
PlayStation
NTSC U/C
PlayStation
CONTRA®
3-D GLASSES
legacy of war™
TEEN
AGES 13+
CONTENT RATED BY ESRB
SLUS-00288
17016
Appaloosa Interactive
KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

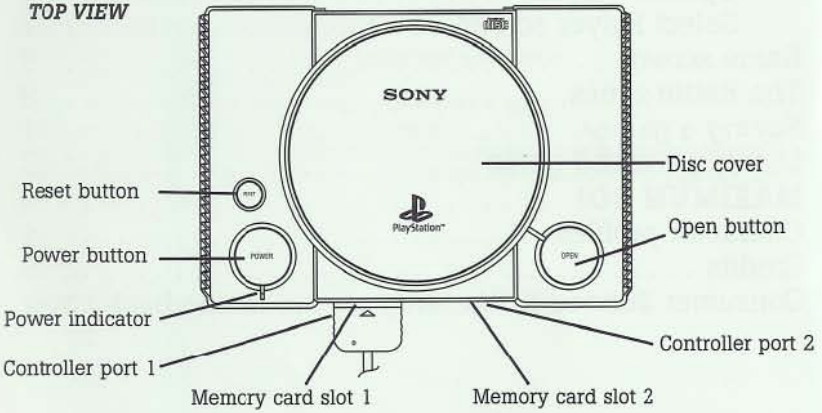
Set up 2
Basic game controls 3
Introduction 4
Getting started 6
- Main menu 6
- Options screen 6
- Select Player screen 7

Game screen 8
The Battle zones. 9
Saving a game 11
Loading a saved game 12
MAXIMUM 3D! 13
Character profiles 14
Credits 16
Consumer Service & Warranty . . . . . Inside back cover

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the ***CONTRA®*** ***LEGACY OF WAR™*** disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Thank you very much for purchasing Konami's ***CONTRA LEGACY OF WAR***. Before playing, please read this manual carefully to ensure correct use.

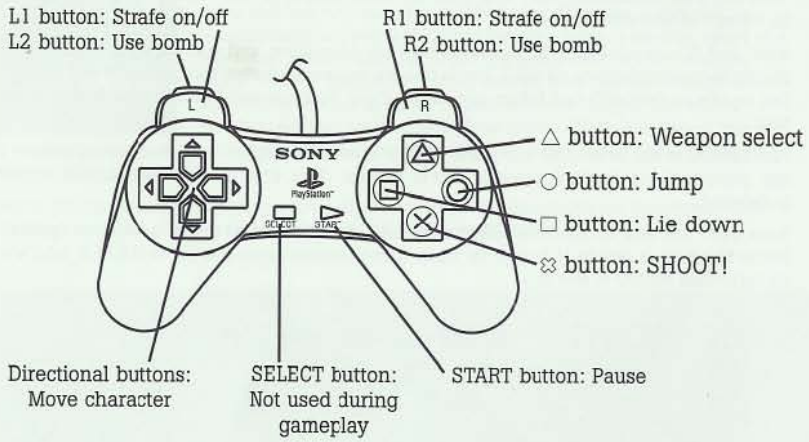
TOP VIEW



BASIC GAME CONTROLS

LEGACY OF WAR puts you in the battle zone!

The default settings are shown here. You can change these settings in the OPTIONS (Page 6-7) menu if you wish.





The legacy...

1957. A large object lands in the Amazon basin, near the ruins of a lost Mayan city. Scientists dismiss the incident as a trivial cosmic occurrence.

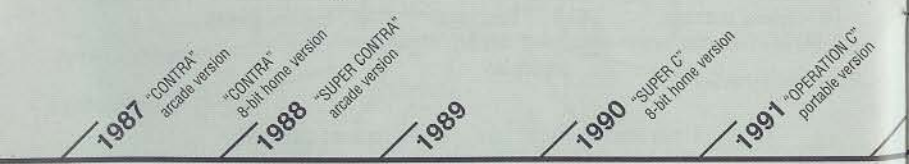
1987. Rumors reach the Pentagon's front office. Frightened villagers in the Amazon River area talk of a hideous being with an army of evil alien henchmen. Two heroic members of the Elite Special Forces (operating under the code names: "Scorpion" and "Mad Dog") are dispatched. They deal with the threat known as Red Falcon, and put a stop to its attempt to take over the Earth.

