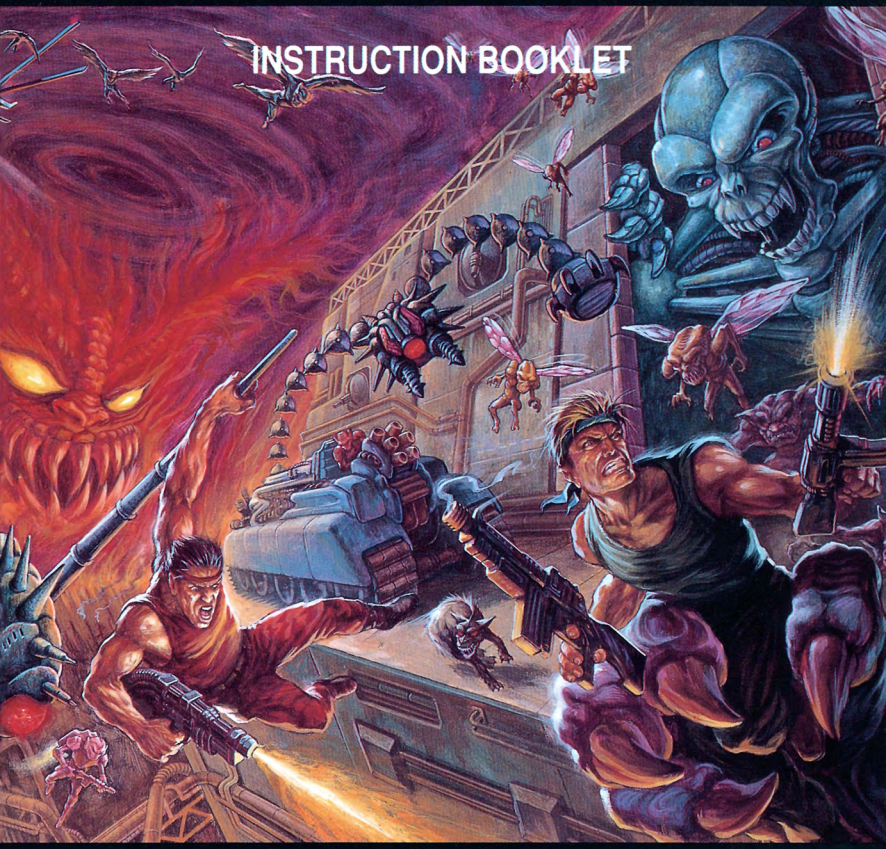
SNS-CS-USA

CONTRA® III
THE ALIEN WARS™

INSTRUCTION BOOKLET



KONAMI®

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

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CONGRATULATIONS!

You now own Contra® III - The Alien Wars™ for your Super NES.™ Your best bet for survival is to read the following instructions thoroughly before entering active alien blasting duty.

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THE CONTRA LEGACY ROCKS ON

February 14, 2636. You are about to learn what it takes to be a descendent of commando legends Scorpion and Mad Dog. That is, now that Red Falcon would like to use your family tree as a toothpick. You're Jimbo and Sully, special forces comrades just like your fearsome forefathers were. Nowadays, your weapons and maneuvers are more advanced than they were when your ancestors saved the world from being skewered on Red Falcon's fangs. That brutal beast is still in his prime and has had plenty of time to plot his revenge. He's swamped Neo City with six stages of the most cruel and unusual punishers ever. So run, climb, ride, soar and start blasting your way to the Alien Main Base. Before your family name and your planet are just dirt under Red Falcon's claws.

HOW TO SAVE THE WORLD

IT'S ALL HOW YOU LOOK AT IT

You'll be scoping out some missions from *side-view* and some from *top-view*. In a side-view stage, you'll have to contend with the mighty Stage Boss at the end of each mission, and he won't be happy that you've made it past his underlings. Defeat him and you'll advance to the next stage. In a top-view stage, you first select the field in which you'd like to start battling. There will be a number of targets to hit throughout the course. Radar arrows will lead you to the next closest target. You also have a map you can check out by pressing the SELECT BUTTON. After you've abolished all the strategic targets and the toughest alien attackers, you will move to the next stage.

