

In the game, *Tactical Sabotage 200X*, the Player plays as a soldier who must infiltrate enemy territory to steal bombs from factories that are guarded by enemy soldiers and then plant those bombs in locations, either strategically or indiscriminately, that will cause all the bomb factories to explode.

You play as Raine, a rare crossbreed of human and whatever Kirby's race is. In this world, the Nazis have invented a time travel device and have come into the year 200X after travelling to the distant future to find and reverse engineer some futuristic bombs. They've set up their factories around villages and are mass producing bombs using futuristic technology. Raine must steal the bombs (which are the only thing known to be powerful enough to destroy the reinforced walls of the factories) and use them against the Nazis to stop their bomb production and send them back into the past where they will be held on trial for their atrocities in the war.

On the map, there will be several entities. Bomb Factories are the targets that the player is set out to destroy. The enemy guards circle around the Bomb factories to stop the Player from stealing bombs. There are also Civilian Villages which take off 1000 score if destroyed and might make the player feel bad if they destroy it. Ideally, there would have been more than one level but that didn't end up happening since OneDrive likes to sync old files over your newly edited ones.

The player's main goal is to blow up all the bomb factories in the level. Since the player can only detonate one bomb, they must steal many bombs from the bomb factories and create a chain between all the buildings on the map. The player's mid-game goal is to steal bombs without getting killed by the guards. The immediate goal is always to not be killed. Some other strategic goals the player can take on are to kite the guards away, sneak around the guards' kill radius without being caught and making paths that the bombs can chain explode off.

The only thing that can kill the player are the enemies. Enemies have 3 different states, Passive, Tracking and Killing. While in the passive state, enemies will walk around the bomb factory that they are guarding. If the player gets close to an enemy, then they will enter Tracking mode where the enemy will become faster and chase after the player. If the player leaves the enemy's Tracking radius, then the enemy will return to patrolling around the bomb factory. The enemy will not enter Tracking mode if the player is shift walking and sneaking around. The enemies will enter Killing mode if the Player enters a smaller radius within the tracking radius. This mode will be activated regardless of whether or not the player is sneaking. While in Killing mode, enemies will spray bullets in the general direction of the player with quite a decent falloff range. If a single bullet hits the player, then it's game over and the game will immediately restart.

In order to get a bomb in the player's inventory, the player must press the E key while on a bomb factory tile. The player may only have a small window of time to safely access the bomb factory since it enters in and out of the enemy's kill range. Since the player is unable to kill the enemies, they can either sneak around the enemy's Tracking radius to get bombs, kite the enemies away and try to get as many bombs on the field in the time it takes for the enemies to return or the player can simply run through, time their E key-hit for when they're over the Bomb Factory and pray that they outrun the bullets or that they all miss. If there is a bomb in the player's inventory, it will be placed on the ground in the overworld upon hitting the E key. The player can choose to place as many bombs as they have RAM to store them, or as few as they like. There are no penalties for either style of play, other than the added risk of dying to the guards when getting more bombs.

The player's main resource is the space between them and the enemies. Kiting the enemies requires the player to maintain a distance that is not so close that they are being shot at, but not so far that the enemy aggro resets. The player also needs to manage when to keep the enemy's aggro and when to let them go back to patrolling. The player can also slip into the factory if they can sneak right in between the enemies' kill radii. This would take a bit of spatial awareness from the player and some experimenting with the enemies' aggro ranges. The player will also stop if the edge of the level is reached so they must be able to get rid of the enemy's aggro before they get cornered and shot to death with no way out.

A minor mechanic for the player to manage is whether or not they have a bomb in their inventory. There would have been more choices of power-ups for the player had the OneDrive sync incident not happened, but nevertheless in the game's current form, the player is only able to have a single bomb in their inventory.

Another special resource the player needs to manage is the space between the bombs that have been placed in the world. Since the player can only detonate a single bomb over the course of the game, that one bomb being the first one the player picks up and places, the player needs to be able to judge whether the bombs are within each other's blast radii. If the player fails to position the bombs close enough so that they will be chained off of each other, the game will reset and the player will have to do it all again. If the player also fails to blow up at least one of the bomb factories, the game will treat that as a game over and restart.

The player also has a score. The score is calculated at the end and is based on the amount of enemies, bomb factories and civilian villages destroyed. A perfect game will yield 2400 points, 2 X 100 points for the 2 bomb factories, and 4 X 100 points for catching the guards in the blast. If a civilian village is blown up there is a penalty of 1000 points. The game will immediately start again after the player clicks on the end game score screen.

All of the beautiful art found in game was created by yours truly using the truly advanced graphics program Microsoft Paint. Please feel free to bask in their glory as you play through the game.

In conclusion, *Tactical Sabotage 200X* is a game where the player must sneak around or divert enemy guards so they can steal bombs from bomb factories. The bombs are placed around the overworld and when the player detonates the first bomb they must all chain to destroy all the bomb factories on the map.