1990. Red Falcon resurfaces. He has recruited other alien allies, and also attempts to use biological contaminants to turn U.S. forces into his soldiers of destruction. Scorpion and Mad Dog reunite to deal with Red Falcon and Jagger Froid. Scorpion and Mad Dog kick serious alien butt.

Fast forward to the future. The vile Black Viper is sent to accomplish what Red Falcon could not: overtake planet Earth. Scorpion is sent in to erase Viper. After a brutal confrontation, Viper is defeated.

Years later: The elite Contra Force–an independent law enforcement group made up of Special Forces alumnus–is sent in to handle an Earth-based terrorist group known as D.N.M.E. who are trying to take control of Neo City.

Konami's CONTRA® game series timeline:



2636. The future is once again threatened by Red Falcon. Fortunately, descendants of Scorpion and Mad Dog are on hand to deal with the situation. The Alien Wars take place, and the Earth is nearly destroyed.

Five years later...mankind is recovering from the Alien Wars. The government establishes the Unified Military Special Mobile Task Force, a.k.a. HARD CORPS, to help stem the rising threat of crime that is running rampant in the cities. Order is restored. Or is it?

The present



Colonel Bassad is the dictator of a small country. Some call him cruel. Some call him ruthless. Most call him an evil lunatic. It has only recently been learned that during the Alien Wars, a security guard at a top-secret military base managed to smuggle out an alien embryo. The guard sold the embryo to Colonel Bassad, who has used it to breed an army of fierce alien mutants. Bassad is power-hungry and wants nothing less than total control of the planet. There are rumors that he is working with an alien ally. Some fear that this alien ally may help Bassad by providing an army of alien mercenaries.

Before the conflict can escalate to such a disastrous level, the Special Forces are pressed into service once again. They must try to put an end to this ***legacy of war***.



Getting started

Once you have set up the game (page 2), you will see the opening legal screens, then the introductory story, then the main menu. (On many menu screens you can press the △ button for help.)

Main menu

You can select a 1 PLAYER GAME, 2 PLAYER GAME, OPTIONS or LOAD GAME (to load a previously saved game).

Highlight a choice with the (↑↓) buttons and press ⊠.

After you have selected a 1 Player or 2 Player game, you will advance to the Player Select screen.

Options screen

Highlight a choice with the (↑↓) buttons.

Adjust the game **difficulty** (EASY, NORMAL or HARD) with the ←→ buttons.

Adjust the **Music** and **SFX** (sound effects) volumes with the ←→ buttons.

Toggle the **3-D Mode** on or off with the ←→ buttons. If you turn the 3-D mode on, you will need to wear the enclosed 3-D glasses.



Press the START button to pause the game. From there you can continue or quit and start over with a new character.

Press ⊠ to enter the **controller configuration** screen. Use the ←→ buttons to select one of the four options. (The default setting is shown on page 3.) Press ⊠ to select the configuration you like.



The ○ button returns you to the Options menu.

Adjust the **Sound** for STEREO or MONO with the ←→ buttons.

Press the ○ button to return to the Main menu.



