



CAPCOM

CAPCOM USA, INC.

INSTRUCTION BOOKLET



CAPCOM

PRINTED IN USA

SUPER NINTENDO
ENTERTAINMENT SYSTEM

CAPTAIN COMMANDO™

A Special Message from CAPCOM

Thank you for selecting CAPTAIN COMMANDO, the latest addition to CAPCOM's library of arcade games for your Super Nintendo Entertainment System. Following such hits as Knights of the Round and Super Street Fighter II, Captain Commando continues the tradition of action packed games for the whole family.

CAPTAIN COMMANDO features colorful, state-of-the-art high resolution graphics, animation and stereo sound. We at CAPCOM are proud to bring you this thrilling new addition to your video game library.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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CONTENTS

A Special Message from CAPCOM	2
Getting Started	4
CAPTAIN COMMANDO VS. SCUMOCIDE	6
Commando Team	7
Dash Attacks & Sure-Kill Techniques	13
Briefings from CAPTAIN COMMANDO	16
Options	17
Strategy Notes	18

GETTING STARTED

1

Set up your Super Nintendo Entertainment System and plug a controller into the controller #1 plug. For a two-player game, plug in 2 controllers.

2

Insert your CAPTAIN COMMANDO Game Pak into your Super Nintendo Entertainment System and turn the power on. The title screen will appear after the CAPCOM logo.

3

A demonstration game and profiles of each character will begin if you do not begin playing right away. To return to the TITLE screen from a demo, press the START button.

4

When the TITLE screen appears, you have three choices: 1 PLAYER, 2 PLAYER and OPTIONS. The 1 PLAYER and 2 PLAYER modes allow you to begin playing the game, while the OPTIONS mode lets you adjust certain features of the game. For an explanation of the OPTIONS mode, see page 17.

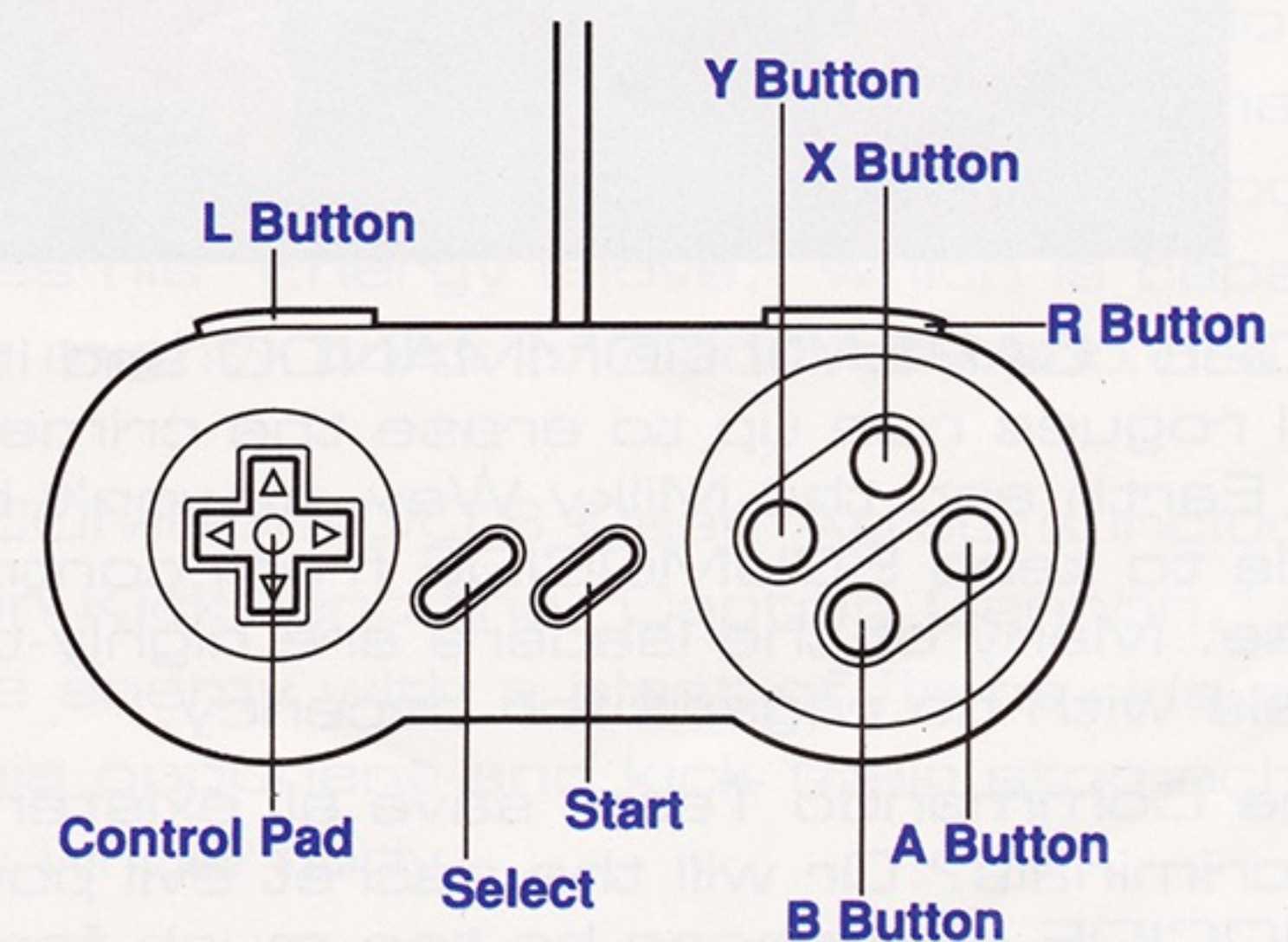
GETTING STARTED, CONT.

