

# Contra FAQ/Walkthrough

by NMorgan

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>> UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT, START <<

```

      rMMMMMMW8M MBM
      BS7          r MSMMMMM@
      ,i0  SSZ0@;M: BS.   iMMM7
      2  .;800          ,00Wr   X
      7S,:M8 .,:::,    .   iXiWi;;
      , X ,: .,2BwaX: i;,   @M;
      .7..MZ.r ;ZMMMMMMMMMMX   7MMM
      @70S. .:rMMM          2MMa:.MMM2
      7iWii,..rW          BMMMMW          MMMMMMMM0,:MMWM@MMBBM@MM
      B7Z.:.8MMM          MMMMMM ,X;ZM@ rB7;82MMMMi .r;r i7BM. 7ZMM8
      MXMSXBBBM,        X          MX   iMMX8 M          M7MM   M M @,   aMMM
      MW802rXZM,        ;XM  MMMMM,,MM          aZ  MMM  M@M BM0MMMMMM M SM  MM  MM
      MM88WZBMB        8B  MMMMM .SM  MMZ .@  MMM  MrM:WM          W MMMM  BM0  M@X.
      8a Ma02MMa      0MZ ;MW@M :M  MMM          aMM  aiZ MM  MMMMM M OW          WMMM
      S@r@a0WziSX     MMM7          M@M  M8MM@i MMM@r MS; aM  WMX M2.  M  0MMMMMa ;M2
      BMBZ0XrrZ8MWa   MMMMMMMMMMMMMMMMM 0MMMMMMrM MMMMMMMMMMMM :MMMMMMMMMMW  MMMMMM
      BM00Z2az808Xr;,.
      WM@MMZ2XZB@00a2888@MMMMMMM8M@
      XMMMMMMZ02BMMZM;@MMMMZZ 2;r
      MMMMMMMMMMMM

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GAME: Contra (called "Probotector" in Europe)  
CONSOLE: Nintendo Entertainment System (NES)  
GENRE: Action > Shooter > Scrolling  
RELEASED: February 1988

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August 2005 project

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1) Introduction



still playing this game for hours now that we're adults. This is the reason why I have written this FAQ.

For some reason, and I don't know why, Contra is the game that holds the most famous code ever: Up, up, down, down, left, right, left, right, B, A, Select, Start. It seems that everybody that had an NES when they were young, still remembers this code for some reason. I don't understand why this code is so memorable. A band I know called the NESkimos even wrote a song called "Contra Code", where the only lyrics in the song are the code for Contra. Most codes are easily forgotten, and need to be looked up time and time again, but gamers will always remember Contra's famous 30 lives code.

I wrote this FAQ because I recently rediscovered this game, and I have been playing it a lot. It is a game that I will love forever. I hope you get good use out of this FAQ. Good luck.

### 1.3) Controls

---

```

.------.
|         | | STANDARD
|         | | NINTENDO
|  _  | | ENTERTAINMENT
| |  _  | == == (B) (A) | SYSTEM
|  |  _  | SL ST | CONTROLLER
|         | |
'-----'
```

A Button: This most important button is used for JUMPING. You can also press A while ducking to fall from the platform you're on to a platform underneath.

B Button: Use your gun to attack. You will have to keep pressing the B button for most guns, but if you have a Machine Gun, you can just hold B and it will keep firing.

Select Button: No use other than to toggle 1/2 Players at the title screen.

Start Button: Pause and unpauses your game, or confirm 1/2 Players at the title screen.

D-Pad: Left or right moves your character in the corresponding direction. Up will make you look/aim upwards, so you can shoot up. Down will make you duck. Furthermore, you can also aim all 4 diagonal directions to shoot diagonally.

### 1.4) Game Basics

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This is the extreme basics of the game. You probably already know most of this if you've played this game before, but if you're new to the game, you should probably read this section.

+ There are 8 levels in the game.

- + You can play a 1 or 2 player game. A 1 Player game is self explanatory. A 2 Player game is played with 2 players on the same screen at the same time helping you as you battle through the level. A 2 player game is much more fun, and should be played using smart battle tactics. With 2 players, one player can shoot cover fire as the other jumps over a pit, or something similar. Boss fights are also much easier with 2 players, for two reasons. The first reason is that there is 2 times as much firepower. The second reason is one player can concentrate on the boss, and the other player can concentrate destroying the enemies that will randomly appear on screen. Obviously, two brains are smarter than one.
- + You start out with 3 lives. 3 lives can go quickly, making it extremely difficult to beat the game with only 3 lives. However, you will earn an extra man after ever 20,000 points you earn, which takes roughly 2 levels to earn that many points.
