Danger Money: 1988

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Danger Money: 1988 is a turn-based tactics game in the line of X-COM and Jagged Alliance. You run a private military company in 1988 and take contracts around a fictional world. Each fight is on an isometric map where every round is traced through what it hits, so the choice of cover decides who walks away.

At a glance

Genre	Turn-based squad tactics with a strategy layer
Setting	1988, a fictional world of nations, rebels and rival firms
You play	The head of a private military company taking contracts for money
Engine	Godot 4.7 (GDScript), 2D isometric
Platform	PC (Linux and Windows); Steam release planned
Players	Single player
Stage	Alpha, version 0.7.27: a full campaign is playable from a guided prologue to the end goal, with Linux and Windows tester builds

The game

You run the company from a 1980s field laptop, QUARTERMASTER 2.1, and money decides everything.

1. Take a contract from a government, a rebel group, a company or an aid agency. Each pays a fee less the cost of getting there, and changes your standing with both sides.
2. Get ready for it. Hire soldiers with their own skills and tempers, buy weapons and fit them with scopes, lights and launchers, treat the wounded, and pick a vehicle or charter a flight to arrive before the deadline.
3. Fight it out turn by turn on a generated isometric map, from towns and ports to oil rigs, jungle and snow. Soldiers move, shoot, fight hand to hand, throw grenades, lay mines, fire mortars, man heavy guns, carry the wounded and breach walls.

4. Live with the result. Salvage from the field is kept or sold on the spot. The dead stay dead, wounds take weeks to heal and salaries fall due every month. Governments fall and rival firms bid for the same work. The campaign is won by helping one alliance unite the world.

A new game can open with a guided prologue set in 1986. The player's own mercenary, in a badly run outfit, learns the controls one at a time from the outfit's sergeant. The job goes wrong, the outfit pulls out, and the player carries the wounded sergeant out on foot. The two of them found the company and join its first squad.

What sets it apart

The fights reward knowing what you are hiding behind, and the campaign is a business that can go under.

- Every round is traced cell by cell. Walls, vehicles and floors resist it by what they are made of, and it stops, passes through, deflects or ricochets by that and by the round type, from ball to armour-piercing and buckshot. A long gun rested on cover aims almost as steadily as one fired lying down.
- Walls can be breached and floors collapse. Fire and smoke spread. Vehicles burn and explode and blood and scorch marks stay on the ground.
- Light, weather and foliage hide soldiers. Shots and footsteps are heard, and the enemy goes to look.
- The enemy flanks, falls back, hunts by sound and covers open ground with reaction fire. It also panics under fire and carries its own wounded.
- Soldiers bleed out, carry wounds for weeks and rise in rank. Weapons wear and jam.
- The arsenal goes past rifles: light and bipod mortars whose bombs land next turn inside a ring both sides can see, heavy machine guns, grenade launchers and missiles on fixed mounts that either side can man, flamethrowers, mines and tripwires, tear gas, night vision, bayonets and knives, and police electric dart and pepper ball guns.
- Soldiers have skills and tempers, learn by doing, tire and can quit for a better offer. The company has a reputation, insures its people and puts idle soldiers to training or repairs.
- Music follows the headquarters and the tension of a fight, and ambience follows the time of day. Each soldier's card shows a face of their own: beards, scars, sunglasses, face paint.
- Each nation has a government, rebels and allies, and your work moves your standing with all of them. A government you anger can bar you, raid your base or fall to its rebels, and rival firms bid against you.

- A fight plays out the same for the same choices, so reloading a save does not change the dice.
- There are 270 weapons under military designations, each drawn against photos of the real thing. 177 are in service in 1988 and the rest arrive on their real release dates up to 2001, so the kit changes as the campaign runs on. The headquarters is a field laptop in olive and brass field-kit colours.

Where it stands

The whole loop is playable today: a new game runs from the first contract to uniting the world, with saves, autosaves and an ironman mode.

Content	Now
Map types	22, generated each mission: towns, suburbs, villages, ports, ships, oil rigs, mines, compounds, jungle, desert, snow
Mission types	13
Weapons	270 (177 at the start, the rest by release date to 2001), with 72 attachments, magazines, ammunition types and condition
Kit	23 body armours, 35 helmets and hats, webbing and packs, gas masks, night vision, mines and traps, drugs and medical kit
Landmarks in the countryside	25 kinds: farmsteads, stranded trains, crash sites, checkpoints, lighthouses, rebel camps and more
Campaign lengths	4, plus world settings and starting funds
Automated checks	83 scenario checks run on every change, plus 192 seeded AI fights for balance and a campaign played through the menus by simulated mouse and keys

Still to do before 1.0: the prologue's story cards and the names each game rolls for it, the remaining art gaps, and a full playtest and polish pass. A balance pass on 31 October evened out dangers 1 to 5. Outright wins at danger 6 are still rare.

Media

The trailer is on YouTube, and the game's page has eight screenshots and the trailer as an MP4 download.

Screenshot	What it shows
1	The title screen beside a rainy street
2	The laptop's jobs screen with a capture job's briefing
3	A firefight on a freighter's deck among shipping containers
4	A grenade-launcher round bursting in a desert town park
5	A flamethrower jet across dry grassland
6	A grenade on a suburban lawn in heavy rain at dusk
7	A blast blowing out the wall of a desert house
8	Soldiers in a tear gas cloud on a village track

Rights and disclosures

Everything that ships is cleared for a paid release and credited in the game.

- Models, textures and sounds are CC0 or CC-BY, or under named commercial licences (Mixamo animations, Sonniss GDC sounds and a few model and sound packs). Each was checked for a commercial release and is credited in the game.
- Weapons use military designations or invented names, each searched on the US trademark register. There are no real organisations or protected emblems.
- Player-facing text was written with an AI assistant, I'm hoping to rewrite it all by hand once it's final. Nothing is generated while the game runs.
- A quick search found no trademark or game called Danger Money.

Contact

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