

Contra FAQ/Walkthrough

by hfpseudonym

Updated to v1.01 on Nov 3, 2004

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Contra FAQ/Walkthrough
For the Nintendo NES
Written by Pseudonym
Version 1.01
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Revision History
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Version 2.00
July 4th, 2004

Rewrote a few sections and shuffled some stuff around.

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Introduction
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Story from the Contra manual:

In 1957 a large object from outer space crashed into Earth's Amazon basin, near the ruins of a lost Mayan civilization. Scientists worldwide heralded the incident as a trivial cosmic occurrence, and thus the collision was soon forgotten. Now thirty years later, rumors of an evil force have swept into the Pentagon's front office and tales from frightened villagers of a hideous being with an army of alien henchmen are sending chills down the spines of top military brass. Unwilling to upset current political stability, an all-out assault on the region has been overruled and instead, two of America's most cunning, courageous and ruthless soldiers from the Special Forces elite commando squad have been selected to seek out and destroy these alien intruders.

Congratulations, pal, you're one of the chosen. But before you take pride in being the best, be warned. You're about to come face to face against Red Falcon, the cruelest life-form in the galaxy. He arrived on Earth thirty years ago (that is six months time in an alien's life) to establish a foothold from which he will attempt to conquer our world and then use it as a stepping stone

toward his ultimate fiendish goal: domination of the universe. Needless to say, playing hero won't be easy. But you have no choice - you must be a hero. Because if you fail, life as we know it will cease to exist, and the vile Red Falcon will rule forever. If you succeed, well...it doesn't matter, because I doubt you will...

In 1989, Konami released what is today an absolute NES classic, Contra. It has a few rough edges, but the game play speaks for it's self. It isn't "toss-the-controller-against-the-wall" difficult, nor is it easy, it actually has a good balance of difficulty that doesn't have very many cheap points that require a good deal of luck - this game is all about skill... and memorization, well, mostly skill. The North American version of Contra isn't the only version around. The original Japanese version was named Gryzor and renamed to Contra when it appeared in North America. The European version was named Probotector and changed the human heroes into robots for some reason.

Gryzor also have many graphical and sound improvements over Contra. For example, the title screen in Gryzor was animated and the screen between stages resembles the scrolling map in Ghosts 'n Ghouls. Many of the stages also had improved or animated sections that enhanced the game play. But enough about that, this guide will attempt to walk you through the game, with as little deaths as possible. It was written for both beginners and veterans alike, so that there's little confusion. Well, that's it, and I hope this guide's helpful. I'll fix that as soon as possible.

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Game Basics
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Player Options

Single Player: This option is self explanatory. You'll play through the game alone without the second player.

Two Players: You'll play through the game with the second player on the same screen, sharing everything in the game.

Controls

Start Button: Pauses the game.

Select Button: Not used.

B Button: Fires your weapon.

A Button: Not used.

Directional Pad: Moves your character around.

Weapons

Weapon: Shotgun

Usefulness: Below Average

The weapon you initially start with. It's not too bad if you don't have if you don't have anything else but still look for the Machine Gun or the Spread Gun. You have to press B to fire each bullet with this weapon and it limits the effectiveness somewhat.

Weapon: Machine Gun
Usefulness: Above Average

A weapon that seems weak at first but is actually very good. I'd consider it the second best weapon in the game. Its not the strongest weapon per-shot but due to the fact you can just hold down B and let the bullets fly. The bullets are quite fast as well and have a very fast firing rate which can be improved even more with the Rapid Fire.

Weapon: Laser Gun
Usefulness: Below Average-Average

This weapon isn't too bad in certain situations like bosses. The thin stream of energy this weapon fires doesn't have much range or versatility. Another weakness is once you fire it you'll have to wait for the beam that was fired to leave the screen or hit something before you fire another one or the new beam will cancel out the previous beam. Avoid this weapon if you can.

Weapon: Flamethrower
Usefulness: Average

This weapon isn't that bad all things considered, but there are better weapons out there. The fireball that shoots out moves painfully slow, at least in comparison to other weapons, but it's fairly strong. It also has a wide range as the fireball spins around damaging/killing enemies slightly above it. Avoid it if you can as there are usually better weapons around.

Weapon: Spread Gun
Usefulness: Extremely High

This weapon is easily the best weapon in the game. If you can keep it, you'll have a much easier time playing through the game. It fires at such a wide arc that it can pretty much hit any enemy on the screen without much effort on your part from far, and up close it delivers a massive amount of damage that it can kill just about any enemy or even bosses quickly.