- + A player can earn Weapons Powerups, as he plays through the level. There are many different types of Weapon Powerups. A Weapon powerup can be found by shooting a traveling Weapons beacons, or weapons turrets, and rarely the can be obtained by shooting enemies in Base stages. All Weapons are different, and have different properties to them, and different amount of power per weapon.
- + 3 Continues are given throughout the game. So if you lose all of your lives in Level 5, you can use a continue to start back at Level 5 rather than the very beginning of the game. However, when playing with only 3 lives, you will probably use those 3 continues pretty quickly.

## 1.5) Story

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NOTE: This has been copied directly from the Contra instructions 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.





After crossing the 2nd bridge, there will be a still standing soldier immediately after the bridge, so watch out for him. There will also be a soldier hiding behind the bushes, who will pop out occasionally to shoot you. A Weapons Powerup will fly by, which holds a Spread, so I highly recommend that you get the Spread, no matter what weapon you currently have. Now that you have the Spread (hopefully, unless you let it slip by), proceed to the right onto a slightly higher grassy platform, and continue to the right. Shoot the soldier that will pop out from behind the bushes, and kill him. Continue to the right onto a lower grassy platform, and then onto one that is slightly higher. At the end of this platform, a big machine will pop out of the ground and shoot at you, so just duck to avoid its fire, and shoot back at him to defeat him. Now walk to the edge of this platform and drop down onto the lower grass platform to the lower right. (then skip the next paragraph)

If you fell into the water

-----  
In the water, start walking to the right. Remember, you can duck down underneath the water, and nothing can hurt you there. Proceed past a rotating machine enemy, I don't recommend trying to kill him, just walk past him. You can't jump while in the water, so just proceed until you come to a grassy platform, and walk up onto this platform. There is a weapons powerup sitting stationary on a platform to the upper right, so shoot at it, and then be sure to get it, it will be a Flame weapon. With the Flame, defeat the rotating robot enemy to the right, and then the next one. Fall to the platform below, and continue to the right until a strange robot enemy pops from the ground, and starts shooting at you. To defeat this enemy, simply duck so that you are out of the range of his bullets, and keep shooting at him until he is dead. Jump over a few more pits to the right, you will see another robot enemy pop from the ground like the one you just killed, but it is above you, so don't bother with it.

This is where your paths rejoin. There is a powerup sitting stationary in the box below. Shoot at it, and it will reveal a Spread. The Spread will fly into the air, and land on the platform to the lower right. The best way to get to it is to walk to the right and don't jump when the platform ends, you will drop down onto it. With the Spread, shoot the enemies that are still on screen, and continue to the right. Two more traveling powerups will fly across screen, the bottom is a Laser (don't get the Laser if you just go the Spread), and top one is a Rapid fire. Get the Rapid fire, then proceed over the next few pits to the right. Another one of those robot enemies that pops from the ground will occur. Face his direction, and shoot at him, and he will die. Jump over the next pit, and take out the two small robot enemies underneath you, and then proceed a little more, and you will come to the boss.

The boss of Level 1 is very easy. It simply consists of two ball shooting turrets, a single soldier shooting you at the top, and a glowing part at the bottom that you must defeat. This "boss" is simply a giant machine that kind of forms a wall because he is so big. To begin, jump up onto the highest grass platform, and take out the soldier at the top. Now you will have to take out the 2 ball shooting turrets. If you have the spread, just start shooting at it from a distance, but if you have any other weapon, you will have to stand on the left side of the 2nd highest grass platform to get out of their range, so you don't die, and shoot and them until they both explode. After the shooting ball turrets are done, duck on the lowest grass platform, and shoot the glowing part at the bottom until it is destroyed. BAM! This boss is done. Now you will walk into the exploded part, and start the battle through Basel.

## Level 2 - Basel

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The Basel stage consists of multiple rooms that you must fight through. There are five different rooms that you must fight through, and then a Boss room, so six rooms total. In each room, there is a wall that you must shoot at. On the wall, there are enemies, orbs, and enemies shooting at you. There is also a laser that restricts you from moving close to the wall. In each room, you must shoot and destroy the orb. Upon the destruction of the orb, the laser will break, and the wall will break, and you can move on through the area where the wall was, into the next room. Here is a breakdown of all five rooms, and the boss room:

### Room 1:

```
.-----.  
|          | Room 1 consists of a single orb in the center of the room. Just  
|          | stand in the very center and keep shooting at the orb.  
| (O)      | Eventually, some soldiers will appear and start shooting at you,  
|          | but as long as you stay standing in the middle of the room, the  
|          | soldiers will always miss you. So just stand in the middle of  
'-----' the room and keep shooting at the orb until it is defeated.
