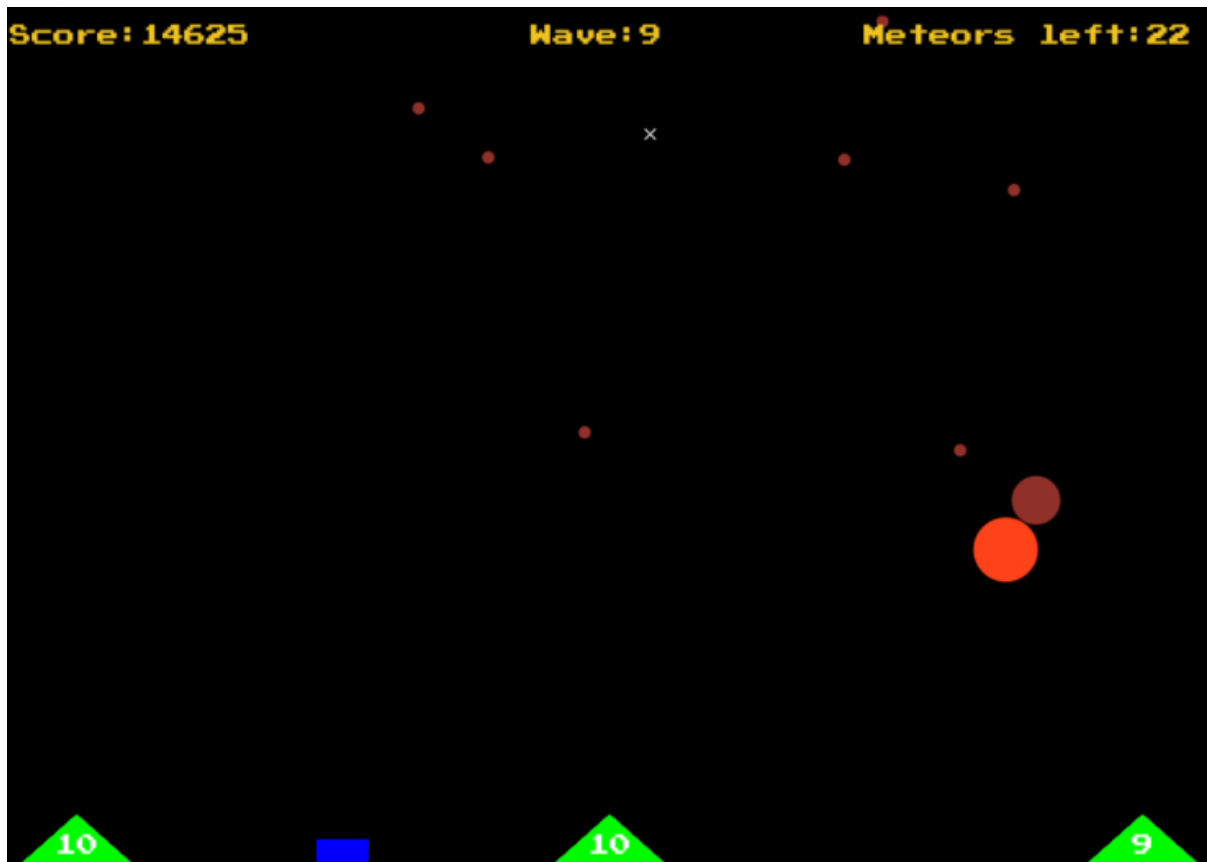# Welcome To

Ballista Command!

<u>Background</u>

Ballista Command takes place after the events of the hit game Missile Command. Good triumphed over evil, and Metro City was successfully defended against the missile barrages.

However, all is not happy as the sheer number of missiles produced has caused a fuel shortage and now no more missiles can be created.

Unfortunately, this hasn't stopped the enemy from wanting to turn Metro City into rubble! They have now invented a device that can reroute meteors, and now they're coming right for Metro City!

In the underground vaults of Metro City, a stockpile of bombs from the medieval ages were found, along with the blueprints for three massive ballistae to fire them. They have been quickly built and armed with the bombs and now it is time to defend.

Good luck out there soldier!

Controls

Launch Bombs

To launch bombs, you have two options:

You can launch a bomb from a specific ballista using the specific keys –

[Z] – Left Ballista

[X] – Middle Ballista

[C] – Right Ballista

Or use the mouse to utilise the intelligent firing system, which will fire from the nearest ballistae to the crosshair that has bombs left.

Note: Whilst using the mouse utilises the intelligent firing system, moving to the next ballistae when the original runs out of bombs, the classic key firing system will not change ballistae once one has run out.

Explode Bombs

To explode the bombs that are in flight, simply use SPACEBAR.

Bombs are exploded in the order that they are fired in and there is a minor delay in between each explosion.
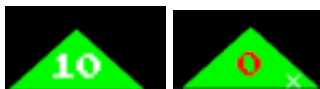
Components

City

These are the buildings in Metro City. You need at least one of these alive to keep playing. Though don't worry. For every 10,000 points earned, you'll get a destroyed city back.

Ballista

These are your means of defence. They have a supply of ten bombs each, per round, with the number of bombs left in a ballista being displayed. If these are hit by a meteor, then they lose all their remaining bombs.

At the start of each round, their bomb counts are set back to ten, ready to shoot some more meteors!

Meteor

The standard target for the game. All meteors must be destroyed or hit the ground in a wave for the next wave to begin. Though be warned, with every passing wave, the random starting velocity and the maximum (terminal) velocity that the meteors can reach will increase.

Also, after the initial round, meteors will have the ability to split, sending at least one additional meteor hurtling towards your cities!

Bombers and Satellites

After the initial wave, these enemies will appear. Initially near the top of the screen, but with each round spawning closer and closer to your cities!

Bombers and satellites will fly horizontally along the screen, firing up to a maximum of three meteors. Its best to destroy them before they have the chance!

Scoring

The general scoring is as follows:

Destroying a meteor: 25 points

Destroying a Bomber/Satellite: 100 points

Cities Surviving a Wave: 100 points x Alive City Count

Bombs Going Unused in a Wave: 25 points x Number of Unused Bombs

The above scores are also increased by a wave multiplier that is as follows:

Waves 1–2: 1x
Waves 3–4: 2x
Waves 5–6: 3x
Waves 7–8: 4x
Waves 9–10: 5x
Waves 11+: 6x

Loss Condition

Ballista command ends when every city has been destroyed.

Enjoy!