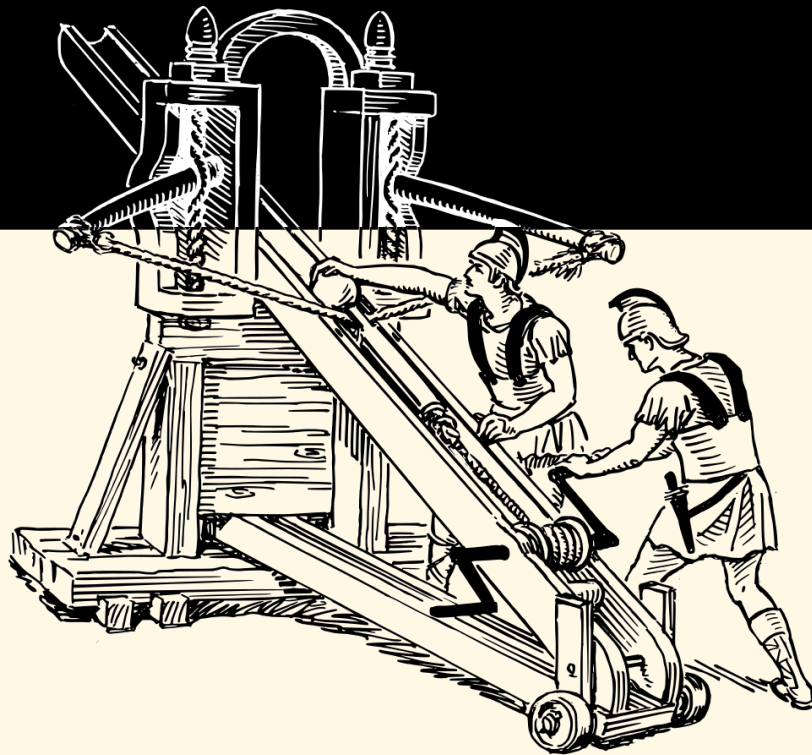


COMPUTER GAME

BALLISTA COMMAND™



BALLISTA COMMAND™

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PREFACE: You Are The Ballista Base Commander

As ballista base commander, you occupy the “hot seat” in Ballista Control. For weeks now Satellite Surveillance has been sending you photographs showing unusual arms buildup and launch base activity in enemy territory. Today, the analysts assure you, the enemy is in battle-ready posture. “Could they be mistaken?” you wonder. “Could this buildup really be exercises? war games?”. Don’t kid yourself, this is the real thing! It’s only a question of time now before the enemy launches ICBMeteors targeted for the remaining free cities of the world. “How much time?” you ask yourself. “Will it be tonight?”. Instinctively your hand moves to the hot line. “Ring, blast you! Get it over with!”

“Better cool it. Think about defense preparations.” you tell yourself. When the attack comes you’ll have only seconds to ready your antiballistic ballistae. The enemy is powerful. Intelligence has kept you posted on the enemy’s secret stockpiling of ICBMeteors in violation of international agreements. His long-range bombers and so-called “killer” satellites aren’t news to you either. No, your real... say it... fear is that the reports of enemy smart meteors may be true. Those treacherous babies can dodge antiballistic ballista bombs and home in on the target. What are the chances the enemy will drop smart missiles? “Pretty good,” you think. “Pretty good!”.

The situation is desperate. You know it. You’re going to have to rely more on tactics than sheer fire power. You’ll need all your cunning, all your courage, and more than a little luck. You’re suddenly aware that you’re sweating and freezing at the same time. How long now? How much longer?

“Red alert! Red alert!” screams the hot line. The sudden shock dislodges fear, starts the adrenaline flowing. You lift the receiver and hear “Enemy ICBMeteors on a heading for...” That’s it! Move! You press a button on the console in front of you. The base alarm shrieks the alert. ABBs in place now. Seconds to go. “Stand by! Ready to launch!” Enemy on the monitor screen. “Fire!”

HOW TO PLAY BALLISTA COMMAND™

YOUR MISSION: DEFEND THE CITIES

The enemy is determined to annihilate your cities. Your mission is to defend them as long as possible by destroying enemy weapons with your antiballistic ballistae. The more enemy weapons you destroy and the longer you defend your cities, the more points you score. When the enemy succeeds in destroying all your cities, the game is over.

ENEMY ATTACK WAVES

The enemy attacks your cities and ballista bases with ICBMs (intercontinental ballistic meteors). These attacks come in WAVES.

