

Ladeanleitung

Amiga - Schalte deinen Computer ein, und lege nach Aufforderung die Diskette ein.

ST - Lege die Diskette in das Laufwerk, und schalte anschließend den Computer ein.

IBM-PC - Lade MS-DOS, lege die Diskette ein, und gib hinter dem Systemzeichen COMMANDO ein.

CBM 64 DISK - Lege die Diskette in das Laufwerk, und gib LOAD ***8,1 ein.

CBM 64 TAPE - Halte SHIFT gedrückt, und betätige gleichzeitig RUN/STOP.

Steuerungen

HAUPTPLATTFORMEN

Amiga/ST/CBM 64 - Verwende einen Joystick, um dich nach links rechts, oben und unten zu bewegen, zu springen, feuern, kicken oder zu schlagen. Spielst du auf den Plattformen, dann kannst du dich aus Gefahren heraus (oder hinein) rollen. Ziehe dazu den Joystick diagonal in die Richtung nach unten, in die du gerade blickst. Du kannst dich auch verteidigen, indem du den Joystick diagonal in die deiner Blickrichtung entgegengesetzte Richtung ziehst (nicht CBM 64).

P = Pause (Auf dem CBM 64 Feuerknopf zum Fortsetzen des Spiels).

IBM-PC - Verwende einen Joystick oder die Tastatur (neu definierbar)...

Q = oben, A = unten (und rollen), O = links, P = rechts, Leertaste = Feuern, Kicken, Schlagen.

Andere Tasten/Bewegungen wie beim Amiga.

ZWEIKAMPF

Alle Versionen -

Angenommen du blickst nach rechts...

OBE = Springen

UNTE = Ducken

LINKS = Rückwärts gehen

RIGHT = Vorwärts gehen

FEUERKNOPF = Schlagen

FEUERKNOPF und UNTE = Sicheltritt

FEUERKNOPF und OBE = Uppercut

Wenn du dicht genug neben einem Gegner stehst, kannst du ihn dir greifen, indem du den Feuerknopf drückst, ihn wieder losläßt, und dann ganz schnell UNTE betätigst. Dieser Griff hält ein paar Sekunden lang an, und du kannst während dieser Zeit deinen Gegner hochheben, indem du OBE betätigst, und werfen, indem du den Feuerknopf drückst. Im Kampfabschnitt kannst du außerdem Roll- und Verteidigungsbewegungen ausführen. Blickst du nach links, dann wirken die hier beschriebenen Steuerungen entgegengesetzt.

HINWEIS: Verschiedene Bewegungen und Spielfunktionen stehen in der CBM 64-Version aufgrund des begrenzten Speichers nicht zur Verfügung.

Tips

Es gibt zahlreiche versteckte Zimmer und Durchgänge - untersuche alle Wände. Diese sind vielleicht nicht immer so undurchdringlich, wie sie aussehen! Sitzt du irgendwo fest, dann versuche, einen Knopf oder Schalter zu treffen - dies könnte dir die Augen (oder Durchgänge!) öffnen. Die Rohrleitung könnte sich eventuell als geeigneter Transport weg erweisen - wenn du herausfindest, wie! Und nicht nur die Wände bieten geheime Ausgänge - halte Ausschau nach "weichen" Fußböden, und betätige UNTE gleichzeitig mit dem Feuerknopf!

Istruzioni di caricamento

Amiga - Accendi il computer e al sollecito inserisci il dischetto.

ST - Inserisci il dischetto e poi accendi il computer.

PC IBM - Carica l'MS DOS, inserisci il dischetto e al sollecito digita COMMANDO.

DISCHETTO CBM 64 - Inserisci il dischetto, digita LOAD***8,1

NASTRO CBM 64 - Tieni premuto SHIFT (MAIUSCOLE) e premi RUN/STOP.

Comandi

SEZIONI PRINCIPALI SULLE PIATTAFORME

Amiga/ST/CBM 64 - Utilizza un joystick per muoverti a sinistra, destra, in su, in giù, per saltare e il pulsante del fuoco per dare calci/pugni. Quando starai giocando le sezioni sulle piattaforme potrai rotolare via dai pericoli (o andarci incontro). Premi in giù diagonalmente verso la direzione in cui sei rivolto. Potrai inoltre eseguire una mossa difensiva premendo in giù diagonalmente nella direzione opposta in cui sei rivolto (non nella versione CBM 64).

P= pausa. (Fuoco per continuare sul CBM 64)

PC IBM= utilizza un joystick o i tasti (Ridefinibile)...

Q= su, A= giù (e rotolare), O= sinistra, P= destra, SPAZIO= fuoco/dare calci/dare pugni.

Altri tasti/mosse come l'Amiga.

COMBATTIMENTI CORPO A CORPO

Tutte le versioni

Presumendo che tu sia rivolto verso destra...

