



- Stage 1- Turtle Boss
- Stage 2- Spider Boss
- Stage 3- Robot Boss
- Stage 4- Alien Ship
- Stage 5- Eye Worm Boss
- Stage 6- Roulette Brain

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## I. CONTROLS

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\* Basic Controls \*

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|| Side Scrolling Maps ||

B: Jump

A: Bomb or when dead in a two player game brings you back to life (costs the other player one of his remaining free guys)

Y: Shoot Weapon

X: Switch between Weapons

L/R- Halts movement, allowing player to fire in any direction without moving their character

|| Top Down Maps ||

B: Duck

A: Bomb or when dead in a two player game brings you back to life (costs the other player one of his remaining free guys)

Y: Shoot Weapon

X: Switch between Weapons

L/R: Turns character left or right

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\* Advanced Controls \*

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|| Side Scrolling Maps ||

Down + B- When on certain platforms or when hanging from a ceiling or pipe, hitting Down + B causes the character to drop.

Alternate Fire- Quickly tap X while holding shoot to fire both weapons rapidly.

|| Top Down Maps ||

Double Tap- Tap L or R twice in succession to spin your character around at a high speed.

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## II. WEAPONS

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==\*==\*==\*==\*==\*==

\* Tools of War \*

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Machine Gun: (default) Weapon your player starts with at the beginning of the game or when you die.

Spread Shot: (S) Fires weak red balls across the screen in a shotgun like manner.

Homing Missles: (H) A limited amount of wery weak homing missles come out of your gun and track the enemy down.

Laser: (L) A long blue laser fires at the enemy, inflicting heavy damage. In top down levels the laser becomes a steady stream.

Crush Missles: (C) Most powerful weapon in the game. Has short range but when it hits the enemy it explodes, leaving residue damage.

Bomb: (Futuristic bomb-like icon) Blows up the entire screen, killing the minor enemies and hurting bosses. Will cause the game to slow down slightly, giving the player a temporary edge.

Shield: (B) Deadly shield surrounds the player. The shield only lasts for a limited time but will kill anything it touches.

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\* Good Weapon Combinations \*

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C+C: Allows the player to inflict maximum amount of damage.

C+L: Player has two very powerful weapons. L is good for long range attacks and top down level and C is very powerful.

L+L: Fun combination. Provides almost as much power as two C's but can be used from a distance.

L+S: Great for destroying enemies from a long range. Does not require too much accuracy thanks to the S and the L provides a powerful punch.

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### III. WALKTHROUGH

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This section is what makes my guide better than all the other Contra III guides. The skills tips listed here are crucial to becoming a Contra Stud yet many of the other FAQ writers don't even know about them. The section unfolds in such a manner:

1. Skill Tip at the beginning of each level
2. Bosses for each level
  - Description
  - Tactics
    - Difficulty (how you should change your strategy depending on Easy, Normal or Hard)
  - Optimum Weapons



^ Hard ^  
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Has much more energy and fires more and quicker shots at you. Be prepared to jump up and use multiple bombs. Usually his shots come in a 1-2-3 succession. After the third shot, drop down to ground level and attack the heart.

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| Optimum Weapons |  
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C and C. C and L works very well too.

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2 Multiplayer 2  
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Both of you should start on the ground. ALTERNATE FIRE. If his shots force you both up to a higher platform only one of you should drop back to ground level to shoot the heart while the other focuses on the bugs. The boss's shots will then only be a threat to one of you as you are split up.

After beating the boss you might want to shout something like "Can I kick it?" and then answer yourself with "Yes you can"

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Stage 1- In depth

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I like the S and H (especially in easy and normal) that are found early in the level. The C before the last pop and shoot turret is a good pickup. I like to snatch the L before the tank boss and the C after it. It's good to have two C's on hard going into the second level.

The walls can be defeated most easily in this manner: drop down to the second highest level and fire right, taking out the red sniper. Next, drop a level so you are even with the cannons and shoot them. Finally move next to the red circle and fire. Aim back to the left to take out any oncoming guys, if needed.

The fire jumping section is easier on easy and normal as the large fire balls can, and should be, destroyed. On hard it is slightly trickier but still easy with a little practice. The only dangerous part should be when the two Fire Balls alternate coming up and you have to pull your way across. There are a few ways to cross. Wait for the first Fire Ball to come up and drop and immediately move across. In between the two balls is a safe area where you can wait until the second ball drops. Another way is to wait for the first Fire Ball to fall and quickly move across, jumping over the second ball.

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\* Skill Tip \*  
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MOVEMENT ON A TOP DOWN MAP has a few unique characteristics. B will now become a DUCK button and allow you to duck under shots. L and R will cause you to turn left and right respectively. DOUBLE TAPPING L or R will cause you to quickly turn left and right. Master these controls soldier.

