

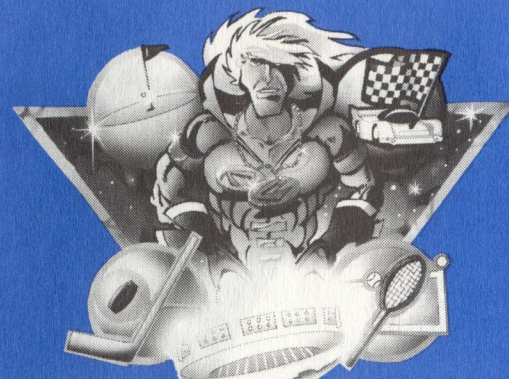
**PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER**

CAPCOM™

1283-C Old Mountain View/Alviso Road
Sunnyvale, CA 94089

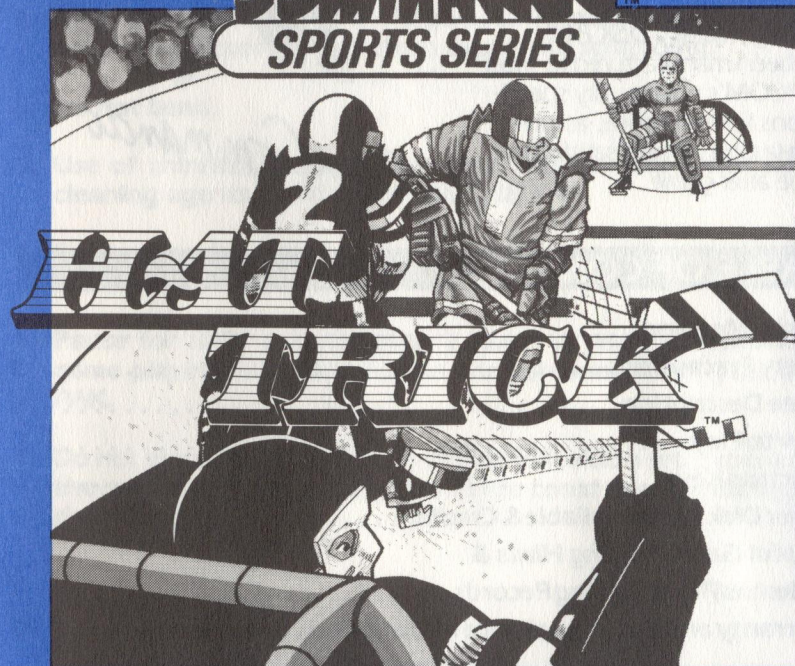
Telex: 62916740
FAX: 408/745-7920

800-843-4632 (Outside CA)
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By CAPCOM™

**CAPTAIN
COMMANDO™
SPORTS SERIES**



CAPCOM™

DISK PAK INSTRUCTIONS

For Play On Commodore 64/128™

A Special Message From

Thank you for selecting
HAT TRICK™ from the
Captain Commando
"SPORTS SERIES" by
CAPCOM™.

Exciting and challenging,
HAT TRICK, distributed by
CAPCOM . . . premier world-
wide 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 specifi-
cations for excellence, assuring
long-lasting playing satisfaction
game after game.

**CAPTAIN
COMMANDO™**



Captain Commando

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. It is recommended you read this instruction manual thoroughly, observing and complying with the safety precautions before you begin your challenging experience with **HAT TRICK™** . . . It's 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 HAT TRICK STORY



HAT TRICK™ — action-packed ice hockey so “hot” it could melt ice. Strong, physically fit athletes on sharp thin steel blades slither across frozen ice with the sleekness and grace of a gazelle.

Realistically portraying one-on-one hockey, **HAT TRICK** is a one and two player game filled with intense excitement. Hockey players, agile and enduring, representing their teams, streak across the arena’s icy surface weaving and bobbing, maneuvering to avoid the defenses. There’s body-checking and board-banging as players high-stick to drive the puck past the defending goalie and into the net to score!

HAT-TRICK by CAPCOM — good competitive sports fun and entertainment to be enjoyed by every member of the family.

**Are you ready to skate the Ice
In high-flying fashion to win the game?
Your joystick is your hockey stick!**

HOW TO PLAY

TO START THE GAME:

For Commodore 64/128:

1. Connect joystick to Port 1.
2. Turn on power to your Commodore 64 or 128, the disk drive and TV/monitor.
3. Switch Commodore 128 to 64 mode.
4. Once the red “busy” light on the disk drive goes off, insert the **HAT TRICK** DISK PAK into the disk drive, label side up. Close door of disk drive. **Note:** Be sure to remove any cartridge from slot before proceeding.
5. Type to enter the following:
LOAD “*”, 8, 1, then press RETURN.

