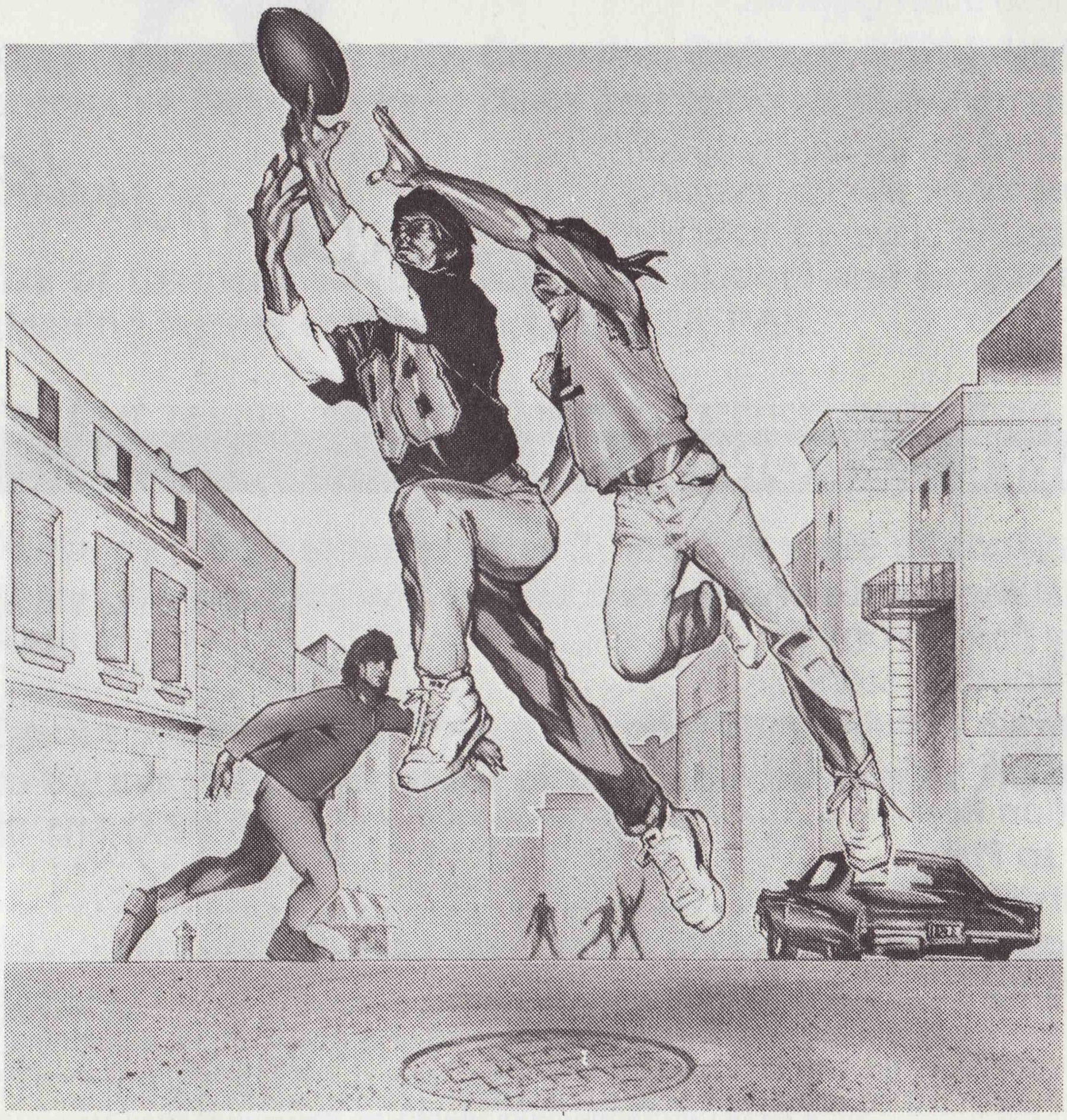
By CAPCOM™

CAPTAIN COMMANDO

SPORTS SERIES



CAPCOM™

DISK PAK INSTRUCTIONS

For Play On IBM™ PC, XT, & AT Plus 100% IBM Compatibles

A Special Message From

Thank you for selecting **STREET FOOTBALL™** from the **Captain Commando "SPORTS SERIES"** by CAPCOM™

Exciting and challenging, **STREET FOOTBALL,** distributed by CAPCOM... premier worldwide arcade game designer... features powerful, colorful state-of-the-art high resolution graphics.

This high quality DISK PAK has been manufactured to meet CAPCOM's rigid quality specifications for excellence, assuring long-lasting playing satisfaction game after game.