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Stage 2 Bosses:

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\* Spider Boss \*

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The boss has 6 round limbs (feet), a pointing cone like thing and a red eye. Destroy them all. The 6 round limbs will kill you when touched and fire shots at you but once destroyed their wreckage is harmless. At first he will slowly come at you leading with the cone. He will occasionally slowly revolve himself while the feet fire shots at you. The boss will begin spinning at you, once the cone is destroyed. After his eye is hurt to a certain degree and the cone is gone he will spring himself in the air and attempt to land on you. Hopefully you picked up the B right before you exited the last screen so you have some invulnerable time at the beginning of the boss.

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^ Easy/Normal ^

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Destroy whatever presents itself to you. A well placed bomb should weaken him considerably. When he spins at you dodge him by moving in two dimensions (down and left, or up and left etc.). If he gets too far away from you he will launch himself into the air and attempt to land on you. Move in two dimensions once again to prevent him from landing on you, then shoot him in the eye. Remember you can duck his shots.

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^ Hard ^

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He is basically the same boss but tougher and he now has a laser. His cone will fire the laser when he rotates himself. If you destroy his laser he will start spinning very rapidly. Do not get too close to him while the laser is still active. When he starts spinning at you make sure he remains in your sight at all times. If he gets too far away from you, he will launch himself up into the air and then land very close to you. If he still has some feet left he will land so close to you that they may kill you. Kill his feet before he begins to launch himself into the air. Do this by staying close and destroying the feet before wounding the eye. After all the feet are gone it is safe to intentionally move far away from him and let him jump into the air. After he land shoot the eye.

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| Optimum Weapons |

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A short (C or L maybe even an F) and a long (S, machine gun or H).

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2 Multiplayer 2

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The boss will point its cone at one of you and follow that person. This is a perfect opportunity for one of you to flank it and rake its legs with some ALTERNATE FIRE.

After beating the boss you might want to shout something like "No one can do it better"

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Stage 1- In depth

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This boss has three forms.

|| Initial form ||

His weakspot is his red eye that can be hit by grabbing one of his extended arm type things and shooting up at him when you get underneath him. You can also wait all the way to the right (or left) and hurt him by firing an F, C or H at him. Avoid his spiky shell and the drill that comes out of his top. Also be aware that when he starts exploding his arms will spin quickly in an attempt to grab you and throw you to your death. Similar strategies work on all difficulties. He uses his drill more and his arms revolve in a less predictable manner in harder modes. F works well on him.

|| Secondary Form ||

He will climb up the wall attempting to kill you with his stamping feet and his missiles.

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^ Easy/Normal ^  
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Try to stay near his top foot and shoot at the higher missile. The lower missile should not be a factor.

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^ Hard ^  
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Watch out for both missiles and try to destroy them both with your F.

|| Final Form ||

The wall now pops out and the boss tries to ram his drill into you (hehe). Shoot him when he exposes his red eye. Watch out for the spikes at the top and bottom of the screens.

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^ Easy/Normal ^  
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Move up then as he comes at you duck down. When he drills the wall safely shoot up at him.

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^ Hard ^  
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This boss is very tough on Hard mode. He will not only drill the wall but now he slides up or down it, depending on his momentum. The up then duck down technique will still work but there is less margin for error. Only shoot him when you are absolutely sure that he can't slide down and drill you. The easiest time to hit him is when he fakes at the wall then pulls back. That F proves useful once again. Try to not use a bomb on him as it will come in handy coming up.

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| Optimum Weapons |  
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F and C. F is great for the first and second forms and C packs the punch you need for the last part.

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2 Multiplayer 2  
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When fighting its second form have one of you aim for the top missile and the other try to get the bottom missile. At the last part try to move together. Both of you start up and both of you duck down.

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==*==*==*==*==*==  
* FatAss Ship *  
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This awkward piece of flying equipment will first try to lob explosives at you. He will then expose his weakspot, a red circle, and launch many winged warriors at you.

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^ Easy/Normal/Hard ^  
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Move to the far left or right of the screen. When he stops lobbing explosives aim diagonally at the target. Some prefer going directly underneath him but this is much riskier as one can easily become surrounded. By aiming diagonally you can take out the winged warriors and hit the weak spot simultaneously.

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C and L are preferable. The L is available right before the boss and good to replace your F with. L S and L machine gun are both desirable combos too.

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==*==*==*==*==*==  
* Robot Boss *  
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The boss consists of two parts. First you must fight two small robots and then a giant daddy robot.

|| Two Robots ||

The blue robot fires only on the ground while the brown robot jumps around a lot, attaches himself to walls and the ceiling and fires shots. Obviously the brown robot is more dangerous and should be eliminated first. The robots are sensitive to fire on all parts of their body.

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^ Easy/Normal/Hard ^  
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The walls and the ceilings can all be climbed on. After entering the room quickly grab the ceiling near the left side, use a bomb and fire at the brown robot. The brown robot can be dodged by climbing across the ceiling from one side of the room to the other. You want to keep distance between you and the brown robot because if he pins you against a wall and opens his mouth to fire, the only way to dodge it is to drop to the floor where the blue robot may or may not be waiting. After a little experience it becomes obvious when and where

the brown robot will jump. Do not get caught directly above him when he is about to jump up. After a steady dose of punishment the robots will breakdown and lose their legs. The half robots, or 'fitties' as they prefer to be called, are easily destroyed by shooting down on them from the ceiling.