From the second wave onwards, enemy BOMBERS and SATELLITES will spawn to ruin your day. As if that were not enough, some of the falling meteors will split in two on their way down.

From wave 6 onwards, the dreaded SMART METEORS will spawn. These meteors will use their galaxy brains to dodge your attacks: it's down to you to find a way to endure. If the havoc wreaked by the Smart Bombs during the events of Missile Command is anything to go by you'll have your work cut out.

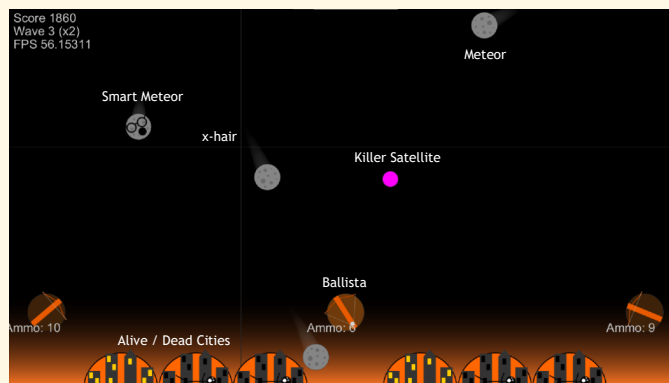


Figure 1. A typical late-game Wave



Figure 2. End of a Wave



Figure 3. End of a Game

There are no high scores in
Ballista Command.

In an apocalypse no one is around to congratulate
you for being the last one standing.

USING THE CONTROLS

MOUSE

Your job is very simple. All the best commanders died during the events of Missile Command, so the original joystick controls have been dumbed down. You have exactly four options of things to do.

Your ballistae automatically follow your mouse. AIM your Ballistae somewhere useful and then FIRE a bomb from the active ballista by pressing MOUSE1. You can EXPLODE all the bombs you've fired by using MOUSE2.

KEYBOARD

You can press 1, 2 or 3 to CHOOSE which ballista you would like to fire.

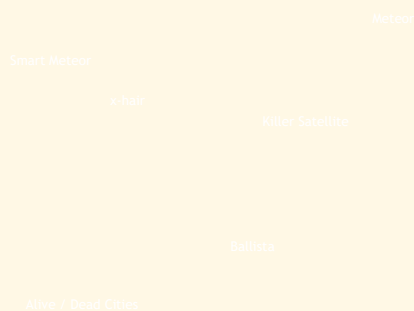
TIPS

The further away you aim, the more force your ballista will fire with.

Remember to always lead your shots, or the meteors will have moved by the time your bomb arrives!

Detonate sooner rather than later.

Don't fire at will, conserving ammo will earn you more points.



GAME MECHANICS

COLLISIONS

If an explosion hits a meteor, satellite or bomber, then that will also explode, with the potential to trigger chain reactions.

If a ballista gets hit, it will remain destroyed for the remainder of the wave, until such a time as it's safe to get an engineer out to repair it.

If a city gets hit it will be destroyed and the people in it killed. However, for every 10000 points earned you will be able to pay a necromancer to resurrect your left-most city. (Why left-most you ask? I don't know, ask the necromancer).

POINTS

Scoring

Points for weapons destroyed:

Meteor.....25

Satellite/Bomber.....100

Smart Meteor125

Bonus Points

City Saved100

Ammo Saved 5

Wave Multiplier

1, 2 x1

3, 4 x2

Meteor
5, 6 x3

Kill Satellite
7, 8 x4

9, 10 x5

11+ x6

All points are subject to a wave multiplier.
This is defined by the table on the right.

Alive / Dead Cities

THE META

ADVANCED STRATAGEMS

If you find yourself getting overwhelmed, try to prioritise saving the cities on the left of the screen. This allows you to keep one half of the screen alive which is much easier to manage.

If there are no cities at risk from a falling meteor it might be a waste of precious bombs to destroy it.

Patience can pay off! If you see two or more meteors on a collision course, aim at the point of intersection to save bombs.

Prioritise bombers as soon as they come on-screen. The late-game bombers drop meteors extremely quickly—don't give them a chance to release their payload.

Chain reactions are your friend!

If you can, try to destroy meteors as soon as they spawn. This minimises the time which they have to split. It is sometimes worth attempting to pre-empt the spawns of meteors by launching a 'parasol' of bombs. This is especially effective in later waves when the meteors are falling much faster than your bombs fall.

Smart Meteors will try to avoid your explosions, but they can easily be trapped between two explosions with nowhere to run to.

When

Bombs

Alive / Dead Cities