SU= saltare

GIÙ = rannicchiarsi

SINISTRA= camminare all'indietro

DESTRA= camminare in avanti

FUOCO= dare pugni

FUOCO e GIÙ= calcio a spazzata

FUOCO e SU= uppercut (montante)

Premendo il pulsante del FUOCO, rilasciandolo e poi premendo velocemente in GIÙ, afferrerai il tuo avversario. Questa presa durerà per alcuni secondi, durante i quali potrai alzare l'avversario= SU e lanciare l'avversario= FUOCO. I rotolamenti e le mosse difensive funzionano anche nella Sezione Combattimento.

I comandi sono invertiti quando sarai rivolto verso sinistra.

Ricorda che alcune mosse e caratteristiche del gioco non appaiono nella versione CBM 64 a causa di limiti di memoria.

Suggerimenti e consigli

Nel gioco ci sono moltissime stanze segrete e passaggi nascosti: prova tutti i muri. Potrebbero non essere così solidi come sembrano! Se sei bloccato, prova a premere un interruttore o un pulsante! Potrà aprirti gli occhi (o alcune porte). Le tubature potranno costituire una via veloce per viaggiare... se riuscirai a scoprire come! Non soltanto i muri potranno fornirti dei passaggi segreti: cerca i pavimenti "cedevoli" e utilizza giù e fuoco!

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SUBURBAN COMMANDO

America's greatest wrestling personality, Hulk Hogan stars in his own computer game based on the hit film "Suburban Commando". Hulk plays the part of Shep Ramsey, intergalactic commando. The story begins with Shep fighting the forces of evil commanded by the dreaded General Sutor. Following an epic space battle Shep's damaged ship crash lands in an old deserted discotheque on Earth.

Although unhurt, Shep must find a new source of the power crystals that fuel his ship before he can leave Earth and rejoin the fight against evil.

Unfortunately, the fight comes to Shep when the General discovers his hiding place and sends a team of bounty hunters after him. Shep realises that the only way he can rid the universe of the General's evil is in a fight to the finish on Earth. You take control of Shep as he collects the power crystals, battles the General's forces and finally hunts down the General himself.

THE GAME HAS SEVEN ACTION PACKED STAGES

1 Approaching the Mothership...

Battle your way across the universe in your spaceship, fighting the enemy ships and collecting power ups, extra speed, extra lives and some fantastic weaponry.

PICKUPS INCLUDE3 WAY SHOT OUTFRIDERS RIPPLE LASER HOMING MISSILES SPEED UP PODS SHIELDS REAR SHOTS

Take care - you'll need all the power you can get to fight your way through to the next stage. Your skill at destroying the General's bases will effect the difficulty of the next stage!

2 Inside the Mothership...

Shep now puts on his body armour which gives him some limited protection from the weapons of the mothership's guards. He also has a set of jet-powered boots but unfortunately has to depend on any fuel he can find scattered around the ship. You must plant a number of BOMBS at strategic places around General Sutor's massive mothership. As you explore the giant ship, indicators will show you where you have to place the bombs to do the most damage. The locations are random and will depend on how well you did on the previous stage.

Dotted around the ship are many devices designed to both help and hinder you. These include bouncy platforms that help you to jump higher, no-jump zones where Shep's feet will stick to the floor, security robots and dangerous tiles that can cause serious damage.

In combat mode Shep can punch and leg sweep his enemies leaving them stunned. Hit them hard enough and he'll knock them from the platform. But watch out, the guards are armed and dangerous.

Avoid the guards, the robot defence system and the cunning traps left to kill any foolish trespassers. Once all the bombs have been set you must get out as fast as possible before the ship is destroyed. Your only way out is to Earth but first you must meet the challenge of...

3 One-on-One Combat against Sutor's Champion...

(See details on One-on-One combat below). Before you can escape from the mothership you must get past the supreme champion of Sutor's forces. He'll do everything he can to stop you from leaving the ship and getting to Earth and into...

4 The City section...

You crash land in the suburbs of Los Angeles. Not the safest place at the best of times but for a commando like you it's simply asking for trouble. And trouble you get! Somewhere, hidden in the city, are spare parts for your ship that you must

find if you are ever to get off this planet. But, trying to stop you getting your hands on it, are roving gangs of street punks and underworld hoods and, of course, the General's hired hands - the Bounty Hunters. Watch out for the dangers of the fairground, the perils of the underground car park and the slippery slopes of the sewers. If you survive all of these you move on to the..

5 One-on-One Combat with the Street Punk...

You come across the leader of the Street Punks who isn't going to back down to you. If you survive this meeting of muscle you'll climb onto...