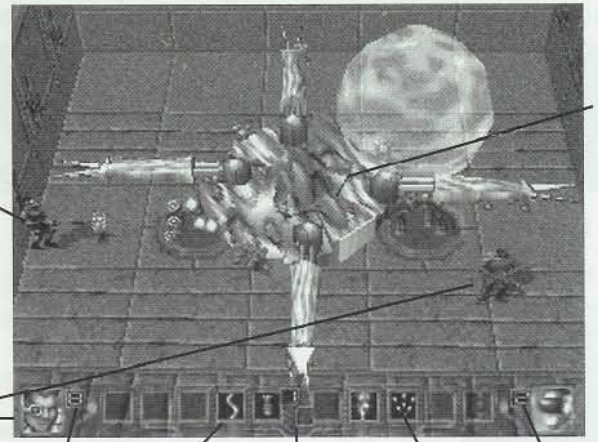
Player Select screen

Use the ←→ buttons to toggle between the four main characters. The name of the character and the type of weapon power-ups available to that character are listed at the bottom of the screen.

Press the ⊠ button to select your character and start the game.

Press the ○ button to return to the Main menu.

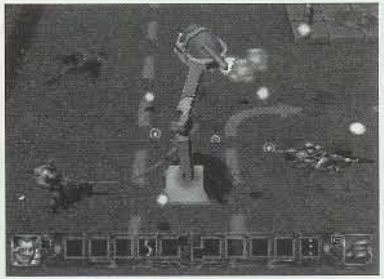
The game screen



Power-ups	Ray	Tasha	Bubba	CD-288
(Base weapon)	Machine gun	Machine gun	Machine gun	Machine gun
Yellow Falcon	Flame thrower	Flame thrower	Flame thrower	Flame thrower
Blue Falcon	Spread gun	Sparkling laser	Straight laser	Spread grenade
Red Falcon	Homing laser	Seeking bullets (Bubble gun)	Homing bullets	Homing missile

The Battle zones

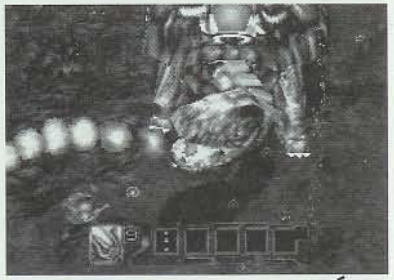
Level One: Urban Warfare



The small man icon is a 1-UP!



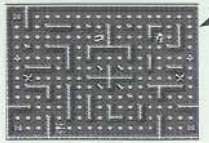
Level Two: Jungle Conflict



Find Falcon Power-ups to gain the upper hand



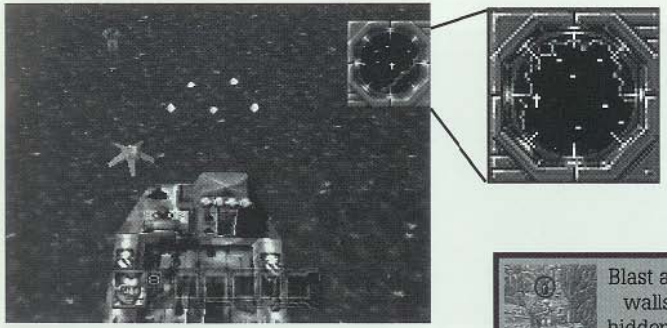






Find the Bamboo Arcade and take some R&R with a few classics. Just don't get *too* hooked and forget your mission!

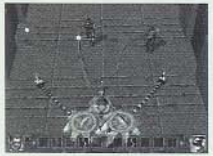
Level Three: River of Destruction



Use your radar to find and defeat the bosses and their troops.

Take control of the hovercraft and steer toward the end boss. First you'll have to take out the Garbage. Literally.

Blast away secret walls and find hidden items, like this bomb!



Level Four: Mountain Stronghold





Level Five: Bad Wavelength

Level Six: ...?

Saving a game

To save a game, you must reach the end of a level and defeat the end boss. You will be given the option of saving your place or continuing. If you want to save your game, follow the on screen prompts. Otherwise, select NO and continue at your own risk.



If you haven't saved a game previously, CONTRA will prompt you to create a saved game file...



Follow the instructions on-screen to enter a file name for your saved game. When you are done, select OK and press the ⊠ button.



Once you're done, you can return to the action. Games are saved after you finish a level and are about to begin a new one, so when you load a game, it takes you right to the start of the new level.

Note: Do not remove a memory card during a Save or Load.

