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Go Commando: Squad Rush, a one-thumb arcade squad shooter, is available now on Google Play

Best ROI Media's free-to-play shooter sends a growing commando squad through 50 missions, five theaters and five war-machine bosses on Android phones and tablets.

HOUSTON, TX, November 17, 2026 - Best ROI Media today announced that Go Commando: Squad Rush, its arcade squad shooter, is available now on Google Play for Android phones and tablets. The game is free to play, with optional in-app purchases and ads between missions; a one-time Commander Pack (USD 4.99) removes the ads between missions. It is rated Everyone 10+ (Fantasy Violence, In-Game Purchases). An iPhone and iPad version is to be announced.

Watch the official trailer

Watch Go Commando: Squad Rush on YouTube

"I wanted a game you can play with one thumb that still makes you feel like you're leading an army up the battlefield," said Mitchell Clay, founder of Best ROI Media. "We tried starting players with a single soldier and went back to a full squad, because the fun is watching it grow, and we made the fight arrive sooner instead. Every attack gives you a warning, and everything in the game can be earned by playing, so when you lose soldiers it's on the choices you made."

Go Commando is played with one thumb. Players drag their squad left and right up a scrolling battlefield while it fires on its own, picking their way through gates marked with plus, minus, multiply and divide. Shooting a gate pushes its number up, so a bad gate can be turned good before the squad runs through it. Every 25 soldiers of a rank merge into the next, from Riflemen to Gunners, Flamers, Rocketeers and Heroes, each with its own weapon. A single grenade button handles the targets bullets cannot touch: guard towers and bunkers fall only to explosives, and a grenade locked onto a bunker never misses.

Regular missions end at an Iron Jackal fortress, where waves of enemies pour from the side doors before the gate cracks; each theater ends with a war machine, from the Rhino Crusher tank in the Jungle to Jackal Prime in the Iron Fortress. The campaign runs across Jungle, Beach Landing, Desert Outpost, Snow Ridge and the Iron Fortress, and finishing it unlocks Last Stand, an endless wave mode. Every enemy attack is telegraphed, and enemy fire costs soldiers rather than ending the run.

The game is drawn as a painted 1980s war-comic cover, with chunky soldiers, chrome badges and KA-BOOM bursts, and keeps its violence cartoonish: no blood, and beaten enemies pop into comic smoke. Upgrades show every price up front, and everything in the game can be earned by playing; paid items are shortcuts and cosmetics. The game's credits list design and direction by Mitchell Clay, code by him with Claude, art painted with GPT Image and finished in Photoshop, 3D made with Tripo, Meshy and Blender, and music and sound effects from ElevenLabs.

Key features

- **One thumb:** drag to steer, the squad fires automatically, one button throws a grenade.

- **Gates that fight back:** plus, minus, multiply and divide gates, each one shootable to improve its number.
- **Five ranks:** Riflemen merge into Gunners, Flamers, Rocketeers and Heroes, each with its own weapon and fire.
- **50 missions, five theaters:** Jungle, Beach Landing, Desert Outpost, Snow Ridge and the Iron Fortress.
- **Five war-machine bosses:** the Rhino Crusher, the Storm Vulture, the Dune Scorpion, the Frost Hammer and Jackal Prime.
- **Seven Iron Jackal enemy types:** Grunts, Shield Troopers, Grenadiers, Heavy Gunners, Rocket Troopers, Flame Jackals and Officers.
- **Four named heroes:** Doc, Blaze, Ace and Sparky, earned through Commander levels or recruited in the shop.
- **Last Stand:** an endless wave mode unlocked by finishing the campaign.

At a glance

- **Title:** Go Commando: Squad Rush
- **Developer:** Best ROI Media
- **Genre:** Arcade squad shooter
- **Platforms:** Android phones and tablets (Google Play); iPhone and iPad to be announced
- **Status:** Available now on Google Play
- **Release date:** Android: available now. iPhone and iPad: to be announced
- **Price:** Free to play, with optional in-app purchases and ads between missions; Commander Pack USD 4.99
- **Rating:** Everyone 10+ (Fantasy Violence, In-Game Purchases) on Google Play
- **Google Play:** https://play.google.com/store/apps/details?id=com.mitch.gocommando
- **Website:** https://bestroi.media/games/go-commando
- **Press kit:** https://bestroi.media/press/go-commando (screenshots, key art, logos, characters and the app icon)

About Best ROI Media

Best ROI Media is an independent studio founded in October 2025 and based in Houston, Texas, making games and software for iPhone, iPad, Android and the web. Website: https://bestroi.media.

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