PlayStation®

NTSC U/C

PlayStation®

# THE CONTRA ADVENTURE



Designed and Developed by

Appaloosa Interactive

KONAMI.

TEEN

CONTENT RATED BY ESRB

SLUS-00499

## 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:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## 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.




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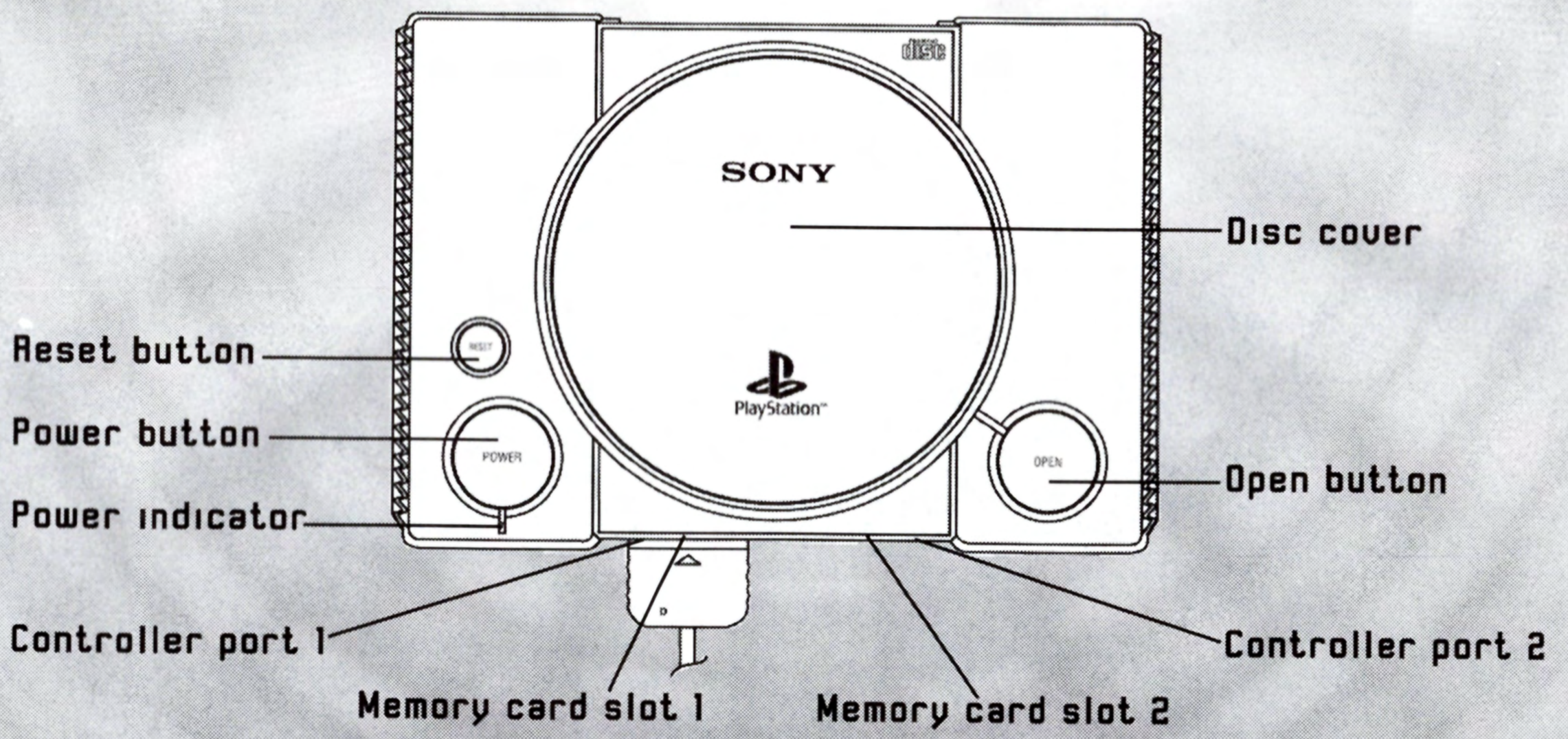

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# THE CONTRA ADVENTURE

## SETUP

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 C: THE CONTRA ADVENTURE disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

