

# Airspace Commander

A tactical game created by Tallyrald (@Github)

Inspired by a classic - Missile Command – the future of a small town is now in your hands. Protect the people from harm by keeping the airspace clear. You'll have plenty of options to choose from...

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- 1) This is your score. Your goal is to score as high as possible. It also functions as a currency which is used to buy upgrades.
- 2) Your remaining rockets. If it reaches zero, you cannot fire rockets.
- 3) Upgrade buttons. Use them to buy and apply upgrades.
- 4) Research buttons. Use them to unlock bigger and more powerful engines and warheads.
- 5) Selection menus where you can select which engine and warhead you want to use in your rockets.
- 6) Nuclear launch timer. You can fire only 1 nuclear rocket every minute, this shows you how long until you can fire the next one.
- 7) Info panel. Here you can always see what costs how much or which upgrades do you have.
- 8) Play area. On the bottom you can see your buildings and their HP (shield HP if applicable). The rest of this area will soon be filled with enemy objects (the ones you should shoot down!).

## Introduction

In Airspace Commander you impersonate a military commander whose job is to keep safe a small town (luckily) houses scientists and engineers whom eagerly want to help you by researching and upgrading your weapons and defensive capabilities. All they need is for you to shoot down whatever objects come up on the sky. Good luck!

## Gameplay

Playing Airspace Commander couldn't be any more straightforward! Whenever you click somewhere on the play area (8), a rocket soars up in the sky and it will explode right where you clicked! Neat, right? But that's not all! As the explosion hits enemy objects, they do damage to them which could result in the objects destruction depending on its HP. Be careful though, you cannot possibly know exactly how much HP does an enemy have, it could need several hits before going down.

Your available rockets are displayed in the upper right corner of the menu (2). Thanks to the engineers you get extra rockets for every 10 points you score. Now for the fun part:

You can utilize upgrades which upgrade your buildings' max HP, current HP, you can install new shields on them or even upgrade any future shields you may activate. Please be aware that you cannot restore HP to currently active shields, only replace all at once. The new shields will have higher maximum HP if you upgraded them.

You can also research new (bigger) engines and new (more boom) warheads. There are small, medium, and large variants with an additional nuclear option for warheads. Nuclear warheads deal damage to all enemy objects on the play area (8), however you can only fire 1 nuclear rocket every 60 seconds. Use it wisely!

## Enemy objects

There are several enemies to encounter in Airspace Commander. Let's take a look at them:

### Rockets

Rockets are, well, rockets. They are basically the same thing you use, however there are some that have an advanced engine installed which allows for acceleration. Always be on the lookout for these!

Rockets explode when hit, creating a new blast. The warheads installed in them are the same type you can research. Yes, that means nuclear warheads too.

### Meteors

Meteors are probably the most predictable enemies. They just... fall. Down. Some need more than one hit to be destroyed but luckily their trajectory stays the same.

### UFOs

UFOs are here! Everybody take cover! These are heavily armoured opponents; they won't just go down from a single rocket.

### Jet fighters

Jets are fearsome. Not only because they are fast, but also because they are armed to the teeth! Watch out for surprise rockets as they cut through the sky!