Powerup: Falcon (Bomb)
Usefulness: Below Average

This powerup is nearly useless, in my opinion. When you touch it, it'll destroy all the enemies on the screen. While that sounds good, it only appears on stage 5 and when there aren't many enemies to kill on the screen. It could have been better, if there were more of them, but as it is, it isn't very good at all.

Powerup: Barrier
Usefulness: Average

Like the Falcon, this powerup doesn't appear very often, but it's more useful than the former though. When you grab it, it'll protect you for roughly twenty seconds from everything in the game, except falling into abysses, which you would die from anyways. It's not bad, I just wish there were more of them.

Powerup: Rapid Fire
Usefulness: Average

Unlike the other two powerups, this one appears somewhat frequently, but unfortunately, it's effect isn't that noticeable in most weapons. What it does is slightly speed up the firing rate of certain weapons, specifically the Spread Gun, the Machine Gun, and the Shotgun, but I haven't seen any change in any of the other weapons.

Enemies

Soldier:

These guys are cannon fodder but still have an annoying tendency to appear at the wrong time and/or flood the screen in certain stages. Key theme: kill them quickly and move forward so they don't swarm. They appear throughout the game and get a little tougher to kill as you progress/

Stages 1-4: They just move across the screen and jump when they reach a ledge, although not necessarily reaching the opposite side if there is one.

Stage 5: They start firing bullets at you.

Stages 6-7: They start ducking and firing bullets at you at the same time.

Turret 1:

These only appear in stage 1 and 3. Fortunately they're quite easy to destroy. They're initially inactive but when you get close to them, they'll activate and start firing at you. The best way to dispose of these is to approach from the bottom and fire at the "blind spot", which is the edge of the sprite where the bullets can't reach you. It's not worth it to attack it from above and there's no real situation in the game where you really have to, so just move on.

In stage 3, there'll be several spots where you'll have to attack one from the side, which is almost as easy as the bottom but they'll usually be enemies coming at you.

Turret 2 (Hidden):

These also only appear in stage 1 and 3. You won't be able to see them at first but when you get close to one, it'll pop up and fire three bullets in a row at you. The same strategy can be used as the Turret 1, since they're both similar.

Sniper:

These annoying enemies unfortunately appear in all of the normal stages (not bases), except the last stage. They stand in place and just fire at you, as simple as that, except that they have much better aim than all of the enemies in the game so killing them should be a priority.

Boss Turret 1:

This is what I guess is the main defense for the first boss of the game. All they do is lob shells at the ground and are no real threat unless you get close to the base. Just fire at them beyond their range and they'll be gone in no time. Once in awhile they'll lob one a little further than usual so watch out.

Base Turret:

The main obstacle in the base stages. They fire only occasionally and then only in the four basic directions toward your character but combined with all the other crap that'll appear in any given room, they can be a challenge to avoid. If there's only one or two in a room and they're easy to reach (ie: you don't have to jump), it's probably a good idea to destroy them. Avoid getting pinned down by these things, and if you do, try to move to a different spot when you can, in case those annoying Grenadier Soldiers are around.

Grenadier Soldier:

These guys also appear in the base stages and are a considerable pain in the ass. They come in two flavors: fast ones and slow ones. The fast ones will run across the screen throwing grenades roughly every few steps. The slow ones will stop every few steps but won't start tossing grenades until they line up with you. Fortunately, the timing when they toss grenades is long enough to allow you to squeeze between them.

Rolling Grenadier Soldier:

A variant of the Grenadier Soldier. These guys will run across the screen, often several times if you don't kill them the first time around, and drop grenades that will slowly roll toward you. They also have the fast guys and the slow guys and they both attack in the same manner as the Grenadier Soldier. The thing is however is that you shouldn't let them lay down too many rolling grenades because they're a major pain to avoid once the screen fills up with enemies (not so much in the first base, but definitely the second).

Boss Turret 2:

Similar to the turret defending the first boss but not as easily defeated and not quite as lame. It defends the second boss by firing three bullets total: one down (toward you), one diagonal right and another diagonal left. It also has a large blind spot, which is generally any spot between the path of the center bullet and one of the diagonal bullets. However, it's better to stay in the blind spot close to the edge of the screen when you're dealing with the side turrets; it doesn't matter which side you attack the middle turret from.

Scuba Soldier:

These guys only appear on stages three and five. They attack by firing a shell into the air that'll split into three before it hits the ground. It's a good idea to kill these guys but it's not always possible. The other option is to just avoid them and their shots which is fairly easy to do.

Red Sniper:

They only appear during the boss fight in stage four, along with the Winged Soldiers which are described below. They're actually quite a pain as they behave a lot like Snipers. Kill them quickly as they appear from the sides or you'll have to do quite a bit of dodging...

