

INSTRUCTION M A N U A L

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Enternament

CAPCOM USA, INC. 1283-C MOUNTAIN VIEW/ALVISO ROAD SUNNYVALE, CALIFORNIA 94089

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Commonfloor

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 Exersed by Nintendo® for Play on the



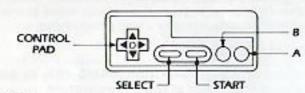
Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America inc.

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

- Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.
- Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.
- Never attempt to disassemble your GAME PAK.
- Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.
- For best results, play the game a distance away from your television set.
- 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

movement:

Each tip imprinted with letter to show direction or

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

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

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
- 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.
- 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.

HINTS ON GAME PLAY

- 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.

HINTS ON GAME PLAY

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.

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

Item A



You can also find Item B's at some Horizontal stages.

Item B

CONTINUATION



You may continue the game as many times as you obtain Hearts.

IMaximum of 9 times!

BONUS POINTS



5000 points.



1000 points.



500 points.

ENEMY CHARACTERS









Gear

Crack

Stone

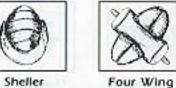














Ray

Boomeran Cicada



Devil Squid





Snail

Fright Eye

ENEMY CHARACTERS



Shougun



Jewel



Claws



Lady Bug



Cannon Tortoise



Horse Shoe Reflector



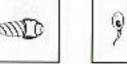
Thorn Shot



Bomber



Double Wing



Mole



ENEMY CHARACTERS



Pluck



Crooke



Fly Bee



Earwig



Hide Eye



Death Beam



Super 5



sea Horse

HINTS/SCORING/MEMO

Licensed for play on the

(Nintendo) Entertainment System

*Instruction Manual by Paul Biederman

Look For These Popular Arcade-Proven Capcom Game Paks

COMPLIANCE WITH FCC REGULATIONS

This equipment generales 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:

- Regrient 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 lind 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

CAPCOMUS A. Inc. ["Capsom"] warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmarking for a period of 90 days from date of purchase. If a defect chained by the warranty occurs during this 50-day warranty period. Capcom will repair or replace the PAK at 85 option, free of charge.

To receive this warranty service:

- DONDT return your defective Game Paktio the respirer.
- 7 Norty the Capcom Consumer Service Department of the problem requiring warranty service by cating Outside Cartiforna State (803) 843-4532, or howle Calforna State call (190) 743-7881. Our consumer Service Department is interpretation from 8 80 A M to 5 00 PM. Pacific Time, Monday through Fischy.
- 3. If the Capcom service technician is unable to solve the problem by prione, he will provide you with a Return Authorization number. 5 imply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your has of damage, together with your sales sho or smiter proof ofpartitude within the 50-day waiting period or.

CAPCOM U.S.A., Inc. Consumer Service Department 1283-C Mountain Wesy/Myso Point Surmystle, CA 90009

This warranty shall not apply if the FMR has been damaged by negligence, accident, unreasonable use, modification, campering, for by other causes unrelated to defective materials or extramantity.

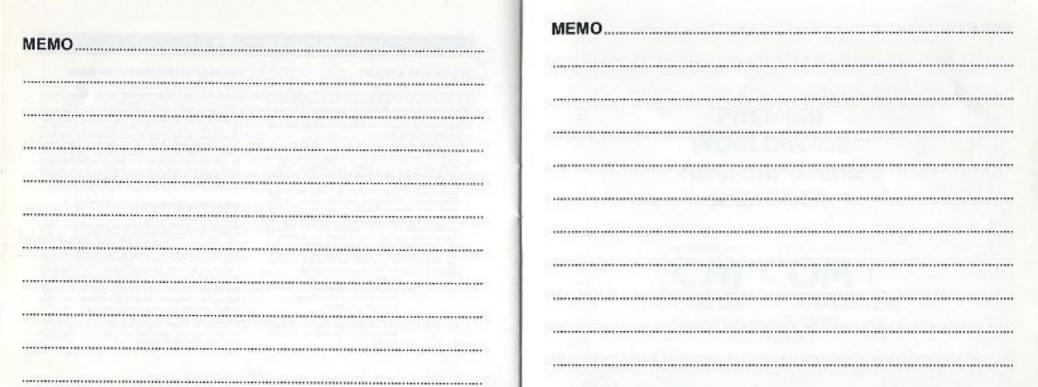
REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period you may contact the Capcom Constants Service Department at the place number noted above it or Capcomservice 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 IPK and return the defective IPK finight prepaid to Capcom, encouring a check or money order for 10000 paycelors CAPCOMUS A. Inc. Capcom with at its option, tudged to the conditions above, repair the PAK or epiace it with a new or repaired. After the previous and the 90 00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLED WARRANTES, INCLUDING WARRANTIES OF MERCHANTABUTY AND RITHESS FOR A PARTICULAR PLEPOSE, ARE HERBEY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUB-BECT TO THE CONDITIONS SET PORTH HERBEY, IN NO EVENT SHALL CAPCOM BE UASIE FOR CONSEQUEN-TIAL OF INCIDENTAL DAMAGES RESULTING FROM THE SPEACH OF MAY EXPRESS OR IMPLED WARRANTES.

The provisions of this warranty are valid in the United Rates only Some states on not allow initiations on how-long an implied warranty fails or exclusions of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other agris, which wary from state to state.



MEMO

PREMIER WORLD-WIDE ARCADE GAME DESIGNER

CAPCOM"

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