Loading a saved game

At the Main Menu you have the option to load a saved game. You must have a previously saved game ready, of course (see previous section). Make sure your Memory Card™ (sold separately) is installed properly.



You can save up to 12 games in each difficulty setting for both one and two player games.

①

②

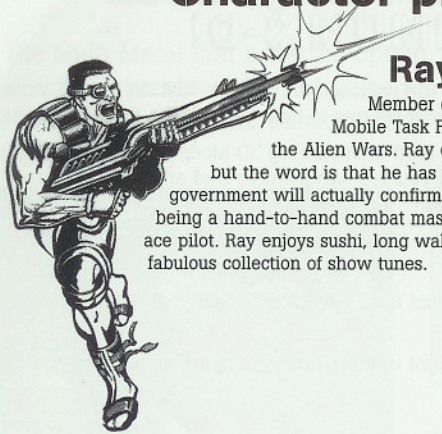


MAXIMUM 3-D!

You can play LEGACY OF WAR with the enclosed 3D glasses. Just set the 3D Mode to ON in the Options menu. Here are some tips to help you get the best 3D effects:

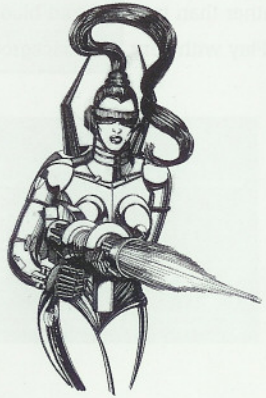
- Before putting on your 3D glasses (and after turning 3D Mode ON), adjust the **brightness** setting on your TV until you see two pictures (red and blue). (Consult your TV's Owner's Manual for details.)
- Set the TV's **contrast** about 25-50% higher than normal. (Consult your TV's Owner's Manual for details.)
- While wearing the 3D glasses, adjust the TV's **color** so that you get one image, rather than two (red and blue).
- Play with very little background light in the room so no glare appears on the TV.

Character profiles



Ray

Member of the Unified Military Special Mobile Task Force, a.k.a. HARD CORPS, following the Alien Wars. Ray doesn't like to talk about the past, but the word is that he has taken part in more combat than the government will actually confirm participating in. In addition to being a hand-to-hand combat master, he is a weapon's expert and an ace pilot. Ray enjoys sushi, long walks on the beach, and owns a fabulous collection of show tunes.

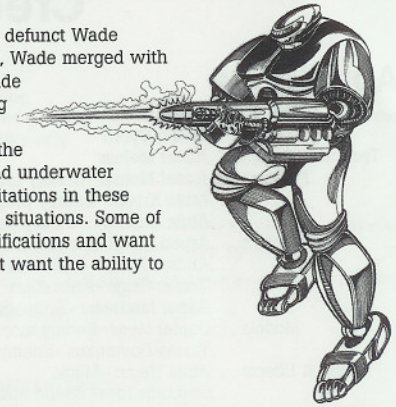


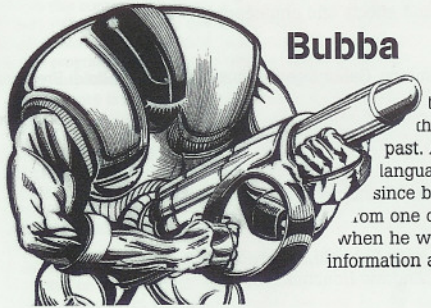
Tasha

Swift, silent, deadly. Before you make the obvious joke, note that Tasha once destroyed a HF-77 Assassin Cybot with one hit for making the same joke. She doesn't have a sense of humor–her style doesn't call for one. She is all business, all the time. A former soldier-for-hire, Tasha joined the organized Special Forces because of the respect she gained for Ray in a previous assault on Kyhsak II. She can kill in many ways, but prefers heavy firepower because, she says, she enjoys the fireworks.

