

THE WAY TO VICTORY

COMMANDO

ACTION GAME

© CAPCOM

Battle the enemy with rifles and hand grenades and invade the enemy base by passing through many attack areas



You can fire without limit

The enemy can be felled in groups

Your bullets are limited

You can hide behind obstacles

The remaining bullets are displayed at the bottom of the screen.



Find an ammunition box and replenish your bullets

Watch out for the rivers and ponds



Win bonus scores by rescuing a prisoner

Win high points by felling an officer or the commander



ORIGINAL SEAL



CAPCOM



DIP SW-COMMANDO

DIP SW A

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1 1 PLAYER COIN 2 2 PLAYERS	1 COIN / 1 CREDIT	OFF	OFF						
	1 COIN / 2 CREDITS	ON	OFF						
	1 COIN / 3 CREDITS	OFF	ON						
	2 COINS / 1 CREDIT	ON	ON						
COIN 2 2 PLAYERS COIN 1 1 PLAYER	1 COIN / 1 CREDIT			OFF	OFF				
	2 COINS / 1 CREDIT			ON	OFF				
	3 COINS / 1 CREIDT			OFF	ON				
	4 COINS / 1 CREDIT			ON	ON				
NUMBER OF PLAYERS	3					OFF	OFF		
	2					ON	OFF		
	4					OFF	ON		
	5					ON	ON		
STARTING STAGE	FROM FIRST STAGE							OFF	OFF
	FROM SECOND STAGE							ON	OFF
	FROM FORTH STAGE							OFF	ON
	FROM SIXTH STAGE							ON	ON

DIP SW B

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
TYPE	TABLE	OFF							
	UPRIGHT	ON							
	UPRIGHT-TWO PLAYERS	ON	OFF						
	UPRIGHT-ONE PLAYER	ON	ON						
PORTRAIT	NORMAL			OFF					
	REVERSAL			ON					
DIFFICULTY	NORMAL				OFF				
	DIFFICULT				ON				
SOUND	WITH SOUND					OFF			
	WITHOUT SOUND					ON			
BONUS SOLDIER	10,000 / 50,000						OFF	OFF	OFF
	10,000 / 60,000						ON	OFF	OFF
	20,000 / 60,000						OFF	ON	OFF
	20,000 / 70,000						ON	ON	OFF
	30,000 / 70,000						OFF	OFF	ON
	30,000 / 80,000						ON	OFF	ON
	40,000 / 100,000						OFF	ON	ON
	NO BONUS						ON	ON	ON

