

The concept of the game is a mixed between Pikmin and Lemmings

The player needs to mine/loot as much resources as possible from the map within a limit of time.

The player starts with the Town Hall/Main building and can produce a minimum of food per seconds as well as a limited amount of collector units.

There will be some areas with loot spread around the map and the collector need to loot it.



There are enemies and obstacles around the map, so the player needs to build Army camps and get upgrades in the Laboratory to be able to face the danger.



Army units can only combat so it is important also to level up the Town Hall to increase the amount of collectors.

It is possible also to build bridges, and blocks to help units reach their destination.