Captain Commando

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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 satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision DISK PAK to extreme temperature variances. Store at room temperature.**
2. **Keep from touching with fingertips. Re-insert DISK PAK in its protective jacket to keep clean and avoid scratching.**
3. **Do not bend.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the DISK 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 DISK PAK.**
7. **Do not place this DISK PAK on or near television set. Exposure to the magnetic fields of the picture tube could result in damage to the DISK PAK.**

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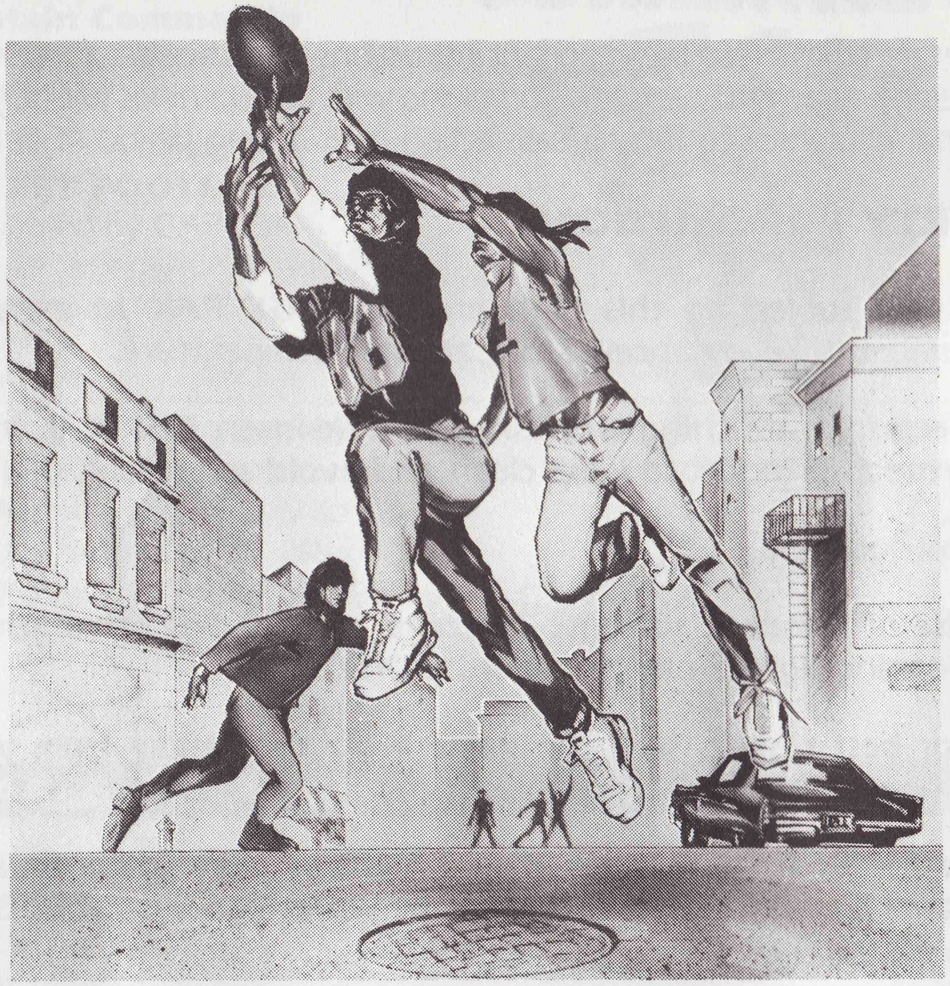
THE STREET FOOTBALL STORY



STREET FOOTBALL™ ...You and your buddies are out playing football. You are running that familiar street where you've played so many times. With a three member team, you try to score a touchdown in four downs. While playing as the offensive team, you are the quarterback and can call the plays to the other teammates. While playing as the defensive team, you have control over your teammates and can mobilize them to block passes, intercept passes, or rush the passer.

HARDWARE REQUIREMENTS

IBM pc and 100% compatibles with 256K of memory minimum.
Color card and monitor.
At least one joystick, there is NO keyboard play in this game.

LOADING STREET FOOTBALL

The Street Football disk is self-booting. After the title screens, the program will automatically determine how many joysticks are attached to the computer. If only one joystick is attached, it will automatically select the appropriate team to control. If two joysticks are attached, the program will present a sub optons screen and prompt for a one or two player game. If the player selects a one player game it will then prompt for the team to control, 'RED' or 'BLUE'. If the players select a two player game the appropriate team is assigned to their respective joysticks.

After the player selection is complete, the final option screen is presented.

