



**CAPTAIN
COMMANDO**

COMMANDO™

CAPCOM®

GAME PAK INSTRUCTIONS

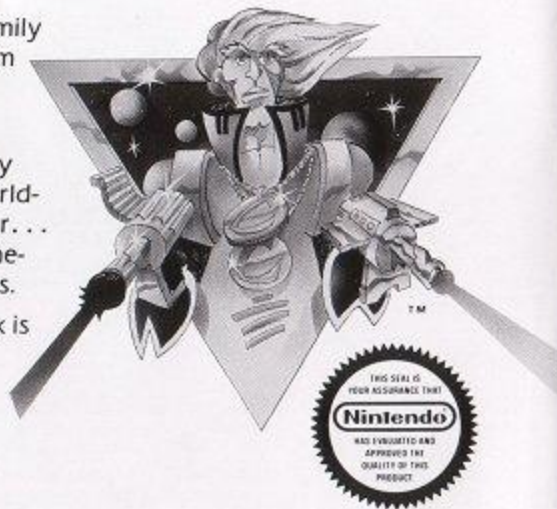
A Special Message From Captain Commando!

Thank you for selecting fun-filled **COMMANDO™** . . . one of the exclusive family computer video games from the Captain Commando "Challenge Series."

COMMANDO™ created by CAPCOM® . . . premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

This high quality game pak is Licensed by Nintendo® for Play on the

Nintendo
ENTERTAINMENT
SYSTEM™



SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

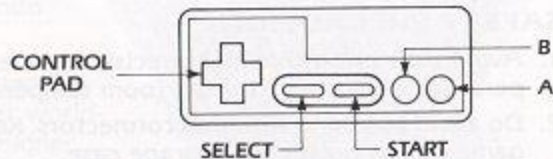
1. Avoid subjecting this high precision game pak to extreme temperature variances. Store at room temperature.
2. Do avoid touching terminal connectors. Keep clean by inserting game pak in protective storage case.
3. Never attempt to disassemble your game pak.
4. Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
5. For best results, play the game a distance away from your television set.
6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your game pak.

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

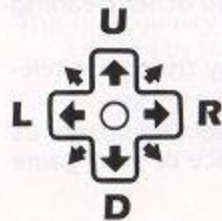
Controller *1 — Moves Super Joe in 1 or 2 player game.

Controller *1 — Moves Super Joe in 1 or 2 player continuation game.



Control Pad

Each angle of the arrow shows direction or movement.



Four Separate Action Tips

- ▲ Super Joe moves up
- Super Joe moves up to the left side
- ◀ Super Joe moves to the left
- Super Joe moves down to the left side
- ▼ Super Joe moves down
- Super Joe moves up to the right side
- Super Joe moves to the right
- ▲ Super Joe moves down to the right side

HOW TO PLAY

"Super Joe" and your skill must defeat the evil enemy army. Armed only with a rifle and limited grenades, your assignment is to rescue hostages and keep the evil army from controlling the world. "Super Joe" must be watchful of the hidden characters that give him additional power and points. Also hidden are ladders that can open secret hiding places where hostages are being held.

SELECT Button

Press SELECT to move asterisk (*) next to title of game you wish to play.

* This button does not function while playing game.

START Button

Pushing this button starts the game you selected.

To Pause

Press START Button whenever you choose to pause while actively playing game. A pause tone will be heard and game will be interrupted. To resume game playing where you left off, press START Button again.

★ Button "B":

Enables "Super Joe" to fire his rifle at the advancing enemies.

★ Button "A":

Enables "Super Joe" to throw his limited supply of grenades.

Four Separate Action Tips

Each Controller has a cross-shaped Control pad. Pressing any of the 8 different angles moves "Super Joe" in that direction.

CHARACTER DESCRIPTIONS



Wireless Remote Radio

When you get this, all enemies on the screen die and you get a free ride by helicopter to the next screen



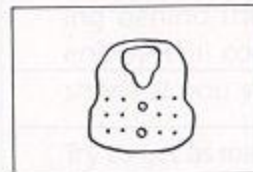
Medal of Honor

Gives you 1 free life



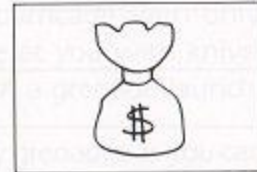
Binoculars

When discovered will show Super Joe where the hidden shelters are



Bullet Proof Jacket

When Super Joe finds this hidden on the ground it will protect him from 10 enemy bullets, and 2 hand grenades



Money Bag

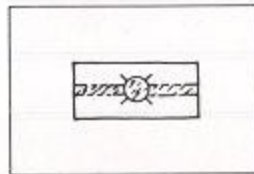
When you destroy the enemy by hand grenades, a money bag will appear for extra points



K-Rations (food)

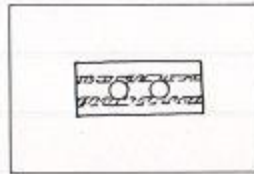
When Super Joe kills a sergeant by a hand grenade he gets additional points.

CHARACTER DESCRIPTIONS



Corporals Stripes

When Super Joe kills an enemy colonel in their underground hiding place, he gets additional points



Lieutenants Stripes

When Super Joe kills an enemy lieutenant in their underground hiding place, he gets extra additional points



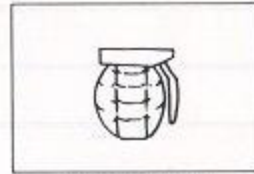
Gasoline Can

Super Joe gets extra bonus points when this is discovered



Flashlight

Super Joe can find this in their underground hiding place. When he has found the flashlight, the entire screen goes dark



Hand Grenade

Hidden on the ground, when Super Joe finds this, he can kill all the enemies on the screen

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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1942[™]

CAPCOM[®]

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ARCADE GAME
DESIGNER

Nintendo ENTERTAINMENT
SYSTEM™

Printed in Japan