COMMANDO™

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Prepare for Battle

Your assignment? Simple.

Annihilate the enemy.

Diminish their manpower. Destroy their vehicles.
And detonate their mega-fortress.

Sounds tough? Well, just wait. It gets worse.

Because you have to carry out the entire mission
single-handed!

Gearing Up

1. Make sure the power switch on your game system is OFF.
2. Insert the COM*MANDO* cartridge as described in your gamesystem manual.
3. Turn the power switch ON.

For 1 player: Press the **RESET** lever to begin play.
For 2 players: Press the **GAME SELECT** lever, then the **RESET** lever to begin play.

What's What on the Big Screen

Your score is shown at the top of the screen. At the bottom, from left to right, the screen shows you how many grenades you have left, how many lives you have left, and the level you're currently playing.

Your Artillery

You have two weapons: a rapid-fire machine gun and grenades.

Machine Gun

You'll have unlimited firing capacity with this baby. And you can shoot it in eight different directions.

Aim the joystick in the direction you want to shoot and press the joystick button.

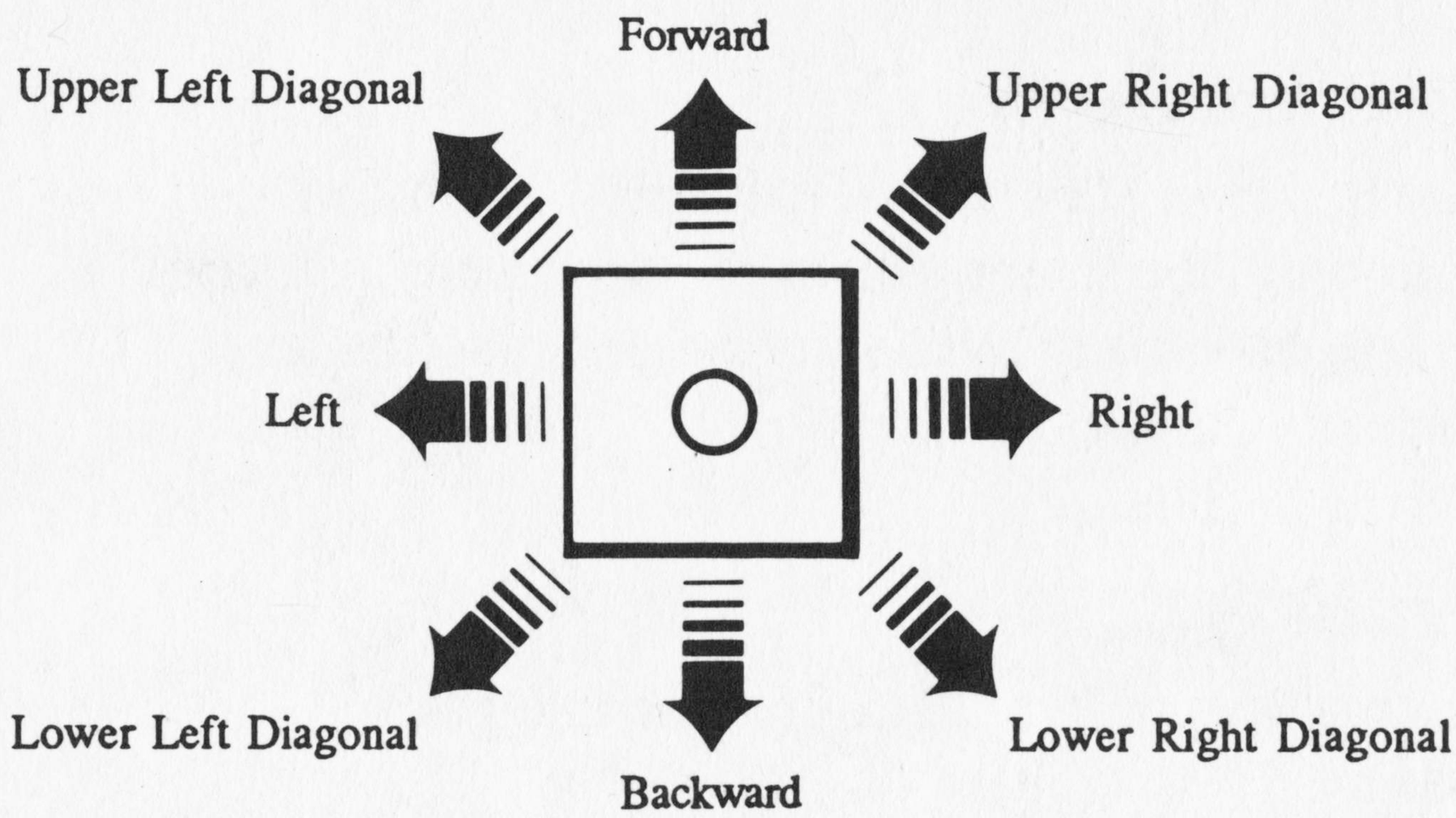
Grenades

You start out with three. But you can easily pick up more. Every time you *pass over* the two grenade boxes, you'll acquire four more grenades. So don't pass those things up without passing over them.

To toss a grenade, *hold down* the joystick button. The grenade will always move directly up-screen from wherever you toss it.

Moving Through Enemy Territory

You can move in eight different directions:



What's Out There . . .

There are many things to look for out there in enemy territory. Some more dangerous than others. And most worth valuable points.

Here are some of the obstacles you'll find—and some tips on what to do about them:

THE ENEMY	Off them
PALM TREES	Blast them or use them as cover
BRIDGES	Go under them
BARRICADES	Go around them
GRENADE BOXES	Go *over* them
FOX HOLES	Avoid them

The Mega-Fortress

At the end of each level (there are eight levels in all), you'll see a giant fortress of a building. After you've killed a given number of fortress guards, you'll be allowed to enter the building.

Go through the fortress door as quickly as you can. Once you do, you'll automatically destroy the fortress and go on to the next level.

Once you've completed all eight levels, you'll start back at level 1. But don't be fooled. It may *look* the same. But it certainly won't *play* the same. Because every round gets tougher, faster, and much more intense.

Lives and More Lives

You start out with three lives. And for every 10,000 points you earn, you'll receive another life.

Keeping Score

Here's how you'll earn your points:

Enemy (shot with machine gun)	200 points
Enemy (knocked out with grenade)	500
Blowing up a tree	500
Crossing over grenade boxes	1,000

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