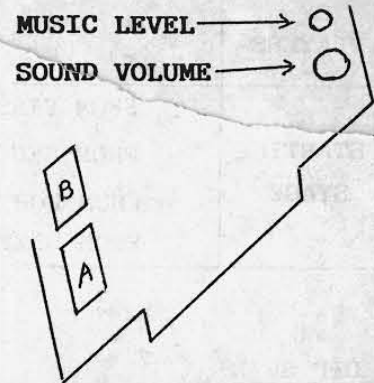
COMMANDO (SECTION Z) 85-09/27

SOLID SIDE	PART SIDE	FUNCTION	DIP SW-A	1	2	3	4	5	6	7	8
		COIN2	1COIN/1CREDIT	OFF	OFF						
			1/2	ON	OFF						
			1/3	OFF	ON						
			1/4	ON	ON						
		COIN1	1COIN/1CREDIT			OFF	OFF				
			1/2			ON	OFF				
			1/3			OFF	ON				
			1/4			ON	ON				
		PLAYER						OFF	OFF		
			2					ON	OFF		
			3					OFF	OFF		
			4					ON	OFF		
			5					OFF	ON		
		START-SCREEN	0(FOREST)							OFF	OFF
			2(DESSERT)							ON	OFF
			4(FOREST)							OFF	ON
			6(DESSERT)							ON	ON
		DIP SW-B		1	2	3	4	5	6	7	8
		TABLE		OFF							
		UP		ON							
		UP-1 STICK		ON	OFF						
		UP-2 STICK		ON	ON						
		NORMAL				OFF					
		SCREEN INVERSE				ON					
		NORMAL					OFF				
		DIFFICULT					ON				
		1000,50000						OFF	OFF	OFF	
		1000,60000						ON	OFF	OFF	
		2000,60000						OFF	ON	OFF	
		2000,70000						ON	ON	OFF	
		3000,70000						OFF	OFF	ON	
		3000,80000						ON	OFF	ON	
		4000,100000						OFF	ON	ON	
		WITHOUTBONUS						ON	ON	ON	
		BONUS									
		SP-									
		+12									
		GND									
		GND									
		GND									
		GND									
		SP+									
		+12									
		GND									
		GND									
		GND									
		GND									
		COIN2									
		GND									
		COIN1									
		GND									
		1PSELECTOR									
		GND									
		RIGHT1									
		LEFT1									
		DOWN1									
		UP1									
		SHOT1									
		SHOT2									
		GND									
		2PSELECTOR									
		GND									
		RIGHT1									
		LEFT1									
		DOWN1									
		UP1									
		SHOT1									
		SHOT2									
		GND									
		GREEN									
		SYNC									
		GND									
		+5									
		GND									
		+5									
		GND									
		RED									
		BLUE									
		GND									
		7									
		8									
		9									
		10									
		11									
		12									
		13									
		14									
		15									
		16									
		17									
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		19									
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		22									
		23									
		24									
		25									
		26									
		27									
		28									

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WIRING HARNESS - COMMANDO

SOLDER SIDE			COMPONENT SIDE		
GND	A	1	GND		
GND	B	2	GND		
+5	C	3	+5		
+5	D	4	+5		
(G)	E	5	(R)		
SYNC	F	6	(B)		
GND	H	7	GND		
		J	8		
} 2P	SHOT 2	K	9	SHOT 2	} 1P
	SHOT 1	L	10	SHOT 1	
	UP 1	M	11	UP 1	
	DOWN 1	N	12	DOWN 1	
	LEFT 1	P	13	LEFT 1	
	RIGHT 1	R	14	RIGHT 1	
	GND	S	15	GND	
2P SELECT	T	16	1P SELECT		
(D5)	U	17	(D4)		
COIN 2	V	18	COIN 1		
GND	W	19	GND		
	X	20			
	Y	21			
+12V COMMON	Z	22	+12 COMMON		
COUNTER 2	a	23	COUNTER 1		
SP (-)	b	24	SP (+)		
+12	c	25	+12		
GND (12V)	d	26	GND (12V)		
GND	e	27	GND		
GND	f	28	GND		



PARTS:

- CR7E-56DA-3.96E: HIROSE
OR
1168-056-009: KEL

***TEST MODE:**

POWER SWITCH PUSH BUTTON 1
(DISPLAY DIP SW ASSIGNMENT)

DIP SW - COMMANDO

DIP SW A

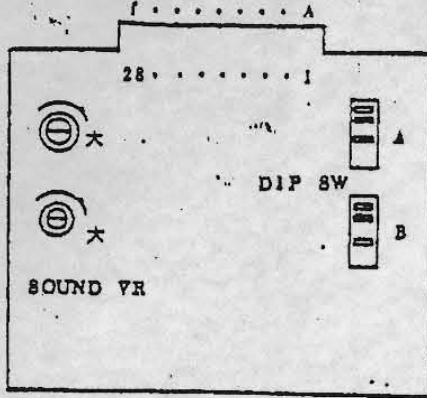
ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1 1 PLAYER	1 COIN / 1 CREDIT	OFF	OFF						
	1 COIN / 2 CREDITS	ON	OFF						
	1 COIN / 3 CREDITS	OFF	ON						
	2 COINS / 1 CREDIT	ON	ON						
COIN 2 2 PLAYERS	1 COIN / 1 CREDIT			OFF	OFF				
	2 COINS / 1 CREDIT			ON	OFF				
	3 COINS / 1 CREDIT			OFF	ON				
	4 COINS / 1 CREDIT			ON	ON				
NUMBER OF PLAYERS	3					OFF	OFF		
	2					ON	OFF		
	4					OFF	ON		
	5					ON	ON		
STARTING STAGE	FROM FIRST STAGE							OFF	OFF
	FROM SECOND STAGE							ON	OFF
	FROM FORTH STAGE							OFF	ON
	FROM SIXTH STAGE							ON	ON