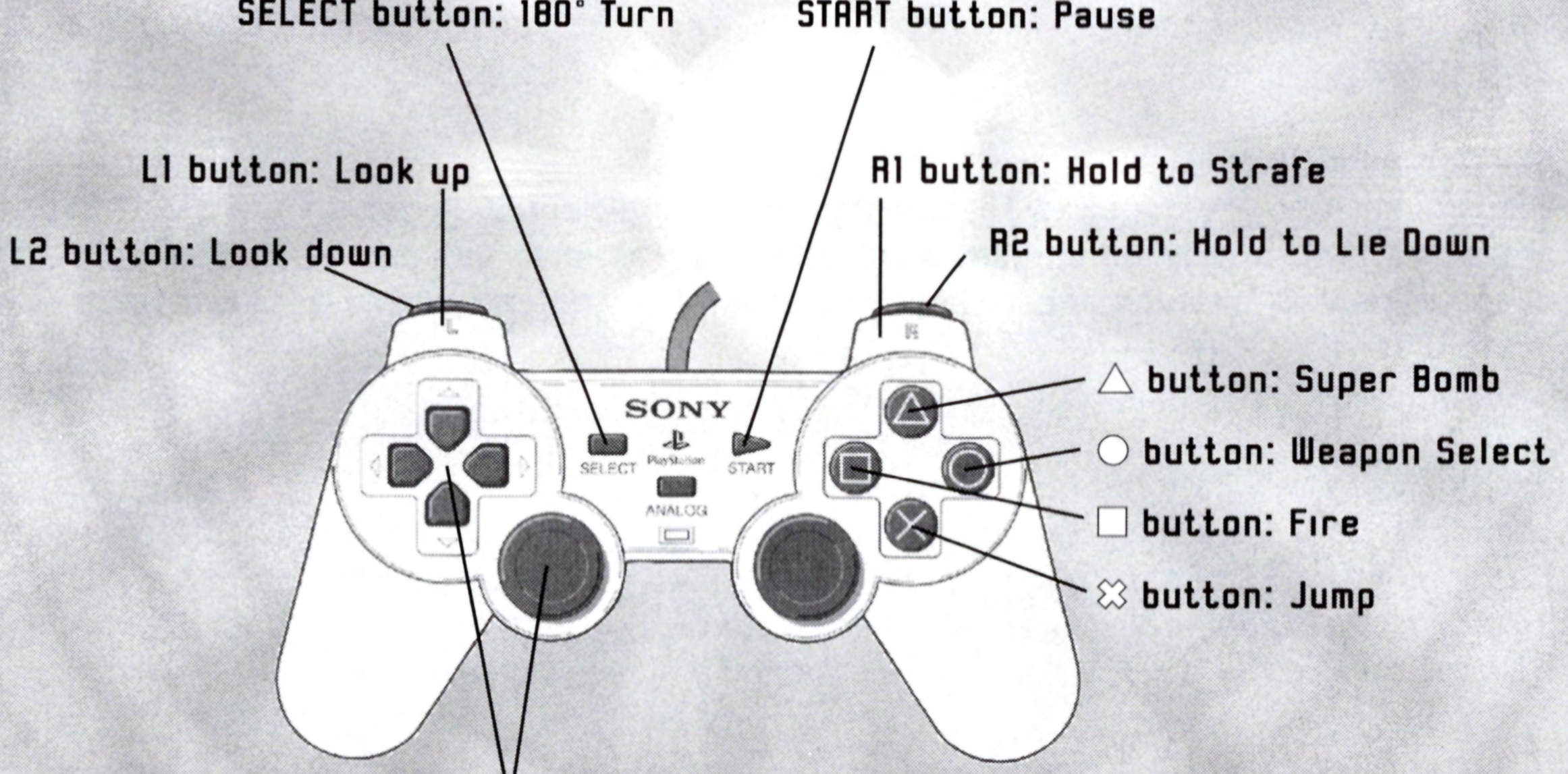
Thank you very much for purchasing Konami's C: THE CONTRA ADVENTURE . Before playing, please read this manual carefully to ensure correct use.



# THE CONTRA ADVENTURE

# BASIC GAME CONTROLS

The default settings are shown here. You can change these settings in the Option Menu. For more details see Pgs 6, 9 & 10.






# INTRODUCTION

THE STORY SO FAR...
After defeating Colonel Bassad and his evil minions the elite Contra Force was stranded in deep space. Only Ray's leadership allowed them to survive long enough for the rescue team to reach them. After being teleported back to Earth the team went their separate ways, with Ray retiring from the Contra Force after several successful campaigns.