Once destroyed, a larger robot will appear. The robot shoots tracking lasers from his eyes, breaths fire from his mouth, and throws timed mines at you and then ducks behind a shield. His weak spot is his stupid grinning head.

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^  Easy/Normal  ^  
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Move to the lower middle-left side of the screen and ALTERNATE FIRE diagonally up at the right side of his lower jaw. Standing here will cause his eyes to release the tracking lasers directly down instead of at you, thus giving you more time to hit him. When the lasers appear, move left, jump to the ceiling then move right. You should be able to get a few shots in on him when above his head. As the lasers approach, drop down and fire more at his head. By now flame should appear from his mouth and move clockwise around the level. Stay behind it and circle the room till you arrive at the spot where you started firing at him. Shoot him some more until he launches mines at you. Dodge the mines by moving as far away from them as possible. Once the explosion has died down return to where you started and shoot his head. Repeat until he dies.

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^  Hard  ^  
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Follow the same strategy as Easy/Normal but be aware that the boss is now more durable, his tracking lasers last longer and he shoots fire much quicker. The key thing is to make sure that you stay behind his fire stream and when you are just to the right of his head you hit down and B and drop. That allows you to circumnavigate the room much quicker.

|| ALTERNATE STRATEGY ||

This is an automatic victory if you have two C's. Go directly above the boss's head and fire down with ALTERNATE FIRE. With 2 C's you'll kill him before you even have to move. Without two C's wait until he fires his laser eyes and then drop down in between them, let the fire breath start and circle the arena.

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| Optimum Weapons |  
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C and C is the most powerful and will ravage the bosses. C L, C S, L S, and F are effective too. Don't bother with the H that is located right outside the room.

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2 Multiplayer 2  
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Make sure that you and your friend are standing as close as possible when the tracking lasers are fired. If you are separated the lasers can be a hassle as you try to circle the room.

After beating the boss you might want to shout something like



The boss in a suit will attack you while you ride the helicopter missile. He comes from the lower left and tries to punch you at first. Then he'll try to hit you with his grappling hook, pull himself up and throw a boomerang at you. Hit him anywhere, but focus on the genitals.

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^ Easy/Normal/Hard ^  
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The most effective strategy is to learn at what angle he comes in at and fire directly at him (diagonally down and left) as he approaches. When he gets close jump to the left side of the missile to avoid him. It is also effective, and easier too, to move to the far left side of the missile and ALTERNATE FIRE down at him as he approaches. When he reaches the missile move more towards the middle of the missile and continue firing at him. Avoid the grappling hook when he tosses it at the missile. After he pulls himself up, jump immediately to avoid the boomerang as it comes at you. Keep firing till this douchebag finds something better to do.

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| Optimum Weapons |  
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I prefer L and S as they are also useful against the upcoming boss. C and C provide the most killing power but make the Alien Ship more difficult.

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==*==*==*==*==  
* Alien Ship *  
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The boss is the large alien ship itself. The large red circle is the weakspot but first you must eliminate its shield. Destroy the shield generators located at the top and the bottom of the shield to get to the weakspot. Jump from missile to missile to avoid the shots, the floating mines and because the missiles will blow up when hitting the ship. When the shield is destroyed the mines will stop and flares will come from the ship and attempt to torch the missile you're riding on.

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^ Easy ^  
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In this mode the shield generators don't fire shots at you. Destroy the shield generators in either order. Hang from the lowest possible missile to hit the bottom one, hang from the top missile and jump and fire to hit the top generator. Shoot the target and shoot through the flares as they come at you. Hang from the top two levels of missiles while destroying the red eye. The flares can be destroyed by you.

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^ Normal ^  
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Focus on the top generator as it is easier to kill and avoid the fire from the lower generator. The generators ALTERNATE FIRE, bottom one first, so you can anticipate when they will fire next. Use your bombs. When the shield is destroyed stay high on the top two missiles and continue to fire at the red eye. The flares can be destroyed by you.

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^ Hard ^  
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The missiles move faster, but the same general techniques still apply. Destroy the generators, avoid their fire, stay on the top two missile levels when firing at the red weakspot.

|| General Tips For Missile Jumping ||

Be patient, don't panic. Make sure you know which missile you are jumping to. Don't just jump because you think you are getting too far to the right or are afraid of a flare. Also when the generators are destroyed make sure self preservation is your primary goal, secondary is firing at the boss. Don't jump to a higher missile when the lower generator fires at you or you will probably get caught in its fire. When destroying the lower generator ride a slow missile on the lowest level.

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| Optimum Weapons |  
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L and L is the best but hard to get. L and S is also good and more do-able. The machine gun will work well against this guy.

After beating the boss you might want to shout something like  
"Aww never I'm just to clever"

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#### Stage 4- In Depth

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At the beginning, aim diagonally up and right while ALTERNATE FIRING. On easy this should be enough to eliminate all the enemy bikes. On normal and hard you will have to be careful when the occasional guy slips past you. Destroy these bikes for big points, which lead to free guys.

