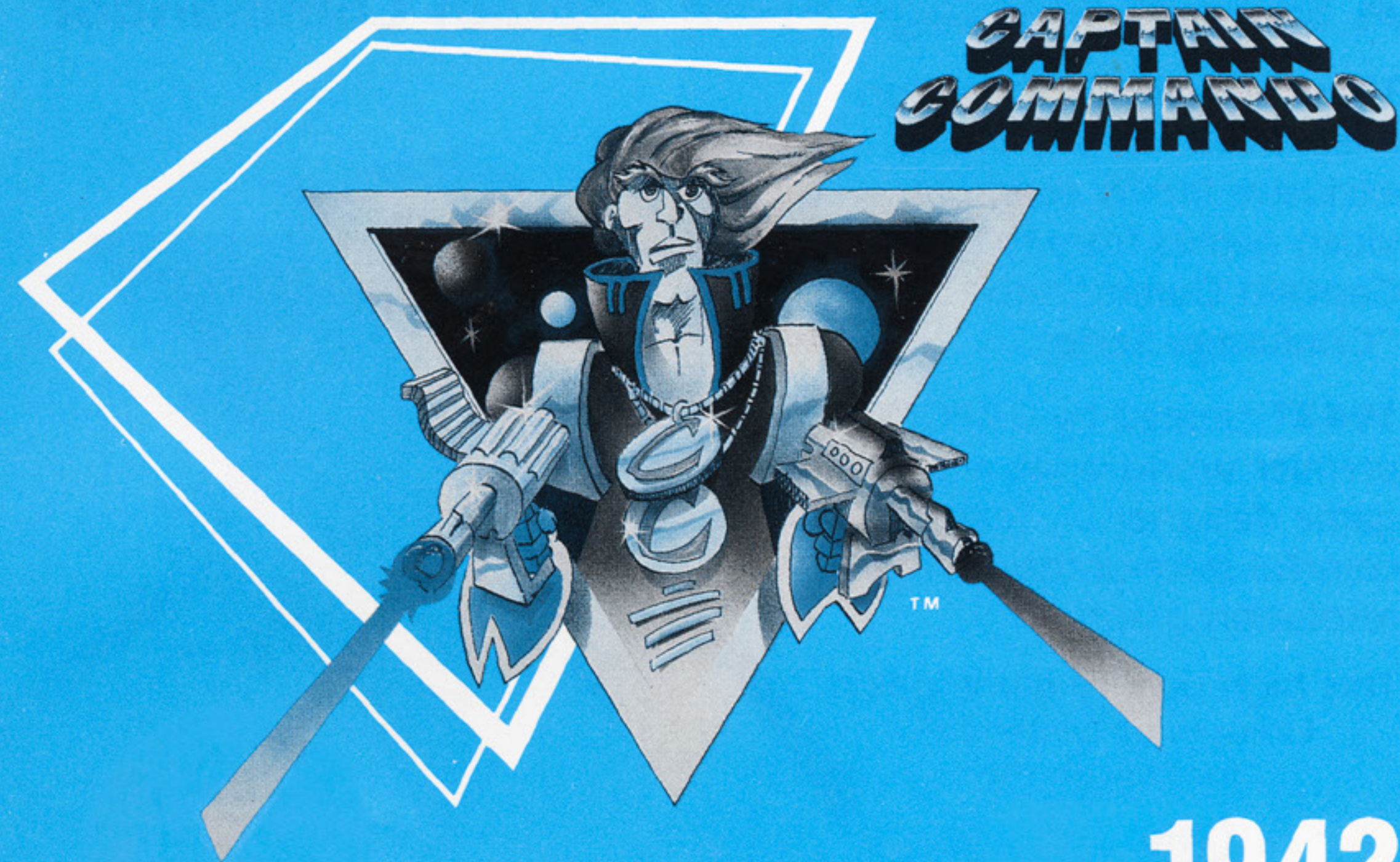


**CAPCOM**®  
PREMIER  
WORLD-WIDE  
ARCADE GAME  
DESIGNER



**CAPCOM**®

**1942**™  
**GAME PAK INSTRUCTIONS**

## A Special Message From Captain Commando!

Thank you for selecting fun-filled **1942™**. . .one of the exclusive Home Console video games from the **Captain Commando "Challenge Series."**

**1942™** created by CAPCOM®... premier world-wide arcade game designer. . . features colorful state-of-the-art high resolution graphics.