Winged Soldier:

Appears along with the Red Sniper. These guys just move across the screen for awhile and then they jump down at you. Its more of a suicide mission since you should be able to easily kill them.

Tree Grenadier:

A MAJOR pain in the ass on all fronts; you can't kill them, you only try to avoid their grenades making a target of your head. On top of that, they're often paired with Gunners which are described next. However, they throw grenades every four seconds roughly so you have some time to move your arse out of the way.

Gunner:

These guys appear in stage five and are unfortunately a keeper until stage 7; they don't appear in the last stage. Yay! They attack from stationary cannons that fire baseball sized bullets at you. The bullets move quickly but the Gunners only fire every three seconds or so, giving you lots of time to pump them full of lead. They appear often with Tree Grenadiers, so you'll have to use the old tactic "happy feet" (ie: move around a lot to avoid getting hit) when you deal with this sort of situation.

Tank:

These things are armored up for nothing. They're wimps! They'll roll onto the screen, stop about halfway, fire some bullets, and then cruise to the left. The strategy to defeat them is in the walkthrough.

Big Alien:

I don't consider this thing to be a boss, but it's not really an enemy as well because it only appears near the beginning of stage eight. It's only attack is to spit out Shrimp Aliens, which can be easily destroyed. The strategy to kill this thing is in the walkthrough.

Shrimp Alien:

The big alien above spits these out. All they do is slowly move around and try to run into you; they can't attack you any other way. They're easily destroyed though but kill them quickly as large groups of them can kill you quickly.

Mouth:

Another alien but this one is attached to the floors and ceilings of stage eight. They attack by creating these little balls that home in on you rather quickly if you don't destroy them quickly. You'll have to destroy the ball too or it'll follow you around until it leaves the screen.

Spider Alien:

These guys first appear near the end of stage eight out of nowhere it seems; they're actually spawned from the pod close to the last boss. You have to watch out for them in case you're concentrating on destroying the Mouths that infest the latter half of stage eight.

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Walkthrough
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Stage 1: Jungle

You'll start out on the ledge at the far left with a nice little flip, but you can either go into the water (it won't kill you) or stay on top. I'd recommend that you stay on top just because I find that it's easier, but it's up to you. Either way head right and kill the Sniper on the bottom ledge near the water ahead. Hit the item container for a Machine Gun. Not long after an item capsule will fly by, hit it to get a Rapid Fire which will be useful with the Machine Gun. Another Sniper will be waiting ahead at the bottom, kill him the same way you did the last one. When you reach the bridge you'll have to avoid the newbie mistake: walking or rather running across, and I can tell you right now that you'll never make it. Jump across it instead.

There will be another bridge right ahead so do the same thing there. Once you're on the opposite side, a turret will be waiting for you. Avoid it and move on if you're on top but you'll probably have to destroy it if you're in the water. A little ahead two Snipers in a row are hiding the underbrush. You'll be able to see their heads peeking out from the grass so there's no surprise, just kill them when they get up. An item capsule will fly by soon after, it contains the VAUNTED Spread Gun. You'll only be able to get it if you're on the top unfortunately, but cheer up, you can get another Spread Gun later on. Until you die or change weapons, you'll be a killing machine to the weak enemies in the next few stages so you'd better make use of it.

Kill the Sniper on the ledge ahead then drop to the lower ledge where the turret and item container are. Destroy the turret but don't get the contents of the item container if you have the Spread Gun. Now drop into the water and wade

to the right onto the bottom ledge and destroy the turret to the right. Jump to the narrow ledge ahead then to the high ledge to the left and destroy the turret that'll pop up. After that, kill the Sniper on the opposite side of screen ahead. If you don't have the Spread Gun, destroy the item container under the ledge to get one. Yes! An item capsule will appear from the left that contains a Rapid Fire, you can get it if you want.

Further ahead there will be series of ledges, jump to the top then continue right. Don't destroy the two item capsules that appear here if you have the Spread Gun; one is a Laser and the other is a Rapid Fire. Mosey one to the right and destroy the turret that appears on the far right. Once it's gone jump forward and destroy the turret ahead. Now jump over to the left and then fall off the right side to the bottom and destroy the turret beside you. Now all you have to do is walk to the right and the screen should scroll to a huge structure with various armaments. Yup, this is the boss. It may be imposing but it's a real weakling.

BOSS: Base Defense 1

First things first. Kill the sniper perched on top the structure because he'll be a pain if you don't. Once you've done that, you'll have to destroy the two turrets above the door. The safer way to do this is to duck and fire on the top left or the middle ledge, which will be way out of range of the turrets. The slightly more dangerous way to do this is to drop to the left side of the slightly higher ledge closer to the structure than the middle ledge proper and fire from there. After they're gone, destroy the door to finish the stage.

