Genre: Shoot’em up-> Run & Gun + Arcade. Vertically Scrolling.

Similar Games: **Ikari Warriors, Total Carnage, Mercs.**

Market Positioning: 1.14 million solds. 46th place in a list of the most sold games for NES.

Nes Technical Requirements:

CPU: 8-bit 6502. Their clock speed and processing capabilities in the core CPU running at 1.79 MHz.

MEMORY: 2K. NES was able to have game cartridges that were 128K without bankswitching. Nintendo developed memory management chips to get around the 128K limit and create 256K, 384K and even 640K games for the NES.

GRAPHICS: 256 x 240 pixels. 13 colours on screen out of 52 colours in total.

SOUND: 4-channel sound chip.

**Additional Info>** The player takes control of a soldier named Super Joe, who starts by being dropped off in a jungle by a helicopter, and has to fight his way out singlehandedly, fending off a massive assault of enemy soldiers.   
Here’s a Commando Arcade game for sale. This is a classic Capcom 80s arcade game. You are a soldier who must annihilate the enemy and rescue captives. Your weapons are a machine gun and grenades. With the purchase of this Commando Arcade game it comes in a nice generic cabinet with Commando artwork. You can upgrade the monitor to a LCD for an extra $250.

**Analysis of each level:** Difficulty, items/powerups, enemies/bosses. Physical layout

The game is divided into two sections, which are themselves subdivided into four different levels each, making up a total of 8 stages.  
The progression and layout of each level are very similar to each other and there aren’t much more changes from one stage to the next other than adding more challenging sections with more enemies or different terrain obstacles.   
Each stage consists of your character running from the bottom of the level to the top, traversing the level, defeating or passing by all enemies it encounters, dodging enemy fire and other harmful attacks, until reaching the last screen of the level, where you stop being able to keep moving forward until having defeated all enemies that appear in said screen. After they have all been defeated or left, the doors keeping you from advancing further are opened, and you keep going, progressing to the next stage.

The difficulty of the game increases with every level you beat. The further you go, the harder the game becomes. This difficulty is mainly achieved by spawning more enemies with each stage, but some other game elements may cause difficulties to the player, like moving vehicles driven by enemy soldiers trying to run you over or different obstacles preventing you to hit the enemy forces until you find a better position. Some enemies may also attack using different weapons (the regular soldiers attack you using guns, but some may use grenades or rocket launchers).  
The stages themselves have different levels of difficulty in them. Most of the game consists of you moving forward, being able to ignore or pass by most of the enemies you encounter, but sometimes, at the midpoint of the stage you encounter a bridge where you must pass underneath, and when you get there, enemy soldiers (sometimes riding motorcycles) will appear atop the bridge and throw grenades at you, which you can dodge.  
Other challenging moments in the game include the end sections of each stage, where the character must stay in one screen, unable to move forward until all enemies have been defeated or left, a section where all soldiers that appear fire rocket launchers at you, and some sections where a lot of enemies and vehicles are spawned at once.

There are no items or power ups per se in this game, the only objects you can encounter are blocks scattered through the levels that give you a score bonus.

Most enemies in the game are the standard soldiers that attack using a gun that shoots one bullet at a time, as opposed to the player’s machine gun that shoots constant bursts of bullets for as long as you keep the fire button pressed.

There are several different kinds of enemies wielding guns> the regular all terrain enemies, that appear all through the game at any point and carry blue guns, and the cover soldiers, who appear behind terrain obstacles and are harder to hit since they are behind cover. They carry beige guns. Both of these kinds of enemies can throw grenades at the player. Then there are soldiers carrying yellow guns that rise from the water in stages with rivers or lakes and fire at you from their position, hiding back under water when you aim at them, making it hard to hit them.

Soldiers with machine guns may shoot at you from watchtowers and buildings along the way. Their rate of fire is slower than yours but faster than regular gun enemies. There are also ground turrets that fire rapidly at you but are immobile. They only appear on the last stage.

Other soldiers may have heavy equipment. Some carry blue rocket launchers and operate similarly to blue gun enemies. Others have mortars, and hide behind cover obstacles, shooting grenade-like artillery at you. Some enemies hide under metal bunkers and stick their grenade launchers out from a thin slit to fire at you. Since they are completely covered you cannot defeat them and must simply walk past them since they cannot move around.

There are also many enemies that drive around in different vehicles. Enemies riding motorcycles can appear on top of bridges and throw grenades at you, or ride from one side of the screen to the other trying to run you over. Enemies driving jeeps can shoot regular gunfire, and military trucks can throw dynamite at you. These trucks can also serve as cover for enemy soldiers.

Finally, there is a special type of enemy, the general. He wears green and runs around the screen for a few seconds when he appears. He can’t fire at you or harm you in any way but if you manage to hit him while he’s on screen he will grant you a substantial score bonus.