5

While choosing 2 PLAYER from the TITLE screen lets you play a 2-player game, if you select 1 PLAYER from the TITLE screen you may still play a 2-player game by pressing the START button on controller #2 at the character select screen.

6

To end the game at any time, simply turn off the power on your Super Nintendo Entertainment System and remove the Game Pak. Make sure to replace the plastic cover on your CAPTAIN COMMANDO Game Pak.



CAPTAIN COMMANDO VS. SCUMOCIDE

In the not-so-distant future, the Milky Way galaxy becomes infested by a corrupt group of mutants. Their utmost goal is to control all activity in other nearby galaxies, then move on to taking over the entire universe. This group is known by many names, but their enemies call the leader SCUMOCIDE.

But not many are strong enough to call themselves enemy of SCUMOCIDE. Until one Earthling of staunch character forms an elite commando team to undermine the advancements of SCUMOCIDE.



It is 2026. CAPTAIN COMMANDO and his three faithful rogues rise up to erase the crime from Planet Earth and the Milky Way. It won't be an easy crusade to keep SCUMOCIDE from controlling the universe. Many of the leaders are highly-trained criminals with no regard for decency.

Can the Commando Team save all existence from these criminals? Or will the secret evil power SCUMOCIDE possesses be too much for three beings to destroy? The risks must be taken, and the consequences must be ignored.

