A Special Message From Captain Commando!
Thank you for selecting fun-filled GUN.SMOKE™... one of the exclusive Nintendo® Entertainment System video games from the Captain Commando "Challenge Series".

GUN.SMOKE, created by CAPCOM®...premier worldwide 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 game satisfaction over a long period of time.

SAFETY PRECAUTIONS
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.
Names of Controller Parts and Operating Instructions

Control Pad
Each tip imprinted with letter to show direction or movement:

- U moves Billie Bob left.
- moves Billie Bob right.
- moves Billie Bob forward.
- moves Billie Bob backwards.

Use Controller #1 Only

Names of Controller Parts and Operating Instructions

Direction of Weapon Fire:

Hold Button B to Fire Left.
Hold Button A + B to Fire Straight.
Hold Button A to Fire Right.

Select Button: Used to purchase weapons from General Store and to open and close the Multi Window. [General Store]

Start Button: Used to Start Game and to Pause during game play.
**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 mean 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 into the saddle and accept the Captain Commando challenge?

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**HINTS ON GAME PLAY**

**General Store** — Press Select Button on Controller #1.

Weapons you acquire during gameplay. You can stockpile 4 weapons.

**Note:**

Boots, Guns will decrease by one when skull is picked up during gameplay.

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| BOOTS | RIFLES | POSTER |
HINTS ON GAME PLAY

WANTED POSTER:

You can’t fight the final enemy character in each stage without having a WANTED Poster.

The Poster is hidden somewhere in the game. You need to shoot at an empty area on the screen to receive a poster. It requires 8 shots — sounds the same as if you hit a barrel.

Checking in the General Store (Pressing Select Button) to see if you have the poster. If you have enough money, you can purchase the poster.

YASHICHI picked up gives you an extra player.

You can stock-up 3 players maximum.
HINTS ON GAME PLAY

HORSE:
The horse is hidden in a barrel in stage 1. It is essentially an extra man. The horse will withstand many hits from the enemy bullets. When he starts to blink, only 1 more hit will kill him.

A horse can be purchased from the General Store.

WEAPONS TO PURCHASE FROM GENERAL STORE

1. **SHOTGUN.** The shotgun shoots 5 bullets at a time.

2. **MACHINEGUN.** Shoots double bullets continuously by pressing Button “B”.

3. **MAGNUM.** Very effective against high endurance of the enemy. One shot can even kill Blasto.

4. **NAPALM BOMB.** 4 times stronger than the double gun. Direction of the bomb is determined by direction of Billie Bob. You can inflict heavy damage on enemy.
ENEMY BOSSES

STAGE 1
WANTED
Bandit Bill

STAGE 2
WANTED
Cutter Boomerang

STAGE 3
WANTED
Devil Hawk

STAGE 4
WANTED
Ninja

STAGE 5
WANTED
Fat Man

STAGE 6
WANTED
Wingate

ENEMIES

PUNKS — Surround you and attack.
PUNK INDIANS — Surround you and attack.
DYNAMAN — Throws dynamite.
STABBER — He jumps off of buildings and rocks to attack you.
BLASTO — Uses shotgun to attack you.
SNIPER — Shoots from windows or holes in rocks.
ROCKS — Try and avoid falling rocks as they will hurt you. (4th Stage)
RIFLEMAN — Uses rapid firing rifle.
INDIAN [Bow] — Shoots arrows.
INDIAN [Fire Blowing] — Shoots fire balls from his mouth.
INDIAN [Ax] — Throws axes at you.
**LEVELS OF GUN.SMOKE**

<table>
<thead>
<tr>
<th></th>
<th>NAME OF BOSS</th>
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<tbody>
<tr>
<td>1</td>
<td>Town of Hicksville</td>
</tr>
<tr>
<td>2</td>
<td>The Boulders</td>
</tr>
<tr>
<td>3</td>
<td>Commanche Village</td>
</tr>
<tr>
<td>4</td>
<td>Death Mountain</td>
</tr>
<tr>
<td>5</td>
<td>Cheyenne River</td>
</tr>
<tr>
<td>6</td>
<td>Fort Wingate</td>
</tr>
</tbody>
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**CONTINUATION**

Press Select during Title Screen to Select Continue — Press Start.
Look For These Popular Arcade-Proven Capcom Game Paks

Licensed for play on the

Nintendo ENTERTAINMENT SYSTEM
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/TV 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 USA, INC. ("CAPCOM") warrants to the original consumer that this Capcom Game Pak ("PAK") will 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, at no charge.

To receive this warranty service:
1. Contact the Customer Service Department for the Game Pak to obtain RMA (Return Merchandise Authorization) number. If a return is required, the RMA number must be included on the outside packaging of the defective PAK. And return your defective PAK with proof of purchase and return authorization number (RMA) to the address specified below.
2. Mail the defective PAK in its original packaging, postage paid, to CAPCOM USA, INC.
3. On receipt of the PAK, a CAPCOM service technician will inspect the PAK and determine whether the PAK is defective and if repair or replacement is available under this warranty. If the PAK is not defective or if repair or replacement is not available under this warranty, the PAK will be returned to the owner at the owner's expense.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE SAME LIMITATION AS SET FORTH HEREIN. NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL, INCIDENTAL, DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

If defective PAK develops a problem after the 90-day warranty period, you may contact the Customer Service Department at the phone number listed above. If the PAK is still under warranty, you will be reimbursed for the return postage, however, the service charges will be at the discretion of CAPCOM USA, INC.

CAPCOM USA, INC. Consumer Service Department 1281 Miraleste Drive, Suite 100 Sunnyvale, CA 94086

This warranty is void if any part of the PAK has been damaged, repaired, altered, or modified in any way, or if the serial number on the bottom of the PAK has been removed or altered. This warranty is not transferable and is limited to the original consumer. The warranty covers only defects arising out of normal use and does not apply to damages due to abuse, misuse, or failure to follow the instructions provided with the PAK. This warranty does not cover any damage caused by the use of third-party programs or devices.

REPAIRS AFTER EXPIRATION OF WARRANTY:

The PAK develops a problem after the 90-day warranty period, you may contact the Customer Service Department at the phone number listed above. If the PAK is still under warranty, you will be reimbursed for the return postage, however, the service charges will be at the discretion of CAPCOM USA, INC.

If a repair is needed for a PAK that is not under warranty, you will be charged for the repair service. This warranty does not cover any damage caused by the use of third-party programs or devices.