Title: Mine Command

Version: 1.0

Genre: Action

Author: Fred Rique

Medium: ROM

Hardware: MSX1, 16KB

Hurry!

Our settlement cities are being attacked.

Our people is escaping but a small contingent decided to stay and fight for all. we may never know how many of our loving families and friends managed to escape.

But we can hope.

Hope and fight!

Prevent all inbound missiles from reaching and destroying our cities. Use the joystick or cursor keys to move the reticle and the button or space to lay air mines . Each city starts with a crew group capable of producing **3** mines every new wave. When a city is destroyed, some of its crew escapes on a hover and heads to the nearest city.

If they get there, they will add to this city production effort. Due to the evacuation, a single city can easily accommodate all other crew groups. the crew population on a city is represented underneath them . The civil population will sacrifice themselves to help the crew escape, so all groups board a hover when a city is destroyed.

The crew work underneath the cities on reinforced bunkers, that is why they can escape. However if a missile strikes a direct hit, the damage is enough to wipe **1** of them. You start with **20** ammo stored on silos at the far sides of the plain. If a silo is hit, you lose **1/2** of your previous stored ammo. If both silos are hit, you lose them all.

You lose **1** ammo for each missile hitting the ground due to radiation but you gain **1** ammo for each missile blocked. Hope is something very powerful and productive. Also on the note of hope, if all your ammo is gone but you persevere for **3** waves, you gain an influx of **20** ammo from the effort of the lay population. When all your cities are gone , the war is over.

You cannot escape your destiny. Your last round does not add to the score. No one is left to account for that.

Try the control types and choose the one you feel more comfortable with.

You can exit a game by holding **Q** and pressing the button on the info screen.