```

### Room 2:

```
.-----.  
|          | The orb in Room 2 is on the left side of the room, and there is  
|          | a gun turret on the right side. The gun turret will shoot at  
|          | you, but as long as you are ducking, its bullets can never hit  
| (O)      (V) | you. The problem is that you will have to stand to shoot at the  
|          | orb. Stand up to shoot at the orb, but whenever a bullet from  
'-----' the gun turret is about to hit you, duck, then when the bullet  
           passes, stand back up to shoot back at it. Continue this  
           process until the orb is destroyed.
```

### Room 3:

```
.-----.  
|          | Room 3 is very simple. In the very center of the room, duck,  
|          | and start shooting at the orb. Continue doing this until the  
|          | orb is destroyed. At some points, a soldier might throw a  
| (V)      (V) | grenade at you, if this happens, be sure to get up and move out  
| (O)      | of harms way.  
'-----'
```

### Room 4:

```
.-----.  
|          | Room 4 has a row of slots on the bottom that rolling objects  
| (V)      | will come out of, which will roll toward you. If one of these  
|          | rolling objects hits you, you will die. To avoid the rolling  
| (O)      | objects, you can either jump over them, or shoot them to destroy  
| ==-==--== | them. If you have any gun other than the regular gun, I  
'-----' recommend shooting at them to destroy them, but if you have the  
           regular gun, I'd jump over them. Also, keep an eye on the  
           bullets that the gun turret will shoot at you.
```

### Room 5:

```
.-----.  
|          | Room 5 is the last room you fight through before the boss room.  
| (V)      | As you can see, the orb in the middle is much larger to  
| .-.      | represent this, and it has more hit points, also. There are
```



| (V) ([O]) (V) | three gun turrets that will shoot at you, and an increased  
|     `-`     | amount of soldiers. Just keep shooting at the large orb until  
'-----' it dies, then proceed into room 6 for the boss fight.

#### Room 6/Boss Room:

In the boss room, before you can fight the boss, you must first destroy the four glowing spots, then the boss will appear. Just keep shooting at them until they destroy. I recommend defeating the two shooting turrets before defeating the glowing spots, that way you won't have to deal with extra bullets being fired at you when the boss appears. When the boss finally appears, he will float back and forth at the top of the screen, and shoot bubbles at you. The bubbles can be easily avoided, and you can also shoot them to destroy them. Just keep firing away at this boss. With a decent gun, he will die in no time. It will be harder to defeat this boss with an ordinary gun, because it'll be harder to shoot down the bubbles. Just keep firing at him until he is completely defeated.

#### Level 3 - Waterfall

---

The object of the waterfall stage is to climb your way to the very top of the stage. Unlike other stages where you must go left to right, this one you must go bottom to top.

Start the stage by jumping up about 6 or so ledges, and you will eventually see some falling rocks. Yes, these rocks will kill you, so stay away from them if they're falling. Soon, you'll see a powerup, which is a Flamethrower, get it if you want. Jump up a few more ledges, and you'll see another powerup, which is a laser. If you'd rather have the laser than the Flamethrower, then get it. Now jump up a few more ledges to the waterfall area -- there will be a soldier standing stationary on the right side of this platform, and there is another soldier hiding in the waterfall, ready for an ambush.

Kill the soldier standing still, then jump up a few more platforms. By now, the soldier hiding in the waterfall will shoot up at you, so avoid his firepower. Continue up a few more platforms, and kill the gun turret to the right side of the screen, then jump up a few more platforms onto the platform with moving fire.

When you jump onto this platform, two powerups will fly from the bottom of the screen, moving upwards. If you shoot them, the left one is a Bionic, and the right one is a Rapid fire. I recommend getting both, if possible. If you got the Bionic, then you'll have no problem crossing the fire, but if you didn't get the Bionic, then be sure to jump over the moving fire, as it will kill you if you touch it. Continue up a few more platforms, and shoot the gun turret that is located on the left side of the screen. Jump to where the gun turret was before you destroyed it, then use the moving rock plateau to get across to the ledge to the right. From there, jump up a few more platforms, and use the 2nd rock plateau to get to the small ledge that it leads to.

From here on out, more and more random running soldiers will appear, and although they do pretty much nothing but run, they will kill you just by touching you, and since there are so many, it can be difficult. Destroy the gun turret to the left, then jump up a few more platforms, and you'll see a powerup, which contains a Spread gun. Get the Spread gun, there are two soldiers hiding in the waterfalls, they will shoot upwards at you as you

pass overhead of them, so be sure to look out for them. From here, jump up a few more platforms, killing gun turrets as you go. A machine will pop out of the ground and shoot at you to the top right, so be sure to avoid that. There is also a powerup to the very top left, which is a Machine gun. If you still have the Spread, I don't recommend getting the Machine gun, but do what you want. Finally, use the moving rock plateau to get to the platforms above.

From here, there will be many random soldiers, and one stationary soldier. Jump up a total of twelve platforms to the very top of the screen, and when you are at the very top, jump once more to make the screen scroll all the way to the top. You are now at the boss!

