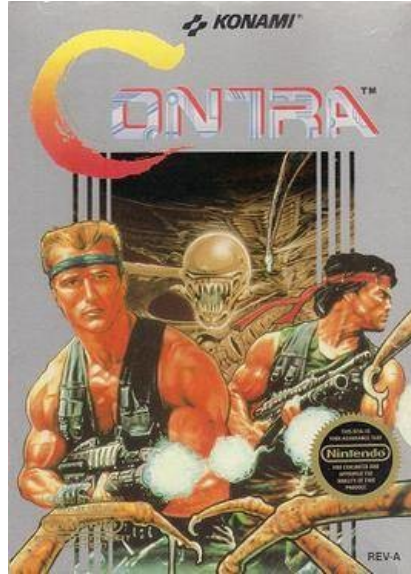


# Contra FAQ/Walkthrough

by IceQueenZero

Updated on Aug 23, 2017



**Game:** Contra/Probotector/Gryzor

**Platform:** Nintendo Entertainment System

**Author:** Andrea Castillo aka Azul Fria/Ice Queen Zero

## Table of Contents

1. Introduction
2. Disclaimer
3. Story
4. Controls
5. Weapons
6. Walkthrough
  1. Area 1: Jungle
  2. Area 2: Base 1
  3. Area 3: Waterfall
  4. Area 4: Base 2
  5. Area 5: Snow Field
  6. Area 6: Energy Zone
  7. Area 7: Hangar
  8. Area 8: Alien's Lair
7. US-JP-PAL Differences
  1. Major Differences
  2. Japan only
8. Contact Me

## Introduction

It has been several months since I wrote my last FAQ. Just didn't have the energy or the time to do so. Decided to get back in the saddle a little bit with a little simple game to make a guide for.

## Disclaimer

Contra and all of its characters are copyrights of Konami and all trademarks belong to them.

This FAQ is copyright of Andrea "Azul Fria" Castillo aka Ice Queen Zero and cannot be used without given permission.

## Story

The evil alien leader, Red Falcon, has come to planet Earth to take over the world. It is up to two mercenaries, Sergeant Bill Rizer and Corporal Lance aka Mad Dog and Scorpion, to put a stop to his evil plans. You go through 8 levels of aliens and enemy soldiers.

## Controls

← or → move in that direction

↓ crouch

B shoot weapon


A jump


Note: You can use the d-pad to aim and shoot in any direction but to shoot straight down, you must jump first then shoot downward. Also if you are crouched above a thin platform, you can jump down through the floor onto a lower platform.

**SELECT** toggle option between 1-player and 2-player at the title screen


**START** start game. Pause game. Steal a life from the other player if your game is over in a 2-player game.


## Weapons


 Barrier - Temporarily renders you invincible from all sorts of damage except for falling into pits.

 Flamethrower- Shoots a spiraling wave of fireballs.

 Laser - A laser stream that hits multiple times and it is extremely powerful. A new laser forms every time the fire button is pressed.

 Machine Gun - Automatically fires a stream a bullet when the fire button is held down.

 Spread - The best weapon in the game. It fires bullets in a wide array.

 Rapid - Allows you to fire some weapons faster.

There is also a falcon power up that only appears in Area 5 that kills all on-screen enemies.

## Walkthrough

---

There are 8 levels to navigate through.

### Area 1: Jungle

---

The adventure begins. Start shooting the moment you are able to move so you can pick off enemies as they come from the right. There will be an enemy below shooting upward at you. You can hold down/right to run while shooting downward at the foe. There is a weapon in the box in that area as well which contains a Machine Gun. It saves you the trouble of constant button pressing. The pod coming from the left contains the Rapid fire gun. It increases the rate of fire to the current weapon. The exploding bridge will not kill you when it blows up but it's best to stay on higher ground instead of running around in the water. Be sure to shoot ahead of time to pick off any enemies who also run along the bridge. You will come across a second bridge and your first cannon in the game. It will shoot in either the closest cardinal or diagonal direction to your location. Avoid its bullets or destroy it as soon as possible. If you were lucky to stay above ground, a pod will come and it contains a Spread Gun. The best gun in the game. Another pod contains the Flamethrower. It can hit objects that can't be normally be hit by crouching fire. You will come across some turrets that can only shoot forward or diagonal upwards so you can get behind it or directly above it without any trouble. You can get the laser out of one of the pods but I would leave it alone personally. Take out the turret and the cannons and you will meet your first boss.