Stage 2: Base 1

This stage is a lot different than the previous one as you'll find out right away. The walls and such are angled to show depth as if the door is far away. The idea here is to destroy the locks (the red flashing lumps) placed at various points on the door in order to destroy the door and move on to the next room until you reach the boss which is fought in the same general manner. Defending each room are turrets which are placed on the doors themselves, Soldiers, and Grenadiers. The Soldiers themselves come in two forms here, fighting ones and powerup ones. Fighting ones are cannon fodder; powerup ones will drop a weapon or powerup when you kill them; usually one will appear in each room. Grenadiers are the real problem. Kill them as fast as you can or they'll start tossing grenades all over the place. Rolling Grenadiers also pose a fairly tough problem.

The best way to deal with the rolling grenades is to duck and shoot at one which will destroy it or move between two of them if there's a space. The other way is to jump over them but it's not really a good idea to jump straight over it but rather jumping to the sides is better. You'll have to time your jump somewhat but it's easy as long as you don't do it too soon or late. Two final tips for the beginner. If there's too much action on the screen, simply duck and wait it out but don't wait too long because of Grenadiers. Once you can move again, get up and start firing. Something that I've done before is to jump over the bullets but this only works if there's only a few and you'll have to time your jumps. One thing that lots of beginners do is press up but you should never do this because you'll get a shock that'll leave you unable to move for a few seconds.

[o] = lock

[t] = turret

||| = grenade slots

lock/turret in center = level with your gun.
lock/turret near top = above you, you'll have to jump and fire to hit it.
lock/turret near bottom = below you, you'll have to duck and fire to hit it.

Door 1:

		[o]

The lock is level with you're gun so just concentrate on it until it's gone. There won't be much resistance yet so this should be easy to do.

Door 2:

		[o]	[t]

The lock is on the left and a turret is on the right. Destroy the turret first, then go after the lock. Again, there isn't much resistance, so it should be easy.

Door 3:

		[t]	[t]
			[o]

This door is very easy to destroy, as seen in the drawing. Just move to the center, duck and fire away until the lock is destroyed. Don't even bother with the turrets, but you can if you want to.

Door 4:

		[t]	
		[o]	

The lock is level with your gun and there's a turret above it. The slots below the lock are where rolling grenades will start coming out once in a while. Stand centered with the lock and fire away. Once the rolling grenades start appearing, they should miss you IF you're standing between them. Don't bother with the turret, just work on the lock.

Door 5:

		[t]		
		[t]	[o]	[t]

Here it is, the final room, and it isn't that hard even though it's quite well guarded. The best way to destroy the door is to destroy the two turrets to the right and left of the lock, then concentrate on the lock itself until it blows up. Forget about the upper turret, it's just a waste of time, in my opinion.

BOSS: Terminal 1

This boss is fought in the same manner as the stage itself. That is that you can only move left or right and fire upwards. As soon as you're able to move you should quickly head to either the extreme left or right. You'll see why a few seconds after you do. Once the turrets start firing, move to the edge of the one you're closest too and start plugging away at it until it's destroyed. It's best to attack from the edge closest to the side of the screen so the bullets don't get you but this won't matter after you destroy one of them. After the first one is destroyed, go for the second one and do the same thing.

Now destroy the rest of the stuff to activate the real boss here. It'll appear along the long black section near the top of the screen and attack by firing

large orbs at you. It's actually marginally tougher than the turrets where. If you have the Spread Gun this battle will be easy. Just stand in the middle and fire at it. None of it's orbs should get close to you and if they do you can just move out of the way. Doing this battle without the Spread Gun is easy as well, you should have to move around to hit the boss and destroy the orbs. Keep doing this until it's destroyed. It won't take long at all.

Stage 3: Waterfall

Here's the only stage in the game that goes upwards instead of to the right and it's a pretty easy stage to boot. It's roughly as the same as the previous stage, only that this one is a lot more fun in my opinion. Also, did anyone notice that we don't really go near a waterfall besides the one in the background so technically we could call this stage Mountain or something along those lines. Anyway. Head up but avoid the sides because rocks will occasionally fall out of the small holes in the rock. Avoid the item container if you have the Spread Gun or even the Machine Gun. There'll be another item container ahead with a Laser; I'd recommend that you avoid this as well as it sucks. Further up, there'll be a Sniper waiting on the far right. Kill him.

Ignore the Scuba Guy in the waterfall, you don't really have to kill him... unless you want to of course. When the screen scrolls up again there'll be a turret in the top right corner. Quickly jump to the upper right ledge and destroy the turret from either the bottom or the left if you have the Spread Gun. If you accidentally activated the turret before you were able to get into position, you'll have to destroy it from the bottom where they're surely be Soldiers coming in from the right. Watch out for them. Once you destroy that turret, there'll be a long bridge connecting the two ledges on the left and the right side. Two small flames will also be moving back and forth across the bridge so be careful.

