A Special Message From Captain Commando!

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

Legendary Wings™, created by CAPCOM®...premier worldwide 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

Nintendo Entertainment System®

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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 or movement:

- moves Legendary Soldier left.
- moves Legendary Soldier right.
- moves Legendary Soldier forward.
- moves Legendary Soldier backwards.

Controller #1 - Player #1
Controller #2 - Player #2 Simultaneous

Button "A" can shoot Missiles in vertical stages only
Button "B" can shoot Guns in vertical and horizontal stages
"Start Button" to start game, also to pause game
"Select Button" Selects 1 or 2 player game or continue
LEGENDARY WINGS STORY

"Ares", God of War, gave two young men courage and wings of love to save the world from extinction.

"Ares" entrusted them with the survival and the future of the human race. Time is of essence. Take wings, Legendary Wings.

HINTS ON GAME PLAY

POWER UP

1. NORMAL SHOTS: Shots you get at start of game

2. TWIN LASER: If you pick up a power up item, you'll get a twin laser. It's very effective against multiple enemies. Does twice the damage of normal shots.

3. PENETRATION: If you pick up 2 items consecutively you'll get a penetration. It is very powerful and can penetrate enemy vehicles. Damage is 3 times of normal shots.
4. **FLAME SHOTS:** If you pick up 3 items consecutively, you'll pick up a Flame Shot. This will shoot in 3 directions very effective against scattered enemies. Damage is 2 times of normal shots.

5. **FIREBIRD:** If you pick up 4 items consecutively at last power up, you'll obtain a Firebird which can withstand 2 direct hits from the enemy. Damage is 4 times of normal shots.

**DAMAGE:** If you get hit at normal stage, you will lose one player. If you get hit during a power up, power level will drop, however if you are a Firebird, power will drop one level after 3 hits.
STAGES OF LEGENDARY WINGS

There are 5 stages in Legendary Wings. They consist of Vertical and Horizontal main stages. Within Vertical stages there are 2 kinds of substages.

1. Minus Stage: Large face with whirlpool. If you enter whirlpool of large face, you will enter the Minus stage. (Dangerous Horizontal Scroll.)

2. Bonus Stage: If you destroy certain structures on ground of vertical stages, whirlpool will appear. Contact with it will enable you to enter Bonus Horizontal stage.

BONUS CHARACTERS

POWER UP.

Item A appears in Vertical stage — destroy it, then Item B appears. When you obtain it, your power will be one level up.
You can also find Item B’s at some Horizontal stages.

CONTINUATION

You may continue the game as many times as you obtain Hearts. (Maximum of 9 times)
BONUS POINTS

5000 points.

1000 points.

500 points.

ENEMY CHARACTERS

Dragon
Gear
Crack
Stone

Ninja
Boomeran
Cicada
Sheller
Four Wing

Ray
Devil Squid
Snail
Fright Eye
**ENEMY CHARACTERS**

- Shogun
- Jewel
- Claws
- Lady Bug
- Cannon Tortoise
- Thorn Shot
- Bomber
- Double Wing
- Horse Shoe Crab
- Reflector
- Mole
- Jelly Sprout

- Pluck
- Crooke
- Fly Bee
- Earwig
- Hide Eye
- Death Beam
- Super Suzy
- Sea Horse
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 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


90-DAY LIMITED WARRANTY

CAPCOM USA, INC. [1] CAPCOM warrants to the original consumer that this Capcom Game Pak [199X] shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect occurs during this 90-day warranty period, Capcom will repair or replace the PM of its option, free of charge.

To receive warranty service:
1. DO NOT return your defective Game Pak to the vendor.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling Outside California State 1-800-858-4812, or inside California State call 1-800-778-3881. Consumer Service Department is open from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician deems the problem to be the responsibility of another company or does not have a Return Authorization Number, you will be provided with a Return Authorization Number. Simply record this number on the outside packaging of your defective PM and return the PM. Be sure to include your name, address, daytime phone number, and a brief description of the problem. If the problem is not handled within 30 days of your receipt of your PM, you may return the PM to your vendor. The above warranty period begins the first day of the month following the date on which you received your PM. If your purchase is made after the 31st of the month prior to the warranty period, the warranty period will begin on the first day of the following month.

WARRANTY LIMITATIONS:

ANY 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 void in the United States only. Some states do not allow limitations on how long an implied warranty lasts or excludes or limits incidental or consequential damage, so the above limitations and exclusions may not apply to you. This warranty grants you specific legal rights, and you may have other rights, which vary from state to state.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PM 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 deems the problem to be our responsibility by phone, he can order you a new or reconditioned PM. He will provide you with a Return Authorization Number. Simply record this number on the outside packaging of the new or reconditioned PM and return the defective PM. Be sure to include your name, address, daytime phone number, and a brief description of the problem.
MEMO

PREMIER WORLD-WIDE ARCADE GAME DESIGNER

CAPCOM™
1283-C Old Mountain View/Alviso Road Sunnyvale, CA 94089
408-745-7081