F1 – Start the game
F3 – Sound On/Off
F7 – Pause game
F10 – Exit

FUNCTION KEYS

To Start Game ..... Press Key F1
Sound On/Off ..... Press Key F3
Pause Game ..... Press Key F7
Exit Game ..... Press Key F10

F1 – Starts Street Football.

F3 – Toggles the sound on or off. This key may be pressed any time during game play. The sound defaults to 'ON'. Pressing the F3 key once turns off the sound, pressing the F3 key again turns the sound on again.

F7 – Pauses the game play. This key may be pressed any time during game play. Pressing F7 once pauses the, pressing it again resumes game play.

F10 – Exits and terminates the game. This key may be pressed any time during game play. The screen will dissolve and the user will be prompted to replace the game disk in drive a: with a disk containing DOS. Pressing ESC reboots this disk.

HOW TO PLAY

Playing the game – Offense

Prior to the ball being hiked, the user may select which offense player he/she wishes to control by pressing button 2 on their joystick. The player under the users control will blink on the screen. The remaining players not selected will be controlled by the computer. Once the ball is hiked, the user may not select the player he/she wishes to control until the next down.

Quaterback:

Ideally, the user will want to quarterback as he/she has greater control and flexibility. First, the quarterback must avoid the defensive player(s) rushing in for a tackle. The quarterback may elect to run the ball but be forewarned, the defense (especially the computer controlled defense) is extremely adept at tackling a quarterback on the run. To pass the ball, the user MUST HOLD DOWN button 1 of the joystick. A pass gauge will appear and will start to count down. The higher the gauge indicator is when button 1 is released, the higher and farther the ball will travel. The lower the gauge, the lower the arc of the ball (which means there is a greater risk of interception). The gauge will only cycle once, that is the gauge will decrease until it hits bottom then reverses itself and starts back up again. Once it reaches the top again the ball will AUTOMATICALLY BE PASSED, so don't hold on to the ball too long. The user may still maneuver while holding the pass button down, allowing the user to avoid would-be tacklers. If the quarterback crosses the scrimmage line while holding the pass button down, the ball will be passed automatically. Once the pass button is depressed and being held down, the user may select which receiver to throw to by holding down button 2 of the joystick WHILE THE PASS BUTTON IS RELEASED. If this button is not depressed, the 'upper' receiver will be selected, if the button is depressed, then the 'lower' receiver will be selected.

HOW TO PLAY

Receivers:

Most of the time, the computer will control the users receivers. They are programmed to home in on a passed ball and try to catch it. Once a ball has been successfully caught, they will run towards the goal line. If the user attempts to control a receiver, he/she will have to guess the point the quarterback will attempt to throw the ball. Be careful, computer controlled defense allows the defensive player to attempt to detain the receiver from going down field, wasting precious time.

Playing the Game– Defense

The user may select the defensive player he/she wishes to control at any time during the course of play. This tends to throw the offensive team off a little. As a defensive player the user may attempt to prevent a receiver from going down field to catch a pass or the user may elect to rush the passer. The computer controls the remaining two defensive players.

General Comments

If a successful pass has been completed, user control is automatically switched to control the player that caught the ball. Be careful not to be caught in your own end zone as a 'safety' will be incurred, giving your opponents 2 points and the ball on their 20 yard line. In a one player game the computer controls all players of the opposing team.

Be careful of running out of bounds, interceptions by defensive players and incomplete passes.

Scoring

Each touchdown is worth 7 points, each safety is worth 2 points.

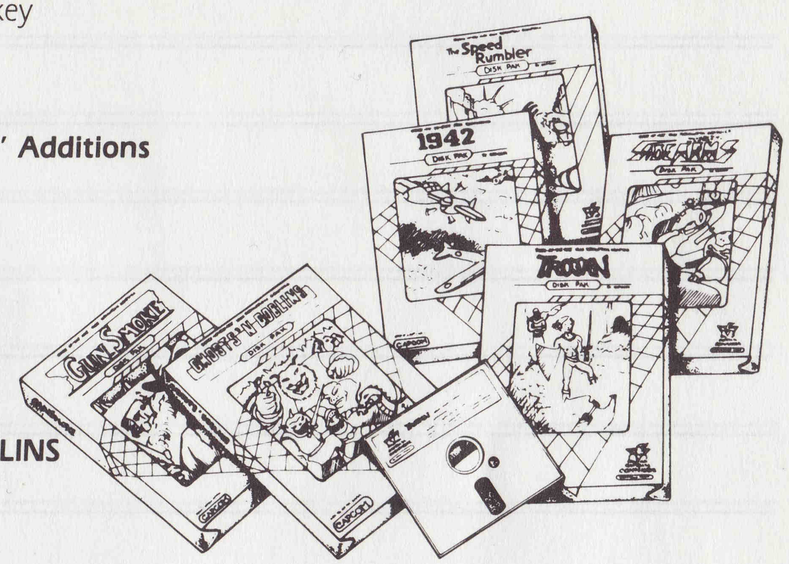
Look For CAPCOM's Other Fine Disk Paks Designed For Family Fun & Entertainment In Stores Now!

