CONTRA

HOW TO PLAY

KONAMI

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CONGRATULATIONS!

You now own the authentic Konami home version of Contra, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

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ONLY THE STRONG SURVIVE

In 1957 a large object from outer space crashed into Earth’s Amazon basin, near ruins of the lost Mayan civilization. Scientists worldwide heralded the incident as one of the most stunning cosmic occurrences, and thus the collision of worlds was soon forgotten.

Now, thirty years later, rumors of an evil force have swept into the Pentagon’s front office, and tales from frightened villagers of a hideous being with an army of alien henchmen are sending chills down the spines of top military brass.

Unwilling to upset current political balance, an all-out assault on the region has been overruled, and instead, two of America’s most cunning, courageous and ruthless soldiers from the Special Forces elite commando squad have been selected to seek out and destroy these alien intruders.

Congratulations, pal, you’re one of the chosen. But before you take pride in being the best, be warned. You’re about to come face to face against Red Falcon, the cruelest of the aliens, and the one you have no choice—you must defeat him. Because if you fail, the world will cease to exist, and the vile Red Falcon will rule forever.

If you succeed, well... it doesn’t matter because I doubt you will.

HOW TO PLAY

Your mission begins after you leap from an army assault chopper into the dense jungle engulfing the banks of the mighty Amazon. From this point forward you must battle past hoards of alien soldiers equipped with awesome terrestrial firepower, relying mainly on your guerrilla warfare instincts to survive.

Standing between you and destiny are eight defense zones, with the final zone evoking the ultimate challenge—the destruction of Red Falcon. To advance from one zone to another, you must wipe out heavily defended detection sensors confronting you at the end of each zone. These sensors are designed to warn Red Falcon of your approach so he can send forth stronger reinforcements. To destroy Red Falcon in the final zone, you’ll have to maneuver your way into his alien body, and then destroy his cruel, cold heart. Needless to say, this isn’t easy!

Fortunately for your sake, six different super weapons scattered throughout Red Falcon’s defenses are at your disposal. Of course attaining these weapons is a risky business. To do so, you must first blast away special flying capsules and pill-box sensors, and then capture the released Falcon symbols. [See page 9 for details.]

Contra can be played by either one or two players. If two play, play as a team to survive.

A single player can use either Control 1 or Control 2. When two players act as commandos, both controls are used.

Scores are displayed between defense zones and at the end of the game. The game ends when you’ve lost the last of your lives, or when you destroy the Red Falcon. For every stage you successfully overcome, you receive one extra life.

THE HEROES

LANCE-CODE NAME SCORPION

Being an elite commando in the Special Forces, takes a special breed of hero. You need the cunning of a lion, the spirit of a Viking warrior, and the intelligence of a modern day field general.

BILL-CODE NAME MAD DOG

Only after these qualities are soaked into you, can you stand a ghost of a chance saving humanity from the inhumane Red Falcon.
Controlling Your Commando

Select button
Use to select either 1 player or 2 player mode.

Start button
Press to begin your mission. Press again after you've selected CONTINUE or END when the game finishes. Also press to PAUSE the action.

Using the Control Pad in sync with the A Button and B Button

<table>
<thead>
<tr>
<th>Control Pad</th>
<th>B Button</th>
<th>A Button</th>
</tr>
</thead>
<tbody>
<tr>
<td>You won't move</td>
<td>Shoot upward</td>
<td>Jump upward</td>
</tr>
<tr>
<td>Move right</td>
<td>Shoot upper right</td>
<td>Jump right</td>
</tr>
<tr>
<td>Move right</td>
<td>Shoot right</td>
<td>Jump right</td>
</tr>
<tr>
<td>Move right</td>
<td>Shoot lower right</td>
<td>Jump right</td>
</tr>
<tr>
<td>Laydown</td>
<td>Shoot either left or right</td>
<td>Climb down</td>
</tr>
<tr>
<td>Move left</td>
<td>Shoot lower left</td>
<td>Jump left</td>
</tr>
<tr>
<td>Move left</td>
<td>Shoot left</td>
<td>Jump left</td>
</tr>
<tr>
<td>Move left</td>
<td>Shoot upper left</td>
<td>Jump left</td>
</tr>
</tbody>
</table>

Control Pad
Use to move forward, to the left or to the right. Press pad down to lay down.

B Button
Press to fire.

A Button
Press to jump.

Controlling Your Commando In 3-D

Defense Zone 2 and Defense Zone 4 challenge you 3-dimensionally. In these zones you'll find yourself deep within a Mayan temple converted into a commando death trap, complete with Red Falcon's Royal Guards and high voltage, mind-jolting energy fields.
Red Falcon's Eight Lines Of Defense

Jungle
Fight through the heart of the Amazon, blasting past Red Falcon's first line of defense, until you reach the entrance of the fortified Mayan temple. Destroy the red detection sensor to advance into BASE 1.

Base 1
Weave through an underground maze, destroying sensors while avoiding attacks from the Royal Guard. Remember - Beware the Energy Field. And pray to make it past the evil core at the center of Base 1.

Waterfall
It's just a hop, skip and a jump upward until you reach Base 2. Naturally, aliens surround your every move, but you must reach the diamond-shaped detection sensor and blow it up to inch closer toward Red Falcon.

Base 2
The sensors suddenly become more difficult to destroy, as do the Royal Guards. Once you reach the core, you must demolish 4 moving heads when they are perfectly aligned. Good luck! You'll need it.

Snow Field
Red Falcon is beginning to worry about your progress and has turned rain forests into treacherous ice fields. If you don't freeze to death or get blasted by an army of alien forces, you may survive.

Energy Zone
Now you're in a space-fab world of hyper-space terror. Reinforcements pour in and all appear hopelessly. Of course if you believe in miracles maybe you'll make it.

Hangar Zone
Holy cow! You've made it to Red Falcon's final line of defense before you reach the mighty one, himself. The aliens and the odds definitely don't favor you here.

Alien's Lair
Red Falcon, I'd like you to meet one hot shot commando. Hot Shot commando, meet Red Falcon. This unpleasantness is mutual. I'm sure, since you must blast alien lance, alien guns, and finally the alien's heart to save the earth.

Powering-Up. The art of survival.
Destroy flying capsules and pill box sensors, and power-up Falcon Symbols will appear. Capture these symbols and you'll obtain the firepower you'll ultimately need to survive.
Treat Your Konami Game Carefully

This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

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 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. 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 NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES 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, DC 20402. Stock No. 004-000-01345-4.

SCORES