CAPTAIN COMMANDO

CAPCOM U.S.A.

WARNING

THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.

WARNING: This equipment generates, uses and can radiate radio frequency energy and if not used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J and PART 15 of FCC RULES, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

"WINNERS DON'T USE DRUGS"

William S. Sessions, Director, FBI

IN COOPERATION WITH THE AAMA AND FBI ANTI-DRUG CAMPAIGN

CAPCOM, USA INC.

INVITES YOU TO USE

OUR SERVICE NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER CAPCOM GAME YOU NOW HAVE ON LOCATION.
PLEASE HAVE GAME SERIAL NUMBERS AND CABINET NUMBERS READY.

CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.

Direct Number (408) 727-0400

Installing Your New

Game package

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DIP SW (A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COINS TO START	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	ON	ON	OFF					
	1 COIN 6 CREDITS	OFF	OFF	ON					
	2 COINS 1 CREDIT	ON	OFF	ON					
	3 COINS 1 CREDIT	OFF	ON	ON					
	4 COINS 1 CREDIT	ON	ON	ON					
					OFF	OFF	OFF		
CONTINUE COIN	NORMAL							OFF	
	CONTINUE COIN							ON	
									OFF
NO USE									ON

DIP SW (B)

ITEM	DESCRIPTION		1	2	3	4	5	6	7	8
DIFFICULTY 1	EASY	1	OFF	OFF	OFF					
		2	ON	OFF	OFF					
		3	OFF	ON	OFF					
		4	ON	ON	OFF					
	NORMAL	5	OFF	OFF	ON					
		6	ON	OFF	ON					
		7	OFF	ON	ON					
	DIFFICULT	8	ON	ON	ON					

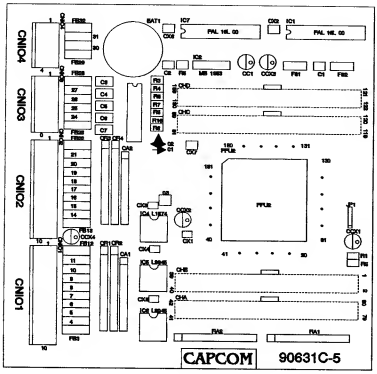
DIP SW (B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY 2	1				OFF	OFF			
	2				ON	OFF			
	3				OFF	ON			
	4				OFF	ON			
							OFF		
PLAYER	1 PLAYER							OFF	OFF
	2 PLAYER							ON	OFF
	3 PLAYER							OFF	ON
	4 PLAYER							ON	ON

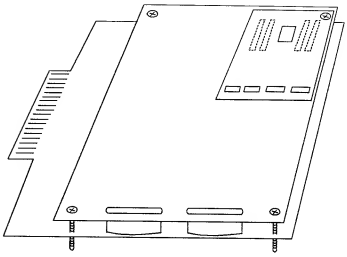
DIP SW (C)

ITEM		1	2	3	4	5	6	7	8
# OF LIVES	2	OFF	OFF						
	3	ON	OFF						
	4	OFF	ON						
	1	ON	ON						
FREE PLAY				OFF					
				ON					
SCREEN FREEZE					OFF				
					ON				
SCREEN FLIP						OFF			
						ON			
DEMO SOUND							OFF		
							ON		
CONTINUE								OFF	
								ON	
GAME TEST									OFF
									ON

"C" Board Layout



"C" Board Location

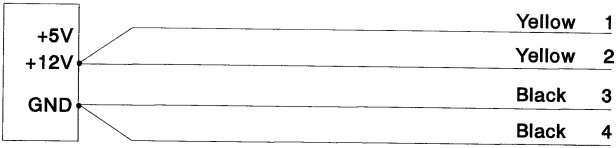


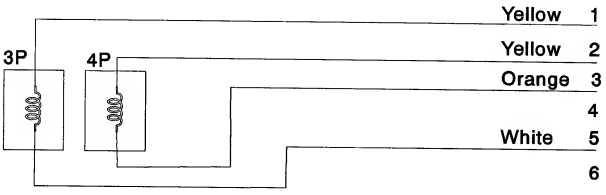
	CNI04			
GND	1	#22	1.440mm	Black
GND	2	#22	1.440mm	Black
+12V	3	#22	1.440mm	Yellow
+12V	4	#22	1.440mm	Yellow

	CNI03			
+12V	1	#22	1.440mm	Yellow
+12V	2	#22	1.440mm	Yellow
4P	3	#22	1.440mm	Orange
	4			
3P	5	#22	1.440.mm	White
	6			

	CNI02			
	GND	1	#22	1.440mm Black
	GND	2	#22	1.440mm Black
3P	Right	3	#22	1.440mm Purple
3P	Left	4	#22	1.440mm Gray
3P	Down	5	#22	1.440mm White
3P	Up	6	#22	1.440mm Brown
3P	Shot 1	7	#22	1.440mm Orange
3P	Shot 2	8	#22	1.440mm Green
3P	Coin SW	9	#22	1.440mm Lt Green
3P	Start SW	10	#22	1.440mm Purple

