

BALLISTA COMMANDER

PREMISE

After a long war between the alien species, the Afari, and the human race, both sides' resources were spent. Right when a ceasefire was ready to be called, the evil Afari professor: Dr Blendo created a new meteor possessing technology. Sending an onslaught of asteroids and meteorites towards earth.

Due to dwindling resources and the earth being almost completely destroyed, the United Nations must pull out old trojan war technology to defend the planet. You are a humble historian who knows everything there is to know about ballista warfare and thus are brought in as the last hope to defend the planet with special remote detonation bombs provided by the UN.

CONTROLS

- **Left Click** – Shoot bombs
- **'A' or [Left Arrow]** - Select the turret to the left
- **'D' or [Right Arrow]** - Select the turret to the right
- **[Space]** - Detonate all bombs on screen
- **[TAB]** - Reset game upon game over
- **[Enter]** - Confirm entered name

GAMEPLAY

Bombs are shot where the mouse is pointed. They shoot out and slowly fall to the ground. You must shoot meteors to protect the cities of the last human settlement. Each has a health bar and takes damage per meteor, every 10,000 points you get the cities are restored. Luckily the UN's has meteor proof ballistae... for some reason, so your ballistae won't take damage but surrounding debris will hit the nearest city

You have 3 Ballista at your disposal each with 10 bombs (which are replenished each round), if you run out of ammo on one, you have to switch to another. The meteors come in waves; at the end of each wave, you are awarded points for unused bombs and cities that survived. Hit spying Afari Satellites for extra points!

If all cities are destroyed, it's game over. Input your name and your score will be recorded. Hit Enter to reset and play again.

POINTS

- **Destroy Meteors** – 25 points
- **Destroy Afari Satellite** – 100 points
- **Save Cities** – 100 points
- **Reserve Ammo** – 25 points

EXAMPLE SCREENSHOT

