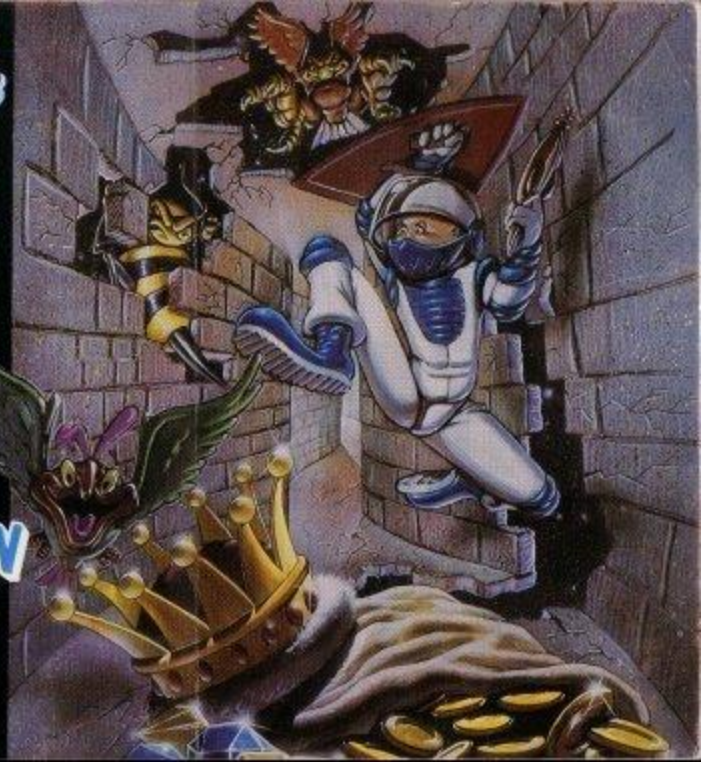


Color Dreams

INSTRUCTION
MANUAL

CAPTAIN
COMIC

THE ADVENTURE



CAPTAIN COMIC CONTROL SUMMARY

Controls

Control Pad Left: Move left.

Control Pad Right: Move right.

Button A: Jump (hold down to jump farther, use in combination with **Left** and **Right** to control jump).

Control Pad Up: Open door (requires Key).

Button B: Use blaster (requires Blastola Cola).

Select Button: Teleport (requires Wand).

Start Button: Show Inventory and Pause.

Special Objects

Shield Pack: Restores energy and gives points.

Shield of Invulnerability: Bestows temporary invulnerability and unlimited fire power.

Shield of Life: Bestows a life.

Blastola Cola: Increases firing capacity.

Corkscrew: Improves pattern of fire.

Key: Unlocks doors.

Boots: Increases jump range.

Lantern: Illuminates dark regions.

Wand: Bestows teleportation capability.

Gems, Coins and Crown: Find these three treasures to win the game.



The Adventures of Captain Comic

I. Introduction

"It was magic most foul," intoned one of the elders solemnly.

"Nonsense!" scoffed another. "It was simply science...thieves making good use of technology."

"Good use?" raged the third.

The elders of Osmic had come in full regalia, feathers and banners and the heavy gold chains of office, but the formal procession of leaders had not carried the hereditary badges of office—the **Crown of the Ages**, the **Mystical Gems of Lascorbanos** or the **Thousand Coins of Tenure**. These had been stolen, most wickedly purloined, in an attempt to jeopardize the forthcoming festivities of the Trimillennial and were now reputedly hidden on the planet Tambi.

So they came to you—Captain Comic, galactic hero, righter of wrongs, and all around nice guy. It was most gratifying—ignore the rumor that they had first gone to Orion O'Brian, that mercenary thug, and *he* had turned them down, calling the job "insanely dangerous" and saying the entire planet of Tambi, from its endless blue lakes to its impossibly blue moon, had not one cubic centimeter where a person could feel safe—nor a single benign life form. Tambi was a land of surprises—all bad.

Well, you're on the job now. Using your keen wits and well-honed reflexes, you must traverse the ever-changing and treacherous environs of Tambi and return the treasures of Osmic in time for the Trimillennial celebrations. Succeed, and you will be honored as a hero once more; fail, and three thousand years of galactic peace and prosperity crumble to comic—uh—cosmic dust.