The Screen Displays:

Searching for *
LOADING
READY.

6. In just a few moments the following text will appear:
* Special Function Keys*

Start Game

F1

Music: (On)

F3

Number of Players

F5

Level of Difficulty (Novice)

F7

CONTROLLING THE ACTION

Joystick Movements

Use the joystick to determine the number of players, to position and set-up conditions for action.

The quickness and maneuvering ability of each hockey star, Red and Blue lies in the game player's skillful control of the joystick. Offensive and defensive strategies are created with joystick movements.

Specific joystick movements for certain game-playing action are described in various sections of this booklet.

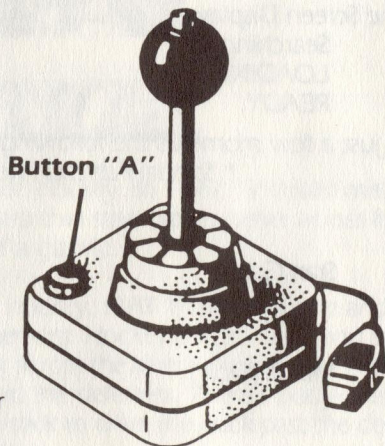
- ◀ Move hockey star(s) left
- ▶ Move hockey star(s) right
- ▲ Move hockey star(s) up
- ▼ Move hockey star(s) down

Button "A"

Think of Button "A" as the trigger of one or more actions.

Use Button "A" as a power stroke of the hockey stick.

Press Button "A" to fire the puck towards the opponent's goal past the goalie and into the net to score.



FUNCTION KEYS

Level Of Difficulty — Key F7:

You have the option to choose any one of three levels of game-playing difficulty when you challenge the **HAT TRICK**. Pressing Key F7 controls your selection.

- Level One: Novice
- Level Two: Normal
- Level Three: Expert

Novice is the first level of difficulty to appear on screen. If this level is preferred, proceed to designate the number of individuals playing the game, one or two players. (See section titled Number Of Players F5).

Should you choose a higher level of difficulty, either Normal or Expert, press Key F7 to make the transition(s).

Each time you press Key F7, you change the level of difficulty; from Novice to Normal to Expert, then return to Novice.

Note: The speed and action of the game increases as the level of difficulty progresses; from Novice to Normal to Expert.

Number Of Players — Key F5:

Pressing Key F5 determines the number of participants playing **HAT TRICK** at any given time.

Press Key F5 until screen designates 1-player mode or 2-player mode is reached.

Music — Key F3:

You control the playing or non-playing of **HAT TRICK** music each time you press Key F3.

FUNCTION KEYS

Key F3 serves as a switch, securing music in yes-music and/or no-music positions.

Once you have set F3, F5 and F7 to your desired specifications, you are now ready to begin.

Begin playing the game by pressing Key F1.

The first player engaging Key F5 has the option of choosing team color; red or blue. The first player can also select team; in red uniform or blue uniform.

For example:

- Hat Trick Star In **Red**: Move Joystick Right
- Hat Trick Star In **Blue**: Move Joystick Left

Game-Playing Time Periods:

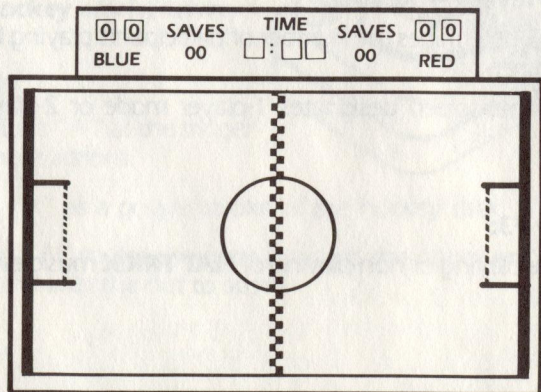
HAT TRICK is played in intervals or time periods of 3 minutes each.

The player scoring the most goals during the 3-minute playing period will be declared the winner.

Score-Keeping

Scoring by each player is kept automatically. A scoreboard, as if overhead the hockey-playing area, appears on the screen.

It automatically computes Saves, Time, Saves, Score.



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

New Captain Commando Sports Series

- Hat Trick® — Hockey
- Street Football®

New "Challenge Series" Additions

- Trojan™
- Bionic Commando

New Software for IBM XT & AT

And Compatibles Too!!!

- 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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HINTS/SCORING/MEMO

90-DAY LIMITED WARRANTY CAPCOM DISK PAKS

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 the 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-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 THE 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 may 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.

Date	Score	Player
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