

By CAPCOM™

CAPTAIN COMMANDO

CHALLENGE SERIES



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
BIONIC COMMANDO™ from
the **Captain Commando**
"Challenge Series".

Exciting and challenging,
BIONIC COMMANDO™, 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 specifications for
excellence, assuring long-lasting
satisfaction game after game
on IBM PC™ and 100% IBM
compatible computers.



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.**

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

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

IBM CGA DISK (Tandy)

CGA Color Graphics Adapter: (4 Color Game)

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

IBM EGA DISK

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

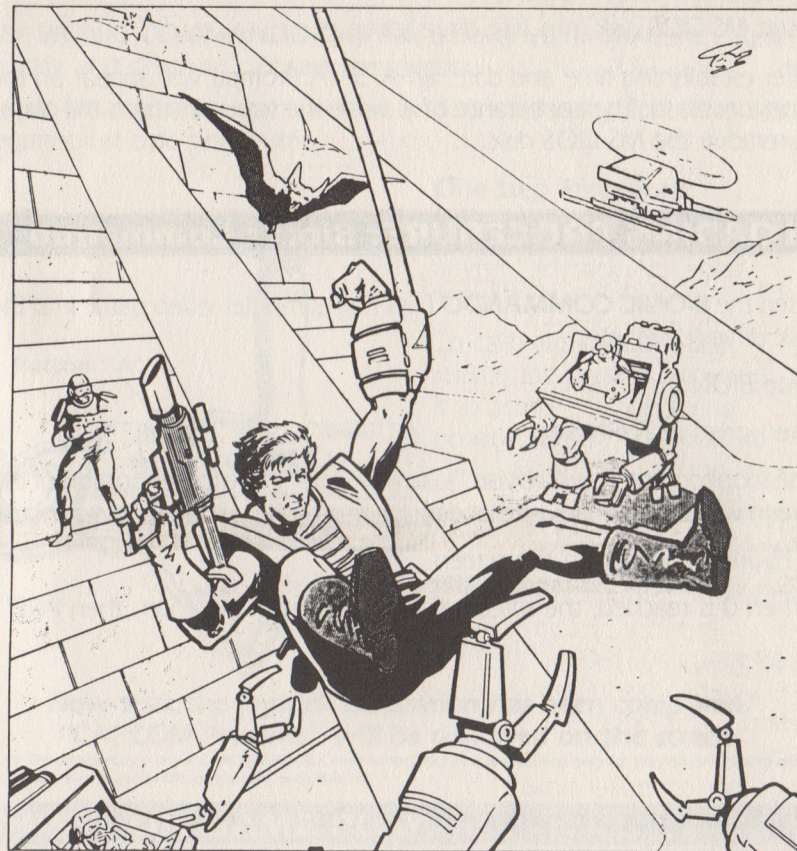
The EGA format is recommended for superior color definition.

SYSTEM REQUIREMENTS: Software

The **BIONIC COMMANDO** Disk Pak computer video game operates under MS DOS™. The Level of MS DOS required is from 2.0 and above.

MS DOS™ is a registered trademark of Microsoft Corporation, Redmond, Washington.

THE BIONIC COMMANDO STORY



Your job is to save civilization, it's been 10 years since the devastating war. After the enemy attack, our army sent in a special commando unit to infiltrate the enemy army. You are that commando!

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: Bionic Commando

Insert the **BIONIC COMMANDO** Disk Pak computer video game into the disk drive (drive A).

Type BION

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.

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

JOYSTICK CALIBRATION

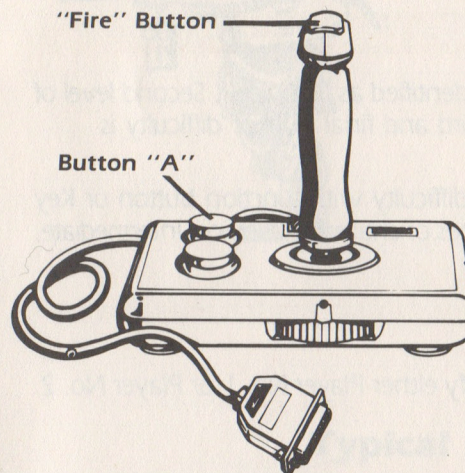
The **BIONIC COMMANDO** Disk Pak is designed to allow the player to quickly and precisely calibrate the joystick.

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 Bionic Commando 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 Bionic Commando 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.

HINTS ON GAME PLAY

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 Key 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 on or off.

Key F1:

Touch Key F1 and the game starts.

Please note this Bionic Commando 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.

ENEMY CHARACTERS



Typical Enemy

Also watch out for Tree Frogs along with Pointed Mines scattered through-out the game.

90-DAY LIMITED WARRANTY

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) 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**



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