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**PREMIER  
WORLD-WIDE  
ARCADE GAME  
DESIGNER**

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**CAPTAIN  
COMMANDO**



**CAPCOM™ GAME PAK INSTRUCTIONS**

## A Special Message From Captain Commando!

Thank you for selecting fun-filled **GUN.SMOKE™** . . . one of the exclusive Nintendo® Entertainment System video games from the **Captain Commando "Challenge Series"**.

**GUN.SMOKE**, 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



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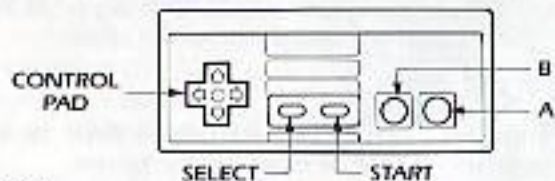
## SAFETY PRECAUTIONS

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 game 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.

## NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS



### Control Pad

Each tip imprinted with letter to show direction of movement:



- ◀ moves **Billie Bob** left.
- ▶ moves **Billie Bob** right.
- ▲ moves **Billie Bob** forward.
- ▼ moves **Billie Bob** backwards.

Use Controller #1 Only

## NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

### Direction of Weapon Fire:



Hold Button  
**B**  
to Fire Left.



Hold Button  
**A + B**  
to Fire Straight.



Hold Button  
**A**  
to Fire Right.

**Select Button:** Used to purchase weapons from General Store and to open and close the Multi Window. (General Store)

**Start Button:** Used to Start Game and to Pause during game play.

## GUN.SMOKE STORY

**GUN.SMOKE™** by CAPCOM® . . . returns the player and game star Billie Bob back to life in a small, bustlin' mining town during the infamous gold rush era.

**GUN.SMOKE** gives the game's one player the opportunity to combine personal skills with the fearlessness of Billie Bob. The brave combo sets forth to rid the flourishing township of ruthless gold-stealing bandits.

Every time the player and Billie Bob make a direct hit—especially a barrel—there's a release of hidden firepower. Billie Bob gains access to quick-acting ammunition, usually just in time.

Big hits means big saves. The **GUN.SMOKE** game player at the joystick controls determines the destiny of Billie Bob — and the fate of the gold mining town and its people.

**Are you ready to climb into the saddle  
and accept the Captain Commando challenge?**

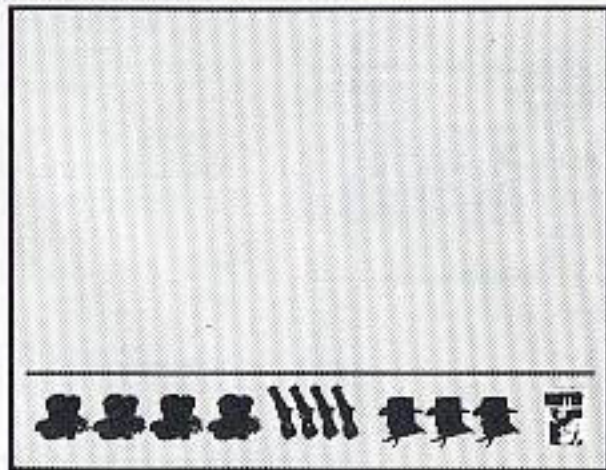
## HINTS ON GAME PLAY

**General Store** — Press Select Button on Controller #1.

Weapons you acquire during game play. You can stock-pile 4 weapons each.

**Note:**

Boots, Guns will decrease by one when skull is picked up during game play.



