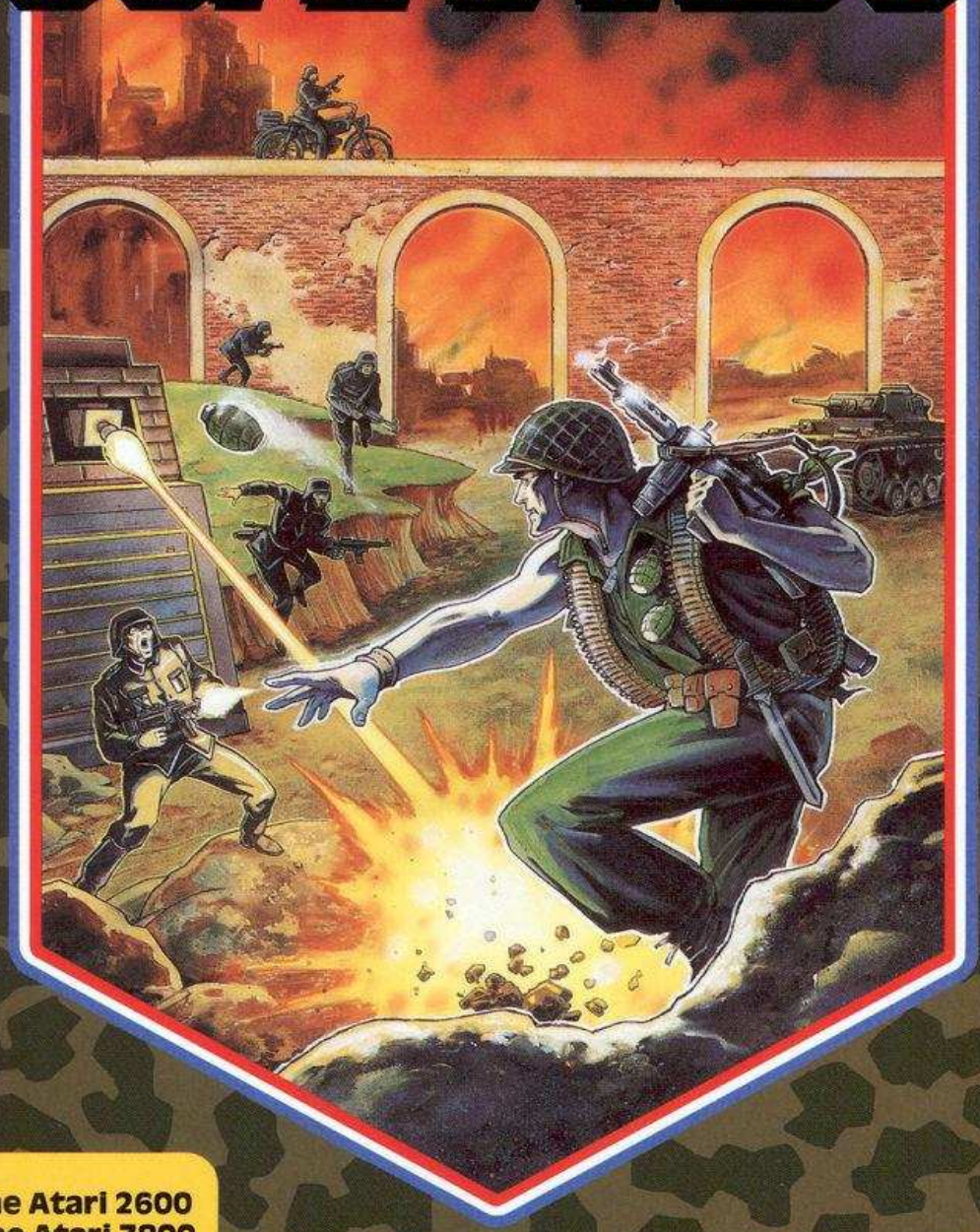
COMMANDO



For the Atari 2600
and the Atari 7800
in 2600 mode

ACTIVISION

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DATA
EAST

Commando 1.0 By Burkess

Welcome to Commando.

