

# PUSHOVER

Commodore 64 Porting from the original Amiga game by Ocean

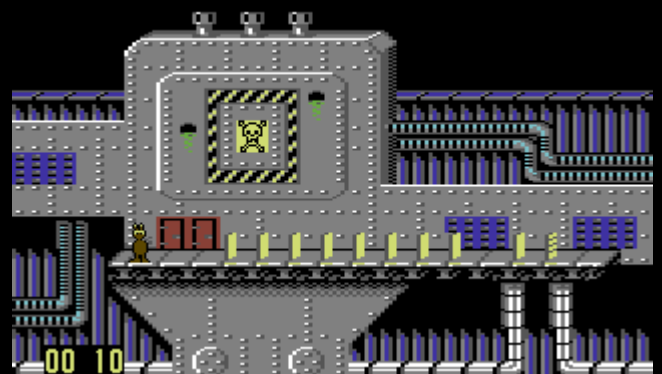
**Updated 14 January 2009 !**

>> [Download Pushover Preview # 06](#)<<

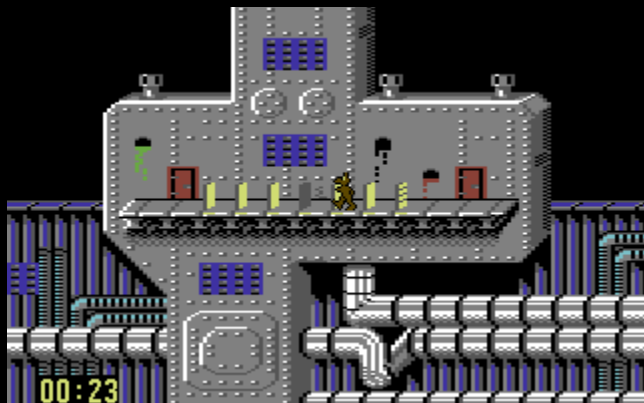
[Pushover64's Diary at Ready64's forum \(italian\)](#)



Intro Screen



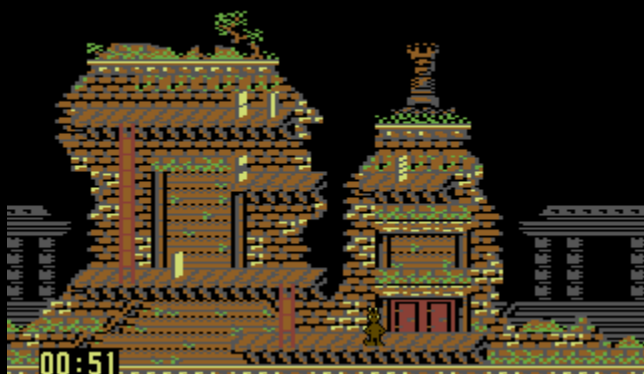
Level 1



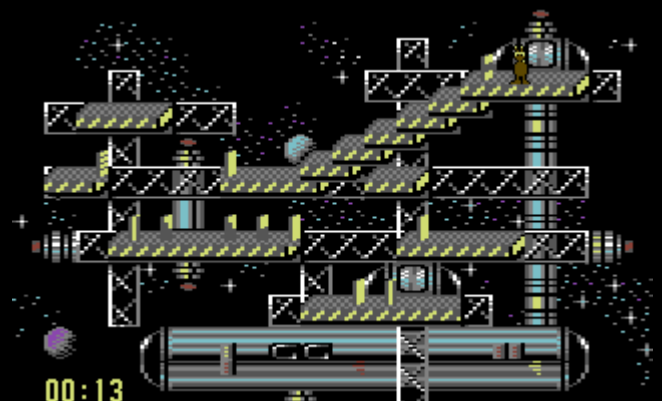
Level 2



Level 12



Level 22



Level 23

Pushover64 brought to you by Michelangelo Carbonara (Coding), Federico Sesler (Graphics), TSM & Freedom (Music/FX)

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## ChangeLog

### v6 - 14 January 2009 - Christmas 2008 Preview

- code Optimized
- 26 full working levels (+21 new levels since previous release)
- new graphics
- added tunes for each world
- implemented all functions for dominoes

### v5b - 27 January 2007

- Fixed missing char on help screen
- Fixed fifth level brick error
- Added fastloader (Cover BitOps Loadersystem 2.2)

### v5 - 23 January 2007

- title screen with password system
- 5 full working levels
- new graphics
- 2 new tunes
- statistics screen