KNOCKING 'EM DOWN AND RACKING 'EM UP

Throughout all the stages you will be engaging in two-fisted warfare. You carry a weapon in each hand and can switch fire from one to the other at any time with the X BUTTON. Be on the lookout for Weapon Wings. They appear after specific enemies are blasted. Shoot down the Weapon Wings and grab the Power Up inside to receive a new, more powerful weapon. As you pick off aliens, you will earn points. For the first 20,000 you'll receive a bonus player. After that, you'll receive a 1UP for every 60,000 points up to 30 player units.

THEY GOTCHA, NOW WHAT

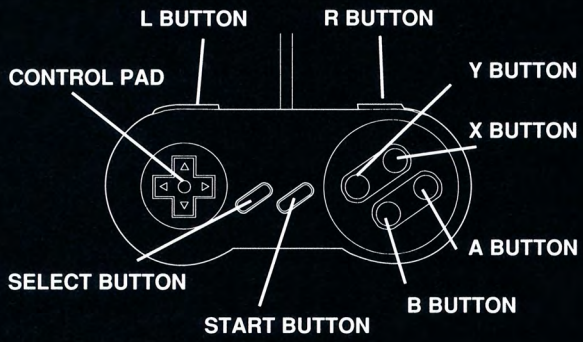
If you catch an enemy bullet the hard way or fall into a ravine, you will lose one of your players. If you lose all of your players, the fight's finished. You can go back for more by selecting CONTINUE when GAME OVER is reached. In the Easy mode, you can choose CONTINUE three times. In the Normal and Hard modes, you can keep the battle raging up to five times. If you continue, you will find yourself at the beginning of the stage where you left off. At the CONTINUE screen, you can also change settings for 1 Player, 2 Players A and 2 Players B. If you are alien busting with an ally, you can borrow a player from your partner when you run out by pressing the A BUTTON and continuing to play.



TO GET THE SHOWDOWN ON THE ROAD

To begin, insert your Game Pak into the Super NES and turn it on. Press the START BUTTON and you will be at the Player Select screen. Press the CONTROL PAD Up or Down to select 1 Player, 2 Players A, 2 Players B or Option. In Option mode, you can select Player lives (3, 5 or 7), Level (Easy, Normal or Hard), Sound (Stereo or Mono) and Exit. There are unique endings for each of the three difficulty levels, so you'll want to try to tackle them all. Move to the category you'd like to adjust by pressing the CONTROL PAD Up or Down. Adjust the setting by pressing the CONTROL PAD Left or Right. Select EXIT to move back to the Player Select screen. You can also skip OPTION if you'd like and go right to player selection. If you select 1 Player mode, you're going it solo. In 2 Players A, two engage in creature crushing simultaneously. While in a top-view stage, you'll be battling on different screens. The 2 Players B mode is like 2 Players A but the difference is, when you're in a top-view stage, you'll be on the same screen rather than separate screens. Press the START BUTTON once you've selected the player mode and get ready for a supersonic 16-bit extravaganza.

CONTROL UNDER FIRE



ADVANCED SPECIAL FORCES MANEUVERS

SIDE-VIEW STAGES

START BUTTON

Press to begin or pause game.

SELECT BUTTON

Not used.

CONTROL PAD

Press to move commando and aim shooting direction.

A BUTTON

Press to launch M-80,000 Helio Bomb.

B BUTTON

Press to jump.

X BUTTON

Press to switch to left or right-handed weapon fire.

Y BUTTON

Press to shoot. Hold down for rapid fire.

L BUTTON

Hold the L BUTTON and the R BUTTON together and press the Y BUTTON to randomly fire both weapons while spinning.

R BUTTON

Press the R BUTTON and the Y BUTTON together and you can stay in place and shoot in the direction your CONTROL PAD is pointed. This maneuver cannot be used while you are riding the jet bike, armored car or hanging from an object.

Hang In There

You can grip walls, girders, ceilings and you won't believe what else to get where you're going. Use caution, because if you jump while you're hanging and climbing, you will fall and lose a player. To descend safely, press the CONTROL PAD Down together with the B BUTTON.

