





\_/\_/\_/\_/ 2 - Incomplete information \_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/

There are a number of Contra games in which I've never seen the endings.  
If you have the info, email me the ending and the game it's for at  
\*\* reyvgn at hotmail dot com \*\*  
You will get full credit.

Here is the list of the stuff I am missing:

Neo Contra [ Playstation 2 ]:

Missing the complete transcripts of what happens in the S rank ending.

\_/\_/\_/\_/ 3 - The Contra Endings \_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/

These are the endings for the true Contra games and how to get them.

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-- NES --
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Contra [ Usa - Nes ]
Contra [ Japan - Famicom ]
Probotector [ Europe - Nes ]
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1)Number of endings:

1

2)How to get it:

Just beat the Red Falcon.

3)The ending from the World of Nintendo:

Right after you defeat the mother alien the level disappears and you see the entire island. Then a helicopter picks you up, as the helicopter is leaving the island explodes, then you get the following message: "Congratulations! You've destroyed the vile Red Falcon and saved the universe. Consider yourself a hero." After that it will just say "Presented by Konami"

The japanese ending from Johnny Undaunted:

"The Famicom ending to Contra isn't really that different from the NES one. After defeating the Alien's Heart (Gomera Mosking), you'll see a scene of your guys getting inside the helicopter, which changes to a shot of the Helicopter leaving Galca just when it explodes. And then the credits roll (you don't get any congratulatory message like the NES game). The Famicom version of Contra has a secret message after finishing the game. All you need to do is hold Select and Start during the closing credit (you must start holding them before they appear) and you'll get a message from Red Falcon.

Here's a very rough translation: "Foolish Earthlings! You think you got away with destroying us? We will take over all of Earth's bases and by the time you realize it, it will be too late."

4) You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/nes/a/contra.htm>

5) Ending rating:

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2/10 Stars

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=====
Super C                                     [ Usa - Nes ]
Super Contra                               [ Japan - Famicom ]
Probotector II Return of The Evil Forces   [ Europe - Nes ]
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1) Number of endings:

1

2) How to get it:

Just beat the Babalu Bestructoid Mechanism.

3) The ending from myself:

You just get credits with the chopper in the background, then the Konami logo and The End after that.

4) You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/nes/a/superc.htm>

5) Ending rating:

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2/10 Stars

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Contra Force                               [ Usa - Nes ]
**Not Released**                          [ Japan - Famicom ]
**Not Released**                          [ Europe - Nes ]
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1) Number of endings:

1

2) How to get it:

Just beat the D.N.M.E. Enemy Leader.

3)The ending from myself:

After you beat the last boss you get the following message that says: "This situation has ended with several things unsolved. The head, Fox, is still missing. Burns is feeling that a suspicious figure is lurking behind him. But there is no doubt that he will be devoted to fighting. Which is why we can call it Burns destiny."

Then it shows all 4 Contra Force members standing on the screen. In the background is the city with clouds, At the bottom of screen is a movie-like picture tape scrolling showing the credits.

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/nes/a/contraforce.htm>

5)Ending rating:

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1/10 Stars

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-= Super Nes -=  
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-= Super Nes -=  
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Contra III The Alien Wars [ Usa - Super Nes ]  
Contra Spirits [ Japan - Super Famicom ]  
Super Probotector: Alien Rebels [ Europe - Super Nes ]  
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1)Number of endings:

1

2)How to get it:

Just beat the Red Falcon.

3)The ending from myself:

After beating the last boss, you will fly out the lair on the helicopter. The screen goes black and it shows various pics of the heroes, the aliens, etc and the following message on the bottom: "Way to go, you've conquered the toughest Contra challenge yet. Your heroic deeds have restored peace to a war torn world. The alien forces have been destroyed by a gaming champion! Your efforts will not be forgotten...."

Then it will show the credits while you are still hanging from the helicopter At the end, when you land, there's a huge crowd all around you along with a little dog running back and forth. The message "Contra 3 The Alien Wars, A peaceful time will come!" Then it shows the Hi-score screen.

4) You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/snes/a/contra3.htm>

5) Ending rating:

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5/10 Stars

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-- Game Boy --

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-- Game Boy --

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Operation C [ Usa - Game Boy ]

Contra [ Japan - Game Boy ]

Probotector [ Europe - Game Boy ]

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1) Number of endings:

1

2) How to get it:

Just defeat the Black Viper.

3) The ending from the World of Nintendo:

After defeating the brain in the glass case, the scene changes to that of a helicopter flying away from an exploding island. The credits start to roll with the helicopter flying on one side of the screen, and with the smoking island in the background.