DIP-SW B

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
TYPE	TABLE	OFF							
	UPRIGHT	ON							
	UPRIGHT - TWO PLAYERS	ON	OFF						
	UPRIGHT - ONE PLAYER	ON	ON						
PORTRAIT	NORMAL			OFF					
	REVERSAL			ON					
DIFFICULTY	NORMAL				OFF				
	DIFFICULT				ON				
SOUND	WITH SOUND					OFF			
	WITHOUT SOUND					ON			
BONUS SOLDIER	10,000 / 50,000						OFF	OFF	OFF
	10,000 / 60,000						ON	OFF	OFF
	20,000 / 60,000						OFF	ON	OFF
	20,000 / 70,000						ON	ON	OFF
	30,000 / 70,000						OFF	OFF	ON
	30,000 / 80,000						ON	OFF	ON
	40,000 / 100,000						OFF	ON	ON
	N O B O N U S						ON	ON	ON

Command

コネクター端子図



端子	機能	端子	機能
GND	A 1	GND	
GND	B 2	GND	
+5V	C 3	+5V	
+5V	D 4	+5V	
VIDEO G	E 5	VIDEO R	
VIDEO SYNC	F 6	VIDEO B	
GND	H 7	VIDEO GND	
POST	J 8	POST	
2P SHOT 2	K 9	1P SHOT 2	
2P SHOT 1	L 10	1P SHOT 1	
2P UP	M 11	1P UP	
2P DOWN	N 12	1P DOWN	
2P LEFT	P 13	1P LEFT	
2P RIGHT	R 14	1P RIGHT	
GND	S 15	GND	
SELECT-2	T 16	SELECT-1	
	U 17		
(COIN 2)	V 18	COIN 1	
GND	W 19	GND	
	X 20		
	Y 21		
(+12V COMMON)	Z 22	(+12V COMMON)	
(COIN COUNTER 2)	a 23	(COIN COUNTER 1)	
SOUND OUT (-)	b 24	SOUND OUT (+)	
+12V	c 25	+12V	
GND	d 26	GND	
GND	e 27	GND	
GND	f 28	GND	



※ ショット1ボタンを押しながら電源を入れるとテストモードになります。

☆ 本機のゲーム操作は、5方向レバー・2ボタンです。

注) DIP SW を切り換える時は、一度電源をOFFにして下さい。

DIP SW A

*印 工場標準設定

内容	SW	1	2	3	4	5	6	7	8
プレイ料金 COIN 1	* 1コイン 1プレイ			OFF	OFF				
	2コイン 1プレイ			ON	OFF				
	3コイン 1プレイ			OFF	ON				
	4コイン 1プレイ			ON	ON				
プレイ料金 COIN 2	* 1コイン 1プレイ	OFF	OFF						
	1コイン 2プレイ	ON	OFF						
	1コイン 3プレイ	OFF	ON						
	2コイン 1プレイ	ON	ON						
プレイヤー数	* 3					OFF	OFF		
	2					ON	OFF		
	4					OFF	ON		
	5					ON	ON		
スタート画面	* 1画面 (良)							OFF	OFF
	3画面 (標準)							ON	OFF
	5画面 (悪)							OFF	ON
	7画面 (妙悪)							ON	ON