PRECAUTIONS

- 1) Store at room temperature. Do not subject to environmental extremes.
- 2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
- 3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
- 4) Do not try to open or disassemble the cartridge.
- 5) Do not sit too close to your television.
- 6) Do not clean the cartridge with chemical agents.

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II. Game Control

← **Control Pad Left** determines the direction Captain Comic faces. When pressed continuously, it causes our hero to walk left.

→ **Control Pad Right** operates similarly, but moves Captain Comic to the right.

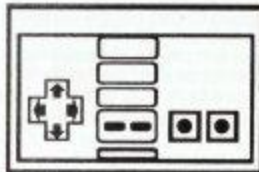
Button A causes Captain Comic to jump. The longer it is depressed, the higher our hero jumps. Use it in conjunction with Move Left and Move Right to alter Captain Comic's trajectory while in mid air.

Button B activates Captain Comic's blaster *after* he has located and guzzled down at least one Blastola Cola. With each additional Blastola, our hero acquires one additional shot.

↑ **Control Pad Up** may be used to open any door on planet Tambi *after* Captain Comic has located and secured the key. Position Comic in front of a door and press Control Pad Up to activate it. Some doors behave normally, allowing our hero to enter the area behind them. Others are linked to Tambi's global transportation system and will cause the Captain to be teleported halfway around Tambi, or even to one of Tambi's moons.

Select Button may let you tap into the global teleport system in a limited fashion *after* our hero has gained possession of the Wand. When used properly, the Wand can allow Captain Comic to reach regions of the screen that are normally inaccessible.

Start Button allows Captain Comic to keep track of numerous objects that he will encounter on his quest. It also lets him take a break from the action when the going gets too heavy.



NES® Controller

III. Game Mechanics

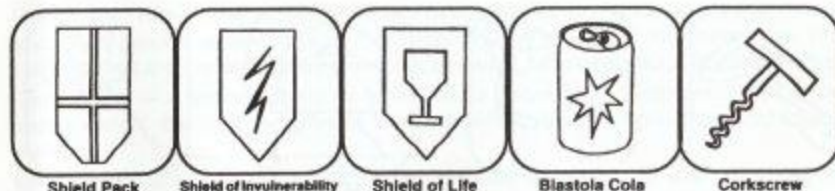
Captain Comic begins his adventure with five lives, no items in his inventory, his Mark-VII environment suit with shield projector, and his trusty Blastola assault weapon. The energy supply for these two pieces of equipment is located within the Mark VII's back pack. The weapon's energy replenishes itself during periods of non-use. Shield energy does not regenerate; our hero must be sure to pick up any shield packs that he encounters, they make life so much easier!

When an enemy comes into contact with Captain Comic, the enemy is destroyed by the shield, and the shield's energy supply is depleted by one unit. If the shield reserve power meter reaches zero units and the good Captain is hit by an enemy, both the Captain and the enemy will go out in a blaze of sparks. Net cost to the Captain: one life. Care should be taken to monitor the shield meter. It can mean the difference between success and failure.

Captain Comic's offensive power can be increased by finding cans of Blastola Cola that have been left lying about the surface of Tambi. Our hero may imbibe up to a total of five (5) Blastola Colas resulting in the ability to have five shots in the air simultaneously. Although firepower is unlimited, it can be temporarily depleted. Captain Comic must exercise discretion in firing. When the blastola meter reaches zero no further shots may be fired until the Blaster's energy pack re-generates itself.

IV. Scoring

Points are earned by shooting the hostile enemy creatures, gathering tools and treasures on the planet's surface, and for all unused shield units remaining at the time of recharging. Points are also awarded for lives and shield units in reserve after successfully retrieving the three missing treasures. The game will end after COMIC retrieves all three treasures or when all spare lives are exhausted.



Shield Pack

Shield of Invulnerability

Shield of Life

Blastola Cola

Corkscrew

V. Weapons and Shields

Shield Pack — Restores Comic's shield energy. Points are scored for unused shield units.

Shield of Invulnerability* — This object super-charges Captain Comic's Mark VII shield generator and Blastola assault weapon, making him impervious to enemy attack and giving him unlimited firepower for a brief period of time.