COMMANDO TEAM

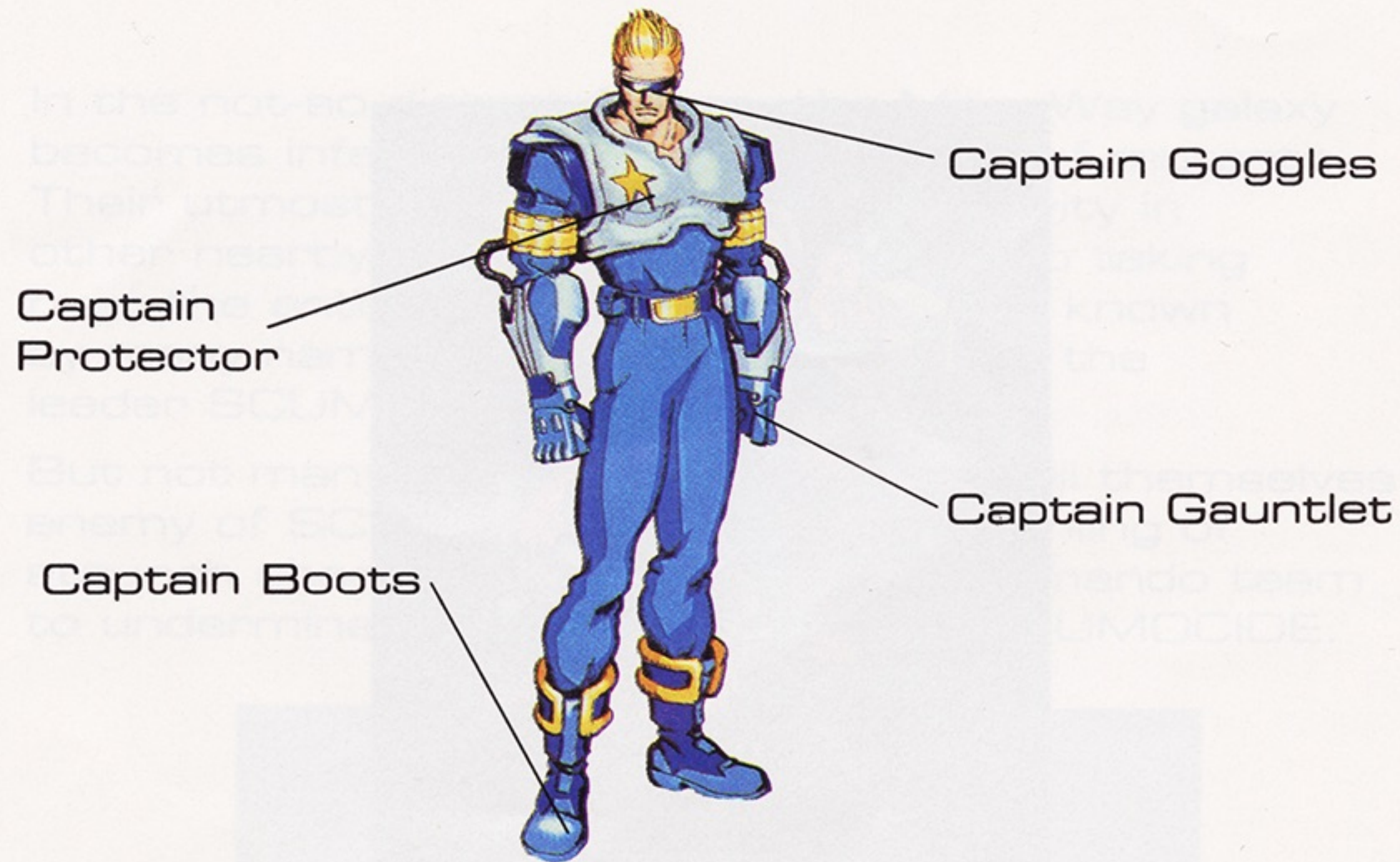


CAPTAIN COMMANDO

CAPTAIN COMMANDO leads the Commando Team into battle against SCUMOCIDE. His natural gifts include a powerful mind and a strong body. He also uses his "Energy Glove," which is capable of shooting mighty bolts of electricity and fire.

CAPTAIN COMMANDO'S Dash Attacks include the "Captain Kick" and the "Captain Cannon," which torches the enemy with a blast of flame. He can also grab his opponent and kick their stomach or throw their whole body.

COMMANDO TEAM, CONT.



CAPTAIN GOGGLES

Goggles allow the wearer to identify a criminal's face up to 2 kilometers, by comparing visual with a data base.

