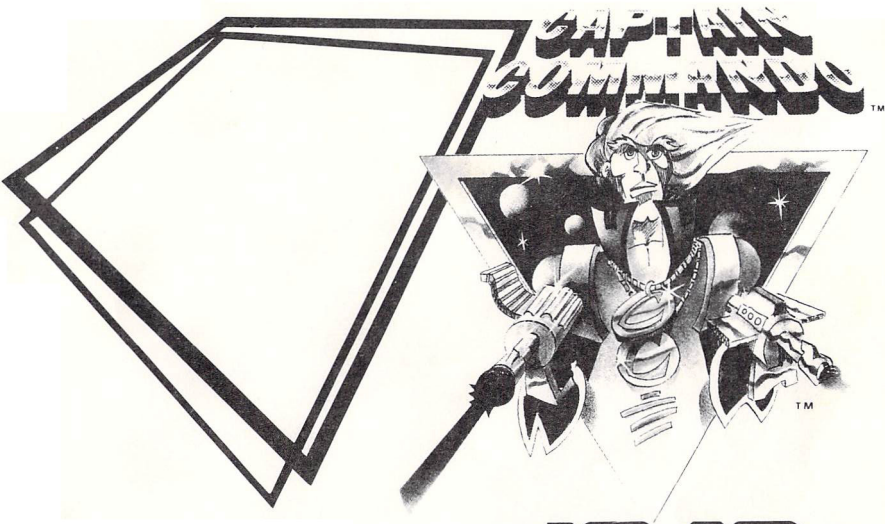




1942TM

CAPCOM[®]

DISK PAK INSTRUCTIONS

A Special Message From

Thank you for selecting fun-filled **1942™** . . . one of the exclusive family computer video games from CAPCOM's **Captain Commando "Challenge Series."**

1942 — created by CAPCOM® . . . premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

This high quality DISK PAK has been manufactured to meet CAPCOM's rigid specifications for excellence, assuring long-lasting satisfaction game after game on Commodore 64/128.®



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.**

HOW TO PLAY

Start your engines. It's you and **Super Ace** together — fighter pilots extraordinary — challenging enemy aircraft in dangerous, dazzling duels. Get ready to take-off!

TO START THE GAME:

For Commodore 64/128:

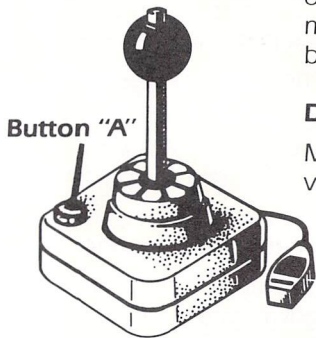
1. Connect your joystick to port 2.
2. Turn on your Commodore 64 or 128, disk drive and monitor.
3. Switch Commodore 128 to 64 mode.
4. After the red "busy" light on the disk drive goes off, insert **1942** DISK PAK into the disk drive with the label side up and close the disk drive door.
5. Type LOAD "**1942**", 8, 1 and press RETURN.
6. When the first street scene appears, you may begin play.

HOW TO PLAY

Push **Button A** To Start Game —

BUTTON "A"

Exciting action begins the moment you push this button. You must control **Super Ace** over land, sea and in the air — through a multitude of different action scenes. You and **Super Ace** must destroy enemy aircraft to reach Tokyo and be victorious.



DURING PLAY

Moving the joystick creates the aerobatic maneuvers by **Super Ace**:

- ◀ **Super Ace** moves left
- ▶ **Super Ace** moves right
- ▲ **Super Ace** heads upward
- ▼ **Super Ace** aims downward

HINTS ON GAME PLAY

You and **Super Ace** challenge the enemy pilots in aerial warfare. If you destroy a complete attacking **Red Formation**, you gain additional fighting power. Remember — pressing the “B” button at the precise time blasts the enemy aircraft out of the sky! Defeat the enemy and a **POW** appears on screen. You gain an immediate boost of fighting power only when you fly directly over the **POW**.

When enemy firepower strikes **Super Ace** you lose one aircraft. If **Super Ace** hits one of the secret enemy bombers, a  will appear on the screen. When you fly over the  as it appears on the screen you earn an additional 5000 points!

Remember — when you are attacked and actively engaged in heavy battle with many enemy aircraft — depress the “space bar” on keyboard and you’ll perform “**loop-the-loop**” maneuvers to evade enemy missile fire.

HINTS ON GAME PLAY

POWER UP — POW!

1. Attacking formation destroyed: **POW** appears on screen — you are awarded two more machine guns.
2. Attacking formation destroyed: **POW** appears on screen — you blast all enemy aircraft off the screen.
3. Attacking formation destroyed: **POW** appears on screen — you are joined with allies flying to the left and right of **Super Ace**.
4. Attacking formation destroyed: **POW** appears on screen — you earn bonus points.
5. Attacking formation destroyed: **POW** appears on screen — you earn bonus points.
6. Attacking formation destroyed: **POW** appears on screen — you win another **"loop-the-loop"**.

Note: These six different ways to POWER UP depends on which attacking enemy flying formations to destroy. Successfully eliminate all six flying formations and you become **Super Ace**.

COMPLIANCE WITH FCC REGULATIONS

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Disk 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 Disk 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-G 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.

90-DAY LIMITED WARRANTY CAPCOM DISK PAKS

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**

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