The Boss of level 3 is more difficult than that of level 1 and 2, but still not too difficult. It is pretty much a giant alien, that looks very similar to the alien from the 1979 sci-fi/horror film "Alien". With the exception of his mouth opening to shoot fireballs at you, his head does not move at all. He also has two wild arms, which shoot fireballs at you occasionally, and also flap around like crazy. To defeat him, you must shoot him in the head when his mouth is open. That's all you really need to do. His arms, however, can also be defeated, but do not necessarily need to be defeated to beat this boss. However, if you destroy this boss' arms first, and then aim for his mouth, it will make this battle a lot easier. So shoot at this boss's arms first, and when both his arms are defeated, aim for his mouth. The boss will be defeated in no time.

#### Level 4 - Base2

-----

The Base2 stage consists of multiple rooms that you must fight through. There are eight different rooms that you must fight through, and then a Boss room, so nine rooms total. In each room, there is a wall that you must shoot at. On the wall, there are enemies, orbs, and enemies shooting at you. There is also a laser that restricts you from moving close to the wall. In each room, you must shoot and destroy the orb. Upon the destruction of the orb, the laser will break, and the wall will break, and you can move on through the area where the wall was, into the next room. Here is a breakdown of all eight rooms, and the boss room:

#### Room 1:

```
.-----.
```

		Room 1 is a simple room, but there are lots of small things that
		can cause this room to be harder. The orb is in the very center
		of the room, but the orb is protected by a smooth armor patch,
(V) (O) (V)		which you must destroy before you can begin damaging the orb.
		There are two gun turrets on both the left and right side of the
'-----'		orb, so be sure to duck at their fire. Another problem is that
		soldiers will roll objects at you, and if they hit you, you will
		die. You can destroy these rolling objects by shooting them,
		or just avoid them by jumping over them. After you have broken
		the sheet of armor that covers the orb, begin shooting at the
		orb, and destroy it to go into the next room.

#### Room 2:

```
.-----.
```

		There are four orbs in Room 2, all four of them are situated on
		the ground, so you will have to duck to be able to hit them

| while shooting at them. Some soldiers will roll objects  
| towards you, which will kill you if they hit you, and other  
| (O) (O) (O) (O) | soldiers will throw grenades at you. Just defeat all 4 of the  
'-----'  
orbs to get to the next room.

Room 3:

.-----.  
| This room consists of two orbs in the center of the room, and a  
| gun turret above the two orbs. Soldiers will roll the sheets  
| (V) | of metal at you, so watch out for those. Both orbs are  
| (O) (O) | protected by sheets of smooth armor, so you will have to destroy  
| | the armor before you can begin to damage the orbs. After you  
'-----'  
| have destroyed the armor, start shooting at the orbs. After  
| both orbs have been destroyed, everything will blow up and you  
| can go into the next room.

Room 4:

.-----.  
| Room 4 looks the same as room 3, except everything is a little  
| bit lower. Also, none of the orbs have armor, so you can just  
| begin shooting at them and destroying them. Watch out for the  
| (V) | gun turret and the soldiers, as usual. This really is a pretty  
| (O) (O) | simple room.  
'-----'

Room 5:

.-----.  
| By now you probably have the concept down. The soldiers roll  
| the metal cylendars at you, which kill you on impact. This  
| room has a gun turret in the center of the room, and both orbs  
| (O) (V) (O) | on the left and right side of the gun turret. It's pretty  
| | much opposite of Room 1. Shoot and destroy both orbs to move  
'-----'  
| onto the next room.

Room 6:

.-----.  
| This is a simple room. It has five slots on the bottom, which  
| are used as ports for the metal cylendars to roll out off.  
| Oddly, the metal cylendars roll out in rows of 4, not 5, and  
| (O) | they do not come from the slots, rather from in between the  
| ===== | slots. Oh well. This is really a simple room. There is only  
'-----'  
| a single orb. Justshoot at it. When the metal cylendars  
| appear, duck and destroy the one that is heading for you, then  
| continue to shoot at the orb, and repeat this process until the  
| orb is destroyed.

Room 7:

.-----.  
| This room is also pretty simple. The orb is located up high,  
| (O) | so you will have to jump and shoot your weapon in the air in  
| | order to be able to shoot that high. There is a gun turret  
| (V) | that is level to you when your standing. I highly recommend  
| | destroying this gun turret first, as its bullets will be very  
'-----'  
| hard to dodge if you ignore it. After the gun turret is  
| destroyed, start jumping and firing in the air to destroy the  
| orb. Continue doing this until the orb is destroyed, then  
| proceed to walk into the final non boss room of Base2.

Room 8:

.-----.