When you begin to pass under the ship's lasers stay to the far left and you will be safe. On normal and easy destroy them. When you get to the large circle whip thing, let it extend once and when it is about to fully extend the second time move from the right to the far left of the screen. Or you can wait at the far right of the screen. At the gray jumping monkey guy part wait at the far left of the screen and aim diagonally up and right. Stay to the far left to duck under the second bank of lasers. The fire bomb gun can be destroyed by hitting one of the base parts that connects it to the ship. Destroy it before it fires at you.

==\*==\*==\*==\*==  
\* Skill Tip \*  
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CIRCLE THE TARGET on tough to kill enemies when playing a top down level. Weapons behave differently on top down maps and you should too. Tougher enemies and stationary targets can be strafed and fired at. This will allow you to avoid their fire and unleash your wrath. Remember your DOUBLE TAP ability if you get caught in a spinning trap and DUCKING will allow you to duck fireballs. The L now becomes a steady stream of pain, H and S can be useful, C is powerful.

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#### Stage 5- Bosses

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\* Eye Worm Boss \*

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The Boss's weak point is the blinking eye in the middle. He also has 4 holes on his exterior out of which come deadly worm like creatures. The creatures will stay with one end in the hole and the other end will come at you and spit fire. Destroy them for an occasional powerup. Once he is hurt to a certain extent the level will begin spinning and fire will come out of those 4 holes. The worms will now fully extend and move more freely on the screen.

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^ Easy/Normal/Hard ^

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CIRCLE THE TARGET until the level begins to spin. If you want you can destroy worms until you get the desired weapons. When the level begins spinning...

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^ Easy ^

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The spinning will only cause you to rotate around the boss. Use L and R to fine tune your aim directly at the eye. Hit B to DUCK if the stream of fire is a threat. The fire also doesn't reach you if you are off the spinning sand. Stay to the outside as the worms are less numerous and the fire is easier to anticipate.

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^ Normal ^

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The spinning will cause you to rotate around the boss and for you yourself to slowly turn clockwise. Hit L to halt the self rotating and DOUBLE TAP to make yourself turn counterclockwise. Fine tune your aim at the eye by DOUBLE TAPPING and letting the level spin you till you reach your desired direction. DUCK the fire when it appears to be a threat or step off the spinning sand. Stay to the outside as the worms are less numerous and the fire is easier to anticipate.

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^ Hard ^

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The spinning here is very strong and disorienting. DOUBLE TAP to stop your extreme clockwise movement and adjust your aim. Line yourself up with the eye and dodge the fire and worms when they threaten. It sucks when you have the eye in a dead aim and then have to duck a fire but it is better to lose your shot than to die. Stay to the outside as the worms are less numerous and the fire is easier to anticipate.

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| Optimum Weapons |

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C and C. C and S, L and S, S and S and machine gun are all good. C and S are nice because there is a wider margin for error with your aiming. The L is tricky because you have to move closer to the target but with practice it is very deadly.

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2 Multiplayer 2  
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It helps to have two people as you now have more firepower aiming at the boss and the worm things at the beginning will sometimes be distracted by the other player. No real teamwork is needed but beware that sometimes a worm will go after your partner and he'll either run the worm into you or the worm will switch targets. Make sure you circle the eye in the same direction: clockwise or counterclockwise.

After beating the boss you might want to shout something like  
"Lodi Dodi weeze like to party"

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## Stage 5- In Depth

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I like to start at the upper right in single player, or opposite my ally in a two player game. Try to make sure that one of you starts in the upper left as that pod is the hardest to get to. My same weapon advice applies from the 2nd level. The H is very effective and try to have a short range weapon and a long range weapon. Remember that B allows you to duck under the bad guys' fire balls. The pod in the lower right is surrounded by spinning things. On normal hold L and you will stop spinning. On hard you have to DOUBLE TAP.

Starting from the upper right I destroy the pod, move mid right, destroy the pod, move to the lower right, destroy the pod, cross the land bridge to the lower left, destroy the pod, move to the upper left and destroy the final pod.

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\* Skill Tip \*  
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Know when to run, know when to hi-- err stop and blow shit up. For most of this game you can remember who and what comes from where and which direction. However there are some levels that a pure chaos--like the beginnings of the 1st and 6th--that bad guys come out in a seemingly random way. Through experience you will learn when to keep moving right, when to pause and fire at people and when to launch a bomb. It is almost always best to destroy any stationary enemies--snipers, monster heads etc.--before moving on.

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## Stage 6- Bosses

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\* Pinata \*  
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Grab the S that appears right next to him, stand next to his mouth, and ask him "How do you like dem apples?" Him and the tank in the 1st level have a running competition to see which one is the biggest pussy. Easy on all difficulty modes.

==\*==\*==\*==\*==  
\* Heart \*  
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The boss will be defeated once his heart has taken enough hits. Two buds below and two buds above the heart release crawling aliens. Grab the S located before

the boss and fire away.