The boss has three areas of attack: the guard at the top, the cannons that drops bombs and a core at the very bottom that does not attack. You have the option of taking out the guard and the cannons first then destroying the core or you can go wild and run in there with the Spread Gun and fire as fast as you can at the core hoping you don't get killed by the bombs. If you destroy the core first, everyone else dies.

### Area 2: Base 1

---

Don't touch the electric barriers. They won't kill you but you will be momentarily stunned. Avoid the bullets being shot by either moving away or ducking then aim at the core and destroy it. The red enemies yield out weapons when destroyed. When the core is destroyed, off to the next room. Shoot the gun on the right so it won't be a nuisance. Then shoot the core which will be on the left. In room 3, the gun is at the lower middle so you don't have to worry about getting shot as long you stay crouched when shooting the core. In room 4, duck down and shoot these rollers to avoid being ran over by them. Destroy the core afterwards. In the 5th and final room. Destroy each cannon then destroy the mega core in the middle. This leads to the boss.

There are two spread cannons on the upper left and upper right. Avoid the bullets then destroy one of the four cores to make to kill one cannon. They are only vulnerable when open. Do the same on the other side and then destroy the two other cores. The boss, Ocular Fire, appears next. It moves back and forth and shoots a ring of fire that can be destroyed. Just keep shooting at Ocular Fire until it is destroyed.

### Area 3: Waterfall

---

Time to make an upward climb. In a 2-player game, this is where teamwork is put to the test because it is easy to kill the other player if you climb up too fast. Watch out for rocks that come out the holes as you venture up. The sniper can be killed easily with the Spread Gun or Flame gun from afar and slightly below. Along the way, you will come across an enemy that shoots a bullet into the air that splits into three and each piece explodes on the ground. As you carefully move upward, you will see some fire moving across a bridge, it won't be a threat if you manage to shoot a pod that contains a barrier that makes you invincible for several seconds. Use this time to climb up as far as you can and watch out for enemies and cannons until you get to the top.

The boss here is the Shadow Beast. In the arcade version, it was just the arms and a diamond shape core at the very top. In this NES version, it now has a head that spits a trio of fire rings which can be avoided by standing slightly off center to avoid the one going straight down. It is not that simple though. The arms move toward your direction and fire small rings of fire. Take these out first and also take out any enemies that run onto the field before shooting at the head until it is destroyed.

### Area 4: Base 2

---

The cores are protected by barriers. Shoot away at them till the core is revealed. Watch out for the rollers as you attack the core. Like in Area 2, the electric barriers won't kill you but you will be stunned. In one room, there are four cores on the bottom that must be destroyed while crouching. Be wary of one of the enemies throwing rollers around. Another room has a core that must be attacked while jumping. The final core is big and its best to take out the guns on the top and on the sides before dealing with it and on to the boss area.

The boss in area is like the one in Base 1 (Area 2) except you have to take out three cores and one spread cannon. You also have to deal with white and red enemies that jump or shoot at you respectively. Once all three cores are destroyed, the boss Phantom Image Core appears. You fight two of them. They split in half and rejoin each other while shooting homing nuclei bubbles that home in on you if you are not careful but the bubbles can be destroyed. You can only attacked them when they are joined together. When they are both destroyed, on to Area 5.

### Area 5: Snow Field

---

In the arcade version, this is the final level and it combined this with the next three levels into one continuous level. Watch out for grenades coming out from the background as you shoot those guys on mounted cannons called Gunners. Other enemies will join the fray at random intervals and shoot bullets so be on your toes. Be sure to attack Gunners from above or below depending on where they are as they take many hits to destroy. The Scuba soldier from Area 3 returns but if you are lucky, you can obtain a Smart Bomb that kills everyone on the screen including the Scuba soldier. Be sure to kill anybody coming from behind so they don't shoot you. You will come across the miniboss called the Heavy armored vehicle for the first time. Be sure to have a very powerful weapon because it will take several shots to destroy and it will change color several times before it is destroyed. The reason you need a powerful weapon is because when it arrives it will stop midscreen and then shoot downwards at you but you can stand far away to avoid the bullets easily. After shooting a few times, it will make an attempt to mow you down and it will kill you if it is not destroyed in time. Jump onto the upper platform to deal with the Gunner before moving on. The next few Gunners appear among the among the grenades from the background. Once you are past them, you face the boss.

