

COMMANDO

COMMANDO / SPACE INVASION

INTRODUCTION

You are Super Joe the crack combat soldier of the eighties battling against all odds to defeat the advancing rebel forces. Equipped with only an M60 machine gun and six hand-grenades you carry out your lone crusade, forcing your way into hostile territory. Mortars, grenades and dynamite rain from the skies and explode around you. Enemy bullets fly past you in all directions, trenches, cliffs and lakes block your path. Rebel forces appear from caves, strong holds and troop carriers to stop your progress. You must show no mercy. You must not retreat. You must keep pushing yourself further and further into enemy lines, collecting supplies of hand-grenades from defeated outposts, until you reach your final objective, the fortress. Developed with the aid of Capcom to produce the closest possible home-computer simulation of the original arcade No. 1 hit game. Have you got the skill and stamina to defeat the enemy?

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COMMODORE 64 / 128 CASSETTE

Instructions

To load the game

- 1 Ensure the cassette is fully rewound
- 2 Press SHIFT and RUN / STOP
- 3 Press PLAY on the cassette player

AMSTRAD / SCHNIEDER

CASSETTE

Instructions

To load the game

- 1 Ensure the cassette is fully rewound
- 2 Press CTRL and ENTER (on the control pad)
- 3 Press PLAY on the cassette player

COMMODORE 64 / 128 DISC

Instructions

To load the game

- 1 Insert disc
- 2 Type LOAD"X" 8 1

Object

The object of the game is to advance as far as possible into enemy lines whilst destroying rebel forces' installations and vehicles. Along the way you should pick up as many boxes of hand grenades as possible so as to replenish your stock.

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AMSTRAD / SCHNIEDER DISC

Instructions

To load the game

1. Insert disc
2. Type Run Commando

COMMODORE 64 / 128

Controls

Joystick Port 2 Grenade = Space Bar

AMSTRAD / SCHNEIDER

Controls

Keyboard

Left = 9

Up = 2

Fire = ZM

Right = 0

Down = W

Grenade = Space Bar

Joystick Compatible Grenade = Space Bar

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4/18 Lawrence Drive, Nerang, Gold Coast QLD. 4211

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