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^ Easy/Normal ^  
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Stay towards the left of the screen and keep your fire focused to the right. Jump up and duck when able to take out the crawlers and lower buds. Since it is easy/normal mode you should not be overwhelmed and not need to use a bomb. If you get in trouble though bomb away. If playing multiplayer this boss is very easy. Have one person aim up and take care of those buds and have another duck and take out the lower pods.

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^ Hard ^  
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Grab the S and use a bomb immediately. Duck and focus your fire on the bud at the lower left of the heart until it is destroyed. Stay towards the left side of the screen. Then try to focus your fire on the bud to the lower right of the heart while shooting the oncoming crawlers. When that bud is gone focus on the bud in the upper left. After destroying that move right up to the heart and blast away from an extremely close distance. If you touch the heart you'll die so be careful. The crawler coming out of the last bud should drift by you.

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| Optimum Weapons |  
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S and anything but H should be adequate. L and C are useful for their extra power but the S is essential for destroying the crawlers. Don't worry about giving up a powerful weapon for the S as a L and a C will soon be available.

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\* Weird Boss \*  
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The boss has two attacks, shielded and unshielded. While shielded he isn't very dangerous but you can't hurt him at all. He starts shielded and will ram himself at you. Jump up as he does this and land on his front porch type thing. He'll then back up and unshield himself. Detonate a bomb and shoot him in his weakspot, the face. The boss will scatter deadly spores up into the air and then while you are distracted with dodging those he'll fire a long loogie at you. Fire at the face while you can and try to dodge the falling spores making sure to keep an open space above you. You know the boss's shot is coming at you so watch for it and be ready to jump. When he is weakened the boss won't ram at you but instead dig underground then pop out. If you are hanging from the ceiling while he does this he will kill you. Wait for him to land, ram at you and then jump on his front porch. He'll back off again and unshield so unload on him.

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^ Hard ^  
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He rams faster at you on this mode but is basically the same boss. An important thing to remember is to switch away from the L when you are in danger. The L will be very useful later on so don't die and lose it, lose your other weapon.

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| Optimum Weapons |

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L and S should be adequate. L and C would be nice but it is harder to have at that point. A C will soon be available.

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\* Silver Dragon \*

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The dragon has two different forms: tail whip and teleporting. In each form the red spot on his forehead will be his Achilles heal. The tail whip form is harder than his teleporting form so use a bomb here initially. Fire L and C at his head while avoiding his head butts and tail whips. The dragon will move at you in a circular path then suddenly cut himself off and move straight at you. It takes a little practice to adjust to his straight attack. Hit him in the head a few times with the C and he'll start teleporting.

Time his teleports and move accordingly. Right when he is about to appear, duck down to avoid his tail poke and fire up at his head. If you duck too low your shot won't hurt him as his tail will function as a shield. If you don't duck enough he'll hit you with his tail. When he teleports away move back up again. On all difficulties he's basically the same, he just teleports faster and takes more punishment on hard mode. In multiplayer you and your comrade must duck as a team while he teleports. Stay even and then duck or the dragon will target the lower person and then, as he ducks underneath it, hit the upper guy.

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| Optimum Weapons |

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C and L. C and C would be the best for this boss but it would hamper your upcoming efforts.

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\* Three Faces \*

==\*==\*==\*==\*==\*==

The boss is defeated when his brain, upper middle of the screen, is destroyed. The two dragon heads, one on the right and one on the left, will extend from their holes and try to touch you. At times the boss will pull up and the dragon head will shoot shots at you and a head stump will release a purple jumping guy. The main head will spit up a large bug, then the boss will lower himself again. I recommend focusing all your firepower on one of the dragon heads.

—!—!—!—!—!—!—

2 Multiplayer 2

—!—!—!—!—!—!—

If playing multiplayer you guys should double team the head. Don't worry there is plenty of head to go around. After destroying the head, stay in that corner of the screen and aim at the main face in the middle. When the opposite dragon head comes at you jump up and then duck. The head will either retract or stop right over you. Then resume shooting the main face. When the boss pulls up, aim above yourself at the stump, shoot the purple guy, shoot the bug and then go back to pummeling the main face. On Hard mode you will need C and L or C and C to destroy a dragon head before it comes at you. Try to get those or use a bomb when destroying the first dragon head.

—·—·—·—·—·—·—

| Optimum Weapons |

—·—·—·—·—·—·—

I recommend C and L. You need a L or a machine gun to reach the main face from either corner of the screen. Try to save a powerful weapon, C, L or F, for the upcoming brain boss.

==\*==\*==\*==\*==\*==\*==

\* Roulette Brain \*

==\*==\*==\*==\*==\*==\*==

This boss is a giant floating brain with an eye. He has a variety of attacks depending on what you choose when you shoot him in roulette mode. On hard mode he has an extra form.

|| Roulette Mode ||

Here circles will rotate around the boss. Shoot one and the boss will go into that attack mode. For shooting I recommend NOT BLACK. Stand just to the lower left of him, about 7 o'clock, and wait for the roulette to circle clockwise. After the black passes by, shoot. The only other difficult one, dark blue, is in front of the black so if you wait till it goes clockwise you won't get that one either. The most common results with this strategy are gray, dirty white and spiky gray.

