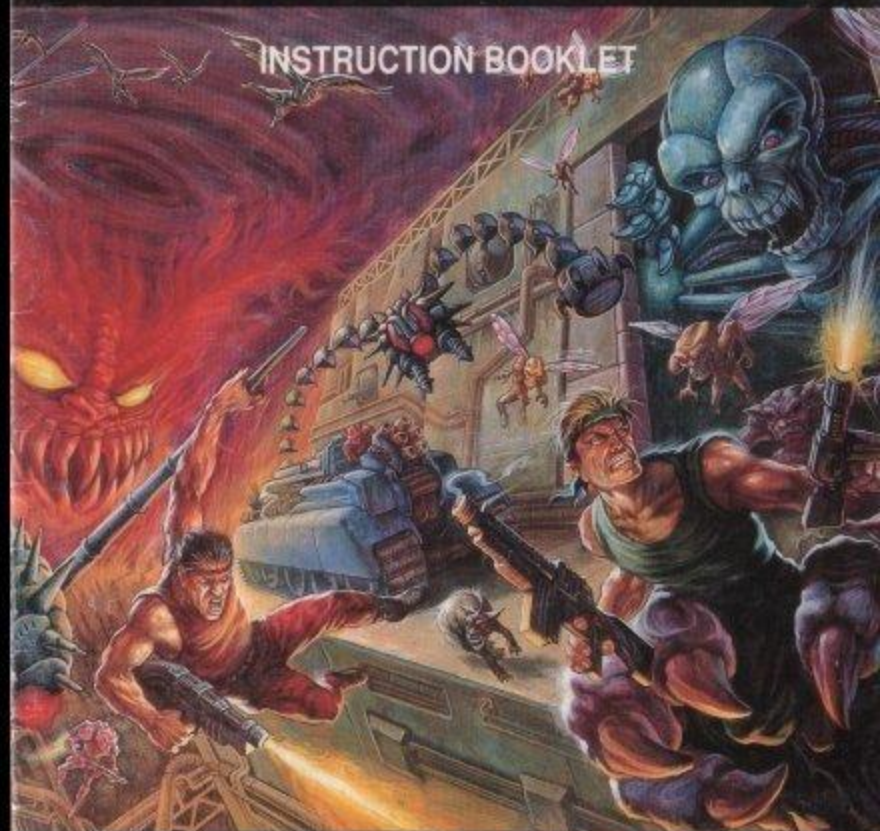


CONTRA^{III}

THE ALIEN WARSTM

INSTRUCTION BOOKLET



KONAMI

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING! PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE GAME SYSTEM OR GAME PAK.

KONAMI, INC. LIMITED WARRANTY

Konami, 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.



LICENSED BY



NINTENDO, SUPER NINTENDO, ENTERTAINMENT SYSTEM, SUPER NES AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.

© 1991 NINTENDO OF AMERICA, INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALES FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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.

TABLE OF CONTENTS

THE CONTRA CHRONICLES	4
HOW TO PLAY	4
CONTROLLING THE ACTION	6
MANEUVERS	7
THE BATTLEFIELD	9
YOUR ANTI-ALIEN ARSENAL	10
THE STAGES	12
ALIEN NATION	14
ALIEN COMMAND	15

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

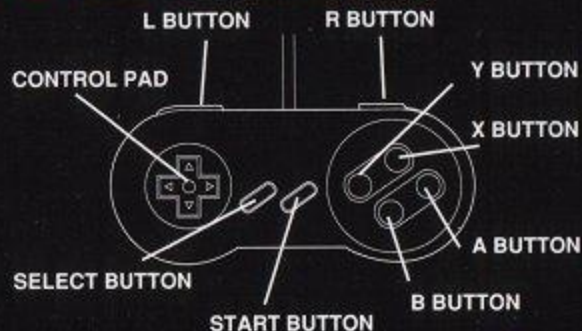
If you catch an enemy bullet the hard way or fall into a ravine, you will lose one of your players. If you lose all of your players, the fight's finished. You can go back for more by selecting CONTINUE when GAME OVER is reached. In the Easy mode, you can choose CONTINUE three times. In the Normal and 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.

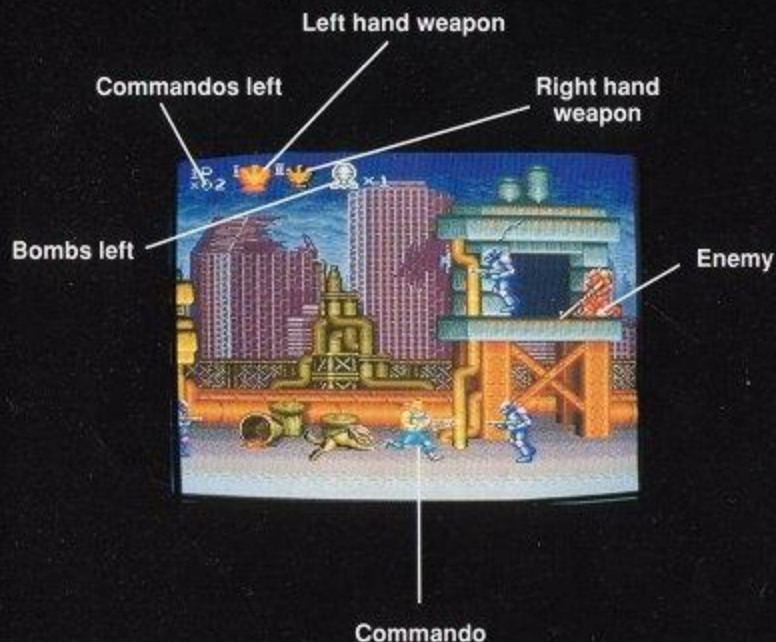
L BUTTON

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



Weapon Wings

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



Rifle

Standard issue.



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.



Laser Gun

Zaps a powerful beam.



Fire Gun

The fire arm of choice for eliminating aliens.



Crush Gun

Devastating to enemies and obstacles.



Spread Gun

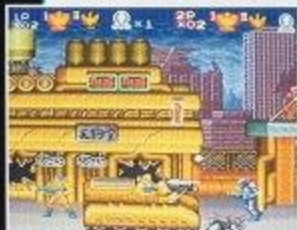
A spray of fire to hose down your attackers.



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 Cyclers



Twylobite

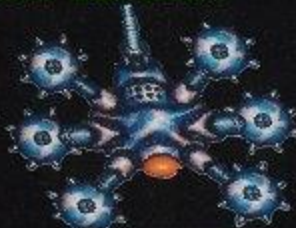


Mutant Megasquito

TAKE ME TO YOUR LEADER



Beast Kimkoh



Metallican



Robo-Corpse



Vicious Slave Hawk

Konami® is a registered trademark of Konami Co., Ltd.
Contra® III and The Alien Wars™ are trademarks of
Konami, Inc. © 1992 Konami, Inc.
All Rights Reserved.

Konami, Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
Game Counselor Line: (708) 215-5111

KONAMI®

PRINTED IN JAPAN