| This is the final non boss room of Base2. As you can see,  
| (V) | there is a giant orb in the middle of the room as opposed to an  
| .-. | ordinary sized one, which is used to represent the final room,  
| (V) ([O]) (V) | and it has more hit points also. There are also 3 different  
| '-' | gun turrets surrounding and guarding this giant orb to give you  
'-----' a harder time destroying it. If you want, you can destroy the  
gun turrets first to make your time easier, but you do not have  
to. Some soldiers throw grenades, and others roll metal  
cylendars at you. Just stand in the very center, and shoot at  
the giant orb, and duck whenever you're about to get hit with a  
bullet. Continue this process until the giant orb is defeated,  
and then proceed into the final room for the boss fight.

#### Room 9/Boss Room:

The Boss room is pretty tough. But before you can fight the actual boss, you must destroy the 3 glowing spots. You see them; they're the things that have the circular shaped glowing things in them, there are 3 of them. There is also a shooting turret located above the middle glowing spot. As soon as you take out the 3 glowing spots, the boss will appear, so I highly recommend destroying the shooting turret first, as the shooting turret will be a difficult extra obstical if it's still there when the boss appears. Also, before the boss will appear, red and blue soldiers will appear to attack you. Four red soldiers will appear from above, and will shoot bullets at you, and then run off screen. Then, four blue soldiers will appear above, but instead of shooting you, then will jump attack you! If they touch you, you die, so be sure to either shoot them down, or avoid them to stay alive. Both the red and blue soldiers can be killed easily.

After defeating the 3 glowing spots, the boss will appear. When the boss appears, thankfully the red and blue soldiers will not appear anymore. The boss is similar to the boss of Basel in the fact that he moves from left to right from above. But this boss has two different heads, both in which you must destroy. The boss heads can split apart into two different scanline versions, making 4 different scanlines. However, the 2 boss headcs can only be harmed when the come together. So this is what happens: the 2 boss heads will split apart into 4 different scanlines, rotate left and right, and then reform again back into 2 different boss heads. This process will continue forever until they die. Also, the boss heads shoot small bubbles at you. These can be destroyed, but they are pretty small, and kind of hard to hit with your gun. Just keep shooting at the two boss heads and eventually they will die. Upon defeating the boss, you will go up the elevator to the left and right sides of the screen into Level 5 - the Snow Field!

#### Level 5 - Snow Field

-----

Start by walking to the right to the area where there are trees in the background. There is a stationary gunman here, so duck and shoot at him to take him out. Cross the tree area, avoiding the two sets of grenades that will be thrown at you, then take out a 2nd stationary gun man, and cross two more sets of grenades. Jump up onto the platform above. The powerup below you is a Machine Gun, so get it if you want to. Continue to the next platform and take out the stationary gunman there. Proceed right past two more stationary gunmen, taking them out as you pass them. A powerup will hover from the left to the right side of the screen, which holds a Rapid Fire, so shoot at it and collect it if you want it. Continue past another wooded area that has two sets of grenades coming from it, be sure to carefully avoid the grenades. Proceed one more platform to the right, and cross another wooded

area with grenades. There is a large platform drop after this wooded area, so drop down below (be sure not to hit a grenade that will land down there). Jump onto the platform to the right, the powerup above you will be a Flamethrower, so get it if you prefer the Flamethrower to whatever you have now.

Proceed to the right until you can see water below you. 3 powerups should hover from the left side of the screen to the right, one high, one low, and one powerup in the middle. The high powerup holds a Rapid Fire, the middle powerup holds a Falcon autokill, and the low powerup holds a Spread gun. Since it's pretty hard to get all 3 powerups, get whichever one you feel would help you the most.

Proceed to the right, jump over 3 platforms with water underneath, careful not to fall into the water, because you will die if you do. There should be a gunman below, but you can't hurt him unless you shoot him as he attacks, so do this to defeat him. Jump over one more water pit, and kill the stationary soldier there. Walk a bit more to the right, and drop down onto the smooth platform. Continue walking right on this smooth platform until a giant vehicle appears on screen. When this happens, quickly walk back to the very left of the screen, and shoot to the right at him. Be sure that you're on the right side of the screen, or this vehicle will be able to shoot at you. But as far as you are standing as far left as you can, the bullets will miss you. Now start shooting at the vehicle, and it will eventually turn yellow, and then red. After it turns red, it will drive toward you, and will kill you if it touches you. The only way to avoid death is to destroy it before it drives all the way toward you, so be sure to kill him before that happens. After you kill this vehicle, continue more to the right until the smooth platform you are on turns back into the rough rocky platform again.

Walk to the right until you see a stationary gunman, duck and shoot at him to take him out. Then, jump over one platform and you will be back on the same smooth surface that you just got off of. Walk to the right, and you will see another vehicle which is exactly like the one you just killed. This one is no different, so defeat it exactly the same way you did the first one. After defeating the vehicle, walk to the right and defeat a stationary gunman, then proceed back onto the rock surface platforms.