A soldier named Super Joe is beginning his mission to the heart of the enemy territory during the 1980s. His goal? To storm the enemy's base and take down their leadership and destroy their headquarters.

You'll need these.

1000 Joe Points.

Locations:

1. The enemy country.
2. Anywhere else on Earth.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Joe Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Super Joe Package: You become a mighty warrior who can fight indefinitely. Your reflexes and speed are at the height of what a human can be. You're noticeably stronger and more durable than you were before.

Military Training: Pick a branch of the military. You gain 10 years of experience and memories of your time in the service.

Career Option: Choose a career. You gain 10 years of memories and experience in that career. If applicable, you also gain updating credentials that'll let you practice that career in future settings.

A Five-Minute Party: Brief moments of peace allow you to unwind as if you had a vacation. Your relaxation is hyper effective, and you get considerably more out of it than you did before.

Fading Away: If you kill someone or something, you can cause their remains to gradually fade from existence until they disappear completely. This can optionally leave behind their equipment or things they were holding, or have those things be irretrievably destroyed as well.

What Do You Fight For?: Grants an endless determination to fight for your ideals. Your heart will always tell you what you're fighting for and if this is the right thing to do should your actions or the situation you're in not line up with your beliefs.

Sleep Easy At Night: You have the ability to justify any action or decision you've ever made to yourself. Regardless of what you've done, telling yourself you did the right thing will absolve you, mentally and emotionally, of any responsibility.

Human Wave Tactics: Attack in a group and fill in for your partner's deficiencies. Helps to overwhelm targets and allows everyone involved an insight into how they can make a positive contribution, even if it's small. This is more effective the more people you have attacking.

Top-Down View: You're able to perceive the world from a top-down perspective, giving you a bird's eye view of the action.

Artful Dodging: You can create an effect that causes all projectiles to move at a pace humans can easily dodge and react to. The projectiles still hurt just as badly as they normally would, they just move slower.

Hidden Treasures: Retroactive hidden caches of goods and supplies will be created for you to find them. By exploring around the world and in your environment, you'll find goodies that can help you in combat, such as bulletproof vests and grenades. Or are good to have in general, such as bags of money.

Defensive Strategies: Enables you to guess what direction someone will attack from with extreme accuracy. You're able to arrange your defenses to best hassle them and ensure your opposition faces every single one of your allies.

Aura Of Fighting Spirit: Allows you to imbue those fighting on your side with the courage to keep going. Even if scores of your soldiers were slain, the ones left would just fight with increased zeal. The closer someone is to you, both metaphorically and physically, the more pronounced this effect is.

Someone at your side during your last stand and who deeply respects and admires you would be capable of defeating three copies of themselves who aren't receiving this boost at the same time. Soldiers on a far away battlefield will receive a noticeable boost in competency and combat ability.

Grenade Olympics: You're able to calculate the trajectory of objects in motion and predict the exact arc, while also accounting for outside factors such as wind resistance. Your throwing skills are greatly enhanced as well, letting you chuck things further than you could before.

Eat Mud And Love It: Grants extreme tolerance for unfavorable conditions. Your mood doesn't plummet, and your morale won't suffer much outside of extreme, hopeless scenarios. You could be wounded, wet, tired, and overworked and still have a smile on your face. Unless death seems to be imminent, you'll always see a silver lining and have something to be happy about.

A Joe Vs An Army: Your capacity for violence grows greater the more people you harm in a short period of time. The more damage you inflict and the more harm you create, the faster your skill will grow, and your mind will expand to come up with new strategies. Every action you take that hurts or destroys something will become more effective. The increased skill is permanent, but the boost to your effectiveness gradually decays when out of danger or enemy territory.

Thought To Action: Enables you to toggle on a mode where your thoughts immediately translate into action. If you were in a situation where you had to shoot someone, you'd simply do it. You operate on and trust your instincts and the moment you think of doing something, your body will already be moving to follow through with it. You make the decision and then act, with nothing in between that.

Guardian Angel: You have the luck and a guiding force to lead you to hostages, prisoners, kidnapping victims, and other people nearby who could use a rescue or some sort of help. If people like that are in an area, you'll certainly run into them or stumble upon them. You can also use this to guide you to someone's remains or personal belongings, so that you have something to return to their family or bury.