--^--^--

^ Easy ^

--^--^--

He only has 4 attacks on this difficulty. The attacks are Red, Eye, Light Blue and Dirty White.

---^---^---^---^---

^ Normal/Hard ^

---^---^---^---^---

He has all of the following attacks.

|| Dark Blue ||

The bosses second hardest attack. Just wait for the roulette to go clockwise, aim after black. If you get this you are probably going to lose a few lives.

|| Black ||

At first this is a hard and frustrating attack but it can be dodged with a very simple strategy. Move all the way to the left on the first turn and duck. After it passes over you see where it touches the ground. The attack will never pass over the same piece of ground twice in a row. Move to where it touched the ground and duck there. After it passes over move back to the far left and duck. See where it touches and duck there (it may or may not make another pass, it depends).

|| Eye ||

Not a very hard attack and a great chance to get lives. Shoot the eyes if they threaten you and use a bomb if in trouble. Target the eyes as they will give you points and shoot the brain when nothing threatens you.

|| Dirty White ||



Destroy the weird teeth things before advancing. Use bombs when in trouble. I find the S and the H are the best guns for the beginning stretch of the level, but you will want C and L for the upcoming bosses. When moving with a partner, try to stay even with them. If one of you runs ahead, often you will not be able to complete a jump because your partner is dragging you down (thus keeping the screen from moving).

\*\*\*\*\*  
IV. End of Level Bosses  
\*\*\*\*\*

-----  
-Stage 1-  
-----

==\*==\*==\*==\*==\*==  
\* Turtle Boss \*  
==\*==\*==\*==\*==\*==

This boss is vulnerable in his flashing heart type thing located directly above the ground. If you made it through the fire unscathed you should have a C, L and many bombs. Start on ground level, near the left hand side of the screen underneath the two platforms. I recommend using a bomb to start the battle then ALTERNATE FIRE on his heart. Dodge the flashing shots that come out of his heart by jumping to a higher platform or ducking to a lower one. He will occasionally fire out bugs from his back or his mouth. They die quickly with a direct shot or a bomb.

--^--^--  
^ Easy ^  
--^--^--

Dies quickly, almost before he even attacks

--^--^--^--  
^ Normal ^  
--^--^--^--

Takes a few more shots, an extra bomb may be advised

--^--^--  
^ Hard ^  
--^--^--

Has much more energy and fires more and quicker shots at you. Be prepared to jump up and use multiple bombs. Usually his shots come in a 1-2-3 succession. After the third shot, drop down to ground level and attack the heart.

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| Optimum Weapons |  
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C and C. C and L works very well too.

\_\_!\_\_!\_\_!\_\_!\_\_!  
2 Multiplayer 2  
\_\_!\_\_!\_\_!\_\_!\_\_!

Both of you should start on the ground. ALTERNATE FIRE. If his shots force the two of you up to a higher platform only one of you should drop back to ground

level to shoot the heart while the other focuses on the bugs. The boss's shots will then only be a threat to one of you as you are split up.

After beating the boss you might want to shout something like "Can I kick it?" and then answer yourself with "Yes you can"

-----  
--Stage 2--  
-----

==\*==\*==\*==\*==\*==  
\* Spider Boss \*  
==\*==\*==\*==\*==\*==

The boss has 6 round limbs (feet), a pointy cone like thing and a red eye. Destroy them all. The 6 round limbs will kill you when touched and fire shots at you. Once destroyed their wreckage is harmless. At first he will slowly come at you leading with the cone. He will occasionally slowly revolve himself while the feet fire shots at you. The boss will begin spinning at you after the cone is destroyed. If his eye is hurt to a certain degree and the cone is gone he will spring himself in the air and attempt to land on you. Hopefully you picked up the B (Shield) right before you exited the last screen so you have some invulnerable time at the beginning of the boss. If you did move right next to the boss so that the Shield is touching the eye and fire at the eye.

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^ Easy/Normal ^  
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Destroy whatever presents itself to you. A well placed bomb should weaken him considerably. When he spins at you dodge him by moving in two dimensions (down and left, or up and left etc.). If he gets too far away from you he will launch himself into the air and attempt to land on you. Move in two dimensions once again to prevent him from landing on you, then shoot him in the eye. Remember you can duck his shots.

--^--^--  
^ Hard ^  
--^--^--

He is basically the same boss but tougher and he now has a laser. His cone will fire the laser when he rotates himself. If you destroy his cone he will start spinning very rapidly. Do not get too close to him while the laser is still active. When he starts spinning at you make sure he remains in your sight at all times. If he gets too far away from you, he will launch himself up into the air and then land very close to you. If he still has some feet left he will land so close to you that they may kill you. Kill his feet before he begins to launch himself into the air. Do this by staying close and destroying the feet before wounding the eye. After all the feet are gone it is safe to intentionally move far away from him and let him jump into the air. After he land shoot the eye.

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| Optimum Weapons |  
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A short (C or L maybe even an F) and a long (S, Machine Gun or H).

