

PREMIER  
WORLD-WIDE  
ARCADE GAME  
DESIGNER

**EmuMovies**

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**CAPCOM**

**GAME PAK INSTRUCTIONS**

## A Special Message From

# CAPTAIN COMMANDO™

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

**TROJAN™**, 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



*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 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 strong 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.

## HOW TO PLAY

### NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

Controller \*1 — Moves TROJAN in 1 or 2 player game.

Controller \*1 and 2 — Moves TROJAN in 1 or 2 player continuation game.

Controller \*1 and 2 — Moves TROJAN in 2 player simultaneous game.  
(vs. game)

#### A. Button

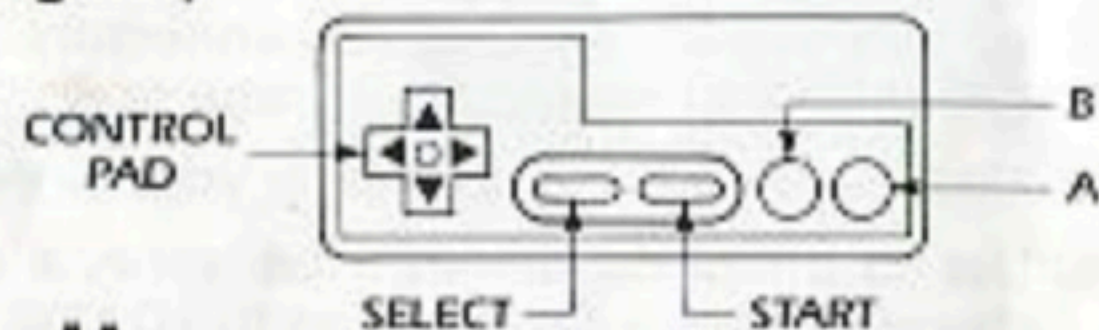
The TROJAN uses his shield in 5 directions.

#### B. Button

The TROJAN raises his sword in battle.

#### Control Pad

Each tip is imprinted with letter to show direction of movement:



#### Four Separate Action Tips

Pressing any of four tips moves you and TROJAN in that direction.

- ◀ TROJAN moves left.
- ▶ TROJAN moves right.
- ▲ TROJAN leaps upward.
- ▼ TROJAN crouches down.

## HOW TO PLAY

You are the **TROJAN** warrior, master of the martial arts. With your sword and shield you must fight through 7 different screens and defeat the brutal ruling King of your enemies.

### SELECT Button

Press SELECT to move the 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 the game. A pause tone will be heard and game will be interrupted.

## HINTS ON GAME PLAY

### HOW TO PLAY:

Enemies attack you from all sides. Your goal is to defeat the **King** of your enemies, fighting the **King** with your sword, shield, and the power-up.

When **P** is indicated, the **TROJAN**'s sword becomes twice as powerful. If you discover the **P** again, you get additional power.

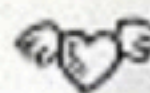
## BONUS CHARACTERS

### Hidden Characters:



#### Super-jump

The player can super-jump for a short time.



#### Heart

The player recovers all of his strength.



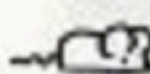
#### Speed Up

The player's walking speed increases.



#### Key

It opens a passage.



#### Mouse

Watch out for the mouse! Destroy him for additional points.

**Underground:** Search for hidden characters by striking with your sword! Go underground through a manhole where bonus characters are hidden. But beware, for there also are enemy's rooms in which you could be killed.

## ENEMY CHARACTERS

### HIDDEN CHARACTERS

3-4 characters on each stage

- ★ How they appear varies and some can kill the player.
- ★ They appear when the player passes certain areas, jumps from different levels, or shoots at the walls.



**The Hatchet Brothers**

They appear simultaneously to attack you with axes. The best way to defeat them is to defend yourself with your shield.



**Iron Arms**

Iron Arms tosses his iron arm, avoiding the player's attack with his own shield. Be aware that the arm is returning.



**The Killer Piranha**

The fish attacks you but does not cause extensive damage. Remember, it's hard to kill!

## ENEMY CHARACTERS



**Achilles**

He is the head of the enemy. Try to defeat him and save the world.



**The Smasher**

The Smasher appears on all levels to attack with his hammer.



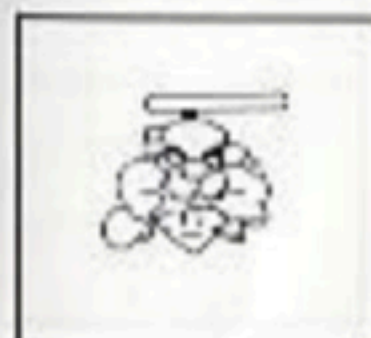
**The Slasher**

Throws knives and magic balls which knock off the player's sword and shield.



**The Armadillon**

Curled up to the player, then stands up and breathes fire. There is no defense when he curls and attempts to roll over you.



**The Skyogyro**

Uses propeller to fly and drop bombs. Defeat Skyogyro and turn both points.

## ENEMY CHARACTERS



**The Barbarian**

It appears from a pond and shoots poison balls at you.



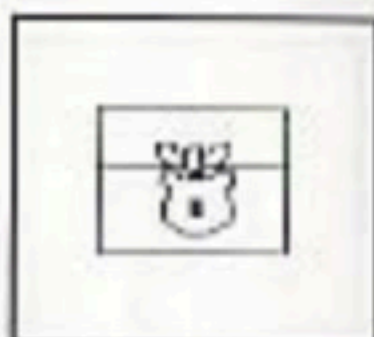
**The Hatchetman**

He throws an ax.



**The Musclemen**

He has a huge hammer which cannot be defended against.



**Bonus Box**

Try to find what's inside!



**Trojan**

He has a sword and a shield and fights just like you.

## HIDDEN CHARACTERS



**The Hunchback**

Jumps extremely high and throws iron balls at you.



**The Hidden Archer**

Comes out of manholes using crossbow to attack. You get bonus points when you slay the Hidden Archer.



**The Mad Bomber**

Hats dynamite out of windows. Use your "super jump" to hit him — win bonus points!



**The Red Archer**

Appears on the rocks, shooting with his crossbow. Use the "super jump" and earn bonus points!



**King Shriek**

He appears from wells and swings a chained iron ball at you.

## 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.

## 90-DAY LIMITED WARRANTY CAPCOM GAME PAKS

### 90-DAY LIMITED WARRANTY

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) (943)-4632, or In-state 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 strike proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.  
Consumer Service Department  
1282-G Mountain View/Abruzzo 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:

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