There will be trees in the background, and 3 sets of grenades will come from behind those trees, so avoid them all carefully. After the trees, there is a powerup, which contains a laser. Now proceed to the right, and 3 sets of grenades will appear from the distant land behind you. There is a stationary gunman at about the point of where grenade 2 will land, so duck and shoot at him to take him out. As you walk to the right, carefully avoid getting hit by the grenades. After these grenades, drop down onto the smooth surface and walk all the way to the right to fight the boss.

The boss is easy if you have a good weapon, particularly the spread. The boss will appear on screen at random places, but he will always be above you. Just stand underneath him, wherever he may be, and shoot upwards. The boss will drop fire at you, but if you are shooting up, then your bullets will be able to destroy the fire in midair so that it won't hit you. The boss will also create mini versions of itself, which will leave him at the left and the right side, descend down to the ground to attack you. Thankfully, they only take one hit to destroy, so they're not too much of a pain. Just keep shooting up at him. If you have a regular gun, this will be a challenge, but with a good gun this fight is easy.

## Level 6 - Energy Zone

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Walk to the right, and go up the 3 giant steps, avoiding the soldiers that will jump down from the steps as you do so. At the top, walk to the right, and defeat the stationary soldier, and you will see a powerup underneath you. The powerup holds a Machine Gun, so get it if you feel that you want a Machine gun. Walk to the right edge of this platform, and duck and shoot, to defeat the stationary gunman that is across the gap. Now, you can either drop down below, or jump across the gap. Both options are equally challenging, so it really doesn't matter which you choose.

Navigate to the right past 3 stationary gunman, one stationary soldier, and countless random soldiers, until you come to a pit. This part is tricky. You will see a powerup there, which contains a Laser gun. LOOK UP at the ceiling, and you will see a puncture in the ceiling where a bit of flame is coming out. This part is very tricky. It doesn't matter if you're on the top or bottom platform, because as soon as you jump the pit, a large flame will rip out of the small puncture in the ceiling, and will kill you no matter what. There is only one way to do this without dying: You must jump halfway across the pit, and then quickly reverse the direction of your jump and land back on the platform that you started on (this will make the flame come out, but will shortly go back in the ceiling), then quickly make a 2nd jump fully across the pit. It's tricky, but as long as you have done this correctly, you shouldn't have lost any lives.

After this pit where the first flame was, walk to the right and kill the two stationary gunmen. If you're walking on the top platform, watch out for the next 2 flames that will ambush you from above. From here on out, proceed with extreme caution, as a flame could jump out from pretty much anywhere and kill you.

To the right, you will see a structure with 3 platforms and 3 flames (one for each platform). To successfully cross this platform without dying, you must duck underneath the flames when they emerge from the walls. When the time is safe, jump up to the top platform, and then drop down via the platform drop to the right.

There is another structure similar to the last one you just crossed, except this one only has 2 platforms and 2 flames, so bypass this one the same way you did the 1st one. Once at the top of this platform, walk to the right edge, and shoot at the stationary soldier that is aiming his gun at you from across the platform gap. This part is tricky. There is a Bionic powerup underneath you, which is what you will have to get, but there are 2 flames that are strategically placed to maximize the difficulty to get past this area alive. Though you don't necessarily need the Bionic powerup, my preferred way of choice to get by is to get the Bionic powerup and then not worry about getting hurt by the flames. So do this. Shoot at the Bionic powerup, and grab it. With the Bionic invincibility, jump up the 3 platforms to the right to the very top, and then to the right some more, drop down two more platforms. If you don't remember how to drop down, you must duck, and press A and you will drop straight through the platform.

This next part is loaded with stationary gunmen and random flames that appear from walls and the ceiling. This is the ending part of the level, which means that it's the hardest part, so be extra careful here. You will probably still have some Bionic left, so use as much of it as you can before you think it will run out. Milk it for all it's worth! After the Bionic runs out, you are on your own. I'm not going to explain word for word every jump and every enemy, but I will give you a few pointers to get past this last area of Energy

Zone before the boss. You should proceed very carefully and with caution. There are lots of stationary gunmen shooting at you, so duck and shoot at them to defeat them. Be sure to stand next to each flame (but not too close) to lure it out once so that you can get a good idea of exactly how far it extends so that you know where you are safe and where a flame could hit you. When you finally get to the very end of this area, just keep walking to the right. Soon enough, the ground will turn purple, and the boss will appear.