CAPTAIN PROTECTOR

Made of super-tough titanium ceramic, this protective matter withstands heat of up to 1000 degrees.

CAPTAIN GAUNTLET

Can smash through a thick iron plate. Multiplies user's power by 48 times.

CAPTAIN BOOTS

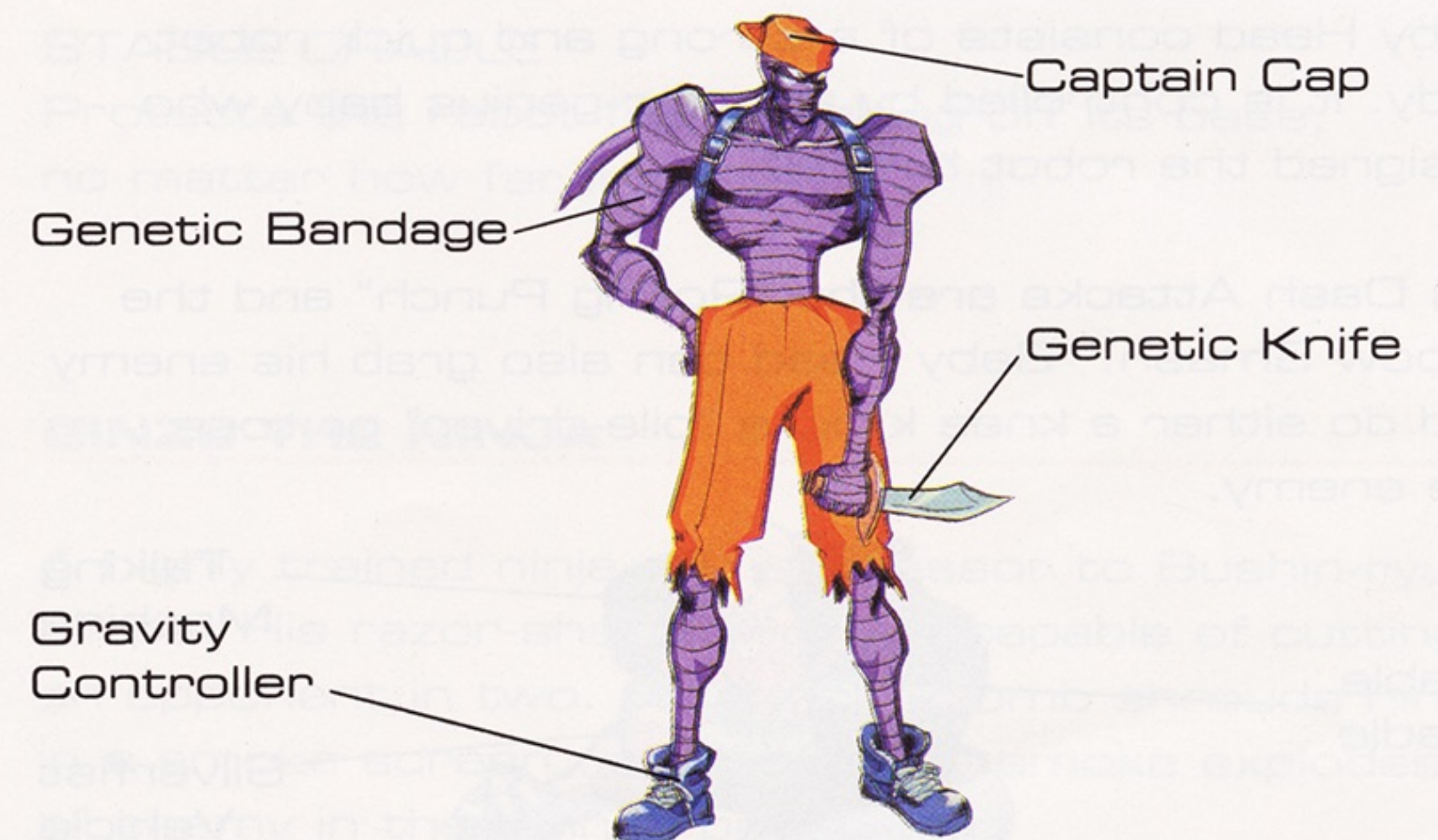
Possible for user to take 100-meter fall with no damage.