## 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.

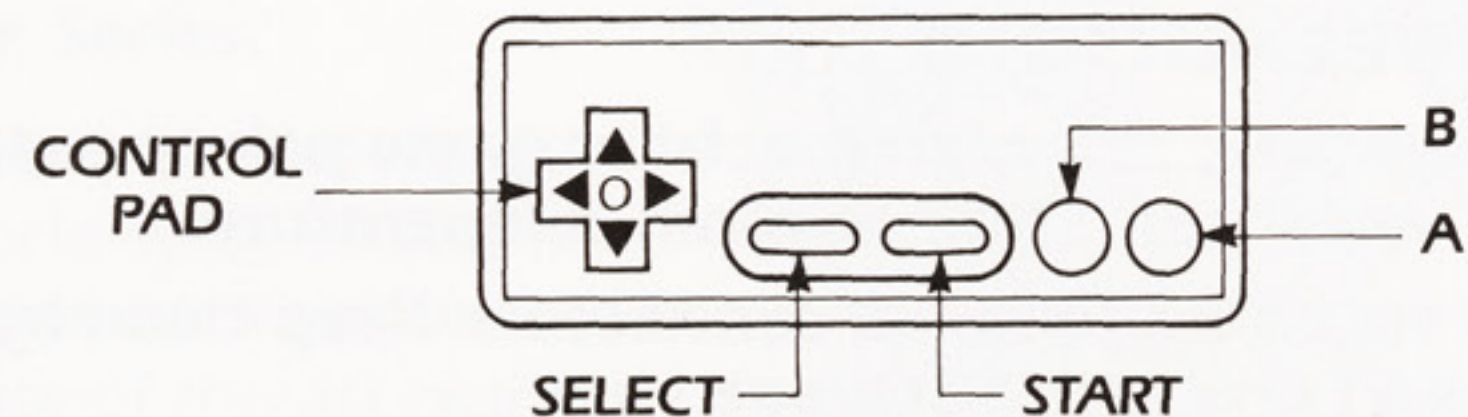
### SAFETY PRECAUTIONS

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 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

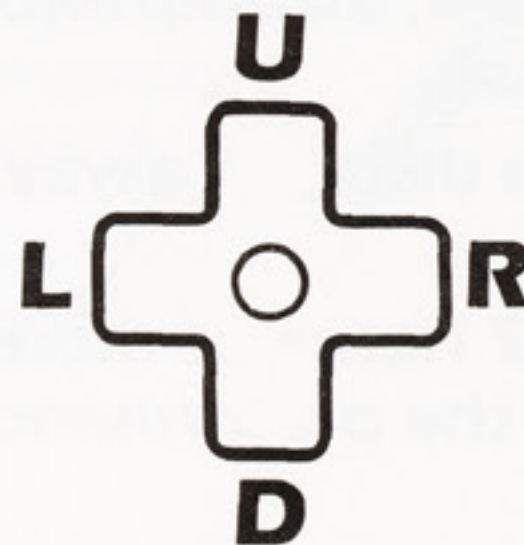
Controller \*1 — Moves Super Ace in 1 or 2 player game.

Controller \*1 — Moves Super Ace in 1 or 2 player continuation game.



### Control Pad

Each tip imprinted with letter to show direction or movement:



### Four Separate Action Tips

Pressing any of four tips move you and Super Ace in that direction.

- ◀ Super Ace moves left.
- ▶ Super Ace moves right.
- ▲ Super Ace moves up.
- ▼ Super Ace moves down.

## HOW TO PLAY

You and The **Darling Super Ace** are engaged in realistic, thrilling, and challenging high flying battles with the enemy. You must control **Super Ace** over land, sea, and in the air through 32 different scenes. To win you must reach Tokyo and destroy the remaining enemy aircraft.

### SELECT BUTTON

Press SELECT to move asterisk (\*) next to title of game you wish to play. \* This button does not function while playing game.

### START BUTTON

Pushing this button starts the game you selected.

### To Pause

Press START Button whenever you choose to pause while actively playing game. A pause tone will be heard and game will be interrupted.

To resume game playing where you left off, press START Button again.

### ★ Button B


Enables **Super Ace** to shoot at the enemy.

### ★ Button A

Enables **Super Ace** to do a "**Loop the Loop**" to avoid attacking enemies.

Each controller has a cross-shaped control pad. Pressing any of the four tips directs Super Ace in that direction.

## HINTS ON GAME PLAY

While you and **Super Ace** are fighting the enemy aircraft the **B** button on your control pad will **blast 'em** out of the sky. If you can destroy a complete attacking **RED FORMATION** you will gain additional power. A **POW** will appear on the screen after their defeat and you must fly over the **POW** to gain additional power. When enemy shots hit **Super Ace**; you lose one plane. If **Super Ace** hits one of the secret enemy bombers a  will appear on the screen and you will get an additional **5,000** points when you fly over it. Don't forget about the **A BUTTON** when there are too many enemy aircraft — by pushing the **A BUTTON** you can “**Loop the Loop.**”

## HINTS ON GAME PLAY

### **POWER UP — POW**

1. Attacking formation destroyed: **POW** appears — you get 2 machine guns.
2. Attacking formation destroyed: **POW** appears — you kill all enemy planes on screen.
3. Attacking formation destroyed: **POW** appears — you get one ally on each side of **Super Ace**.
4. Attacking formation destroyed: **POW** appears — you get additional points.
5. Attacking formation destroyed: **POW** appears — you get additional points.
6. Attacking formation destroyed: **POW** appears — you get additional “**Loop the loop.**”

These six different ways to **POWER UP** depends on which attacking formation you have destroyed. Try to find **ALL** six and be **SUPER ACE**.







## 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
- Relocate the Home Console with respect to the receiver
- Move the Home Console away from the receiver
- Plug the Home Console 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.

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Exciting New Games

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