SEVERAL MONTHS LATER...
A situation has developed in the jungles of South America. Apparently a small meteorite has landed near an ancient Mayan temple. The area has since been devastated, crops withered, natives are disappearing, and the ancient temple appears to be occupied.

YOUR MISSION...
Ray, we need you to infiltrate the ancient temple and put a stop to the activity there. We only have sketchy reports from the region and we fear that this may be the drop point for an all out global invasion. We've already sent Tanya in for advance intelligence. However, we've lost contact with her... Take a look at your monitor to see the latest intelligence reports. Good luck Ray!

THE CONTRA ADVENTURE

# GETTING STARTED

Once you have set up the PlayStation game console, you will see the Title Screen. Press the Start Button to go to the Main Menu.

## Main Menu

Highlight a choice with the ⇧/⇩ buttons and press the ✕ Button.

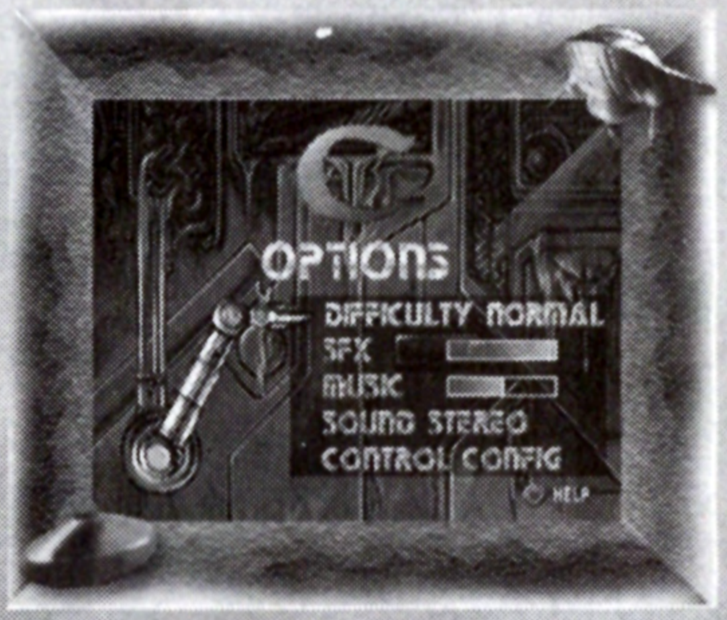



Start Game - Begin the game
Options [See Pg. 5]
Load Game [See Pg. 8]
Basic Training [See Pg. 8]

NOTE: You can press the ! button at any time to display the HELP menu.

## Options

Highlight a choice with the ⇧/⇩ buttons and use the ⇦/⇨ buttons to change.




DIFFICULTY: Select Easy Normal or Hard [Default = Normal]

SFX: Adjust the Sound Effects volume up or down

MUSIC: Adjust the Music volume up or down

SOUND: Choose Stereo or Mono sound [Default = Stereo]

CONTROL CONFIG: Press the ✕ Button to change the game controls [See Pg. 6]

# Controller Configuration

Use the ⇦/⇨ button to choose a different configuration for the Standard control pad or the Analog control pad.




# Custom Controller Configuration

Use the ⇦/⇨ button to select the CUSTOM setting. Use the ⇧/⇩ buttons to select the action you wish to change and press the new button you would like to use to control that action. When you are finished changing the controls to your liking, press the Start Button to return to the Options menu. To Cancel press the △ Button.

NOTE: Your new settings, including controller configurations, will be saved automatically when you start a new game.

# PAUSE MENU

You can pause the action at any time by pressing the Start Button. When the game is paused you can choose from the following options:
END GAME: Quit and return to the Main Menu. Note: All progress will be lost if a game has not been saved. See page 8 for information on saving games.

CONTINUE GAME: Resume the game
SFX: Adjust the Sound Effects volume up or down
MUSIC: Adjust the Music volume up or down
VIBRATION: Turn the vibration function ON or OFF
[Dual Shock Controllers only]



# THE CONTRA ADVENTURE

## BASIC TRAINING




The Contra Forces have built a top secret training facility. During your training you will learn how to deal with many of the different situations that you may encounter on your mission. The main goal of this facility is to help you adjust to your new environment.

## SAVING AND LOADING

### Saving

You will be given an option to save your progress after defeating the final boss in each stage.

SAVE YOUR GAME: Save your progress.
CONTINUE : Continue to the next level without saving.