The Boss isn't too hard, but he's probably a lot harder than most other bosses in the game. Unlike every other boss in the game, this boss is in human form. He basically just jumps up and down a lot. His primary attack is to throw spikes at you. He will only throw spikes if he is standing on the left or right side of the screen, and he will move his arms to throw the spikes, this split second that he moves his arms means that a spike or two is about to head your way, which gives you some time to react. Also, the boss will walk back and forth both sides of the screen. Thought the boss seems large, you can jump over him. In fact, you must jump over him when he does this to avoid death. As you attack this boss, he will turn purple, and then red. When he's red it means that he's pretty much ready to die, so just a few more hits and he's dead. After you defeat the boss, you will go into the doorway on the right side of the screen and enter...Level 7, Hangar!

#### Level 7 - Hangar

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The hangar has lots of claws that will drop from the ceiling. If one of these claws hits you, you will die, so it's probably not a great idea to let one hit you.

Start the level by walking to the right. When that platform ends you can either drop to the ground, or jump across the gap onto the next platform. Both ways are about equally difficult, so it really don't matter which one. The top path has 4 claws and the bottom path has 5 claws that you must pass, so memorize their patterns, and pass them. After passing them, a powerup opportunity will appear from the left side of the screen and quickly soar up and down until it reaches the right side. This powerup holds a Flamethrower, so if you'd rather have a flamethrower gun than the gun you have now, you know what to do. After the powerup, you once again have a choice to go up high, or down low. If you choose up high, you will have 2 claws to pass and a stationary gunman, but downlow only has 2 claws. After crossing whichever path you choose, there is another powerup opportunity which holds a Rapid fire, which I highly recommend to get no matter what gun you currently have.

After the Rapidfire powerup, jump onto the platform to the right, and a deadly spiked wall will appear from the ground. If you walk too quick, this spiked wall can ambush you in a way and kill you. To get past this spiked wall, just shoot at it until it is destroyed. There is another spiked wall about a foot to the right of the first one, so destroy that one also. Walk to the right and jump up onto the platform above, then destroy another 3 spiked walls right in a row.

Here is another area where you can choose to go up high or down low. Up high there is 3 claws, and 2 spiked walls on both sides of the walls. Down low there 5 claws. After this area, to the right, you will see a powerup above two platforms, but the platforms are too high to jump onto, so you will have to first stand in a cart, and from the top of the cart, jump onto the platforms. Then shoot at the powerup to reveal a Bionic, and milk your Bionic

invincibility for all it's worth.

To the right, navigate past two claws, and then drop down onto a cart. Try to keep this cart alive as it will help you out if you can wheel it a bit more to the right. Don't shoot at the cart because it will blow up. This cart moves to the right, so follow it as it moves to the right. Soon it will pass a 2nd cart that moves to the left, but you can shoot this one if you want. Lead the 1st cart a bit more to the right, through one more doorway, and then jump ontop of the cart, and use it to jump onto the platform above. Shoot at the stationary soldier there to kill him. A powerup will appear from the left side of the screen which olds a Machine gun, so get that if you want. Now, to the right, there is a gap to the next platform. The gap is not too far to jump but it's still pretty far apart, and a bad jump will result in falling to the platforms below (you don't want to do this). Carefully jump across this platform. 3 spiked walls are there, so shoot your way through all 3 of them. The reason why you didn't want to go below is because there are 5 claws down there, and they all seemingly lower in completely random times, which makes it extremely difficult to get across without losing a life. After you pass the 3rd spiked wall here, drop down below, then walk to the right a bit more and defeat 3 more spiked walls.

After the 2nd set of 3 spiked walls, walk to the right, and you will see a set of 6 claws that descend in odd and even pairs. Carefully navigate through these claws. When you get to about the 4th or 5th claw, another spiked wall will appear just to the right side of the claws, sadly it does not give you enough room between the claws and the wall to stand. So you might have to go back and forth underneath the claws if you can't defeat the spiked wall in time. Now navigate to the right, and defeat 4 more stationary gunmen as you get to them, then proceed to the right the rest of the way to the boss.

The boss is very easy if you have a good gun, very hard if you have died and have a regular gun. The boss basically consists of two ball shooting turrets in the ground, many soldiers that will randomly run past you, and a spot on the wall that you must shoot at and destroy. Though you can kill the shooting turrets in the ground, and the soldiers, the only thing you necessarily have to do to beat this boss is destroy the spot on the wall to the right. The soldiers and the bullets from the ground turrets can cause a major distraction. If you're playing 2-Players, have one player concentrate on the spot in the wall, and the other player concentrate on taking out random soldiers. The best way to shoot at the spot in the wall is to press your body up against the wall, and aim diagonally up-right, then just keep shooting, if you have a turbo button, you can destroy this spot in no time. Just keep shooting at it until it's destroyed, and always keep an eye on the soldiers and the ground turrets which are a danger every moment they're alive.

#### Level 8 - Alien's Lair

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Well you've reached it, the last level of the game! Congrats if you started the game with 3 lives. If you've used the 30 lives code...well, nobody's judging.

