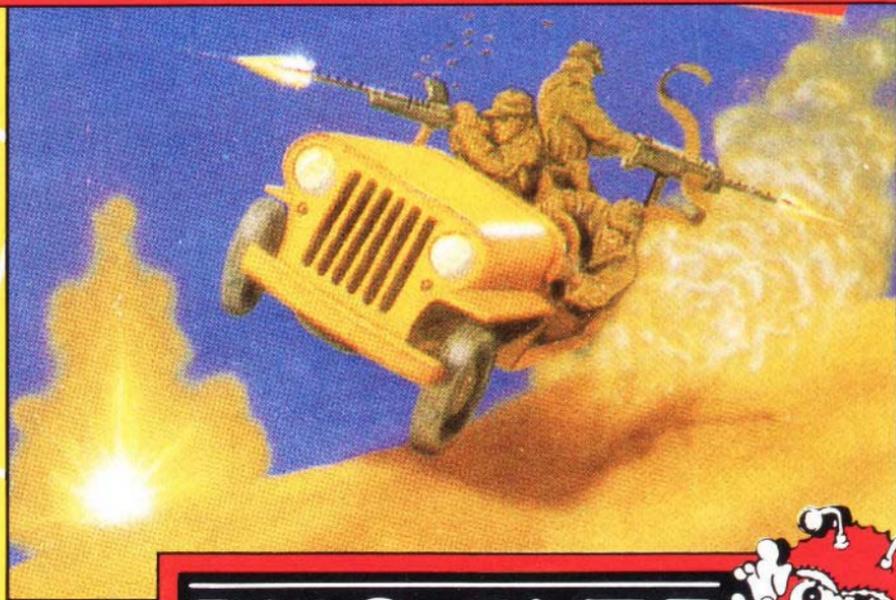


# JEEP COMMAND

ARCADE

COMMODORE 64/128 DISK



# BUG-BYTE



# Jeep Command by John Buckley

## **THE GAME**

Can you make it back to base through uncharted enemy territory? You can speed up or slow down and the faster you go the higher you jump. You have guns on the front and rear of the Jeep to explode enemy grenades and mega firebombs. Use the ramps to travel on the upper platforms. You must negotiate the long cavern avoiding the roof and grenades.

## **GAME PLAY:**

You have five Jeeps to start with. A bonus Jeep is awarded on completion of a colour command section as indicated on the flashing stage indicator. When you lose a life you restart at the beginning of the stage you are on. If score reaches over 50,000 you can restart the game where you finished. 1,000 points/grenade, 5,000 points/firebomb.

## **GAME CONTROL:**

Joystick (Port 1) or keyboard (z/x = left/right, Rt.Shift/? = up/fire, left & fire to shoot backwards)

## **LOADING**

SHIFT/RUN STOP. Press play on the recorder.



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It's fast, furious and addictive.



**BUG-BYTE**