The boss, anti-gravity shuttle will try to appear above you and drop bombs that can be destroyed and just keep shooting at it core and the bombs it drops until it sends alien ships at you then move slightly out of range of the bombs and work on killing the alien ships till the shuttle disappears. When it reappears, rinse and repeat. In a 2-player game, you can defeat this boss easily by having one player shoot at the boss and bombs while the other player shoots at the ships.

## Area 6: Energy Zone

---

The rule for this level is always try to deal with enemies from a different plane if possible. At the start, shoot at an upward angle to pick off enemies jumping from the right. You will come across flamethrowers that extend when you get too close. Be careful as you try to jump over the gap from above because it is tricky to avoid the flame extending downward. For the next flame, deal with the surrounding enemies and then stay on the lower ground as the top flame won't reach. The next set of flames appear in a pattern, so keep an eye on how they move then proceed with caution. The lower flame is very long so be sure to duck down as you approach. Drop down and take on the next pattern. Shoot the sniper from afar then get ready to avoid a horizontal and vertical flame. It is best to let the horizontal flame shoot out and drop down as it retracts then you can run and jump on the platform beyond it as you will avoid the vertical flame in the process. Now it is a matter of switching planes to avoid both enemies and flames.

You now face the armored giant. Despite his size, you can jump over him if he runs at you. Shoot at him every chance you get. Whenever he jumps, he might throw a disk at you that can be jumped over. When the boss takes heavy damage, his pants will change color. Keep up the assault until he dies.

## Area 7: Hangar

---

The claws stamp down in intervals. For most of the level, you will want to take the high road as they have less claws to avoid. Mine carts can be ridden on but can kill you if they run you over. After you take out the Gunner, be sure to tread carefully because spike barriers will continually spawn in front of you and you have to shoot them down before you proceed. There are more spiked walls but they are fixed into place and also must be shot away. Once again take the high road that way you can also avoid the troublesome mine cart. Stand between the claws as you shoot away the spike walls. Get the Barrier and you can make a long trip uninterrupted for 20 seconds where you can take the low road if you prefer. More spike walls will spawn. One of them will try to be slick and appear after a claw sequence. Move back and forth among the claws as you shoot it down. You only got a couple more obstacles in your way. One is a Gunner with other soldiers trying to sneak in from behind and shoot. Carefully get rid of the Gunner and any other enemies coming from behind and shoot ahead as the soldiers will shoot immediately upon entering the screen. The Spread Gun is the best weapon to have in this area.

The boss is the entrance to the Alien Lair. Just like the first boss, you can shoot away its defenses which in this case, are the pods below and lob bullets at you. Also like the first boss, there is a core above the door that if you are quick enough you can destroy it and the boss fight is over immediately.

## Area 8: Alien's Lair

---

Grab the Barrier near the start of the level and start running. The mini-shrimp aliens called Floaters are no threat when you are invincible. You will come across a mini-boss which is the Larva that has an egg barrier in front of it. The Larva sends out Floaters at you but you can deal with it by running along the wall and shooting upward at it until it dies. Now it is all a matter of moving slowly and shooting the alien mouths and avoid the spores they spit. When you come across the crawlers, the final boss is near.

The final boss is the Alien Heart. It does not attack directly itself. Shoot away or avoid the crawlers and destroy the egg hatches surrounding the heart. The one on the upper right can't be dealt with so concentrate more on the lower ones and the upper left one if possible. Once the lower ones are gone, you can almost freely attack the heart. Just like the larva, you can run up against the lower destroyed hatch and just shoot at it until it dies. Congratulations, you have won the game.

After the credits, the game restarts and it is a little bit harder.

## US-JP-PAL Differences

---

The game differs depending on which regional version you are playing.

### Major Differences

---

In the PAL version, the human enemies and protagonists are changed into robots due to a German law that prevented depiction of killing humans. The game also runs at 50 F(rames) P(er) S(econd) as opposed to 60 FPS of the NTSC. Aside from that the US and PAL versions are all the same throughout.

### Japan only

---

In level 1, the trees sway back and forth as if blowing in the wind.

In level 5, snow will blow in the foreground.

In level 8, the floor will be very animated.

Killing the last boss will play the same jingle that played after killing the final boss in the arcade.

The ending will show the protagonists jumping into the helicopter before it departs from the island. Unlike the other version, there is no congratulatory message, it goes straight to the credits. If you hold Select and Start before the credits roll, you will get a secret message from Red Falcon that serves as the sequel hook that leads to Super C(ontra)/Probotector 2.

## Contact Me

---

You can contact me at azulfría [at] hotmail [dot] com