4) You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/gb/a/operc.htm>

5) Ending rating:

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2/10 Stars

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Contra: The Alien Wars [ Usa - Game Boy ]

Contra Spirits [ Japan - Game Boy ]

Probotector 2 [ Europe - Game Boy ]

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1)Number of endings:

1

2)How to get it:

Just beat the Red Falcon.

3)The ending from myself:

After beating the last boss you get the following message: "Congratulations! Fighting with all your skills, you have defeated the forces of evil and their leader, Red Falcon! The world is at peace again. Your weapons rest as the celebration all over the planet commence... But who knows, perhaps one day the dark forces will return and earth will need yet another hero... The End" It will show the credits after that.

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/gb/a/contra.htm>

5)Ending rating:

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2/10 Stars

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-- Game Boy Advance --  
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-- Game Boy Advance --  
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Contra Advance: The Alien Wars EX

[ Usa - Game Boy Advance ]

Contra: Hard Spirits

[ Japan - Game Boy Advance ]

\*\*Not Released\*\*

[ Europe - Game Boy Advance ]

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1)Number of endings:

1

2)How to get it:

Just beat the Red Falcon.

3)The ending from myself:

After beating the last boss, you will fly out the lair on the helicopter. The screen goes black and it shows pics of six stages in the game. Then it will show the credits while you are still hanging from the helicopter. At the end, when you land, there's a huge crowd all around you along with a

kid running back and forth. The message "All level clear, Congratulations" is on the screen, then it shows the Hi-score screen and your rank.

4) You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/gba/b/cex.htm>

5) Ending rating:

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4/10 Stars

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- Arcade -
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Contra [ Usa - Arcade ]
Contra [ Japan - Arcade ]
Gryzor [ Europe - Arcade ]
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1) Number of endings:

1

2) How to get it:

Just beat the Red Falcon.

3) The ending from myself:

You just get credits then the Konami logo and The End after that.

4) You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/arcade/a/contra.htm>

5) Ending rating:

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1/10 Stars

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Super Contra [ Usa - Arcade ]
Super Contra: Alien No Gyakusyuu [ Japan - Arcade ]
Super Contra [ Europe - Arcade ]
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1)Number of endings:

1

2)How to get it:

Just beat the Babalu Bestructoid Mechanism.

3)The ending from myself:

It shows a picture of your guys in a jeep and the chopper coming towards them and you get the following message: "Our hearty thanks to all the staffs of Konami coin-operated division, and special thanks to you for playing this game!!" Then it will show the Konami logo and then The End.

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/arcade/a/supc.htm>

5)Ending rating:

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2/10 Stars

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Playchoice 10 Contra                [ Usa - Arcade ]
**Not Released**                   [ Japan - Arcade ]
**Not Released**                   [ Europe - Arcade ]
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1)Number of endings:

1

2)How to get it:

Just beat the Red Falcon.

3)The ending from myself:

Right after you defeat the mother alien the level disappears and you see the entire island. Then a helicopter picks you up, as the helicopter is leaving the island explodes, then you get the following message: "Congratulations! You've destroyed the vile Red Falcon and saved the universe. Consider yourself a hero." After that it will just say "Presented by Konami"

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/arcade/a/p10con.htm>

5)Ending rating:

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2/10 Stars

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Playchoice 10 Super C                [ Usa - Arcade ]
**Not Released**                    [ Japan - Arcade ]
**Not Released**                    [ Europe - Arcade ]
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1)Number of endings:

1

2)How to get it:

Just beat the Babalu Bestructoid Mechanism.

3)The ending from myself:

You just get credits with the chopper in the background, then the Konami logo and The End after that.

4)You can see the last boss and ending images at:

None yet.

5)Ending rating:

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2/10 Stars

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 -= Sega Genesis -=
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 -= Sega Genesis -=
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Contra: Hard Corps                [ Usa - Sega Genesis ]
Contra: The Hard Corps            [ Japan - Mega Drive ]
Probotector                      [ Europe - Mega Drive ]
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1)Number of endings:

7

2)How to get them:

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3)The ending from ?:

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/genesis/a/contrahard.htm>

5)Ending rating:

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9/10 Stars

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- = Sega Saturn - =  
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- = Sega Saturn - =  
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Contra: Legacy of War

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[ Usa - Sega Saturn ]

\*\*Not Released\*\*

[ Japan - Sega Saturn ]

\*\*Not Released\*\*

[ Europe - Sega Saturn ]  
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1)Number of endings:

2

2)How to get it:

Just beat the game in Easy Mode.

Just beat the Alien Bug in Hard Mode.

3)The ending from myself:

Easy Mode:

You'll get a message that reads: "Good job rookie. Play like a man!!!

Try a harder mode!"

Hard Mode:

After beating the Alien Bug, the small planet you were fighting in explodes and your whole team escapes in one of the rocks from the explosion.