COMMANDO TEAM, CONT.

MACK THE KNIFE

An extra-terrestrial being, Mack the Knife always seems cool and collected. He was recruited by CAPTAIN COMMANDO for the fight on Earth. Mack's bandage wrap protects him from the harmful atmosphere on Earth and hinders movement slightly. But he uses sub-sonic knives which melt any enemy he hits. His spinning attack is extremely fearsome.

Mack the Knife's Dash Attacks include the "Double Trouble" and the "Sky Assault." Mack can also grab his enemy and either stick or throw them.



CAPTAIN CAP

A souvenir from his first meeting with CAPTAIN COMMANDO.

COMMANDO TEAM, CONT.

GENETIC BANDAGE

Life-sustaining equipment for survival while submerged in Earth's oxygen-rich atmosphere.

GENETIC KNIFE

Melts all matter.

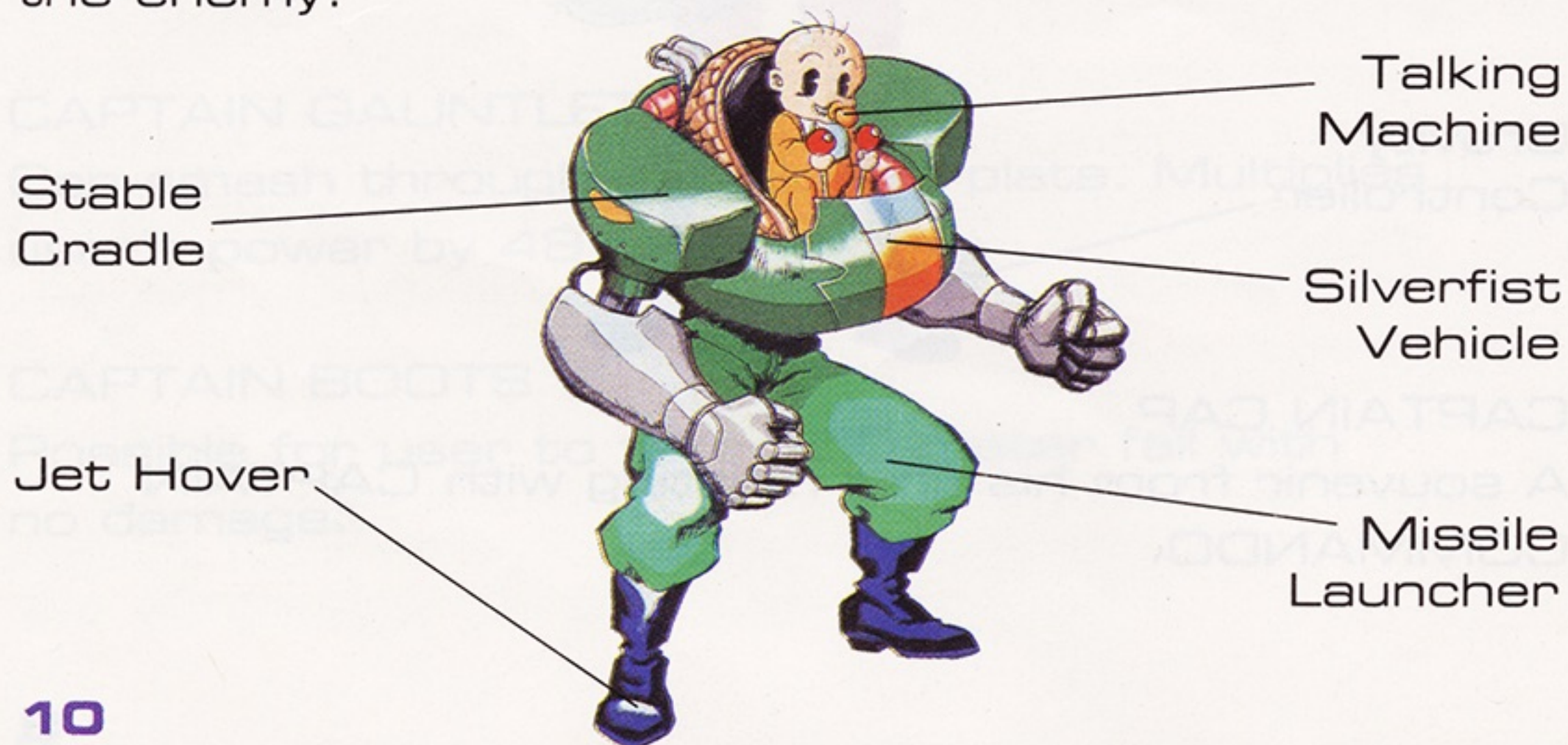
GRAVITY CONTROLLER

Adjusts gravitational pull when on different planets so it's best for the battle.

BABY HEAD

Baby Head consists of a strong and quick robot body. It is controlled by a super-genius baby who designed the robot himself.

His Dash Attacks are the "Rolling Punch" and the "Elbow Smash." Baby Head can also grab his enemy and do either a knee kick, a "pile-driver" or toss the enemy.



COMMANDO TEAM, CONT.

TALKING MACHINE

Looks like a baby's pacifier, it can speak the 3 million languages of the cosmos.

SILVERFIST VEHICLE

Friends call it "Baby Carriage." Consists of 12,000 horsepower, 582 kilograms of bodyweight and mounts a fuzzy-logic control.

MISSILE LAUNCHER

The leg is a missile production facility.

JET HOVER

Used for high-speed position shifting.

STABLE CRADLE

Protects the robot from rocking off its base, no matter how far it's tilted.

