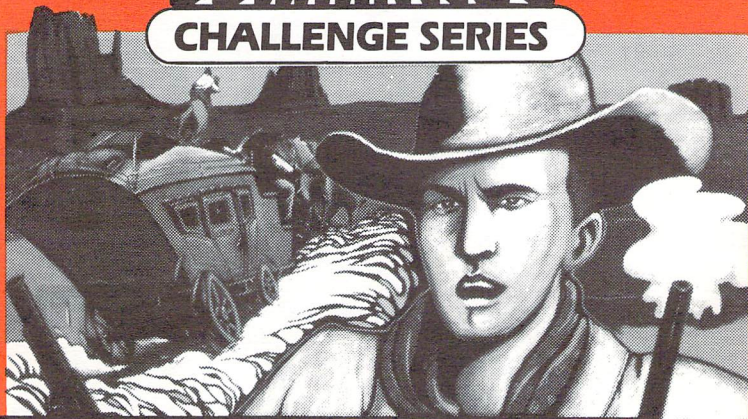


By CAPCOM®



**CHALLENGE SERIES**



**GUN.SMOKE™**



**CAPCOM**

**DISK PAK INSTRUCTIONS**

For Play On Commodore 64/128™



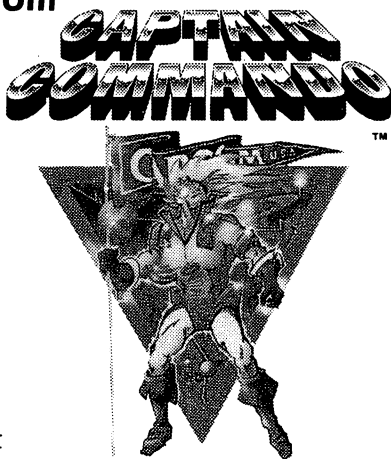


## A Special Message From

Thank you for selecting  
**GUN.SMOKE™** from the  
**Captain Commando**  
"Challenge Series" by  
CAPCOM®.

Exciting and challenging,  
**GUN.SMOKE**, created by  
CAPCOM . . . premier world-  
wide arcade game designer . . .  
features powerful, colorful  
state-of-the-art high resolution  
graphics.

This high quality DISK PAK  
has been manufactured to meet  
CAPCOM's rigid quality speci-  
fications for excellence, assuring  
long-lasting satisfaction game  
after game.



*Captain Commando*

## TABLE OF CONTENTS

<b>Special Message</b> .....	1
<b>Safety Precautions</b> .....	2
<b>Game Description</b> .....	3
<b>How to Play</b> .....	4
<b>Levels of GUN.SMOKE™</b> .....	4
<b>Function Keys</b> .....	5
<b>Special Mode for Continuing Play</b> .....	7
<b>Bonus Points Earned Blasting Barrels</b> .....	7
<b>The Villains and Reward Points</b> .....	8
<b>Other Disk Paks Available &amp; Credits</b> .....	10
<b>Helpful Game-Playing Hints &amp; Memos/Point Scoring Records</b> .....	11
<b>FCC Compliance and Warranty Information</b> .....	12

## **SAFETY PRECAUTIONS**

Please take time to read the important instructions in this booklet. It is recommended you read this instruction manual thoroughly, observing and complying with the safety precautions before you begin your challenging experience with **GUN.SMOKE™**. . . It's your personal guarantee to greater satisfaction over a long period of time.

### **SAFETY PRECAUTIONS**

- 1. Avoid subjecting this high precision DISK PAK to extreme temperature variances. Store at room temperature.**
- 2. Keep from touching with fingertips. Re-insert DISK PAK in its protective jacket to keep clean and avoid scratching.**
- 3. Do not bend.**
- 4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the DISK 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 DISK PAK.**
- 7. Do not place this DISK PAK on or near television set. Exposure to the magnetic fields of the picture tube could result in damage to the DISK PAK.**

## THE GUN.SMOKE STORY



**GUN.SMOKE™** by CAPCOM® . . . returns the player and game star Billie Bob back to life in a small, bustlin' mining town during the infamous gold rush era.

**GUN.SMOKE** gives the game's one player the opportunity to combine personal skills with the fearlessness of Billie Bob. The brave combo sets forth to rid the flourishing township of ruthless gold-stealing bandits.

Every time the player and Billie Bob make a direct hit — especially a barrel — there's a release of hidden firepower. Billie Bob gains access to quick-acting ammunition, usually just in time.