The group says: "Good Job" and the Alien Bug secretly hidden away in the bottom of the rock says: "I'll be back!!!".

After that the credits will roll and you will be presented with a number of cheat codes.

4)You can see the last boss and ending images at:

None yet.

5)Ending rating:

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2/10 Stars

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-= MSX -=  
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\*\*Not Released\*\* [ Usa - MSX ]  
Contra [ Japan - MSX ]  
\*\*Not Released\*\* [ Europe - MSX ]  
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1)Number of endings:

1

2)How to get it:

Just beat the Red Falcon.

3)The ending from myself:

After defeating the Red Falcon, all you get is the following message:  
"Well done! You have completed your mission. You have successfully foiled  
Red Falcon's wicked plan 'Armageddon'. Now we can live at peace again...  
But a terrible doubt remains. Are the aliens really destroyed... or not?  
This is a dire possibility which must be investigated before it's too late."

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/msx/a/gry.htm>

5)Ending rating:

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3/10 Stars

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-= Sony Playstation -=  
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Contra: Legacy of War [ Usa - Sony Playstation ]

\*\*Not Released\*\*

[ Japan - Sony Playstation ]

Contra: Legacy of War

[ Europe - Sony Playstation ]

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1)Number of endings:

2

2)How to get it:

Just beat the game in Easy Mode.

Just beat the Alien Bug in Hard Mode.

3)The ending from myself:

Easy Mode:

You'll get a message that reads: "Good job rookie. Play like a man!!!  
Try a harder mode!"

Hard Mode:

After beating the Alien Bug, the small planet you were fighting in explodes  
and your whole team escapes in one of the rocks from the explosion.

The group says: "Good Job" and the Alien Bug secretly hidden away in the  
bottom of the rock says: "I'll be back!!!".

After that the credits will roll and you will be presented with a number of  
cheat codes.

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/psx/c/conlow.htm>

5)Ending rating:

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2/10 Stars

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C: The Contra Adventure

[ Usa - Sony Playstation ]

\*\*Not Released\*\*

[ Japan - Sony Playstation ]

\*\*Not Released\*\*

[ Europe - Sony Playstation ]

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1)Number of endings:

1

2)How to get it:

Just beat the Alien.

3)The ending from myself:

After beating the Alien, we see Ray bolting out from the exploding pyramid, he then watches from afar as the pyramid finishes exploding and becomes a pile of rubble. Scene then changes to a part in the forest where we see something rustling through the grass and fog in the ground. After that the credits roll.

4) You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/psx/c/c.htm>

5) Ending rating:

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3/10 Stars

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-= Sony Playstation 2 -=  
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-= Sony Playstation 2 -=  
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Contra: Shattered Soldier [ Usa - Sony Playstation 2 ]  
Shin Contra [ Japan - Sony Playstation 2 ]  
Contra: Shattered Soldier [ Europe - Sony Playstation 2 ]  
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1) Number of endings:

4

2) How to get them:

Ending 1: Just beat Lance in mission 5 with Total Rank of C.

Ending 2: Beat Mission 6 with Total Rank of B or lower.

Ending 3: Just beat the Red Falcon with Total Rank of A or lower.

Ending 4: Just beat the Red Falcon with Total Rank of S.

3) The ending from Jason Sie:

"Ending 1: Beat Mission 5 with Total Rank of C

Lance lies dying on the ground, saying that he knew he couldn't beat you, and reveals a big secret. Years ago an exploration team on Saturn discovered an alien temple.

This was a sanctuary for an alien race that existed before the birth of humanity and has made technological advanced beyond anything humans could ever imagine. Inside the temple was a 'relic'. The greedy government sent in the military to sieze this relic, and brought it back to earth to learn its technological secrets.

The alien guards of this relic came in pursuit to earth.

So in fact, the aliens in previous contra games were simply trying to reclaim their relic. Lance discovered this fact by accident, and was 'killed' for it. Also, the magnetic weapon malfunction was a planned attack by the government to erase

any trace of evidence in the area where the aliens landed. Bill realizes that the government used them as puppets and killed Lance, framed Bill, and destroyed 80% of the world's population.

Bill punches the ground in fury as Lucia holds her forehead in disbelief.

Suddenly, a satellite orbiting earth projects a very powerful laser to the island Bill was on and destroys everything in a 60 mile radius.

A voice over a transmitters states 'No sign of life in a 60 mile radius'.

The end. You were killed.

Ending 2: Beat Mission 6 with Total Rank of B or lower

You fly out of the warp on the aircraft and the credits roll. The end.

Ending 3: Beat Final Boss with Total Rank of A or lower,

same as Ending 2 + The aircraft prepares for landing in your homeland flying over crowds of people. Bill raises left hand in celebration and everyone cheers.

