A Special Message From

Thank you for selecting fun-filled TROJAN™... one of the exclusive family computer games from the Captain Commando "Challenge Series."

TROJAN™, 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 Nintendo Entertainment System™.

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.

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.
HOW TO PLAY

NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

Controller *1 — Moves TROJAN in 1 or 2 player game.

Controller *1 and 2— Moves TROJAN in 1 or 2 player continuation game.

Controller *1 and 2 — Moves TROJAN in 2 player simultaneous game.

A. Button
   The TROJAN uses his shield in 5 directions.

B. Button
   The TROJAN raises his sword in battle.

Control Pad
   Each tip is imprinted with letter to show direction or movement:
   U: Up
   D: Down
   L: Left
   R: Right
   A: Press
   B: Press
   SELECT
   START

Four Separate Action Tips
   Pressing any of four tips moves you and TROJAN in that direction.
   ▲ TROJAN moves left.
   ▲ TROJAN moves right.
   ▲ TROJAN leaps upward.
   ▲ TROJAN crouches down.

How to Play

You are the TROJAN warrior, master of the martial arts. With your sword and shield you must fight through 7 different screens and defeat the brutal ruling King of your enemies.

SELECT Button
   Press SELECT to move the 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 the game. A pause tone will be heard and game will be interrupted.
**HINTS ON GAME PLAY**

**HOW TO PLAY:**

Enemies attack you from all sides. Your goal is to defeat the **King** of your enemies, fighting the **King** with your sword, shield, and the power-up. When **P** is indicated, the **TROJAN**'s sword becomes twice as powerful. If you discover the **P** again, you get additional power.

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**BONUS CHARACTERS**

**Hidden Characters:**

- **Super-jump**
  The player can super-jump for a short time.

- **Heart**
  The player recovers all of his strength.

- **Speed Up**
  The player's walking speed increases.

- **Key**
  It opens a passage.

- **Mouse**
  Watch out for the mousel! Destroy him for additional points.

**Underground:** Search for hidden characters by striking with your sword! Go underground through a manhole where bonus characters are hidden. But beware, for there also are enemy's rooms in which you could be killed.
ENEMY CHARACTERS

HIDDEN CHARACTERS

3-4 characters on each stage

★ How they appear varies and some can kill the player.

★ They appear when the player passes certain areas, jumps from different levels, or shoots at the walls.

The Hatchet Brothers
They appear suddenly every time you enter a room, and they are usually found in pairs. Be careful not to get too close to them.

Iron Arms
This enemy is unique in that it has a metal arm, which it extends to attack the player. Use your sword to strike its arm at just the right moment to cause damage.

The Killer Piranha
This enemy lies in wait, ready to attack the player. Keep an eye out for its presence, as it can be quite dangerous.

Achilles
This is the leader of the enemy forces. Try to defeat him and save the world.

The Smasher
This enemy appears on a level to attack with his hammer. Be prepared for his attack.

The Stasher
This enemy throws knives and magic balls that can knock off the player's sword and shield.

The Armadillo
This enemy is tough and thick-skinned. Use your sword to cut through its armor and defeat it.

The Skyrogyro
This enemy uses a jetpack to fly and drop bombs. Defeat it by destroying its engine parts.
**ENEMY CHARACTERS**

- **The Barbarian**
  - Appears from a secret door and attacks, poison balls at you.

- **The Hatchetman**
  - He throws an ax.

- **The Muscleman**
  - He has a huge hammer which cannot be defended against.

- **Bonus Box**
  - Try to find what's inside!

- **Trojan**
  - He has a sword and shield and fights just like you.

**HIDDEN CHARACTERS**

- **The Hunchback**
  - Jumps extremely high and appears in the air to attack.
  - Hangs overhead to attack.
  - You get bonus points when you stay the Hidden Archer.

- **The Hidden Archer**
  - Comes out of nowhere using crossbow to attack.
  - You get bonus points when you stay the Hidden Archer.

- **The Mad Bomber**
  - Flies dynamically out of windows.
  - Use your super jump to hit him.
  - You get bonus points.

- **The Red Archer**
  - Appears in the room, shooting with his crossbow.
  - Use the super jump and earn bonus points.

- **King Shriek**
  - He appears from the wall and swings a chain, then bull at you.
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.


90-DAY LIMITED WARRANTY
CAPCOM GAME PAKS

90-DAY LIMITED WARRANTY
CAPCOM USA, INC. ("Capcom") warrants the original consumer that the 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 claim is made with proof of purchase, and is found covered by this warranty during the 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 store.
2. Notify the Capcom Consumer Service Department of the problem by calling Outside California State: 1-800-448-4026, Outside California State: 1-800-325-7080. Our Consumer Service Department is open from 8:00 AM to 5:00 PM Pacific Time, Monday through Friday.
3. If the Capcom service representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply return the Pak, in its original packaging, with your Return Authorization number, at your expense, to the following address:

CAPCOM USA, INC.
Consumer Service Department
12818 G Mountain View/Power Road
San Antonio, CA 78239

This warranty shall be void if the Pak has been damaged by accident, misuse, neglect, or alteration, or if the Pak has been tampered with by other than authorized service agents. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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 representative is unable to solve the problem by phone, you may return the Pak with your Return Authorization number. You may then send the Pak to the address noted in the preceding warranty. If the Pak is repaired after the warranty period, the defective Pak weight repair expenses will be charged to the credit card you used when you purchased the Pak online, and the defective Pak will be returned to you. If the defective Pak is returned to you, the repair charge will be void.

WARRANTY LIMITATIONS:
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and no other warranty is made, unless specifically made in writing by Capcom. Some states do not allow limitations on how long an implied warranty lasts or exclusions or limitations of incidental or consequential damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.
Look for CAPCOM's Exciting New Games

COMMANDO™
GHOSTS N' GOBLINS™

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