### Loading

If you have previously saved a game you can choose to load it from the main menu. Highlight "LOAD GAME"and press the ⊗ Button. A list of all of the saved games on the Memory Card will be displayed. Use the ⇧/⇩buttons to select the file you wish to load. When you highlight a file, the details of the file will be displayed in the information box on the right. Select the file you wish to load and press the ⊗ Button.



# THE CONTRA ADVENTURE

# SPECIAL CONTROLS

In C: The Contra Adventure you will encounter many different viewpoints which will change the control of your character.

## Classic Contra



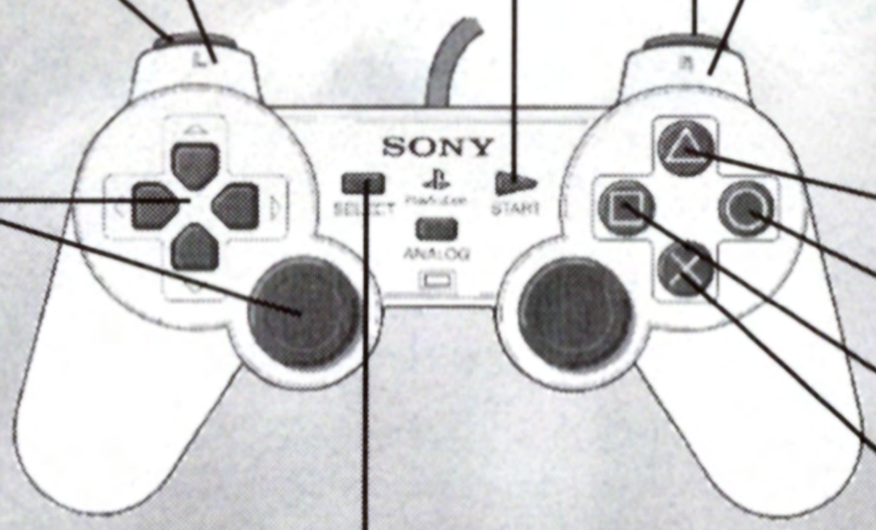
L1 button: [HOLD] Lock position

L2 button: Not used

R1 button: [HOLD] Lock aim

R2 button: Not used

START button: Pause




- [D-Pad/left analog stick]: Move Character
- [D-Pad/left analog stick]Down: Lie Down
- [D-Pad/left analog stick] Down + ✕ Jump: Jump off of platforms or grapple bars

△ button: Super Bomb

○ button: Weapon Select

□ button: Fire

✕ button: Jump

SELECT button: Not used

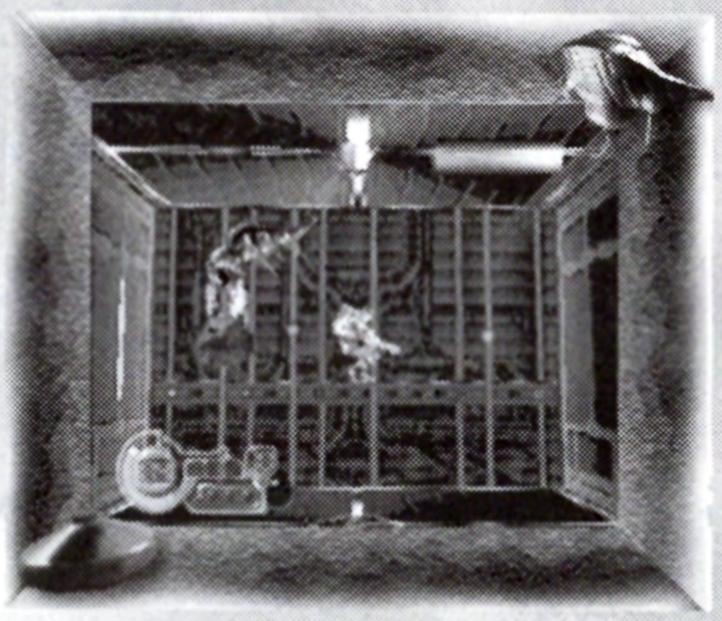
### LOCK POSITION

By holding the [L1] Button you can hold your position and fire in 8 different directions by pressing the Directional Button.

### LOCK AIM

Hold the [R1] Button to lock your aim in a desired direction while remaining mobile.