Two item capsule will fly up from the bottom of the screen when you reach the bridge. One of them is a Rapid Fire, the other one is a Barrier. Unfortunately, the turret above you will activate so now you'll have to destroy it. If you have the Spread Gun, you can destroy it easily. If you don't you have to get up there, stand up and fire at it in turns until it's destroyed. Its best to stand under the ledge above you so the Soldiers don't jump down on you. After its destroyed, continue up until you see the moving rock. Jump up to activate the turret nearby and destroy it. Now jump onto the moving rock and then to the right ledge. Kill the Scuba Guy to the left and then continue up. If you don't kill him, watch out for it's bullets when they land.

Ignore the Scuba Guy to the left and continue up, but you can kill him the same way you did the other one. There's another Spread Gun in the item container ahead. Get it if you need it. Now destroy the turret above you and then jump up to make the screen scroll upwards. Destroy the turret on the long ledge quickly because Soldiers will start coming in from the right to pester you. Jump again to activate the two turrets above you and then destroy them with your Spread Gun from below. If you don't have the Spread Gun anymore, all I can say is HAHAHA. This stage is easy and you just got a Spread Gun a little earlier. Erm, you can probably get the turret on the left by staying below it and hitting its blind spot.

The one on the right can be destroyed by firing diagonally at it or from right under it. Just watch out for the Soldiers here. After they're gone carefully make your way up to the ledge where the left turret was and jump onto the moving rock there. Ignore the item container if you have the Spread Gun. If you don't, the Machine Gun inside it will do you well. You're near the end of the

stage now so enjoy the change in scenery while it lasts. Continue up and kill the Sniper waiting on the left ledge above, then keep going and you'll be at the boss.

BOSS: Mechanical Alien

Run to a corner right away and start firing at the arm closest to you. By now both arms should be moving around and they'll occasionally shoot fireballs out of the ends roughly every eight seconds or so. The head will also shoot out fireballs to the left, center, and right but at longer intervals than the arms. If you concentrate all your shooting on one arm you'll be able to destroy it quickly. After that, start firing at the second arm and you'll make short work of it. Now stand a little to either side of the head and start plugging it with bullets. If you're in the right spot it shouldn't be able to hit you with its fireballs. Its head and chest will blow up to reveal the next stage, ugh, another base stage.

Stage 4: Base 2

This stage is basically the same as Base 1 but only harder... yeah, harder as in more rooms and more enemies and crap thrown at you. The locks also have shields on them. The only way to get rid of them is to blast them to reveal the lock. There's a lot more action in every room than the last base so you'll have to start ducking and weaving around to avoid enemies and bullets. Don't be a hero and start shooting everything; DUCK WHEN YOU HAVE TO. By the way, the Spread Gun is a savoir here. Try not to lose it.

[o] = lock
[t] = turret
||| = grenade slots
lock/turret in center = level with your gun.
lock/turret near top = above you, you'll have to jump and fire to hit it.
lock/turret near bottom = below you, you'll have to duck and fire to hit it.

Door 1:

		Destroy both turrets to the left and right of the
		lock, then concentrate on the lock to move onto the
	[t] [o] [t]	next room.

Door 2:

		This room is extremely easy, all the locks are on the
		bottom, so you can just duck, fire, and destroy each
		of locks with ease.
	[o] [o] [o] [o]	

Door 3:

		The turret is at the very top, under the two locks.
	[t]	You might want to destroy it - it isn't really
	[o] [o]	necessary, but it would save you some trouble ahead
		of time. Other than that, this room is standard fare.

before separating again at which time they each shoot out a small, fast moving orb that will try to home in on you. If you have the Spread Gun, you can make mince meat out of this boss, all you have to do is stand in the middle and fire away and occasionally jump over the orbs if they get too close. If you don't have the Spread Gun, concentrate on one side first and then move onto the other side. Try to destroy the orbs on the side you're concentrating on so you don't have to work so much to defeat this boss.

Stage 5: Snow Field

The next two stages are what I like to call the "make or break" point in the game. These are the toughest two stages in the game in my opinion and getting through them relatively unscathed is key to finishing the game. In addition to that there are several new enemies that make an appearance and are almost as annoying as the Soldier. Almost. Tanks are probably the biggest pain in this stage if you don't know what to do. Read the walkthrough carefully at those points to get through safely (ie: it didn't result in a death). Head right but proceed carefully once you see the trees. Inch forward then duck when you see the Gunner to the right. You may be forced to move because of the Tree Grenadiers but don't panic since the Gunners only fire once every three seconds so there's time to shuffle over to avoid getting hit. Continue right after the Gunner is destroyed.