There are different obstacles you may encounter along the way. Some of them can be destroyed by shooting or throwing grenades at them. Others you simply have to go around. These obstacles may serve as cover from enemy fire, but it serves the enemy as cover from your fire as well, and some enemies are designed specifically to use it to their advantage. There are also different kinds of terrain through the game. Apart from the water, which counts as an avoidable obstacle, all terrains function the same way and have no effect other than graphically. These are normal ground, sand, grass, road\asphalt and bridge.  
Every level consists of your character reaching a gate that leads you to the next level, except for the two end levels that lead you to an enemy base that you burn to the ground.

**Controls:** Describe the user controls and how these relate to user actions (keyboard, mouse, gamepad)

The game used to be played on a classic Capcom 80s arcade game machine. The main controls on this arcade consisted of a joystick and two buttons.

>The **Joystick** was used to maneuver the soldier (moving from left to right and forward and backwards, depending on the direction you push the stick).

>The **Right Button** fires the machine gun, the character’s main weapon. It shoots in the direction the character is facing the moment you shoot, but you can change the direction while you fire the weapon so the stream of bullets follows your characters direction and movement. Therefore, combining the joystick and the right button is essential to be able to fire effectively at your enemies while avoiding their fire.

>The **Left Button** is used to throw hand grenades, which are the secondary weapon. They can run out, so it’s best to use them sparingly and only when necessary. They have a certain range and, unlike his machine gun, his grenades can only be thrown vertically towards the top of the screen, irrespective of the direction the character is facing.

When running the game on an **emulator**, the controls depend on the one utilized, but the most common way to emulate the original controls is to use the **arrow keys** to determine the movement of the character, as they are designed similar to a traditional joystick, and use two adjacent keys to function as the right and left buttons.

History

Commando is a run and gun, vertically scrolling arcade game originally released in May, 1985 for the Nintendo Entertainment System (NES). The original title of the game is “Senjo no Okami” (Wolf of the Battlefield), because it was developed in Japan by Capcom and directed and designed by Tokuro Fujiwara, who’s also the creator of the Megaman saga and Ghosts n’ Goblins. The music was composed by Tamayo Kawamoto.

After the original Commando was released, a lot of versions and sequels followed. Activision published a version for the Atari 2600, INTV took care of the Intellivision version, and later in 1989 Sculptured Software released the game for the Atari 7800 console. There were also versions for Amiga, Atari ST, Acorn Electron, ZX Spectrum, BBC Micro, Amstrod CPC and Commodore 64. Some of the sequels feature “Mercs” (Senjo no Okami II), released in 1989, and Wolf of the Battlefield: Commando 3, which was released as one of the arcade games available in Xbox Live Arcade and PSN when they were released in 2008. Tokuro Fujiwara also directed Bionic Commando, game that was considered as a sequel outside Japan.

Commando won the award for the best shooting-game of 1986 according to the readers of Crash Magazine and the Golden Joystick Award for best arcade-style game of the year.

**Narrative structure**

The story begins when a helicopter drop a man in the middle of a jungle. In this place *Super Joe,* the main character of the game, have to move forward shooting all the enemies that appears in front of him. Also, meanwhile he is killing people he have to rescue some prisoners soldiers that are spread for the map. The narrative of this game is so simple  because there’s no story at all, in the game, the player have to overcome three missions that are *splitted in three* stages (each other more difficult than the others) but with exactly the same design in the three levels (missions).

**Gameplay**

In general, the gameplay of the game is so simple and is very difficult at the same time. It consists basicalli of shooting all time (with unlimited ammo) to a massive group of enemies meanwhile you are moving along the stage. Also, you can throw hand grenades for doing more damage and make more damage (but you have to catch it from the map). Along the levels, you don’t have to kill all the enemies that are in front of you (except if you are in the end of a stage) but when more soldiers you kill, more high is your score. Other way to get more points or special power-ups is saving some ally soldiers distributed for the game by overstep them. At first of the game you begin with three lives and the game is over if you lose all your lives (you can die for the soot from an enemy or if you touch them).

The gameplay is splitted in three missions each other more difficult than the other but with the same design that the previous one. In each mission there are four stages that begins with Super Joe falling from an helicopter and ends with a final place where the player has to kill all enemies and bosses. Then, the protagonist goes through a door and achieve the level (going up on the helicopter for begin the next stage). After each level or stage, a black screen with a message appears in front the player telling him that he has achieved the goal.

The difficulty of the gameplay comes with the movement of the camera and the amount of enemies that you have to defeat. The camera only moves if we are moving forward and the player shoot in the direction of the movement. This supposes a heavy thing  for the player because the way of shooting (at the same direction of the player movement) becomes a hard work sometimes.

But the real goal of Commando is not end the game, is achieve the most possible high score. For doing that, the player have to explore the world going for different hide places that he has to discover shooting or throwing grenades at them. Inside this hide places there are *ministages* where we can find some bonus objects, soldiers to rescue or enemies (if we have bad luck).

If we focus on the enemies, we can see that are many different types of them. All can be defeated by shoots or with grenades but there are one type of enemy that highlights from the other: the boss. This enemy in particular is color green and appears at the end of each stage. Also he have more resistance than a normal enemy and it’s a little bit more difficult to kill. One curiosity is that, sometimes, the boss surrender if he see that you have killed all the final (normal) enemies.