Big hits means big saves. The **GUN.SMOKE** game player at the joystick controls determines the destiny of Billie Bob — and the fate of the gold mining town and its people.

**Are you ready to climb in the saddle  
and accept the Captain Commando challenge?**

## HOW TO PLAY

### TO START THE GAME:

#### For Commodore 64/128:

1. Connect joystick to Port 1.
2. Turn on power to your Commodore 64 or 128, the disk drive and TV/monitor.
3. Switch Commodore 128 to 64 mode.
4. Once the red "busy" light on the disk drive goes off, insert the **GUN.SMOKE** DISK PAK into the disk drive, label side up. Close door of disk drive.
5. Type to enter the following:  
LOAD "\*", 8, 1, then press RETURN.

The Screen Displays:

Searching for \*  
LOADING  
READY.

6. In just a few moments the following text will appear:

\* Special Function Keys \*

Start Game ..... F1  
Music: (On) ..... F3  
Number Of Player 1 ..... F5  
Level Of Difficulty (Novice) ..... F7

## LEVELS OF GUN.SMOKE

**GUN.SMOKE** is an eight (8) level game. Always exciting. Never boring.

The **GUN.SMOKE** DISK PAK is programmed both sides; four levels of challenge per side. Side A contains Levels 1 thru 4. Side B contains Levels 5 thru 8.

After player has participated in all of the action Level 1 thru Level 4, the statement "Turn Disk Over And Press Return" will appear on the TV/monitor screen.

Closely observing directions enables the player to continue playing **GUN.SMOKE** Level 4 thru Level 8.

Please allow a few moments of time to permit the loading of each level of game play.

## FUNCTION KEYS

### Level Of Difficulty — Key F7:

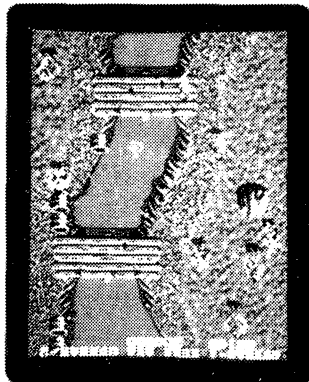
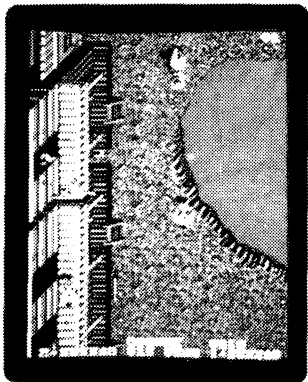
You have the option to choose any one of three levels of game-playing difficulty. Pressing Key F7 controls your selection.

- Level One:        Novice
- Level Two:        Normal
- Level Three:     Advanced

Novice is the first level of difficulty to appear on screen. If this level is preferred, proceed to designate the number of individuals playing the game, one or two players. (See section titled Number Of Players F5).

Should you choose a higher level of difficulty, either Normal or Advanced, press Key F7 to make the transition(s).

Each time you press Key F7, you change the level of difficulty; from Novice to Normal to Advanced, then return to Novice.





## FUNCTION KEYS (Continued)

### Music — Key F3:

You control the playing or non-playing of **GUN.SMOKE** music each time you press Key F3.

Key F3 serves as a toggle, securing music in yes-music and/or no-music positions.

Once you have set F3, F5 and F7 to your desired specifications, you are ready to begin.

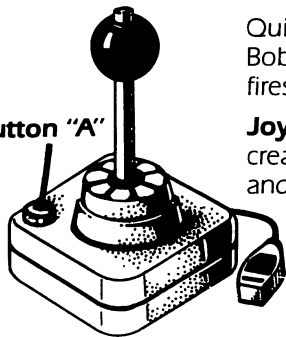
You are now ready to enjoy playing **GUN.SMOKE**. You've made the necessary entries to select your desired level of challenge and excitement. Press Key F1 or Button "A" of the joystick.

### Controlling The Action:

Pressing Button A controls the firing of Billie Bob's ammunition arsenal against the notorious killing thieves.

Quick, skillful joystick movements directs Billie Bob's offensive strategies and tactics as he fires-away.

Button "A"



**Joystick Movements:** Maneuvering the joystick creates the player's choice of Billie Bob's action, and the firepower he unleashes:

Moves Billie Bob Left ◀

Moves Billie Bob Right ▶

Moves Billie Bob Up ▲

Moves Billie Bob Down ▼

## SPECIAL MODE FOR CONTINUING PLAY

This **GUN.SMOKE** DISK PAK computer video game by CAPCOM features sophisticated, technologically-advanced electronic programming, including a "Continue" mode.

