



**CAPTAIN
COMMANDO**

CHALLENGE SERIES

By CAPCOM™



CAPCOM™ **DISK PAK INSTRUCTIONS**

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

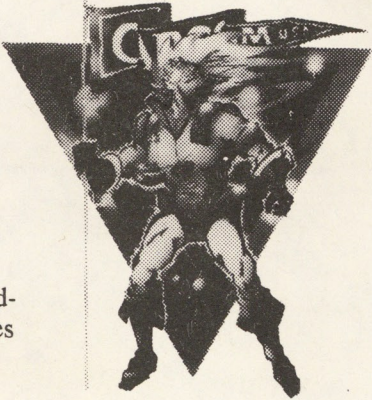
A Special Message From

CAPTAIN COMMANDO

Thank you for selecting
TROJAN from the
Captain Commando
"Challenge Series."

Exciting and challenging **TROJAN**,
created by CAPCOM...premier world-
wide arcade game designer...features
colorful state-of-the-art high resolu-
tion graphics.

This high quality DISK PAK has been
manufactured to meet CAPCOM's
specifications for excellence, assuring
long-lasting satisfaction game after
game on IBM PC™, and 100% IBM
compatible computers.



Captain Commando

TABLE OF CONTENTS

Special Message	2
Safety Precautions	4
System Requirements - Hardware	5
System Requirements - Software	5
The Trojan Story	6
Loading Procedures - MS DOS	7
Loading Procedure - Trojan	7
Joystick Calibration	8
How to Play	8
Game Parameters	9
Hidden Characters	10
Enemy Characters	11
Bonus Characters/Credits	12
Helpful Game - Playing Hints & Memos/Point Scoring Records	13
Warranty	14
FCC Compliance Information	15

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.

CAPCOM and Captain Commando are registered trademarks of CAPCOM U.S.A Inc. IBM, PC, XT & AT are registered trademarks of International Business Machines Corporation. MS DOS is a registered trademark of Microsoft Corporation.

SYSTEM REQUIREMENTS: Hardware

The Trojan Disk Pak has been custom designed for maximum challenge, entertainment, and excitement while being played on the IBM PC and 100% compatible computers.

The memory capability, hardware and components of the IBM PC and IBM compatible computer systems, determines the number of colors (from 4 to 16) that will be vividly displayed on the color monitor:

CGA Color Graphics Adapter: (4 Color Game)

- 256K memory system
- color monitor (CGA)
- CGA Color Graphics Adapter card
- floppy disk drive
- joystick
- joystick controller board

EGA Enhanced Graphics Adapter (16 Color Game)

- 512K memory system
- Color monitor (EGA)
- EGA Enhanced Graphics Adapter card
- floppy disk drive
- joystick
- joystick controller board

The EGA format is recommended for superior color definition.

SYSTEM REQUIREMENTS: Software

The Trojan Disk Pak computer video game operates under MS DOS. The level of MS DOS required is from 2.0 and above.

THE TROJAN STORY



Prepare yourself for exciting confrontation with the ancient evil army. You are at the controls. The fate of throngs of suffering people held hostage by the brutal king's troops await freedom by **TROJAN**.

Release your imagination. Grab hold of the controls. For you are **TROJAN**. Happy, Light-hearted, Spirited, Yet, often considered irresponsible.

But **TROJAN**..... you are a superb physical being who's mastered the martial arts.

Filled with relentless energy and determination, you muster courage, embarking on the challenge of invading the enemy's territory to rescue the captives from the army of the evil empire.

You manipulate the controls, creating movement of **TROJAN**'s protective armored shield and the wielding of his shining sword.

As **TROJAN** you battle knife-throwing enemy troops. But watch out, for if you are hit with your opponent's weapons, you would lose your shield and sword, and would fight with your bare hands.

**Can TROJAN and you successfully defeat
the enemy and rescue the people of the world?**

You control their destiny!

LOADING PROCEDURES: MS DOS

Insert MS DOS disk into disk drive (drive A).

After establishing time and date, an A > (A Prompt) will appear on the monitor screen. The appearance of A > on the screen instructs the player to remove the MS DOS disk.

LOADING PROCEDURE: Trojan

Insert the Trojan Disk Pak computer game into the disk drive (drive A).

Type TROJ

Then press RETURN key.

The monitor screen will advise "Loading Data". The lower portion of the screen will display or advise that data loading mode will take a few minutes.

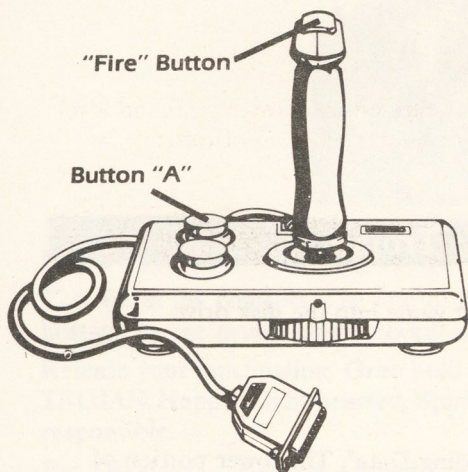
A counter appears on the screen, commencing counting from the number 389 down to 0.