There'll be an item container with a Machine Gun further ahead but otherwise keep going. Not long afterwards an item capsule with a Rapid Fire will fly by. Again it's up to you if you want it. Further ahead, there'll be another cluster of trees so move along slowly and make sure you don't get blown up. Several more Tree Grenadiers will greet you then. Just continue as you've been doing so far until you reach the item container. It'll have a Flamethrower in it but I don't recommend getting it. A little ahead, three item capsules will fly by from the left. The bottom one has a Spread Gun (yay!), the middle one has a Rapid Fire (yay), and the top one is a Falcon (yay?). Once you've collected whatever you shot, start jumping to the right and kill the Sniper waiting at the end. There's a Scuba Guy in the water that occasionally gets me with it's right-most bullet if you don't move away from the edge where the Sniper is waiting.

Just thought I'd warn you. Keep going until you reach the pipes. Once you go far enough the first tank will appear. When the screen stops scrolling, move to the far left side of the screen then a step forward. Once the tank stops moving, it'll fire several rounds of bullets at you, which shouldn't hit you. While it's firing you should be pumping as much ammo into it as you can before it starts moving again. You should be able to destroy it before it makes road kill out of you. After it's gone, you'll reach good old terra firma again soon with a Gunner to meet you. Take care of it and soon you'll run into another tank. Do the same thing as before and you'll be okay. Right after that, there'll be another Gunner and more groups of Tree Grenadiers. Tread carefully past them and you'll meet one final Gunner before your showdown with the boss.

BOSS: Flying Saucer

This boss is very easy, probably one of the easiest so far. When the boss appears, stand a little to the left or right of it's center and fire away. If you have the Spread Gun, you should be able to destroy it before it disappears. If you don't have it, the boss will let out these little ships from it's sides then disappear. Wait for the little ships to get close and then jump over them two at a time, meaning that one on either side should be close to you before you jump. It'll probably let out more than two unless you shot them so just

keep jumping over them until they're gone. When the boss appears again, stand at the edge of it again and start blasting it. This time you should be able to destroy it before it disappears and those little ships get near you again.

Stage 6: Energy Zone

Welcome to Energy Zone, the second of the stages I mentioned in the previously, although this one is possibly harder than the last one. It even come with a catchy, energetic little tune. Yay!

hums the Energy Zone theme aloud

The first thing you should know is you can make this stage significantly easier if you follow this one rule: TAKE YOUR TIME. Running recklessly through this stage will only get you killed more often. Phew. Now that I've got that out of the way, lets get on with the walkthrough. Head right and shoot the Soldiers that'll come down from the step-like ledges ahead then kill the Sniper waiting near the item container ahead. The item container has a Machine Gun if you're interested in it. There'll be a Gunner on the ledge on the far right, kill him and then fall of the side to the very bottom and kill the Gunner waiting there. Another Gunner will appear once you reach the break in the middle ledge. Kill him and head right again until you see a large hole and above, a pipe with a small flame popping around.

This is why I said you shouldn't rush through this stage. No, not the pipe, the flame from the pipe, which will shoot out as soon as you try to pass by it. To get through here, you'll have to jump towards the flame so that it shoots out and then quickly jump across as the flame is retreating back into the pipe. If you died, you might as well just jump right across while you're invincible. On the other side, there will be two more Gunners waiting for you. Kill them and prepare for another flame gauntlet ahead. Be careful as you head to the right because there will be another flame here, this time coming from the wall on the far right. You'll have some warning as to when to duck, but do it quickly or you'll be killed. Wait for the flame to retreat then quickly head closer to the wall to the right.

After the flame retreats again, get ready to jump to the middle ledge when the middle flame goes out, and then to the top after the top flame disappears. Once you're at the top, fall down to the bottom on the other side and do it all over again. Are you having fun yet? Once you make it to the top there will be another tricky spot so listen up. Kill the Sniper on the opposite ledge, and then inch forward until the flame above starts shooting out. After it retreats, quickly jump to the other side. Resist the urge to go for the item container below. It's suicide as far as I know because I've never been able to get it consistently without dieing. As before, there will be another flame that'll shoot out from the wall on the far right. Inch forward again and then duck when the flame shoots out, then move toward the slightly lower ledge near the wall.

Once you reach the wall, wait for the flame at the top and the middle ledge to retreat and then drop down. Do the same thing to get to the bottom. Note that you'll stand up for second when you drop down so watch out. With that out of the way, you're almost done the stage. Kill the two Gunners ahead and then jump to the middle ledge. Kill the Gunner ahead, jump to the top ledge, and then drop back down to the bottom ledge when you're at the edge. Don't try to fall off the side of the top ledge because you'll never get past the flame just ahead. It extents nearly to the bottom. Once you get past the flame, you'll be in the clear. The boss is just ahead.