Demolition Expert: Grants expanding knowledge and skill with demolitions. Examining a structure or object will tell you the best way to destroy it with the tools and resources you have available or could acquire nearby.

Items:

Soldier Kit: A rifle, a uniform of your design, and a bandolier that holds 6 respawning grenades. It comes in a crate. Anyone can reach in and grab their own gear. Great if you want to form an army.

Self-Driving Motorcycle: A speedy motorcycle that lets you turn on a dime. It's self-driving and will enable you to shoot from it while it steers itself.

Turret Car: A car with a turret on the back. It'll automatically fire at enemies or can be manned and controlled by someone. The car doesn't run out of gas, and the turret doesn't run out of ammo.

Recharging Rocket launcher: This rocket launcher recharges itself after firing. After a few second pause, it can be fired again.

Revealing Binoculars: Reveals hidden things when you look through them. If someone intended to hide something, or it's concealed from view, you can see it. Very helpful for finding hidden passages.

Flashlight Of Darkness: This flashlight isn't a flashlight at all. Rather than create light, it spreads darkness. When you turn it on, it removes light from the area to blind everyone except you. It needs to recharge briefly between uses.

Medal Of Honor: If you die while wearing this medal, the medal will instead shatter, and you'll be resurrected and fully healed. You get a new medal in the next setting you visit after one is destroyed.

Bulletproof Shield: It deflects and resists all bullets, but is much less resistant to grenades. One or two can destroy it. It respawns if destroyed.

Air Strike Helicopter: This helicopter can be called on the accompanying radio and will perform an air strike on a target of your choice. It will need to resupply after doing so. It can also be called to evacuate you or move you to another objective. This helicopter will never take more than five minutes to reach your location after being called.

Port-A-Meal: This kit spawns as many MREs as you and anyone you're with can eat, and constructs a campfire for you to use. It's got a supply of dry wood and a lighter that can set things ablaze with little effort.

Create-A-Bunker: A bunker in a box. You simply decide to place it down, and a fortified instillation made of stone will appear. It has room for 100 soldiers. A week after using it, you'll receive a new box you can place down to create another bunker.

Super Shovel: The shovel is incredibly easy to use and lightweight, and would let you dig holes and ditches in ¼ the time it should normally take. It folds up to be easily carried. In a pitch, it can be used as a highly effective melee weapon that cuts up humans as easily as it does rocks and dirt.

Army Helmet: An army helmet of your own design. Wearing this provides excellent protection and it deflects bullets. As long as you're wearing this helmet, it'll provide opportunities to expand your skills in any area that's relevant to the military.

You'll get the chance to learn tactics, weapons training, methods of training soldiers and more. If it could apply to the military, anything you can possibly learn will be placed before you if you're willing to be taught.

Wearing the helmet and wishing it so will spread the knowledge of warfare and all technology that was invented on Earth in the 1980s and before then across the setting. There will also be those who become exceptional soldiers, like Super Joe.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Joe tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Be The Main Character: You are Super Joe. Your job is to enter enemy territory and take down their bases and leadership.

Longer Stay: You'll spend 10 more years here.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: Your goal is to ensure that Super Joe's mission is a failure. He will eventually come for you last, giving you a final chance to defeat him if you previously failed to stop him.

If you are Super Joe, then you have to defect and abandon the mission completely, and evade capture for a year. If you do get caught or arrested, you'll need to break out and stay out for a year before you're allowed to leave this setting.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Joe points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You: You begin deep in enemy territory, and they hate you as much as they hate Super Joe. If you are Super Joe, they hate you twice as much.

Attack Of The Super Joes: Once a year, for 10 years, you will be challenged by a perfect clone of Super Joe to a fight to the death. Optionally, you can instead face 10 Super Joes at once during your first year in this jump.

Enemy Super Soldier: The enemy forces have their own equivalent of Super Joe, and you'll be forced to confront them if you spend any time in their territory. They're just as good as Super Joe, and have a battalion of soldiers backing them up.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?