New Captain Commando Sports Series

- Hat Trick© — Hockey
- Mini-Golf© — Golf
- Street Football©

New "Challenge Series" Additions

- Trojan™
- Bionic Commando



- **GHOSTS 'N GOBLINS**
- **1942**
- **SIDE ARMS**
- **GUN.SMOKE**
- **SPEED RUMBLER**

DISK PAK
Software Developed & Programmed For Play On
Commodore 64/128™
IBM® XT & AT Plus 100% IBM Compatibles
By
Pacific Dataworks International
Agoura Hills, California

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Manual by Paul Biederman

MEMOS/POINT SCORING RECORD

Date	Score	Player

MEMOS/POINT SCORING RECORD

Date	Score	Player

NOTES

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90-DAY LIMITED WARRANTY

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CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or Inside California State call (408) 745-7081. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
1283-C Mountain View/Alviso Road
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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 computer with respect to the receiver
— Move the computer away from the receiver
— Plug the computer 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.

PREMIER WORLD-WIDE ARCADE GAME DESIGNER

CAPCOM™

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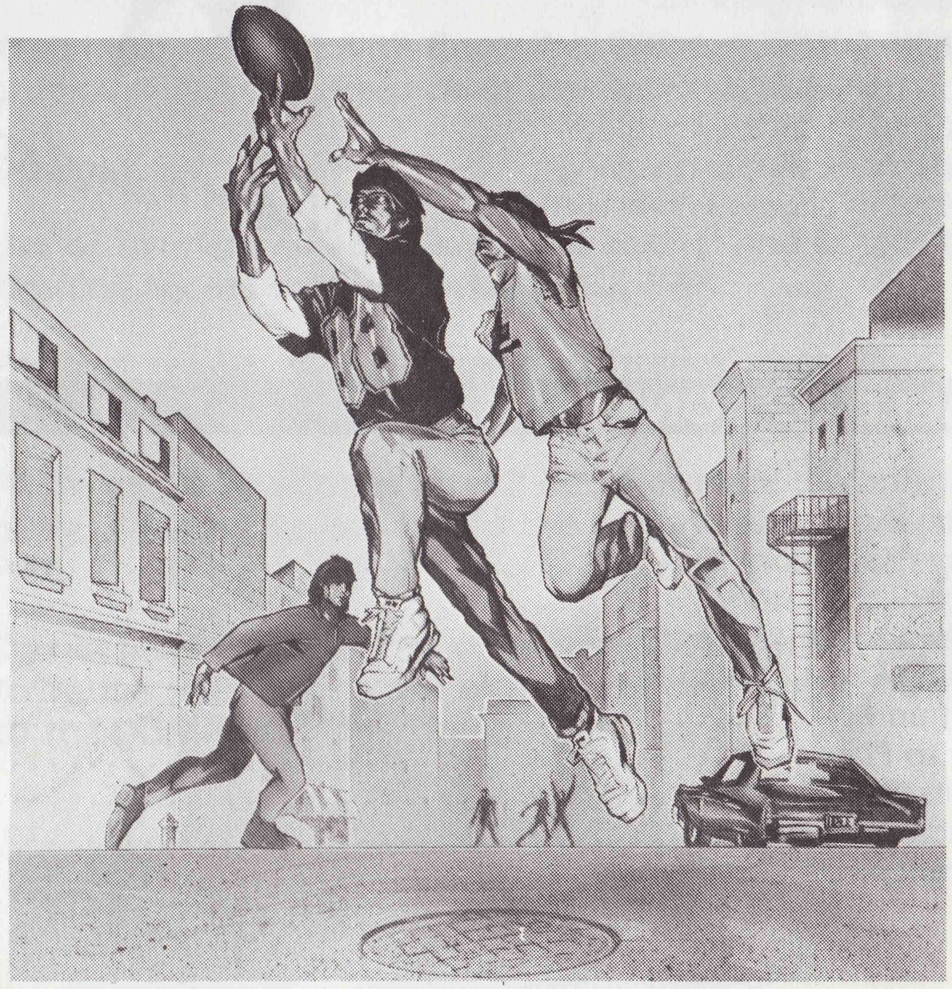

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