DIP SW B

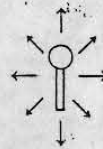
内容	SW	1	2	3	4	5	6	7	8
ゲームスタイル	テーブルタイプ	OFF							
	アップライト1	ON	OFF						
	アップライト2		ON						
モニター画面反応				OFF					
				ON					
難易度	* 外 悪 難しい				OFF	OFF			
					ON				
ボーナス得点 1ST/EVERY (その後)	* 1万点/その後 5万点					OFF	OFF	OFF	
	1万点/その後 4万点					ON	OFF	OFF	
	2万点/その後 6万点					OFF	ON	OFF	
	2万点/その後 7万点					ON	ON	OFF	
	3万点/その後 7万点					OFF	OFF	ON	
	3万点/その後 8万点					ON	ON	ON	
4万点/その後 8万点					OFF	ON	ON		
ボーナス無し					ON	ON	ON		

※ アップライト1タイプは1P及び2Pのコントロールが別々の場合タイプ2。

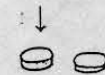
共通の場合

SOLDER SIDE			COMPONENT SIDE	
GND	A	1	GND	
GND	B	2	GND	
+5	C	3	+5	
+5	D	4	+5	
Ⓞ	E	5	Ⓡ	
SYNC	F	6	Ⓟ	
GND	H	7	GND	
	J	8		
2 P	SHOT2	K	9	SHOT2
	SHOT1	L	10	SHOT1
	UP1	M	11	UP1
	DOWN1	N	12	DOWN1
	LEFT1	P	13	LEFT1
	RIGHT1	R	14	RIGHT1
	GND	S	15	GND
2 P	SELECT	T	16	1 P SELECT
		U	17	
	COIN2	V	18	COIN1
	GND	W	19	GND
		X	20	
		Y	21	
+12V	COMMON	Z	22	+12V COMMON
COUNTER2		a	23	COUNTER1
SP⊖		b	24	SP⊕
+12		c	25	+12
GND(12V)		d	26	GND(12V)
GND		e	27	GND
GND		f	28	GND

8WAY LEVER



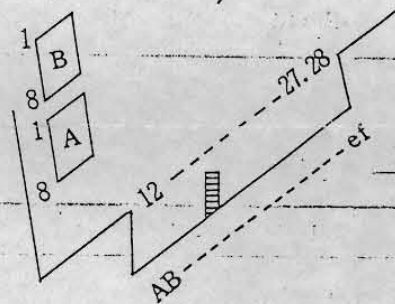
PUSH BUTTON



GRENADE BUTTON

MUSIC LEVEL → ⊖

SOUND VOLUME → ⊖



NAME OF PARTS

CR7E-56DA-3.96E:HIROSE

or

1168-056-009:KEL

※ TEST MODE

POWER SWITCH PUSH SHOOT1

(DISPLAY DIP SW ASSIGNMENT)

CAPCOM CO., LTD.

HEAD OFFICE:

SHINJUKU KONUMA BLD. 2-17-10 KABUKI-CHO SINJUKU-KU TOKYO 160 JAPAN.

TEL (03)205-0231

3-8-51 NAGAYOSHI KAWANABE HIRANO-KU OSAKA 547 JAPAN.

TEL (06)799-2281

APRIL 3, '85

RE: VICTORY

- (1) A fierce guerrilla warfare is in progress deep in the jungle of a certain unexplored region. A crack soldier called "Super Joe" who has undergone special training has received a highly secret mission and is about to enter this fierce war.
- (2) This highly secret mission is to annihilate the evil army that is attempting to extend its claws throughout the world and to destroy the base which is said to be impregnable.
- (3) Can Super Joe carry out this reckless almost impossible mission!
- (4) The battle field is divided into areas requiring various attacking techniques.
- (5) Iron walls must be passed to overrun these areas!
- (6) Super Joe's weapon consists of a rifle with unlimited shots and a hand grenade that requires replenishing. Now it is up to your ability to destroy the enemy attacking from all directions!
- (7) The arch bridge is a dangerous spot, watch out for attacks from above!
- (8) Be careful of trucks and jeeps that will try to ram you!
- (9) Win bonus points by rescuing captives!
- (10) Win high points by destroying enemy leaders and enemy headquarters!
- (11) Beware of the ponds and rivers!
- (12) Destroy the enemy army!