Elements of the game include fortifications, which are rectangular prisms, and rations, which are cylinders. Robots deliver the fortifications throughout First City to protect the city against the disasters that are coming their way, and for points. The fortifications are delivered in compartments at 4 different divisions on the map. The rations are delivered in slots near where the fortifications are put in. Before a disaster hits, robots can pull the chain to trigger sirens. In the final stages of the game, robots climb ledges, at 0.25 feet, 0.75 feet, and 1.83 feet off the ground.