Shield of Life* — The Shield of Life bestows our intrepid hero with an additional life in reserve each time he encounters it.

Blastola Cola — Increases Comic's firing capability. Up to five cans of cola can be collected for up to five blastola rounds in air simultaneously.

Corkscrew — Modulates the firing pattern of Comic's blaster creating a spiral trajectory for all shots fired. This is very useful for destroying creatures which crawl on the ground below Comic's normal line of fire.

*Occasionally this special item will appear when an enemy is destroyed.



Door Key



Boots



Lantern



Wand

VI. Tools

These items aid Captain Comic in his quest to retrieve the missing treasures:

Door Key — Allows Comic to open doors found in various places on Tambi.

Boots — Increase Comic's maximum jumping height. This is useful in reaching ledges which were previously too high to jump to.

Lantern — There are a few places on Tambi which will be too dark and dangerous for Comic to explore without the aid of this device.

Wand — The pinnacle of Tambian technology—the personal transport wand. Possession of this device allows the user to utilize the world wide teleportation system of Tambi. Though the system is in disrepair it is still powerful enough to teleport the bearer through solid walls and around many of the obstacles that stand in Captain Comic's way.

Blind Cave Frog — They evolved blindness as a protective mechanism to ensure continuation of the species as cave frogs are made violently ill by the sight of other cave frogs. The males are red and the females are green, but, of course, blind caves frogs do not know this.

Glow Globe — A photosynthetic life form bred for cleaning the fluorescent tubes of the space station, the high radiation of the environment has changed them into roving menaces.

EMPulse — Stray electromagnetic pulses, they flip flop from one end of the master computer to the other.

Phlegmtasm — A blubbery creature with the consistency of half-formed grape gelatin, it is invincible in the dark and can only be killed in the presence of light. Angry phlegmtasms smell rather like old handkerchiefs.

Purple Judy — (Sister to the Bird Brothers)—Snatched from the nest as an egg and dyed purple for the Tambian Spring Fest celebration, she makes her home in the shed adjacent to the twin lakes of Kings Wood. Now grown, she seeks revenge on those who have forced her to go through life clad in purple feathers...and she considers anything on two legs an appropriate target.

F.W. Brothers — Fireworks is their first, middle, and last name, and being attacked by one of them is akin to bathing in a meteor shower.

VIII. Treasures



Crown

Crown — The Crown of the Ages, the hereditary head dress of the ruler of Osmic. Beautiful beyond belief and wrought from infinitely precious metals and gems.



Gems

Gems — The Mystical Gems of Lascorbanos, rarest of crystalline formations, they are said to impart wisdom to the ruler of Osmic.



Coins

Coins — The Coins of Tenure, the traditional, symbolic wage of the rulers of Osmic. These ancient coins are held in trust and passed from one ruler to the next.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's 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. 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 NES[®] with respect to the receiver.
- Move the NES[®] away from the receiver.
- Plug the NES[®] into a different outlet so that NES[®] 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. 20402, Stock No. 004-000-00345-4.

Note: NES[®] is the abbreviation for Nintendo Entertainment System[®].

90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

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

This CARTRIDGE is warranted to work with any Nintendo Entertainment Systems[®] sold on or prior to August 1989. Future modifications in

new Nintendo[®] systems may possibly cause compatibility problems with existing games. If you should come across this problem, you may voice your concern by calling the 800 number provided by Nintendo[®]. Otherwise, please write to Color Dreams, Inc. for the availability of a \$4.00 "Anti-ECM Connector" which would resolve the problem on your new Nintendo[®] system.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for 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 exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Notes

Notes

CAPTAIN COMIC EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

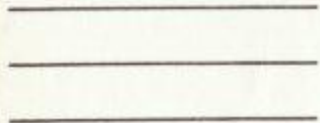
DATE ____/____/____ PHONE # (Optional): (____) _____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1) GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1	2	3	4	5
3) COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5) GRAPHICS (COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7) DIFFICULTY LEVEL (1: TOO EASY ... 5: TOO DIFFICULT)	1	2	3	4	5
8) FLAWS OR PROBLEMS (1: NONE ... 5: TOO MANY)	1	2	3	4	5

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