BOSS: Giant

This guy is pathetic. Seriously. I wonder what Konami was thinking when they came up with him. On another note, this boss looks exactly like the Gunners except that he's much larger. The typical pattern of this boss is to slowly run to the left and then back to the right at which point he'll throw out these little spinning things that move along the ground. The best way to avoid the spinning things is to jump over the first two and then the third one if he does throw it. He'll usually pause for a second because he throws the last one so you have a little time to react. Wait on the far left and start plugging him with bullets and then jump over him whenever he gets close. He'll start changing colors to reflect the amount of damage you've done to him. Eventually, he'll blow up at some point when he's orange/red. Onward, to the next stage.

Stage 7: Hangar

It goes without saying that you're near the end of the game. Why do I say that? Because the game is starting to recycle music - the classic sign that an NES game is near the end. Seriously though, you've cleared the previous two stages, relatively easily I hope, and it all gets easier from here on in. The two stages that are left, are pretty easy. Err... this stage can be a tad tougher than I've been letting on if you're the impatient type, but much like the previous stage can be cleared easily with CAUTION. You start just outside a huge complex so head on inside. Jump to the upper ledge. I should tell you this right now: it's almost never a good idea to follow the lower route through this stage. It's usually tougher and rife with Soldiers who will appear on both sides of the screen. Stop at the four mechanical arms ahead and study the pattern for a moment. It's easy, just make your way through them. There'll be much more mechanical arms all throughout this stage, but they all have easy patterns, I don't think I need to explain them to you.

Once you make it to the edge of the upper ledge an item capsule will fly by that contains a Flamethrower - I wouldn't get it if you have a Spread Gun. At the next ledge, there are some more mechanical arms, but again, the pattern is easy to figure out. Make your way past them and wait a second at the edge of the ledge. If you have the Spread Gun, just waste the Gunner on the higher ledge at will and continue on. If you don't, just fall to the bottom and move past the mechanical arms there. You can't as far as I know, with the possible exception of the Flamethrower, destroy the Gunner from the lower ledge, and if you try to get up there, the Gunner will... well, gun you down easily, so don't bother. When you get through the mechanical arms, take a short jump to the edge of the next, raised ledge, and destroy the spike wall that pops up from the ground. Destroy the next one too, then the series of long ones ahead.

Once you've done that, jump to the edge of the upper ledge and destroy the spike wall there. A bunch of Soldiers will probably start pouring in from the left and some of them will try to jump to the ledge you're on. If they do, turn around, duck and fire at them. You should kill them before they're able to get on the ledge. Continue to the right and move past the mechanical arms ahead, then destroy the spike wall at the other end. Now, fall off the ledge and use the mine cart to get onto the ledge above you. You'll get another little gift in the way of a Barrier. Muh hah hah hah, now you're playing with power (ok, ok, that was lame, but still, I couldn't resist). Now that you got the Barrier, just run through the mechanical arms ahead and jump onto the mine cart heading to the right. If you don't have the Barrier, DON'T run past the mine cart or you'll get run over by it thus losing a life. Once you pass two of the walls, jump onto the ledge above you, kill the Sniper, and then jump across the large gap to the ledge of the right.

It can be done, just jump at the edge of the left ledge and you'll make it. The worst you could do is fall to the lower right edge of the screen, onto the mine cart below, in which case you should get off of it, then continue to the right past the mechanical arms. Good luck! If you made to the top right ledge, destroy the series of spike walls ahead, fall off the ledge, then destroy the set of spike walls in front of you. Again, fall to the lower ledge and continue to the right. There's more mechanical arms ahead but it's a simple pattern again. Near the far side, a spike wall will pop up so you'll have to continually move left and right as the mechanical arms go up and down to stay alive, while firing at the wall. Soon, you'll be back on the outside. Here you'll encounter two Gunners and more Soldiers that will come from the left. Once you reach the slightly higher platform, there'll be another Gunner and more Soldiers waiting for you. Kill them and you'll be in the clear, with the boss just ahead.

BOSS: Base Defense 2

This boss is similar to very first boss but considerably tougher. There are only two enemies here: Soldiers, the regular, cannon fodder type you've been killing all through the game. They'll appear either from the door or the far left. And then, Turrets, which are a special kind that fire a bullet into the air and split into three before they hit the ground. Fortunately, there's anyways a space that you can stand where you'll be safe from the blasts. They alternate however, so you'll have to watch where they land. If you don't feel like dealing with this, just destroy them, or at least the one on the right. When the siren goes off, head to the far right and fire at the flashing panel above the door, while avoiding the turrets. With the Spread Gun, you can destroy this boss in about 10 seconds. It takes longer without the Spread Gun, but it's still easy.