The Continue mode gives the player the advantage of returning to the same level of game play — where the player left off.

It's so easy. Should the player choose to return or continue at a particular segment, just press function key "C" (must be performed immediately).

## PAUSE MODE

If, at any time, there is an interruption — say a friend comes to visit or the telephone rings — the **GUN.SMOKE** DISK PAK's "Pause" mode enables the game player to put a "hold" on the action.



Press Key F7 to pause.

Press Key F7 to resume play.

**DO NOT LEAVE IN PAUSE MODE  
MORE THAN 10 MINUTES.**

## BONUS POINTS EARNED BLASTING BARRELS

Barrels are the hint! Blastin' the barrels with gunshots gives Billie Bob new power that's hidden in the barrels.

Big barrel hits means big point-earning. Just direct Billie Bob to go near the barrels and earn the bonus points:

**Pick Up:**

**Points:**



**Bullit** ..... **50**



**Boot ..... 50**



**Horse Shoe ..... 100**



**Pow ..... Variable Bonus Points**



**Skull ..... Death (You Die)**

**\***

**EXTRA MAN EVERY 10,000 POINTS**

## **THE VILLAINS AND REWARD POINTS**

	<b>Points:</b>
<b>Boomerang Man .....</b>	<b>300</b>
<b>Bull .....</b>	<b>100</b>
<b>Bigman .....</b>	<b>100</b>
<b>Pistolman .....</b>	<b>100</b>
<b>Roofman .....</b>	<b>200</b>
<b>Rifleman .....</b>	<b>200</b>
<b>Windowman .....</b>	<b>200</b>
<b>Indian .....</b>	<b>300</b>
<b>Mexican Bandito .....</b>	<b>300</b>
<b>Bald Rifleman .....</b>	<b>300</b>
<b>Back Stabber .....</b>	<b>500</b>

## FINAL VILLAINS AND REWARD POINTS

### ROUND 1

Master Winchester



10,000 points

### ROUND 2

Roy Knife



10,000 points

### ROUND 3

Ninja Darts



10,000 points

### ROUND 4

Pig Joe



20,000 points

### ROUND 5

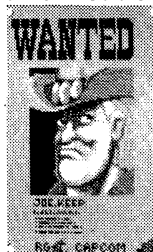
Wolf Chief Shotgun



20,000 points

### ROUND 6

Goldsmith Double Rifle



20,000 points

### ROUND 7

Los Pruno Double Pistol



50,000 points

### ROUND 8

Fat Man



50,000 points

# Look For CAPCOM's Other Fine Disk Paks Designed For Family Fun & Entertainment In Stores Now! COMING SOON!

## New Captain Commando Sports Series

- Hat Trick® — Hockey
- Mini-Golf® — Golf
- Street Football®

## New "Challenge Series" Additions

- Trojan™
- Bionic Commando

## New Software for IBM XT & AT

And Compatibles Too!!!

- GHOSTS 'N GOBLINS
- 1942
- SIDE ARMS
- GUN.SMOKE
- SPEED RUMBLER



## DISK PAK

Software Developed & Programmed For Play On

**Commodore 64/128™**

**IBM® XT & AT Plus IBM Compatibles**

By

***Lyndon & Associates***

Agoura Hills, California

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Commodore 64 and Commodore 128, IBM XT & AT, are registered trademarks of Commodore Electronics Ltd. and International Business Machines Corporation respectively.

## HINTS/SCORING/MEMO

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# 90-DAY LIMITED WARRANTY CAPCOM DISK PAKS

## 90-DAY LIMITED WARRANTY

**CAPCOM U.S.A., Inc.** ("Capcom") warrants to the original consumer that this Capcom Disk Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day 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 Disk Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or Inside California State call (408) 745-7081. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**CAPCOM U.S.A., Inc.**  
Consumer Service Department  
1283-C Mountain View/Alviso Road  
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

## 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 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 PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for \$10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

## WARRANTY LIMITATIONS:

ANY APPLICABLE 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 valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts 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 rights which vary from state to state.

# 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.**

This booklet is available from the U.S. Government Printing Office, Washington, D.C.

**PREMIER  
WORLD-WIDE  
ARCADE GAME  
DESIGNER**

**CAPCOM®**

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