

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.

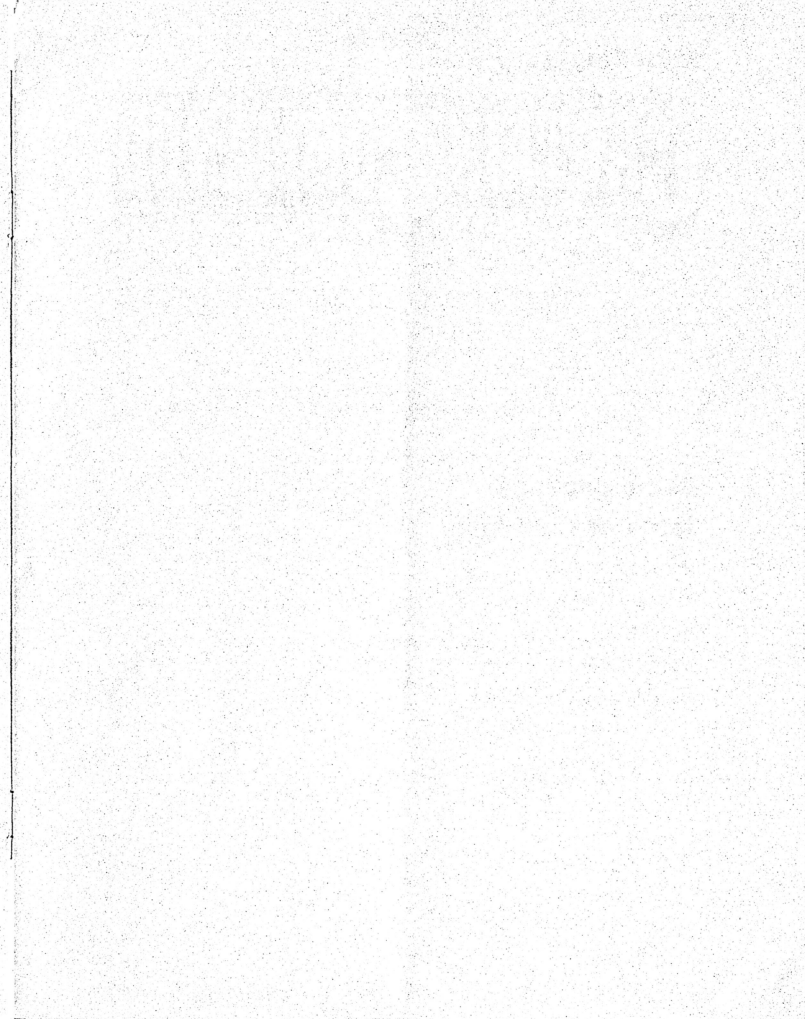
INVITES YOU TO USE

*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

CAPTAIN COMMANDO

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					
CONTINUE COIN	NORMAL				OFF	OFF	OFF	OFF	
	CONTINUE COIN							ON	
NO USE									OFF 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				
		8	ON	ON	ON				
DIFFICULT									

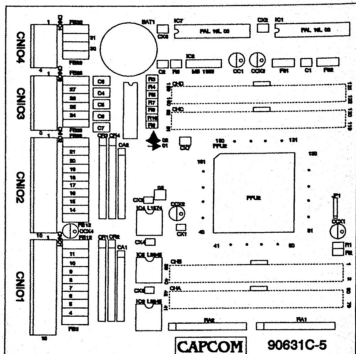
DIP SW (B)

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

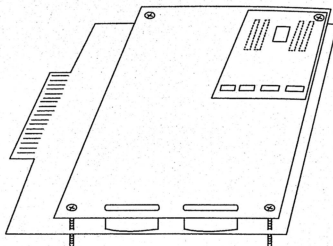
DIP SW (C)

ITEM	DESCRIPTION	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 GAME TEST								OFF ON	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

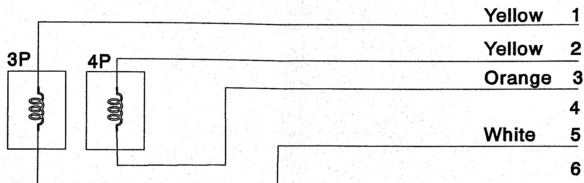
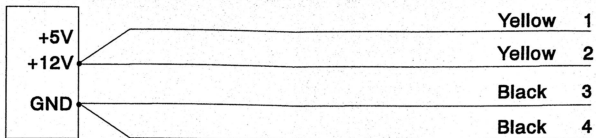
+12V	1	#22	1.440mm	Yellow
+12V	2	#22	1.440mm	Yellow
4P	3	#22	1.440mm	Orange
	4			
3P	5	#22	1.440mm	White
	6			

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

Wavy 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

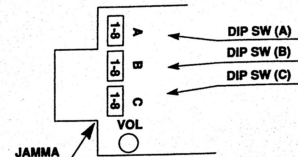
- Check wiring to coin meter
- Check that +12 volts is on "+" side of meter
- Verify a +12volt meter is used

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 1N4004 can be used across the meter. Cathode to "+" side of meter and anode to "-" side of meter