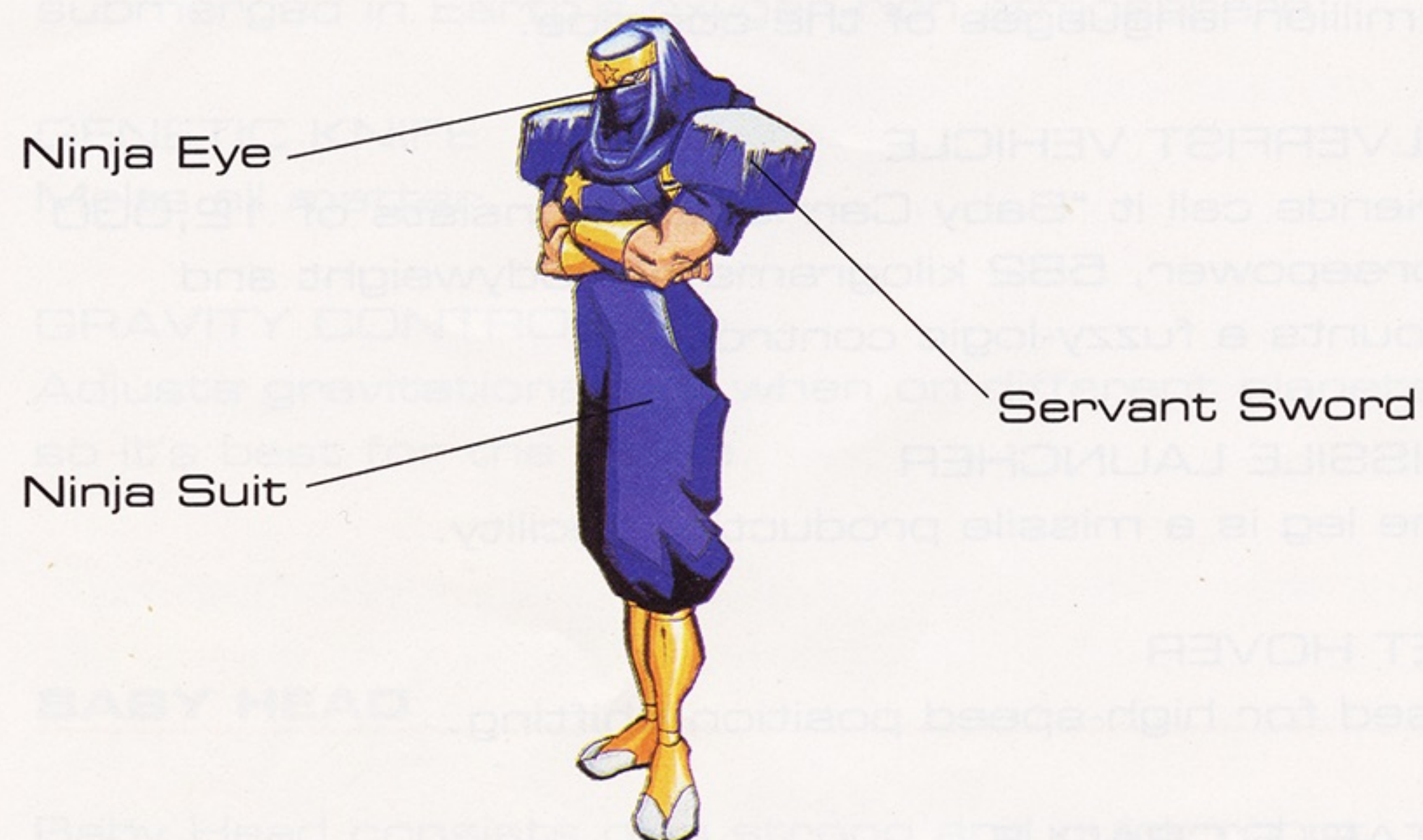
GINZU THE NINJA

A highly trained ninja and successor to Bushin-ryu Ninpo. His razor-sharp sword is capable of cutting an opponent in two. His smoke bomb shrouds him in a smoke screen, and when the smoke explodes all enemy in the vicinity pay dearly.

Ginzu's Dash Attacks are called "Iaizuki" and "Flying Katana." He can also grab enemy and kick

COMMANDO TEAM, CONT.

their stomach or do a shoulder throw or an overhead throw.



NINJA EYE

Identifies enemies at 500 meters in pitch darkness.

SERVANT SWORD

Serves no one but Ginzu. Named the Lightning Light, it cuts things apart at atomic levels.

NINJA SUIT

Tougher than iron. Softer than silk.

DASH ATTACKS & SURE-KILL TECHNIQUES

Dash Attacks are performed identically for each of the Commando Team. Use the control pad to move the character, and then jump or attack based on how you have configured your buttons. The Sure-Kill Techniques will drain some of your character's energy when damage is done to enemy.

Here are the default controls, but for more on how to adjust the controls see **OPTIONS**, page 17.



