

Commando.txt

COMMANDO

Cartridge Instructions
(For 1 or 2 Players)

You begin each mission at the bottom of the screen and advance toward the top, into enemy territory. Run in the direction you press the hand controller DISC; release the DISC to stop. As you advance, more of the battlefield moves onto screen from the top. You can only advance -- your movements left, right, and down are limited to the area currently on screen.

Armed only with a machine gun and hand grenades, you will face wave after wave of enemy soldiers -- attacking on foot, from behind barricades, or from trenches. Learn their different weapons and patterns -- you'll need both strategy and dexterity to defeat them!

Your goal each mission is the gates to the enemy stronghold that will appear at the top of the screen -- if you get that far. The doors open as you approach -- enter to complete the mission. Be careful! The doors are well guarded!

Successfully complete the mission and take a well deserved break, Then you're off on a new mission -- harder than before!

YOUR WEAPONS

You are armed with a machine gun with unlimited ammunition. Press either TOP SIDE ACTION KEY to shoot in the direction you are running or facing.

You start with 6 hand grenades. Press either BOTTOM ACTION KEY to lob a grenade forward.

You can capture extra grenades from the enemy. On the ground next to some enemy positions are stockpiles of 1, 3, or 6 grenades. Pick them up simply by running over them.

You carry the number of grenades you have left after a mission into the next one.

ENEMY SOLDIERS

Learn to recognize the ranks and weapons of the enemy -- they require different strategies to defeat:

Foot soldiers attack you directly with machine guns and hand grenades. Rifle troops fire from behind fixed barricades. Artillery soldiers launch mortar shells. Trench soldiers shoot from below ground, safe from your machine gun fire. Motor troops try to run you over and can't be stopped! Bazooka teams work in pairs, laying down a constant screen of bazooka blasts. Generals are unarmed, but aggressive and deadly in hand-to-hand combat.

PRISONERS OF WAR

On some missions you will encounter a prisoner of war (blue) guarded by two enemy soldiers (light blue). As you approach, the guards will attempt to escort the P.O.W. off the battlefield. Shoot both guards to free the prisoner before they leave the screen. Once safe, the prisoner gives a victory wave and disappears.

PLAYING COMMANDO

Turn POWER switch off and insert COMMANDO cartridge. Turn power on and press RESET. The COMMANDO title screen appears. Select number of players and difficulty level:

ONE PLAYER: Press 1 or the DISC.

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TWO PLAYERS: Press 2.
ONE PLAYER, EXTRA DIFFICULTY: Press 3.
TWO PLAYERS, EXTRA DIFFICULTY: Press 4.

You start with five turns. Your turn ends when you're hit by the enemy, or fall into a lake or trench.

You earn an extra turn at 10,000 points and for every 50,000 points you score thereafter.

You can pause the game by pressing the number 1 key and the number 9 key on either hand controller at the same time. The screen will go black. Press any KEY or the DISC to resume play.

The game ends when you run out of turns. Press RESET to play again.

TWO PLAYERS

Players take turns, the first player using the LEFT HAND CONTROLLER, the second player using the RIGHT HAND CONTROLLER. When a player is hit by the enemy, there is a pause as both players' scores are shown, then the other player's turn begins.

Since a player can earn extra turns, the game can end for either player with the other player having one or more turns left. The remaining player continues until out of turns.

SCORING

Your score is shown on the screen between turns and at the end of missions. You receive points for each enemy soldier hit:

Foot Soldiers: 300 pts.
Aggressive Foot Soldiers: 400 pts.
Rifle Troops: 500 pts.
Bazooka Teams: 600 pts.
Artillery Soldiers: 700 pts.
Trench Soldiers: 800 pts.
P. O. W. Guards: 1000 pts.
Generals: 2000 pts.
Picking Up Stockpile of Grenades: 1000 pts.
Successfully Completing Mission: 5000 pts.

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