6 The skyscraper ...

You have discovered that the power crystals are to be found in a partially constructed skyscraper. Collect all of the crystals you need and prepare for an epic battle with the General. You'll need all of your strength and skills to survive. In this stage your jet-powered boots become invaluable so make careful use of the fuel pods lying around the skyscraper. Beware of innocent bystanders (and some not so innocent bystanders) avoid the bad guys and make your way to the final room where you will meet the General himself.

7 The final conflict.....

At last you come against the evil of General Suitor in a one-on-one fight to the finish. But take care, the General is not all he seems!

One-on-One Combat

The third, fifth and seventh stages of the game give you the chance to use your wrestling skills as you are pitted against some of General's top men (and the General himself on the last stage) in a great beat-em-up challenge. Punches, kicks and throws are just some of the moves you need to use to defeat your opponent. Watch the red bars at the bottom of the screen. Each time you or your opponent is hit the relevant bar will go down. When one bar has completely gone that player has lost the match.

Loading instructions

Amiga - Switch on the computer and wait for the disk prompt before inserting the disk.
ST - Insert the disk then turn on the computer.
IBM PC - Load MS DOS insert the disk and type COMMANDO at the prompt.

CBM 64 DISK - Insert disk, type LOAD "*" ,8,1
CBM 64 TAPE - Hold down SHIFT and press RUN/STOP

Controls

MAIN PLATFORM SECTIONS

Amiga / ST / CBM 64 - use a joystick to move left,right,up,down, jump and fire/kick/punch. When playing the platform sections you can roll out of (or into!) danger. Pull down diagonally in the direction you are facing. You can also use a defensive move by pulling down diagonally in the opposite direction to the one you are facing (not CBM 64) P= pause. (Fire to continue on CBM 64)
IBM PC - use a joystick or keys (redefinable)....
Q = up, A = down (and roll),O = left, P = right, SPACE = fire/kick/punch.
Other keys/moves as the Amiga.

ONE-ON-ONE COMBAT

All versions -

Assuming you are facing right...

UP = jump

DOWN = crouch

LEFT = walk backwards

RIGHT = walk forwards

FIRE = punch

FIRE and DOWN = sweep leg kick

FIRE and UP = uppercut

Pressing FIRE, releasing it and then quickly pressing DOWN grabs the opponent if you are close enough. This grab move will hold for a few seconds during which UP = lift opponent and FIRE = throw opponent. The rolling and defensive moves also work in the Combat Section.
Controls are reversed when facing left.

NOTE THAT SOME MOVES AND FEATURES OF THE GAME DO NOT APPEAR ON THE CBM 64 VERSION DUE TO MEMORY RESTRICTIONS.

Hints and Tips

There are loads of secret rooms and passageways hidden in the game - try all the walls. They may not be as solid as they look! If you're stuck try hitting a switch or button - it may open your eyes (and a few doorways!). The pipeline may be a quick way to travel - if you can work out how! The walls are not the only thing that may have secret ways through - look out for 'soft' floors and use down and fire!

To aid your enjoyment of games playing we recommend the following.....

- *Avoid playing games when tired*
- *Play for no more than 1 hour at a time*
- *Sit well away from the screen*
- *Play games in well lit areas*
- *Reduce the brightness of the screen to darken the contrast*
- *Use as small a screen as possible*

Instructions de chargement

Amiga: allumez votre ordinateur et attendez que le prompt apparaisse pour insérer votre disquette.
ST: insérez la disquette, puis allumez l'ordinateur.
IBM PC: chargez MS DOS, insérez la disquette et tapez COMMANDO quand le prompt apparaît.
CBM 64 Disquette: insérez la disquette, tapez LOAD "*" ,8,1.
CBM 64 Casette: maintenez SHIFT enfoncé et appuyez sur RUN/STOP.

Contrôles

SECTIONS DE PLATES-FORMES PRINCIPALES

Amiga/ST/CBM 64: utilisez le joystick pour vous déplacer vers la gauche, la droite, le haut et le bas, et pour tirer/donner un coup de pied/donner un coup de poing. Dans les sections de plates-formes, vous pouvez rouler hors de (ou en plein!) danger. Déplacez le joystick diagonalement, vers le bas et dans la direction à laquelle vous faites face. Vous pouvez également utiliser un mouvement défensif, en déplaçant le joystick diagonalement, vers le bas et dans la direction opposée à celle à laquelle vous faites face (pas avec la version CBM 64). P= pause. (Feu pour continuer avec la version CBM 64).
IBM PC: utilisez le joystick ou le clavier (vous pouvez modifier la fonction des touches)....
Q= haut, A= bas (et rouler), O= gauche, P= droite, ESPACE= feu/coup de poing/coup de pied.
Autres touches/déplacements identiques à l'Amiga.

COMBAT UN CONTRE UN

Toutes versions.

Si vous êtes tourné vers la droite...