Attack

Grab an enemy, then punch, kick or throw

Dash

Dash Attack

Sure-Kill Technique

Press the **Y** button

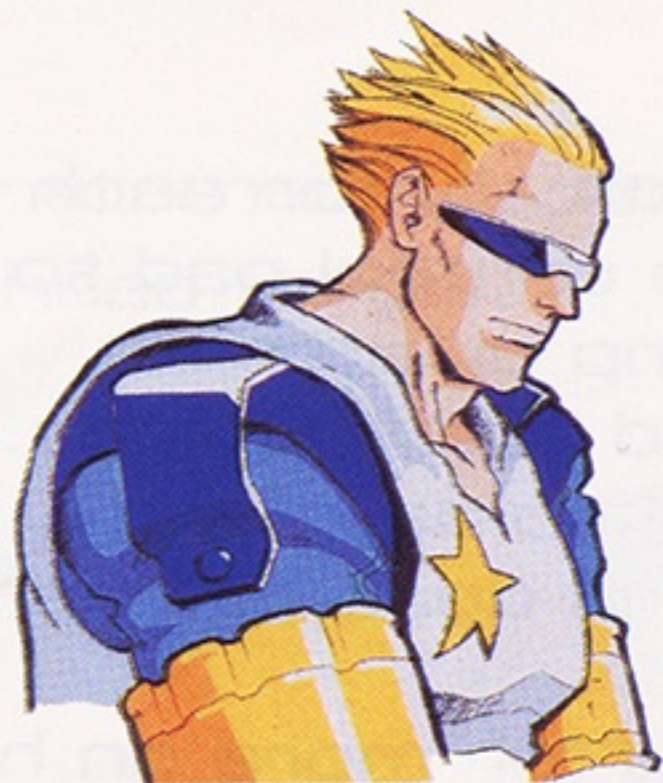
When next to an enemy, press control pad toward enemy and press the **Y** button repeatedly

Press control pad forward twice quickly

Dash, then press the **Y** button

Press the **A** button, or press **B** and **Y** together

DASH ATTACKS & SURE-KILL TECHNIQUES, CONT.



CAPTAIN COMMANDO

Captain Corridor

Press the **A** button, or press **B** and **Y** together

Captain Cannon

Dash then press the **B** button. While in the air, press the **Y** button

Captain Kick

Dash, then press the **Y** button



MACK THE KNIFE

Spinning Attack

Press the **A** button, or press **B** and **Y** together

Double Trouble

Dash, then press the **Y** button

Sky Assault

Dash, then press the **B** button. While in the air, press the **Y** button

DASH ATTACKS & SURE-KILL TECHNIQUES, CONT.



BABY HEAD

Knee Rocket

Press the **A** button, or press **B** and **Y** together

Rolling Punch

Dash, then press the **Y** button

Elbow Smash

Dash, then press the **B** button. While in the air, press the **Y** button

Pile-Driver

Grab enemy, then press the **B** button. While in the air, press the **Y** button



GINZU THE NINJA

Smoke Bomb

Press the **A** button, or press **B** and **Y** together

Iaizuki

Dash, then press the **Y** button

Flying Katana

Dash, then press the **B** button. While in the air, press the **Y** button

BRIEFINGS FROM CAPTAIN COMMANDO

- ★ Pick up items like food and weapons by standing over the item, then press the **Y** button.
- ★ Be sure to recover as many stolen items as you can. These items are stolen artifacts of human life, and if you recover them they are quite valuable.
- ★ When attacking a leader, try inflicting several hits then back away. Eventually the leader will break through a quick barrage and damage you, so move away from it before it gets the chance to hurt you.
- ★ You may stumble upon some enemy controlling robotic attack vehicles. Attack the enemy so they fall off the robot, then jump onto the robot and use it for a short period of time. There are several types of robots, so use the Attack button to experiment with the robot's powers.
- ★ Since your Sure-Kill Techniques use up some of your energy, use these only when the action gets especially heated.
- ★ Once all your lives run out, and you have some continues left, you may change your character without restarting your game. Press the control pad left or right to change the face of the character at the top of the screen, then press the **Y** button to select that character.

OPTIONS

The option mode lets you adjust the difficulty of your game, change the button configuration or switch the game sound from stereo to monaural depending on the capability of your T.V.

DIFFICULTY

Press the control pad up or down until DIFFICULTY is highlighted. Then press left or right to change the difficulty.

ATTACK, JUMP, SPECIAL

Highlight any of these three options. Then press the control pad left or right to choose the button you want to have as your attack button, jump button and Special/Sure-Kill button.

SOUND MODE

Highlight SOUND MODE. Then press the control pad left or right to choose between STEREO sound and MONAURAL (mono) sound.