Start out by walking to the right and jumping up onto a platform. Soon, two powerups will appear from the left side of the screen and whiz to the right side of the screen. The top powerup is a Machine Gun, and the bottom one is a Bionic. Get whichever one you want.



Jump over the pit to the right, and continue to the right. At about this time you will start to see baby aliens soaring all over the screen. Shoot at them as they appear to kill them, then proceed all the way to the right until you see the mother of these baby aliens. This is kind of like a mini-boss. To kill it, press your body up against the wall underneath the alien, and shoot diagonally up-right at him. When the baby aliens are about to hit you, take a break from shooting at the mother and take out the babies, but shoot at the mother whenever you have free time to shoot. Soon enough, the mother will be destroyed, and the wall will also destroy, allowing you to walk past it.

After this mini-boss, jump over the pit to the right. You will start to see odd purple alien's on the ceiling, which will omit small white objects that look kind of like sparks from their odd black mouths. These white objects will float for a bit, and then dart toward you. It's recommended to destroy these white objects before they get the chance to dart toward you, because you must be pretty quick on your feet to avoid them once they dart at you. Navigate past 2 pairs of these odd purple alien's on the ceiling, and then jump across the pit to the right. At about this time, a powerup will emerge from the left side of the screen and whiz to the right side, which contains a Spread gun. You're about to fight the last boss of the game, so how convenient a Spread gun just randomly appears. I highly recommend getting this powerup if you can.

Jump across the 2nd pit to the right. Take out the 2 purple aliens on the ceiling, and then continue to the right. Take out a set of 3 purple aliens that are on the ground, and then to the right some more a pair of 2 purple aliens that are in the middle of the ground and ceiling. As you continue to the right, take out a pair of 2 of these purple alien's on the ground, another pair in the middle of the ground and ceiling, and another pair on the ground. At about this time, you will see two more purple alien's on the ceiling, so attack them. At about this time, odd alien's will appear from the right side of the screen that sort of resemble quick moving scorpion's. You are really close to the Red Falcon here! Continue to the right avoiding all alien's that will cross your path, and you will very quickly reach the Red Falcon, which is the infamous source of the alien's power that you must defeat to beat the game!

The Red Falcon is actually not that hard. I recommend taking out the odd purple alien that is in the ground to the left before anything. That should be the first step. As you can see, the heart of the Red Falcon is beating. The harder it beats, the closer you are to defeating it. So naturally, it will start out beating very slow, but as you attack it, it will start to beat very quickly. There are 4 pods that quickly spawn baby alien's, 2 underneath the heart and 2 above. You can destroy the pods, which will reduce some mini alien's. The alien's that spawn from the top 2 pods generally swoop down at you for an attack, so beware of this. The best way to defeat the Red Falcon is to press your body up against the bottom left side of it (it will not kill you, don't worry), and shoot diagonally up-right at it as quickly as you can. A turbo controller would come in very nice at about this moment. Just watch out for swooping alien's from above, and you are fine. Like I said: The Red Falcon isn't that hard. When you finally beat him, well congratulations, because you just beat the game, and somehow saved the world.

Ending Sequence

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The screen will change to a scene of an island. A helicopter will fly away

from the island, and for some odd reason the island will now blow up. I'm assuming that you are inside the helicopter, and not left behind to be blown up with the island. Wow! What a great narrow escape! The screen will go to black, and then you will get this message:

CONGRATULATIONS!

YOU'VE DESTROYED THE VILE RED  
FALCON AND SAVED THE UNIVERSE.  
CONSIDER YOURSELF A HERO.

Then the ending credits will roll. These are the credits, aka the people we have to thank for such a great game:

PROGRAMMERS

S.UMEZAKI  
S.KISHIWADA  
K.YAMASHITA  
T.DANJYO  
M.OGAWA

GRAPHIC DESIGNERS

T.UHEYAMA  
S.MURAKI  
M.FUJIWARA  
T.NISHIKAWA  
C.OZAWA

SOUND CREATORS

H.MAEZAWA  
K.SADA

SPECIAL THANKS TO

K.SHIMONETA  
N.SATA  
AC CONTRA TEAM

DIRECTED BY

UMECHAN  
S.KITAMOTO

PRESENTED BY

KONAMI

After the credits roll, "Presented by Konami" will stay on screen for about 10 or so seconds, then it will automatically restart the game back at Level 1, the Jungle. You will start the new game with the same amount of lives you left off with and the same gun. The 2nd time through will be a little harder, as random soldiers appear more frequently, and they will shoot much more frequently when



## 5.1) Credits

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Mike Shiles: My cousin. He introduced this game to me over 10 years ago. We also started playing this game again recently, which is what sparked and inspired me to write this FAQ.

CJayC: For creating GameFAQs, and thanks to CNet for owning GameFAQs and also for hosting this guide.

## 5.2) Legal

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