# Weightless Elevator



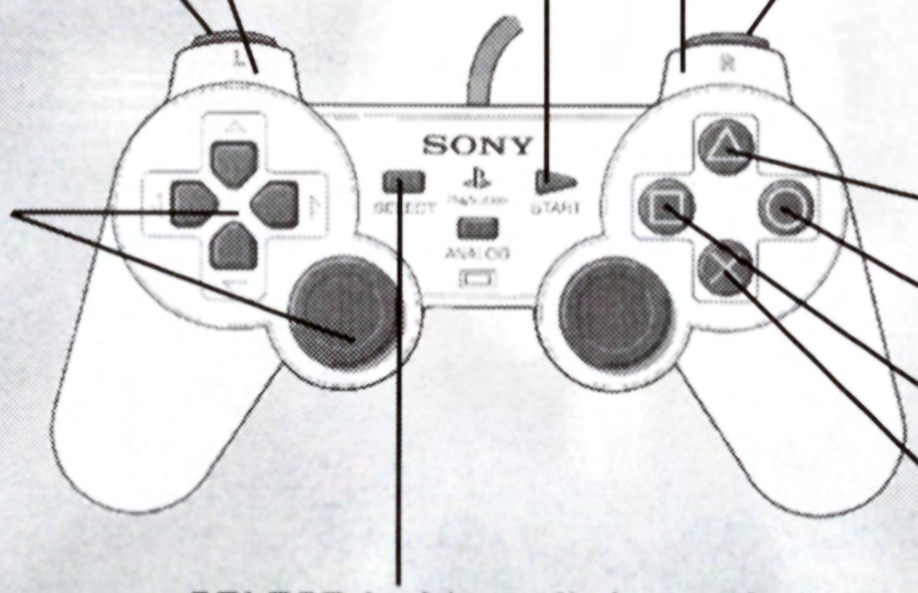
L1 button: [HOLD] Lock position

L2 button: Not used

R1 button: [HOLD] Lock aim

START button: Pause

R2 button: Not used




△ button: Not used

○ button: Weapon Select

□ button: Fire

✕ button: Not used

SELECT button: Not used

- [D-Pad/left analog stick]: Move Character
- [D-Pad/left analog stick]Down: Lie Down
- [D-Pad/left analog stick] Down + ✕ Jump: Jump off of platforms or grapple bars

## LOCK POSITION

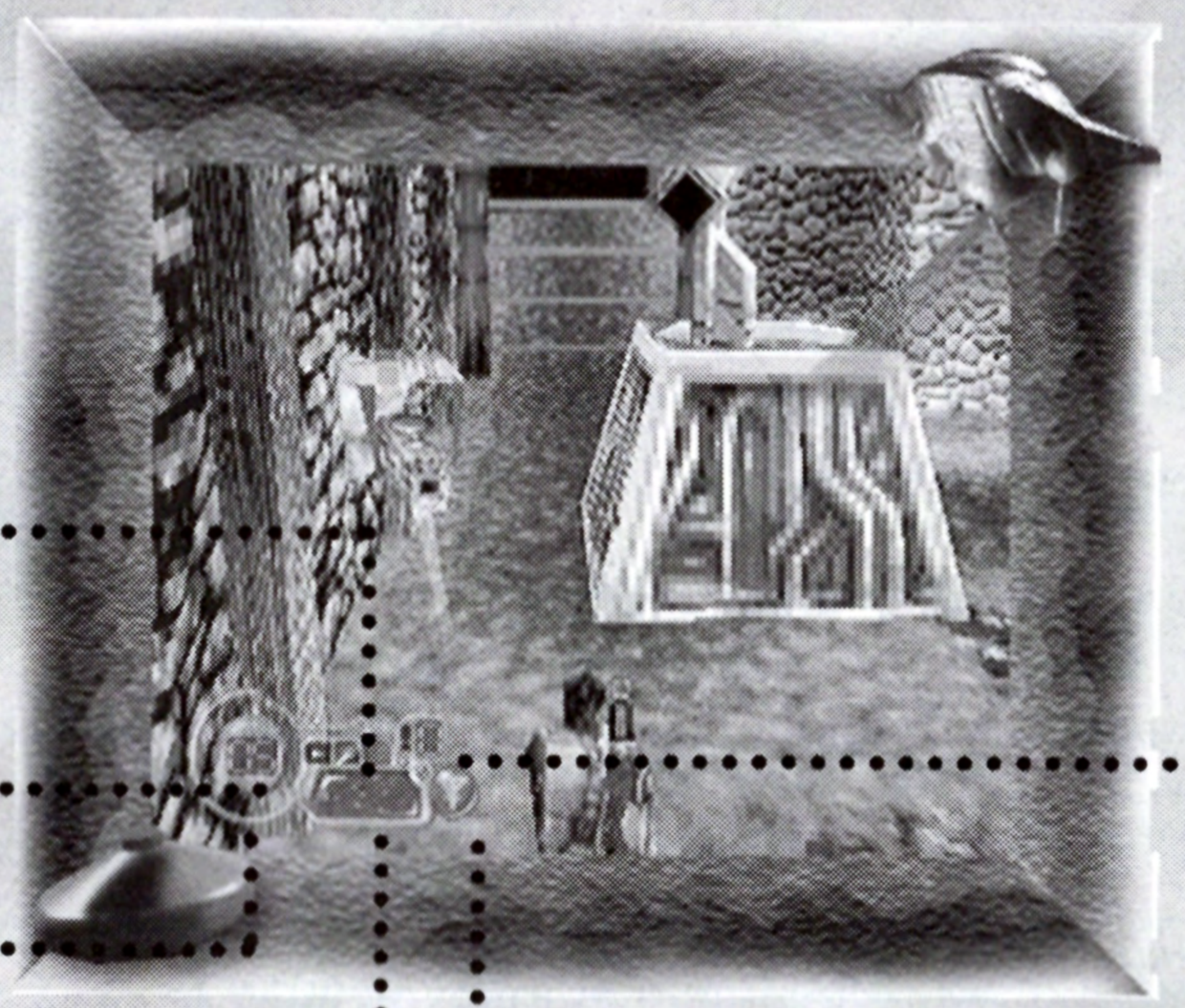
By holding the [L1] Button you can hold your position and fire in different directions by pressing the Directional Button.