When 0 is reached, the screen displays "Joystick at center, then FIRE".

JOYSTICK CALIBRATION

The TROJAN Disk Pak is designed to allow the player to quickly and precisely calibrate the joystick.

To set the calibration, or to correct and adjust the joystick, firing action requires just one simple step:



One-Step Procedure:

On-screen information will advise "Joystick At Center, Then Fire".

To calibrate joystick, fully release the joystick, allowing it to assure "self-centering" position. Press "fire" button.

IBM Compatible Joystick

Now that the joystick calibration has been completed, "CAPCOM Presents" will be displayed on the screen.

Note: The performance of the CAPCOM TROJAN Disk Pak is guaranteed only for play on IBM PC and other computers which are 100% compatible with IBM PC.

HINTS ON GAME PLAY

To Start the Game: Press Key F1

Notice the Trojan completes each game stage by moving or progressing to the right on the monitor's screen. Upon reaching the far right on the screen, there is a quick page-flipping action, advancing to the next game-playing segment.

GAME PARAMETERS

To Start Game Press Key F1
Music On Or Off Press Key F3
Set Number Of Players Press Key F5
Establish Level of Difficulty . . Press Key F7

Key F7: Setting Level of Difficulty

First level of difficulty presented is identified as "Novice". Second level of difficulty is "intermediate". The third and final level of difficulty is "Advanced".

Player(s) select their own level of difficulty with function button or Key F7. Actuating Fey F7 advances stages of challenge; Novice, Intermediate, Advanced, back to Novice.

Key F5:

Pressing Key F5 alternates to identify either Player No. 1 or Player No. 2

Key F3:

This key allows the player to select the music to be in an on or off mode.

Key F1:

Touch Key F1 and the game starts.

Please note this TROJAN Disk Pak video game for IBM PC and 100% IBM compatibles uses a "page" mode, which eliminates scrolling. There will be a momentary pause during each page mode cycle.

HIDDEN CHARACTERS

HIDDEN CHARACTERS

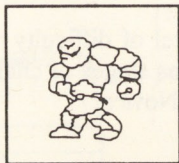
3-4 characters on each stage

- 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.



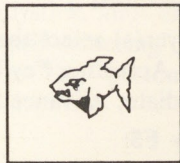
The Hatchet Brothers

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.



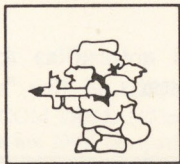
The Killer Piranha

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



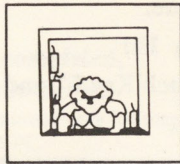
The Hunchback

Jumps extremely high and throws iron balls at you.



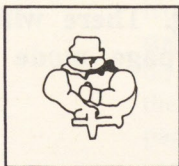
The Hidden Archer

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



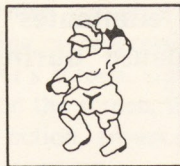
The Mad Bomber

Hurls 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

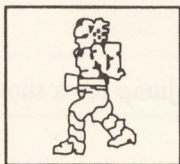
He appears from walls and swings a chained iron ball at you.

ENEMY CHARACTERS



Achilles

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



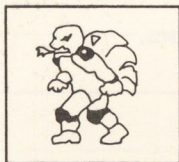
The Smasher

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



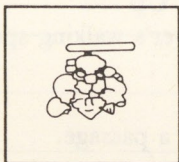
The Slasher

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



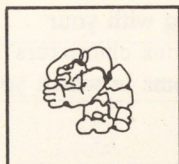
The Armadillon

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



The Skygyro

Uses propeller to fly and drop bombs. Defeat Skygyro and earn bonus points.



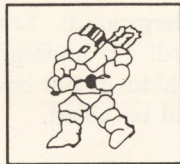
The Barbarian

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



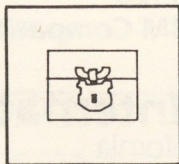
The Hatchetman

He throws an ax.



The Muscleman

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.

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!

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.

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

CAPCOM and Captain Commando are registered trademarks of CAPCOM U.S.A., INC.

Commodore 64 and Commodore 128, IBM XT & AT, are registered trademarks of Commodore Electronics Ltd. and International Business Machines Corporation respectively.

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 operations for 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. 004-000-0034504.

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

COMING SOON!

New Captain Commando Sports Series

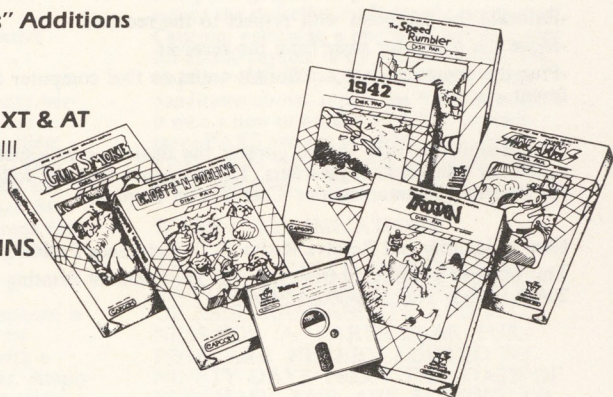
- Hat Trick® — Hockey
- Mini-Golf® — Golf
- Street Football®

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



PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER

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