BOOTS

RIFLES

POSTER

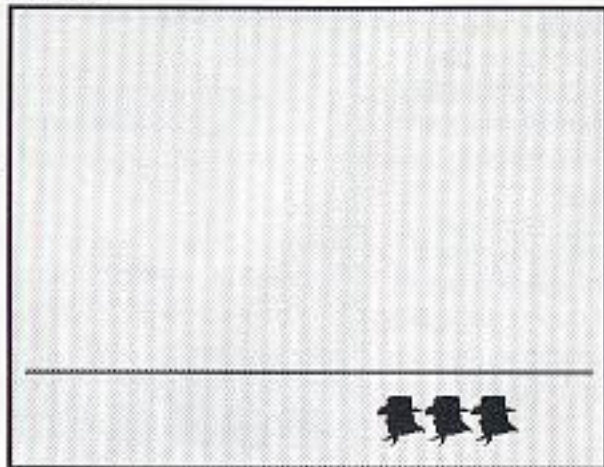
## HINTS ON GAME PLAY

### Number of Players Left.



**YASHICHI** picked up gives you an extra player.

You can stock-up 3 players maximum.



NUMBER OF PLAYERS LEFT

## HINTS ON GAME PLAY

### WANTED POSTER:

You can't fight the final enemy character in each stage without having a **Wanted Poster**.

The Poster is hidden somewhere in the game. You need to shoot at an empty area on the screen to receive a poster. It requires 8 shots — sounds the same as if you hit a barrel.

Checking in the General Store (Pressing Select Button) to see if you have the poster. If you have enough money, you can purchase the poster.



## HINTS ON GAME PLAY

### HORSE:

The horse is hidden in a barrel in stage 1. It is essentially an extra man. The horse will withstand many hits from the enemy bullets. When he starts to blink, only 1 more hit will kill him.

A horse can be purchased from the General Store.



## WEAPONS TO PURCHASE FROM GENERAL STORE

1. **SHOTGUN.** The shotgun shoots 5 bullets at a time.
2. **MACHINEGUN.** Shoots double bullets continuously by pressing Button "B".
3. **MAGNUM.** Very effective against high endurance of the enemy. One shot can even kill Blasto.
4. **NAPALM BOMB.** 4 times stronger than the double gun. Direction of the bomb is determined by direction of Billie Bob. You can inflict heavy damage on enemy.

## ENEMY BOSSES

STAGE 1



Bandit Bill

STAGE 2



Cutter Boomerang

STAGE 3



Devil Hawk

STAGE 4



Ninja

STAGE 5



Fat Man

STAGE 6



Wingate

## ENEMIES

**PUNKS** — Surround you and attack.

**PUNK INDIANS** — Surround you and attack.

**DYNAMAN** — Throws dynamite.

**STABBER** — He jumps off of buildings and rocks to attack you.

**BLASTO** — Uses shotgun to attack you.

**SNIPER** — Shoots from windows or holes in rocks.

**ROCKS** — Try and avoid falling rocks as they will hurt you. (4th Stage)

**RIFLEMAN** — Uses rapid firing rifle.

**INDIAN (Bow)** — Shoots arrows.

**INDIAN (Fire Blowing)** — Shoots fire balls from his mouth.

**INDIAN (Ax)** — Throws axes at you.

## LEVELS OF GUN.SMOKE

NAME OF BOSS

- |          |                    |                  |
|----------|--------------------|------------------|
| <b>1</b> | Town of Hicksville | Bandit Bill      |
| <b>2</b> | The Boulders       | Cutter Boomerang |
| <b>3</b> | Commanche Village  | Devil Hawk       |
| <b>4</b> | Death Mountain     | Ninja            |
| <b>5</b> | Cheyenne River     | Fatman Joe       |
| <b>6</b> | Fort Wingate       | Wingate          |

## CONTINUATION

Press Select during Title Screen to Select Continue —  
Press Start.





## 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

### 90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PK") 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 PK, 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) 745-7051. 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 PK, and return your PK (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/Alyssa Road  
San Jose, CA 95129

This warranty shall not apply if the PK 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 PK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number listed 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 PK and return the defective PK (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 PK or replace it with a new or repaired PK. If replacement PKs are not available, the defective PK will be returned and the \$10.00 payment refunded.

### WARRANTY LIMITATIONS:

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