## LOCK AIM

Hold the [R1] Button to lock your aim in a desired direction while remaining mobile.

# THE CONTRA ADVENTURE

## THE GAME SCREEN




NOTE: When the invulnerability power up is active the Health bar changes to RED to indicate the time remaining until the power up wears off.

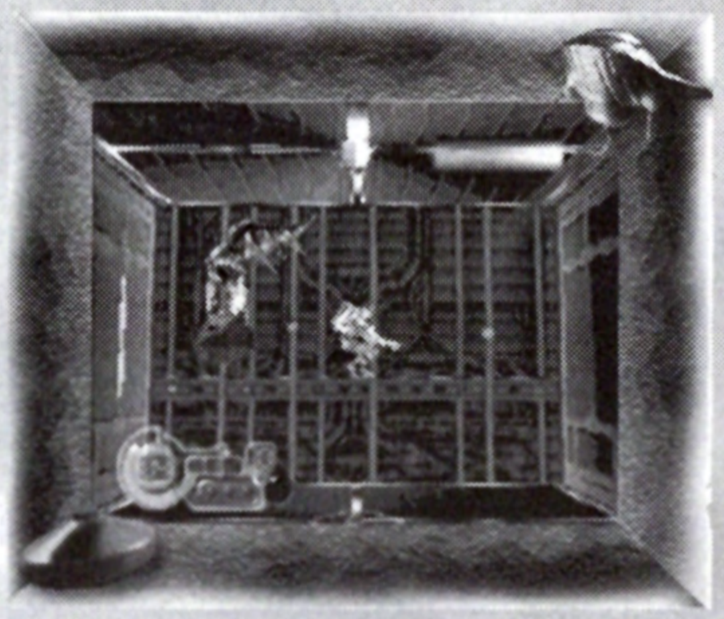
# THE CONTRA ADVENTURE

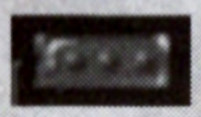
## WEAPONS OF DESTRUCTION





Weapons and / or Items can be found in the supply boxes or in the mobile supply robots.





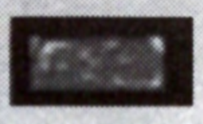
Machine Gun: Standard issue weapon.
You will always have this in your arsenal.