\_\_!\_\_!\_\_!\_\_!\_\_!  
2 Multiplayer 2

\_\_!\_\_!\_\_!\_\_!\_\_!\_\_

The boss will point its cone at one of you and follow that person. This is a perfect opportunity for one of you to flank it and rake its legs with some ALTERNATE FIRE.

After beating the boss you might want to shout something like "No one can do it better"

-----  
---Stage 3---  
-----

==\*==\*==\*==\*==\*==  
\* Robot Boss \*  
==\*==\*==\*==\*==\*==

The boss consists of two parts. First you must fight two small robots and then a giant daddy robot.

|| Two Robots ||

The blue robot fires only on the ground while the brown robot jumps around a lot, attaches himself to walls and the ceiling and fires shots. Obviously the brown robot is more dangerous and should be eliminated first. The robots are sensitive to fire on all parts of their body.

--^--^--^--^--^--  
^ Easy/Normal/Hard ^  
--^--^--^--^--^--

The walls and the ceilings can latched onto and climbed on. After entering the room quickly grab the ceiling near the left side , use a bomb and fire at the brown robot. The brown robot can be dodged by climbing across the ceiling from one side of the room to the other. You want to keep distance between you and the brown robot because if he pins you against a wall and opens his mouth to fire, the only way to dodge it is to drop to the floor where the blue robot may or may not be waiting. After a little experience it becomes obvious when and where the brown robot will jump. Do not get caught directly above him when he is about to jump up. After a steady dose of punishment the robots will breakdown and lose their legs. The half robots, or 'fitties' as they prefer to be called, are easily destroyed by shooting down on them from the ceiling.

Once destroyed, a larger robot will appear. The robot shoots tracking lasers from his eyes, breaths fire from his mouth, and throws timed mines at you and then ducks behind a shield. His weak spot is his stupid grinning head.

--^--^--^--^--^--  
^ Easy/Normal ^  
--^--^--^--^--^--

Move to the lower middle-left side of the screen and ALTERNATE FIRE diaganoly up at the right side of his lower jaw. Standing here will cause his eyes to release the tracking lasers directly down instead of at you, thus giving you more time to hit him. When the lasers appear, move left, jump to the ceiling then move right. You should be able to get a few shots in on him when above his head. As the lasers approach, drop down and fire more at his head. By now flame should appear from his mouth and move clockwise around the level. Stay behind it and circle the room till you arrive at the spot where you started firing at him. Shoot him some more until he launches mines at you. Dodge the mines by

moving as far away from them as possible. Once the explosion has died down return to where you started and shoot his head. Repeat until he dies.

--^--^--  
^ Hard ^  
--^--^--

Follow the same strategy as Easy/Normal but be aware that the boss is now more durable, his tracking lasers last longer and he shoots fire much quicker. The key thing is to make sure that you stay behind his fire stream and when you are just to the right of his head you hit down and B and drop. That allows you to circumnavigate the room much quicker.

#### ALTERNATE STRATEGY:

This is an automatic victory if you have two C's. Go directly above the bosses's head and fire down with ALTERNATE FIRE. With 2 C's you'll kill him before you even have to move. Without two C's wait until he fires his laser eyes and then drop down in between them, let the fire breath start and circle the arena.

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| Optimum Weapons |  
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C and C is the most powerful and will ravage the bosses. C L, C S, L S and F are effective too. Don't bother with the H that is located right outside the room.

\_\_!\_\_!\_\_!\_\_!\_\_!  
2 Multiplayer 2  
\_\_!\_\_!\_\_!\_\_!\_\_!

Make sure that you and your friend are standing as close as possible when the tracking lasers are fired. If you are separated the lasers can be a hassle as you try to circle the room.

After beating the boss you might want to shout something like "I'm raw like new footage" or "I'm rugged like the B. F. Goodrich"

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-----Stage 4-----  
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==\*==\*==\*==\*==\*==  
\* Alien Ship \*  
==\*==\*==\*==\*==\*==

The boss is the large alien ship itself. The large red circle is the weakspot but first you must eliminate its shield. Destroy the shield generators located at the top and the bottom of the shield to get to the weakspot. Jump from missile to missile to avoid the shots, the floating mines and because the missiles will blow up when hitting the ship. When the shield is destroyed the mines will stop and flares will come from the ship and attempt to torch the missile you're riding on.

--^--^--  
^ Easy ^  
--^--^--

In this mode the shield generators don't fire shots at you. Destroy the shield generators in either order. Hang from the lowest possible missile to hit the bottom one, hang from the top missile and jump and fire to hit the top generator. Shoot the target and shoot through the flairs as they come at you. Hang from the top two levels of missiles while destroying the red eye. The flares can be destroyed by you.

