

Megaload

CBM 64



Escape through uncharted enemy territory under ferocious fire. Drive that Jeep, Fire those guns, Jump the ramps. Its fast, furious and addictive. Program by John 'Wheelie' Buckley.

BUG-BYTE

JEEP
COMMAND

CBM 64

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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 5 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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