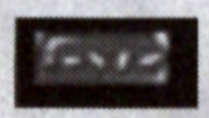
Laser: Requires extreme accuracy



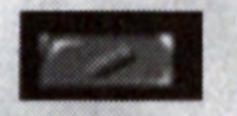
Flame Thrower: Good against enemies with high organic content



Spread Weapon: Wide area coverage



Shatter Gun: High damage. Good against ground based enemies



Crush Weapon: Creates a lingering damage area. Slow fire rate



Grenade: Can be bounced off walls and floors

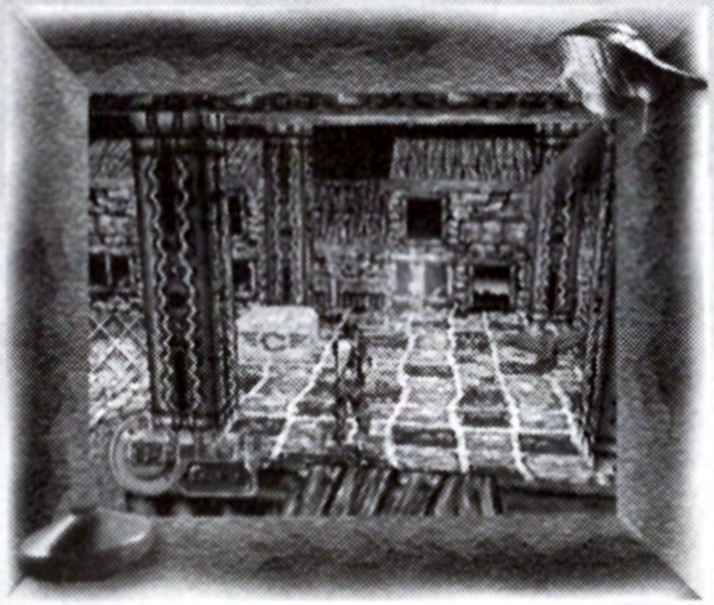


Three Rockets: High fire rate. Low damage. Automatically tracks enemies



Super Bomb: High damage. Affects all enemies on screen.

# POWER UP ITEMS





Health: Pick this up to regain health




One Up: Grabbing this will give you 1 extra life



Invulnerability: Pick this up to become temporarily invulnerable



Super Bomb: This will give you 1 extra Super Bomb

# MEET THE ENEMY



## ALIEN SOLDIER

The main forces of the alien army. These may have once been Mayan natives. Their weapons include laser cannons, grenades and proximity mines.



## SNIPERS

Elite soldiers trained to pick off enemies before being detected. They can use energy weapons or grenades.



## JUMPING CANNON

This enemy can deliver a devastating heat ray as well as standard laser attacks. It can also jump, sending out a damaging shock wave when it lands. Appears to guard the entrance to the canyon.



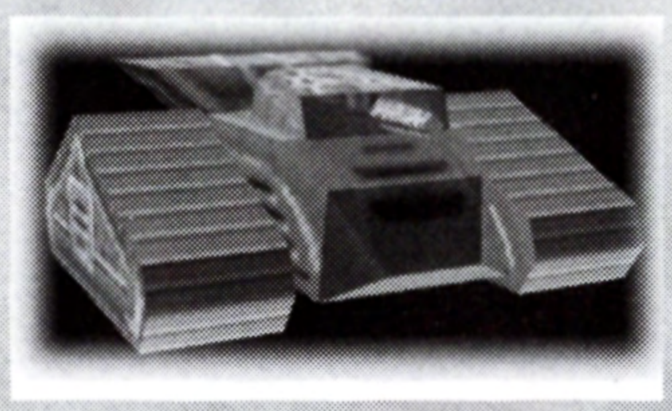
## UFO SENTINEL

Set up in Capital City to protect the alien cargo train. This is the alien's first line of defense. Use all methods available to take it out!



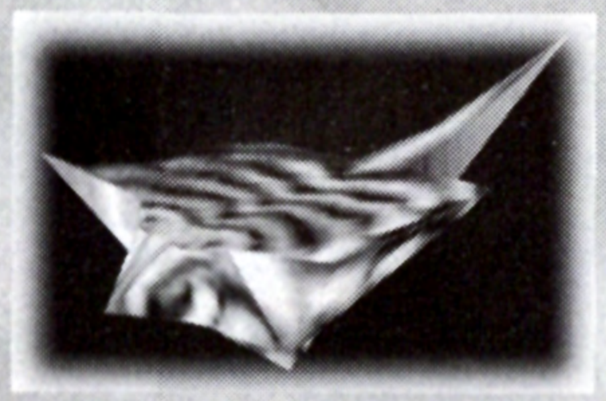
## ALIEN PLANT

Brought to life by the aliens with the help of a local voodoo doctor.
We don't know if it's mobile, but it has a devastating nuclear attack that should be avoided at all costs.



