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Konami Game Hint & Tip Line: 1 900-896-HINT (4468)
85¢ per minute for recorded hints. \$1.15 per minute for live
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Nintendo

GAME BOY



DMG-ACSE-USA



INSTRUCTION BOOKLET

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



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. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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THE CONTRA LEGACY LIVES ON...

in this exciting new Game Boy® game from Konami®. Feel the heat as you take on Red Falcon and his horde of alien allies. It will take all the fire power you can muster to save the planet from annihilation!

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THE STORY SO FAR:

It is the year 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 Sully, a Special Forces commando, just like your forefathers. 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 five 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.

THE GAME

This dramatic adventure gives the player five rock-hard levels to deal with, three from a side-view perspective and two from overhead. Your Contra commando has a whole series of power-ups at his disposal, using these he can increase the firepower of his currently selected weapon. Should the player lose a life, he loses the weapon he was using.

There is a password function available. You receive a password at the end of each successfully completed level. This password code will automatically store the player's current weapon status, including smart-bombs.

PLAYING ON THE "SUPER GAME BOY" ACCESSORY

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

BEGINNING THE GAME

TITLE SCREEN

Start Game- This starts the game!

Password- Takes you to the Password Entry screen.

Options- The Options Menu allows the player to change some of the parameters.

OPTION SCREEN

Difficulty- (Easy, Normal, Hard, Maniac). By increasing difficulty, your opponents become more aggressive, and the number of lives and "Continues" decrease.

Note: The "Easy" mode really is easy. The player gets loads of lives and the game does not progress beyond the third level. To get the most out of THE ALIEN WARS, and enjoy the whole game, "Normal" mode should be selected.

Sound Type- Players can select between Mono, Stereo and just sound effects without music.

Song Test- Clicking on the A-button allows the player to hear all the tunes available. Press B to stop.

Exit- This puts the player back to the Start screen.

OPTIONS

DIFFICULTY	▷ NORMAL
SOUND TYPE	MONO
SONG TEST	◉ 1
	EXIT

THE GAME

The Alien Wars consists of five long levels, each peppered with huge opponents. Level 1, 3, and 5 offer you a side view, while 2 and 4 are played from an overhead perspective.

You start your dangerous mission with one basic weapon. Make sure that you shoot the "Power-up Containers" flying by and collect the falling symbols—each one collected will equip your commando with better weaponry or smart bombs.

If you lose a life, you will lose the current weapon and will have to battle on with just your basic weapon.

THE POWER-UP SYMBOLS



Spread shot—Like a shot gun, this weapon covers a wide area.



Homing shot—This weapon automatically seeks a target, but is not that powerful.



Crush gun—A powerful grenade-launcher.



Flame Thrower—The ultimate close-range weapon.



Barrier—A protection shield that last several seconds.



—You may also receive an extra smart bomb.

CONTROLLING THE BATTLE

SIDE VIEW LEVELS

Control pad: Move left and right to run, move down to duck.

START button: Pauses the game. Press again to restart.

SELECT button: Releases one of the powerful smart bombs, which will destroy all opponents on the screen apart from the end bosses.

A-button: Jump

B-button: Shoot

OVERHEAD LEVELS

Control pad: Move in different directions to guide your commando.

START button: Pauses the game. Press again to restart.

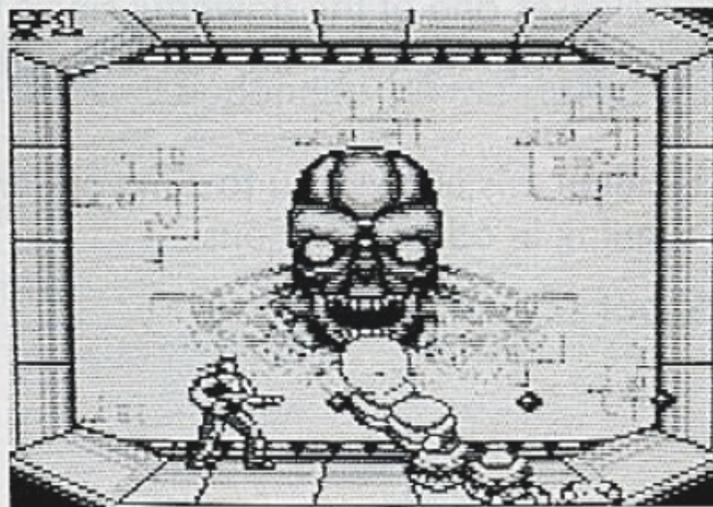
SELECT button: Releases one of the powerful smart bombs which will destroy all opponents on the screen apart from the end bosses.

The A-button: Holding this allows you to aim your commando's weapon while running in other directions.

The B-button: Shoot

THE SCREEN DISPLAY

In the top left corner of the screen your remaining lives are displayed. Also displayed are the number of smart bombs available.



PASSWORDS

After each completed level, a screen will appear showing your accumulated score and a password. The password stores the current state of your games, the level reached, the remaining lives and "Continues" available and also the difficulty level and the type of weapon in your possession. If you enter this password later—in the Password Entry screen (seen at right)—you will find yourself in exactly the same position, with all the advantages, or problems you had when you last played. Another thing: there's no password at the end of the game!

ENTER PASSWORD

1 2 3 _

←00000
N1234
E0000
←0000
00000
00000

ENDING THE GAME

You can complete the game! Before you get to this skill level though, you may lose all your lives, then you will see either the "Game Over" screen or the "Continue" message. If you still have "Continues", make this selection and enjoy your extra chance. Selecting "End" will end the game.

HINTS AND TIPS

- Always write down your passwords. Once the game's over, it's too late!
- Perfect the method of dodging and shooting using the A-B Button in the overhead levels. You're going to need this technique when you encounter the alien end bosses. Choose your weapons carefully when a new weapon becomes available. Sometimes making a wrong choice can ruin your chances against certain opponents.
- Look for the end bosses weaknesses. Usually you'll see these areas flashing.

PASSWORDS

Here is a handy place to write down your passwords.

CONSUMER SUPPORT

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

**Konami Game Hint and 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 calling

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 subject to change. U.S. accessibility only.

If you experience technical problems with your *Contra: The Alien Wars* game pak, try our Warranty Services number: (708)215-5111.

Game counselors are available Mon. - Fri. 8:30 a.m. to 5:00 p.m. CST.

ONLINE SUPPORT

Konami Consumer Support is available online from:

CompuServe: To reach our Customer Support board in the Video Game Publishers Forum, type **Go VIDPUB** at any "!" prompt and access the Konami library. 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 and ask Representative #374 for your FREE introductory membership and \$15 usage fee credit.

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