Tanks For The Ride

Hitch a ride on an abandoned armored car. Press the CONTROL PAD Right or Left to move. Press the Y BUTTON to fire the Konan Cannon.

TOP-VIEW STAGES

START BUTTON

Press to pause game.

SELECT BUTTON

Press to display strategic map.

A BUTTON

Press to launch M-80,000 Helio Bomb.

B BUTTON

Press to activate the magnetic force field. Enemies can still do damage, but their bullets can't touch you.

X BUTTON

Press to switch to left or right-handed weapon fire.

Y BUTTON

Press to shoot. Hold down for rapid fire.

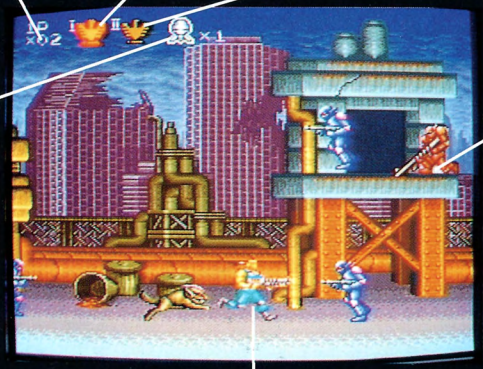
L BUTTON

Press to rotate your field of vision to the left.

R BUTTON

Press to rotate your field of vision to the right. Press the L BUTTON and the R BUTTON together while tapping the Y BUTTON to randomly shoot while spinning.

BATTLEFIELD 2636



CALLING IN THE HEAVY ARTILLERY



Rifle
Standard issue.



Weapon Wings
Shoot them down and grab the power up to pump up your arsenal.



Homing Gun
The bullets will follow your enemies like bees on a honey-dipped dog.





Barrier Shield
Blue magnetic rays make you invincible for a limited time But once the force field turns red, you're open season again.



Crush Gun
Devastating to enemies and obstacles.



Laser Gun
Zaps a powerful beam.



Spread Gun
A spray of fire to hose down your attackers.



Fire Gun
The fire arm of choice for eliminating aliens.



M-80,000 Helio Bomb
Launch it and all the enemies on the screen will be vaporized. You start with one and you can stock up if you find them in the Weapon Wings. If you get nailed, you will lose your stock, so use 'em or lose 'em.

NOT JUST ANOTHER STAGE YOU'LL GROW OUT OF



Mission 1
The Streets of Neo City

Once a bustling metropolis, now busted up rubble swarming with strange terrorists and Man-Faced Mutts. Take a tour on an abandoned tank for the ride of your life.

Mission 2
Maria Calderon Highway

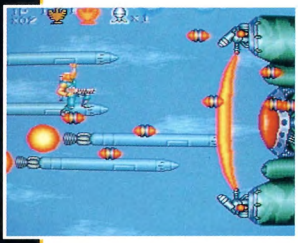
A maze of streets and bridges that have been overrun by a strange breed called the Twylobites who hoard Power Ups.





Mission 3
The Old Cyber Steel Mill

Keep an eye on the sky, because the old mill is now used as a landing pad for alien aircraft and a bizarre assortment of wicked winged creatures.



Mission 4
The Battle of the Blazing Sky

Jet motorcycles and helicopter missiles. If it moves, you'll ride it. Anything to catch Red Falcon.

Mission 5
The Mucho Grande Badlands

Many a brave soldier has lost his cool in the swirling sands of the meanest desert mesa country this side of the Pecos.





Mission 6
Red Falcon's Main Base

The Arch Alien's living carcass, filled with terrifying creatures, courtesy of your worst nightmares. It'll take superhuman strength and courage to make it through to the neuro-center of Red Falcon's malevolent being without getting crushed like an Earth worm.

ENCOUNTERS OF THE LETHAL KIND



Chrome Dome



Man-Faced Mutts



Sniper



Corporals of Punishment



Para–Slug



Tri-Transforming Wall Walker



Psycho Cycler

Twylobite



Mutant Megasquito

TAKE ME TO YOUR LEADER



Beast Kimkoh



Metallican



Robo-Corpse



Vicious Slave Hawk

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