## TANK

A small one man tank. Fires missiles and is extremely mobile.
Used in close quarters to prevent enemy advancement.



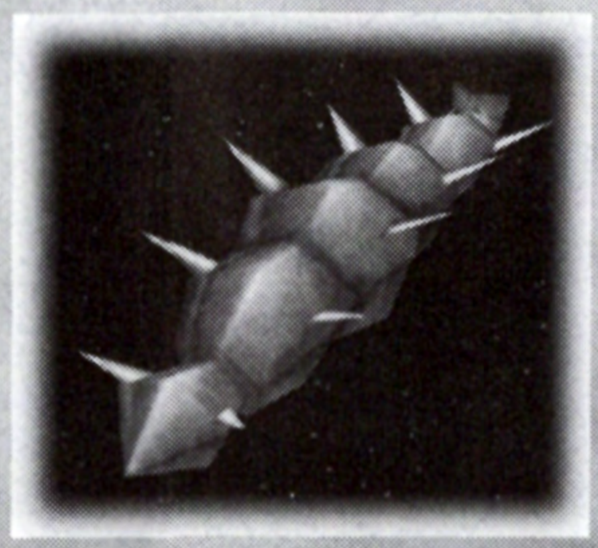
## STING RAY

One of the few flying troops in the alien army. Be especially careful when these are around, they can swoop in and attack before you even know what happened.



## VOODOO MASK

These were once ancient statues that are have been turned into mindless death machines. Proceed with caution around all statues and hieroglyphics.



## SPIKED SLUGS

Mutated slugs, easily irritated, 100% organic. Slow moving, but usually attack in large numbers.

# THE CONTRA ADVENTURE

## CREDITS

### APPALOOSA

Producer: Jason Friedman
Associate Producer: David Hill
Project Manager: Jozsef Molnar
Programmers:
Attila 'Kevin' Fodor
Attila Kristof
Attila 'Alien' Marton
Jozsef Molnar
Akos Somfai

Graphics:
Andras Bakai
Arpad Balku
Gabor Eross
Daniel Mecs
Tibor Racz

Additional Graphics:
Maria Czimmermann
Agnes Korda
Ivan Jenkovszky
Zoltan Ress

Music & SFX:
Zsolt Galantai
Attila Heger
Laszlo Molnar

FMV: Rotoscope

Sidescroll Stages
Mihaly Brudnyak
Tamas Csige
Karoly Farago
Ignacz Fetser
Ferenc Kiss
Peter Temesi
LOOP

Testing: Sandor Mezei

Main Character Animation:
James Guilford

Special Thanks
Stephen Friedman
Andras Csaszar
Gergely Csaszar
Keith Higashihara
Emil Venyercsan
Zoltan Gyorfi
Gabor Illes

### KONAMI

Producer: Mike Gallo

Director of Marketing:
Jon Sloan

Product Manager:
Cherrie McKinnon

Packaging and Manual:
Tomoko "Mocha" Yoshida
Tomoko Matsubayashi
Mike Gallo

Testing:
Nobu Kawakami
Makoto Ichikawa
Richie Hideshima

Special Thanks:
Kazumi Kitaue
Makoto Sano
Billy Cody




## NOTES




## NOTES

## NOTES

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)

- **95¢ per minute charge**
- **$1.25 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 9:00 A.M. to 5:30 P.M. Pacific Time.
Prices and availability are subject to change. U.S. accessibility only.

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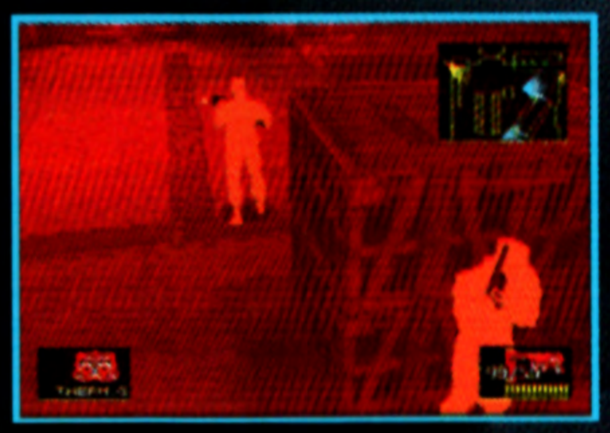
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