	CNI01			
	GND	1	#22	1.440mm Black
	GND	2	#22	1.440mm Black
4P	Right	3	#22	1.440mm White
4P	Left	4	#22	1.440mm Brown
4P	Down	5	#22	1.440mm Orange
4P	Up	6	#22	1.440mm Green
4P	Shot 1	7	#22	1.440mm Lt Green
4P	Shot 2	8	#22	1.440mm Purple
4P	Coin SW	9	#22	1.440mm Gray
4P	Start SW	10	#22	1.440mm White





			CNI02
	GND	Black	1
	GND	Black	2
3P	Right	Purple	3
3P	Left	Gray	4
3P	Down	White	5
3P	Up	Brown	6
3P	Shot 1	Orange	7
3P	Shot 2	Green	8
3P	Coin SW	Lt Green	9
3P	Start SW	Purple	10

			CNI01
	GND	Black	1
	GND	Black	2
4P	Right	White	3
4P	Left	Brown	4
4P	Down	Orange	5
4P	Up	Green	6
4P	Shot 1	Lt Green	7
4P	Shot 2	Purple	8
4P	Coin SW	Gray	9
4P	Start SW	White	10

HELPFUL HINTS IN CASE OF DIFFICULTY

PROBLEM/CAUSE-CURE

No Raster/No Video
- -Check A.C. line cord
- -Check line fuse
- -Check monitor brightness
- -Check power switch
- -Check all solder connections on line filter and transformer
- -Check for proper orientation of the PCB connector

Raster/No Video
- -Check all PCB to monitor connections
- -Check power supply voltage on PCB

No Video/Game sounds can be heard
- -Check monitor brightness
- -Check all PCB to monitor connections

Wrong Colors
- -Monitor needs degaussing
- -Check for proper wiring between PCB and monitor
- -Check monitor adjustment and adjust if necessary

Wavey Picture
- -Check monitor ground is properly connected to monitor
- -Be certain sync inputs are properly connected to monitor
- -Check horizontal hold adjustment

Horizontal/Vertical Roll
- -Check horizontal and/or vertical hold adjustments
- -Check for proper wiring of sync from PCB to monitor

No Sound
- -Check volume control potentiometer adjustment
- -Check for +12 volts on edge connector of PCB
- -Check wiring from PCB to speaker
- -Check speaker for low resistance between the "+" and "–" tabs

Bad Sound
- -Check wiring to speaker for bad solder connections
- -Check sound with another speaker

No Switch Input
- -Check ground connection to switch/es
- -Check wiring between PCB and switch/es for proper connection
- -Check switch/es with an ohmmeter to verify proper operation

Switch Operates Incorrect Function
- -Check wiring between PCB and switches for proper orientation
- -Check wiring for shorts between switch inputs

No Coin Meter
- -Check wiring to coin meter
- -Check that +12 volts is on "+" side of meter
- -Verify a +12 volt meter is used

When coin switch is made and meter pulses, the screen blanks out and/or game resets
- -Verify that a meter with a diode is used
- -If no diode is built in meter, a IN4004 can be used across the meter. Cathode to "+" side of meter and anode to "–" side of meter

CAPCOM GAME OWNER:

Please fill out card and register for Free drawing at COIN-OP SHOWS.
YOU NEED NOT BE PRESENT TO WIN.

Remember to fill in S/N of PCB (S/N IS REQUIRED FOR DRAWING).

REGISTER FOR FREE DRAWING

FROM:

_____
_____
_____

PLACE
STAMP
HERE

CAPCOM U.S.A., INC.

3303 Scott Boulevard
Santa Clara, CA 95054

CAPCOM™ USA

3303 Scott Boulevard
Santa Clara, CA 95054
(408) 727-0400

COMPANY NAME

LAST NAME FIRST NAME

ADDRESS

CITY STATE ZIP CODE AREA CODE / PHONE NO.

PRODUCT PURCHASED: _____

PURCHASED FROM: DATE OF PURCHASE MONTH DAY YEAR S/N

HOW WOULD YOU RATE THIS GAME:
EXCELLENT ☐ VERY GOOD ☐ FAIR ☐ POOR ☐

AAMA NO.

HOW DID YOU HEAR ABOUT THIS GAME:
MAGAZINE ☐ FRIEND ☐ OTHER _____

DO YOU OWN ANY OTHER CAPCOM ARCADE GAMES?
YES ☐ NO ☐ PLAN TO BUY IN NEAR FUTURE ☐

WHAT TYPE OF ROUTE DO YOU OWN:
ARCADE ☐ SMALL ROUTE ☐ LARGE ROUTE ☐ HOW MANY GAMES DO YOU OWN _____

WHAT **CAPCOM** ARCADE GAMES ARE YOU FAMILIAR WITH: CAPCOM BOWLING ☐ GHOULS'N'GHOSTS ☐ STRIDER ☐ FORGOTTEN WORLDS ☐
BUSTER BROS. ☐ FINAL FIGHT ☐ MERCS ☐ UN SQUADRON ☐ 1943 ☐ STREET FIGHTER ☐ WILLOW ☐ _____

COMMENTS: _____