Stage 8: Alien's Lair

Well, for such an easy stage it sure has some foreboding music, and... what's this, aliens! Well, well, well, that's where they've been hiding, so much for the storyline of the game. Heh. This stage is short and sweet in general but a little tougher if you don't have the Spread Gun. Head to the right and destroy the two item capsules that fly by. The best way to get both of them while they're flying by is to destroy the bottom one by firing downward at it then destroy the other one by firing up and diagonally at it. You'll get a Machine Gun and a Barrier for your troubles. You'll come across an enemy straight out of the movie Alien. You know what I mean? The pop-out-your-stomach alien. This enemy has an uncanny resemblance to it. The easiest way to dispatch of this blatant movie rip-off is to stand right against the wall and fire diagonally at it, while destroying any of the little shrimp-aliens that it shoots out.

After a while the alien and the wall will blow up, allowing you to continue. This whole next area, right up to the boss is the problem I told you that might be tougher than usual. Conversely, those people who still have the Spread Gun at this point will have no trouble whatsoever. In fact, they probably don't even need my help anymore so let me just concentrate on those unfortunate people who don't have Spread Gun. Continue to the right and you'll come across a bunch of mouths on the ceiling, four to be exact. When you come up to the first two don't move any further to the right until you destroy them and the little balls they shoot out. Once the first two mouths are destroyed, move on to the next two, then jump over the crap below you to the little ledge. At this point, a final item capsule will fly by. You can destroy it by firing straight ahead and it should fly into it, revealing a Spread Gun.

Continue on your rampage by destroying the two mouths to the right, then jump to the next ledge and destroy the row of mouths along the bottom. Now jump to the higher ledge ahead and destroy the two mouths level with your gun, then fall to the bottom ledge again and destroy the two sets of mouths below and above you. Jump over the two holes and destroy the next set of mouths at the bottom, then the ones at the top. Around this time, spider-like aliens will start coming from the right, so watch out for them, they move quickly. Continue to the right and you'll see one last mouth. Destroy it and you'll find the final boss of the game.

BOSS: Red Falcon

This boss is actually quite easy, continuing what I call the Konami syndrome. Simply put, that is the game is tough and many of the bosses are pathetic. Look at Gradius for Pete sake, you don't even have to do anything to finish the final boss off and up to that point that game is a real bitch. So, despite my Konami rant, I should get to back to the final boss of this game. Destroy the Mouth near the boss if you haven't already. After that duck and fire at the two pods at the base of the heart. The Spider Aliens will periodically come out of the pods, mostly the two at the top and they may try to drop down on you so watch out. Once the bottom two pods are gone, move right again the heart (don't worry, you won't get killed by doing this) and fire diagonally at it. More of the same will happen, just destroy the Spider Aliens as they appear and then continue to hit the heart. After awhile, he'll blow up. Yay!

A winner is you!

Ending

The island will blow up and sink into the ocean while a helicopter carries you off to safety. If you were disappointed with the ending, you shouldn't have expected much. Most NES game you play will have this sort of ending. Now on to the congratulations screen.

"Congratulations."

"You've destroyed the vile Red Falcon and saved the universe. Consider yourself a hero."

Oh! I should consider myself a hero. Yay for me. So, good fun, right? Enjoy the rather popish tune while the credits roll. After that, you'll get to start the game all over again with all the points and weapons you ended with. That's it and good luck the second time around!

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Secrets
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The Konami Code: At the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. For a two player game, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Select, Start. Note that you have to do this before the screen scrolls totally to the left.

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FAQ
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Q1: I have an alternate strategy for <insert strategy here>. Will you use it?

A1: Sure, just send it in and I'll add it whenever I do another revision.

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Closing
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Final Comments

Goodbye and it's been fun writing this thing for you all. Well, not really, but I had to have something nice to say since this guide is almost at the end. Heh. Just kidding. Anyway. If you have any questions, comments, suggestions, praise or criticism, they should be sent to <shdswrm@hotmail.com>. If you're looking for specific information and it isn't in this guide, please tell me about it and I'll remedy the problem as soon as possible. I'm eventually going to add everything that's pertinent to this game.

Credits

Konami - for creating this game and many others that I've enjoyed.

My Brother - for his insight on this game.

Pepsi and Mountain Dew - for keeping me awake while I'm writing, as always.

And you for reading. Thanks.

Anyone else who contributes will get a nifty spot here, so don't delay, contribute today!

End of Document_____