CD-288

An offshoot of the Assassin Cybots made by the defunct Wade Industries before the Alien Wars. After the wars, Wade merged with software giant ChuckSoft and formed Chuck/Wade Arms, Co. Their first venture was the CD (Cyborg Destroyer) series. This particular unit–from the 288 class–was reprogrammed by a member of the HARD CORPS to function in both anti-gravity and underwater environments. Previous Destroyer units had limitations in these conditions, but were totally ruthless in all other situations. Some of the suits at Chuck/Wade are against these modifications and want the unit returned–but skeptics say that they just want the ability to market the unit themselves.





Bubba

We know little about "Bubba". Although there is no denying Bubba's effectiveness, there is no knowledge of his (hers? its?) past. An alien who can communicate in our languages, Bubba has fought on behalf of Terrans since before the Alien Wars. (The nickname came from one of the HARD CORP's base computer geeks when he was scanning the known planetary sites for information about this alien.)

Credits

Appaloosa

Design . . .Laszlo Szenttornyai
. . .Zoltan Gyorfi
Technical Design . . .Jozsef Molnar
Program . . .Jozsef Molnar~Enemy program; Main program
. . .Attila Kristof~Enemy program; Gyruss
. . .Attila Asztalos~Library program; Pactank
Graphics . . .Arpad Balku~Stage background; Animation
. . .Andras Bakai~Model textures; Animation
. . .Tamas Csige~Animation
. . .Gabor Matheika~Animation
Models . . .Daniel Mecs~Enemy model
. . .Tamas Domonkos~Enemy model
Music & Effects . . .Attila Heger~Music
. . .Szabolcs Toth~Sound effects
. . .Attila Dobos~Sound effects and engineering
. . .Andras Magyari~Sound effects and engineering
Producer . . .Jason Friedman
Testers . . .Sandor Mezei
Special thanks . . .Attila Fodor, Zoltan Janossy, Gabor Ligeti, Tamas Vizmathy, Felfoldi Brothers

Konami

Executive Producer . . .Mark Forwit
Producer . . .Mike Gallo
Package Design . . .Connie Mitchell, Kevin O'Donohue, Tomoko Schmitt
Instruction Manual . . .Kevin O'Donohue
Manual Illustrations . . .Connie Mitchell
Marketing . . .Cherrie McKinnon, Dorian Rehfield, Randy Severin
Special thanks . . .Kenneth Dirnberger, Andrew Donchak

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line
1-900-896-HINT (4468)
☎ 85¢ per minute charge
☎ $1.15 per minute support from a game counselor
☎ Touch tone phone required
☎ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability are subject to change. U.S. accessibility only.

Konami On-Line

Konami is available online from:

CompuServe: Click **FIND** then type **konami**. We are in the videogame publisher's forum. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388.

Reach us on the World Wide Web at: **www.konami.com**

E-mail us at **76004.3530@compuserve.com**

KONAMI OF AMERICA, INC. LIMITED WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LOOK FOR

Kill. Shoot. Maim. Harm. Exterminate.
Stab. Hit. Maul. Blast. Fire. Punch. Eradicate.
Dismember. Decommission. Hurt. Extinguish.
Then proceed to level 2.

PROJECT OVERKILL™

MATURE M AGES 17+ CONTENT RATED BY ESRB

Enter a world of bravery, mysticism, and romance.

A role-playing adventure of epic proportion. Build an army of rebels on your quest for freedom, and be prepared to spend hours immersed in a wonderland based in Eastern lore.



Suikoden™

幻想水滸伝

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

Reach us on the World Wide Web at: www.konami.com

Konami of America, Inc. • 900 Deerfield Pkwy. • Buffalo Grove, IL 60089-4510
CONTRA® is a registered trademark of Konami Co., Ltd. LEGACY OF WAR™ is a trademark of Konami of America, Inc. PROJECT OVERKILL™ and SUIKODEN™ are trademarks of Konami Co., Ltd. Konami is a trademark of Konami Co., Ltd. All rights reserved.

PlayStation

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation Logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

KONAMI.