the game.

Here are few tips to help you overcome these challenges:

- **Ready for Surprises:** Be ready for unforeseen events during the game
- **Strategic Resource Management:** Develop low-risk solutions using your terrains and defenders.
- **Practice:** Get hands-on and practice to better prepare yourself for the real test. ([Click here to sign up and enjoy unlimited FREE practices.](#))

How to tackle the game:

1. **Layered Defense:** Create multiple layers of defenders starting from the base (inside-out approach), using the terrain to your advantage.
2. **Close Resource Placement:** At first, put your resources near the plant to cover the smaller inner rings of the map better, where paths often come together.
3. **Resource Priority:** Place your strongest resources closest to the plant and gradually expand with weaker, longer-range ones.
4. **Adaptation Plan:** After 15 turns, you can't change or add more resources, so quickly change your strategy based on the invaders' patterns. Experiment during the early turns to figure out what works best for each type of invader.
5. **Smart Resource Use:** Use your resources wisely to create a balanced defense for the plant. Avoid defenses that are too focused in one direction. Remember, the goal in this game is to last as many turns as possible.


Share with a friend!

Sign up for any of these **FREE** tests & might win a surprise discount!

FREE BCG Casey Chatbot

What's included:

- Casey Chatbot Cases
- Crafted by former BCG Consultants
- Realistic formats & difficulty




Access for FREE

FREE Bain Aptitude (SOVA) Test

What's included:

- Numerical Reasoning
- Verbal Reasoning
- Deductive Reasoning
- Inductive Reasoning



Access for FREE

FREE McKinsey PSG Simulation

What's included:

- Plant Defense Simulation
- Ecosystem Building Simulation
- Unlimited Practice
- Real-Time Results



FREE for LIMITED TIME ONLY

Access for FREE