JAMMA STANDARD

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
COIN COUNTER 2	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
<i>Grey</i> START SW 2	U	17	START SW 1 <i>Grey</i>
<i>Violet</i> 2P UP	V	18	1P UP <i>Violet</i>
<i>Blue</i> 2P DOWN	W	19	1P DOWN <i>Blue</i>
<i>Green</i> 2P LEFT	X	20	1P LEFT <i>Green</i>
<i>Yellow</i> 2P RIGHT	Y	21	1P RIGHT <i>Yellow</i>
<i>OR</i> 2P PUSH 1	Z	22	1P PUSH 1 <i>OR</i>
<i>Red</i> 2P PUSH 2	a	23	1P PUSH 2 <i>Red</i>
<i>Black</i> 2P PUSH 3	b	24	1P PUSH 3 <i>Black</i>
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND



3 PAYER CM102
Start - Violet/Black
UP - Brown
DOWN - White
LEFT - Grey
RIGHT - Violet
1 - Orange
2 - Green

WARRANTY, REPAIR AND RETURN POLICY

REPLACEMENT PARTS:

CAPCOM USA maintains a stock of replacement parts for our products. When placing an order for parts, please supply a complete description of the item, quantity required, P.O. number and shipping information. We attempt to ship items the day they are received, orders received after 12:00 noon will ship the following work day. We do have a minimum order requirement at this time, and we certainly appreciate your efforts to consolidate your order whenever possible.

Payment Terms are NET 30.

RETURN MATERIAL AUTHORIZATIONS:

Material can be returned to CAPCOM only in the following situations:

1. Parts, return for credit. A parts order was processed incorrectly, ie; wrong items were shipped, wrong quantity was shipped, etc.
2. PCB, return for credit. A PCB is being returned for credit to satisfy an Advance Exchange transaction.
3. Other, parts are being returned for engineering analysis, etc, only with prior consent of Customer Service or Sales Department. To obtain a Return Material Authorization, please contact CAPCOM Customer Service Department. Describe the transaction and request an RMA number. The outside of the package must be clearly marked with the RMA number. Packages not displaying an RMA number will be returned un-opened.

WARRANTY REPAIRS:

During the initial 90 day warranty, customers whose accounts are current are eligible for an Advance Exchange PCB. When calling for an Advance Exchange PCB, please supply a complete description of the item needed, number for warranty verification, P.O. number and shipping information. You will be issued an RMA number for the return of the defective PCB.

LIMITED WARRANTY:

CAPCOM warrants only to the initial purchaser of its products that the items listed below are free from defect in material and workmanship under normal use and service for the warranty periods specified:

- | | | |
|----|------------------------|-----------|
| A. | Printed Circuit Boards | (90) Days |
| B. | Electronic Components | (30) Days |
| C. | Television Monitors | (30) Days |

No other parts of products are warranted.

Warranty periods are effective from the initial date of shipment from CAPCOM to its authorized distributors.

This warranty does not apply to any parts damaged during shipping or handling, or due to improper installation or usage or alteration. In no event shall CAPCOM be liable for any anticipated profits, loss of profits, loss of use, incidental or consequential damages or any other losses incurred by the customer in connection with the purchase of CAPCOM products.

Terms for Advance Exchange are NET 15. If the defective PCB is not returned within 30 days, no additional Advance Exchanges will be issued until the offending PCB is returned or the invoice is paid in full. If the PCB is not returned until after 90 days, the warranty will be voided and the customer will be liable for all repair charges. Each transaction not more than one set PCB.

It is our goal to constantly improve and better our services to you. Your cooperation with the above stated policies will help us greatly to reach this goal. If you have any comments or questions, please telephone our Customer Service Department. We will make every attempt to tailor our services accordingly.

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



-15-



FROM:

PLACE
STAMP
HERE

CAPCOM U.S.A., INC.

3303 Scott Boulevard
Santa Clara, CA 95054

11-14-91

I Bulletin

Directly affects Captain Commando Kits
 036XXXX and 037XXXX on the " B " PCB.

Numbers 036XXXX are only compatible
 with hardware setup:

with four coin slots.

Consists of four (4) joysticks, player
 two piece buttons.

7046

Numbers 037XXXX are compatible with
 the above mentioned hardware setup,

allows to choose and play any of the four

Designed for three players, this kit will
 work (by enabling dip switch B, switch 7
 although it has only two coin slots.



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

COMPANY NAME

[Grid for company name]

LAST NAME

FIRST NAME

[Grid for last and first name]

ADDRESS

[Grid for address]

CITY

STATE

ZIP CODE

AREA CODE / PHONE NO.

[Grid for city, state, zip, and phone number]

PRODUCT PURCHASED: _____

DATE OF PURCHASE

PURCHASED FROM:

MONTH DAY YEAR

[Grid for purchase date]

S/N

[Grid for serial number]

HOW WOULD YOU RATE THIS GAME:

EXCELLENT VERY GOOD FAIR POOR

AAMA NO.

[Grid for AAMA number]

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: _____

[Grid for comments]