Bill and Lucia jumps towards the crowd and screen fades. The end."

The ending from Reden Pasquin:

Ending 4: Beat Final Boss with Total Rank of S.

To view the S - rank ending, you have to go to options and select "etc."then

"theater". When you go there, you will now be able to select the fourth

cinema, in which the written title is "Contra vs (some kind of a funny face drawing)".

Its just like a cinema that was created by some of the programmers.

And the star of the show is Bill Rizer, going up against a shadow of a cartoon

character that looks a lot like Sparkster. You will also hear in the background

the voices of the programmers murmuring the sounds of the gun being fired by Bill.

And in the end, Bill Rizer beats the shadowy figure and "Game Over" message appears.

4) You can see the last boss and ending images at:

None yet.

5) Ending rating:

None yet.

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Neo Contra                [ Usa - Sony Playstation 2 ]
Neo Contra                [ Japan - Sony Playstation 2 ]
Neo Contra                [ Europe - Sony Playstation 2 ]
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1) Number of endings:

?

2) How to get it:

Just beat Project C

3) The ending from ?:

Submissions wanted.





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\*\*Not Released\*\* [ Usa - Game Boy Color ]  
\*\*Not Released\*\* [ Japan - Game Boy Color ]  
Konami GB Collection Vol.1 [ Europe - Game Boy Color ]  
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1)Number of endings:

1

2)How to get it:

Just defeat the Black Viper.

3)The ending from myself:

After defeating the brain in the glass case, the scene changes to that of a helicopter flying away from an exploding island. The credits start to roll with the helicopter flying on one side of the screen, and with the smoking island in the background.

4)You can see the last boss and ending images at:

None yet.

5)Ending rating:

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2/10 Stars

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-- PC -- -- PC --  
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Konami Collector's Series: Castlevania & Contra [ Usa - PC ]  
\*\*Not Released\*\* [ Japan - PC ]  
\*\*Not Released\*\* [ Europe - PC ]  
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1)Number of endings:

2

2)How to get them:

-Contra-  
Just beat the Red Falcon.

-Super C-

Just beat the Babalu Bestructoid Mechanism.

3)The ending from myself:

-Contra-

Right after you defeat the mother alien the level disappears and you see the entire island. Then a helicopter picks you up, as the helicopter is leaving the island explodes, then you get the following message: "Congratulations! You've destroyed the vile Red Falcon and saved the universe. Consider yourself a hero." After that it will just say "Presented by Konami"

-Super C-

You just get credits with the chopper in the background, then the Konami logo and The End after that.

4)You can see the last boss and ending images at:

None yet.

5)Ending rating:

\*\*\*  
3/10 Stars

\_/\_/\_/\_/\_/ 5 - Not Quite Contra Games Anymore \_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/

This is the section for Contra games that will never have an ending.

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-= Nintendo 64 -=	-= Nintendo 64 -=
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*****	[ Usa - Nintendo 64 ]
Contra Spirits 64	[ Japan - Nintendo 64 ]
*****	[ Europe - Nintendo 64 ]

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1)Number of endings:

We will never know, game was never completed.

2)How to get it:

We will never know, game was never completed.

3)Why it wasn't released:

After the game was announced, they presented some title screen pics and after that we never heard anything more until it got cancelled by Konami. I guess the sluggish sales of the N64 in japan was the reason.

4)You can see the news of this game at:





Metroid series ending faq by me:

[http://db.gamefaqs.com/console/nes/file/metroid\\_ending.txt](http://db.gamefaqs.com/console/nes/file/metroid_ending.txt)

Zelda series ending faq by me:

[http://db.gamefaqs.com/console/snes/file/zelda\\_ending.txt](http://db.gamefaqs.com/console/snes/file/zelda_ending.txt)

Kirby series ending faq by me:

[http://db.gamefaqs.com/console/snes/file/kirby\\_ending.txt](http://db.gamefaqs.com/console/snes/file/kirby_ending.txt)

Mega Man series ending faq by me:

[http://db.gamefaqs.com/console/nes/file/megaman\\_ending.txt](http://db.gamefaqs.com/console/nes/file/megaman_ending.txt)

Contra series ending faq by me:

[http://db.gamefaqs.com/console/psx/file/contra\\_ending.txt](http://db.gamefaqs.com/console/psx/file/contra_ending.txt)

Sonic The Hedgehog series ending faq by DJ Tigresa:

[http://db.gamefaqs.com/console/genesis/file/sonic\\_endings.txt](http://db.gamefaqs.com/console/genesis/file/sonic_endings.txt)

Dozens of ending faqs by Basel:

<http://www.gamefaqs.com/features/recognition/23848.html>





