HAUT: sauter

BAS: s'accroupir

GAUCHE: marcher à reculons

DROITE: marcher

FEU: coup de poing

FEU et BAS: coup de pied balayé

FEU et HAUT: uppercut

Si vous êtes assez près de votre adversaire, appuyez sur le bouton FEU, relâchez-le et appuyez vite vers le BAS pour l'agripper. Cette prise durera quelques secondes pendant lesquelles vous pouvez appuyer vers le HAUT pour soulever votre adversaire ou sur FEU pour le projeter. Vous pouvez aussi utiliser les mouvements roulés et défensifs dans la section de combat.
Les contrôles sont inversés si vous êtes tourné vers la gauche.

REMARQUE: A CAUSE DES RESTRICTIONS DE MEMOIRE, CERTAINS MOUVEMENTS ET CARACTERISTIQUES DU JEU N'APPARAISSENT PAS DANS LA VERSION CBM 64.

Conseils de jeu

Il existe de nombreux passages secrets et pièces cachées dans le jeu. Essayez tous les murs. Ils ne sont peut-être pas aussi solides qu'ils en ont l'air. Si vous êtes coincé, essayez d'appuyer sur un interrupteur ou un bouton, cela vous ouvrira peut-être les yeux (sans parler de quelques portes!). Grâce au pipeline, vous pouvez vous déplacer rapidement, si vous arrivez à comprendre comment! Les murs ne sont pas les seuls endroits où vous pouvez découvrir des passages secrets, cherchez les sols "mous", et appuyez sur Feu et vers le bas!

Instrucciones de carga

Amiga Enciende el ordenador y espera a que el ordenador te de la señal antes de meter el disco
ST Inserta el disco y después enciende el ordenador.
Ordenador personal IBM Carga MS DOS, inserta el disco y tecllea COMMANDO cuando aparezca el carácter de apremio.
CBM 64 DISK Inserta el disco y tecllea LOAD "*" ,8,1
CBM 64 TAPE Mantén pulsada la tecla de "mayúsculas" (shift) y pulsa la tecla RUN/STOP.

Controles

PRINCIPALES SECCIONES DE PLATAFORMAS

Amiga/ST/CBM 64 Empuja el joystick en las direcciones apropiadas para moverte a la derecha, izquierda, arriba, abajo y para saltar, y utiliza el botón de disparo para dar patadas y puñetazos. Cuando estés en las secciones de plataformas puedes alejarte (o acercarte) al peligro rodando. Empuja diagonalmente hacia abajo y en la dirección en la que estés mirando. También puedes utilizar un movimiento defensivo empujando diagonalmente hacia abajo y en la dirección opuesta a la que estás mirando (no en un CBM 64).
P=pausa. Para continuar en un CBM 64 tienes que disparar.

Ordenador personal IBM

Utiliza un joystick o las teclas (redefinible).

Q= empujar el joystick hacia delante, A=empujar el joystick hacia ti (y rodar), O=empujar el joystick hacia la izquierda, P=empujar el joystick hacia la derecha, barra espaciadora (SPACE)=botón de disparo para dar patadas, pegar puñetazos.
El resto de las teclas/movimientos son como en el Amiga.

SECCION DE COMBATE

Todas las versiones

Suponiendo que estás mirando hacia la derecha. Empujando el joystick hacia arriba=saltar Empujando el joystick hacia abajo=agacharse Empujando el joystick hacia la izquierda=andar hacia atrás Empujando el joystick hacia la derecha=andar hacia delante Pulsando botón de disparo=dar puñetazos
Pulsando el botón de disparo y empujando hacia abajo=patada de barrida Pulsando el botón de disparo y empujando hacia arriba=uppercut Pulsando el botón de disparo y soltándolo, y empujando rápidamente hacia abajo sirve para agarrar al oponente si estás lo suficientemente próximo a él. Este movimiento de agarre durará unos pocos segundos durante los cuales, si empujas hacia arriba, servirá para alzar a tu oponente, y si pulsas el botón de disparo otra vez servirá para arrojarlo lejos de ti. En la sección de combate también puedes rodar y realizar el movimiento defensivo. Los controles son los contrarios si estás mirando hacia la izquierda.

TEN EN CUENTA QUE ALGUNOS MOVIMIENTOS Y CARACTERISTICAS DEL JUEGO NO APARECEN EN LA VERSION PARA EL CBM 64 DEBIDO A RESTRICCIONES DE MEMORIA.

Sugerencias y consejos

Hay cantidad de habitaciones y pasadizos secretos escondidos en el juego, así que prueba todas las paredes, porque puede que no sean tan macizas como parecen. Si estás atascado prueba golpeando un interruptor o un botón, puede que te abra los ojos (y de paso unas cuantas entradas). La cañería podría ser un medio rápido de viajar, si es que consigues averiguar cómo. Las paredes no son lo único que puede abrir pasos secretos, busca suelos "blandos" y entonces empuja hacia abajo y pulsa el botón de disparo.