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--^--^--^--  
^ Normal ^  
--^--^--^--
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Focus on the top generator as it is easier to kill and avoid the fire from the lower generator. The generators ALTERNATE FIRE, bottom one first, so you can anticipate when they will fire next. Use your bombs. When the shield is destroyed stay high on the top two missiles and continue to fire at the red eye. The flares can be destroyed by you.

```
--^--^--  
^ Hard ^  
--^--^--
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The missiles move faster, but the same general techniques still apply. Destroy the generators, avoid their fire, stay on the top two missile levels when firing at the red weakspot.

|| General Tips For Missile Jumping ||

Be patient, don't panic. Make sure you know which missile you are jumping to. Don't just jump because you think you are getting too far to the right or are afraid of a flare. Also when the generators are destroyed make sure self preservation is your primary goal, secondary is firing at the boss. Don't jump to a higher missile when the lower generator fires at you or you will probably get caught in its fire. When destroying the lower generator ride a slow missile on the lowest level.

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| Optimum Weapons |  
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L and L is the best but hard to get. L and S is also good and more do-able. The machine gun will work well against this guy.

After beating the boss you might want to shout something like  
"Aww never I'm just to clever"

-----  
-----Stage 5-----  
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```
==*==*==*==*==*==  
* Eye Worm Boss *  
==*==*==*==*==*==
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The Boss's weak point is the blinking eye in the middle. He also has 4 holes on his exterior out of which come deadly worm like creatures. The creatures will stay with one end in the hole and the other end will come at you and spit fire. Destroy them for an occasional powerup. Once he is hurt to a certain extent the level will begin spinning and fire will come out of those 4 holes. The worms will now fully extend and move more freely on the screen.



--^--^--^--^--^--^--  
^ Easy/Normal/Hard ^  
--^--^--^--^--^--^--

CIRCLE THE TARGET until the level begins to spin. If you want you can destroy worms until you get the desired weapons. When the level begins spinning...

--^--^--  
^ Easy ^  
--^--^--

The spinning will only cause you to rotate around the boss. Use L and R to fine tune your aim directly at the eye. Hit B to DUCK if the stream of fire is a threat. The fire also doesn't reach you if you are off the spinning sand. Stay to the outside as the worms are less numerous and the fire is easier to anticipate.

--^--^--^--  
^ Normal ^  
--^--^--^--

The spinning will cause you to rotate around the boss and for you yourself to slowly turn clockwise. Hit L to halt the self rotating and DOUBLE TAP to make yourself turn counterclockwise. Fine tune your aim at the eye by DOUBLE TAPPING and letting the level spin you till you reach your desired direction. DUCK the fire when it appears to be a threat or step off the spinning sand. Stay to the outside as the worms are less numerous and the fire is easier to anticipate.

--^--^--  
^ Hard ^  
--^--^--

The spinning here is very strong and disorienting. DOUBLE TAP to stop your extreme clockwise movement and adjust your aim. Line yourself up with the eye and dodge the fire and worms when they threaten. It sucks when you have the eye in a dead aim and then have to duck a fire but it is better to lose your shot than to die. Stay to the outside as the worms are less numerous and the fire is easier to anticipate.

\_\_\_!\_\_\_!\_\_\_!\_\_\_!\_\_\_!  
| Optimum Weapons |  
\_\_\_!\_\_\_!\_\_\_!\_\_\_!\_\_\_!

C and C. C and S, L and S, S and S and machine gun are all good. C and S are nice because there is a wider margin for error with your aiming. The L is tricky because you have to move closer to the target but with practice it is very deadly.

\_\_\_!\_\_\_!\_\_\_!\_\_\_!\_\_\_!  
2 Multiplayer 2  
\_\_\_!\_\_\_!\_\_\_!\_\_\_!\_\_\_!

It helps to have two people as you now have more firepower aiming at the boss and the worm things at the beginning will sometimes be distracted by the other player. No real teamwork is needed but but beware that sometimes a worm will go after your partner and he'll either run the worm into you or the worm will switch targets. Make sure you circle the eye in the same direction: clockwise or counterclockwise.

After beating the boss you might want to shout something like

"Lodi Dodi weeze like to party"

-----Stage 6-----

==\*==\*==\*==\*==\*==\*==  
\* Roulette Brain \*  
==\*==\*==\*==\*==\*==\*==

This boss is a giant floating brain with an eye. He has a variety of attacks depending on what you choose when you shoot him in roulette mode. On hard mode he has an extra form.

|| Roulette Mode ||

Here circles will rotate around the boss. Shoot one and the boss will go into that attack mode. For shooting I recommend NOT BLACK. Stand just to the lower left of him, about 7 o'clock, and wait for the roulette to circle clockwise. After the black passes bye, shoot. The only other difficult one, dark blue, is in front of the black so if you wait till it goes clockwise you won't get that one either. The most common results with this strategy are gray, dirty white and spiky gray.

--^--^--  
^ Easy ^  
--^--^--

He only has 4 attacks on this difficulty. The attacks are red, eye, light blue and dirty white.

--^--^--^--^--^--  
^ Normal/Hard ^  
--^--^--^--^--^--

He has all his attacks.

|| Black ||

At first a hard and frustrating attack but it can be dodged with a very simple strategy. Move all the way to the left on the first turn and duck. After it passes over you see where it touches the ground. The attack will never pass over the same piece of ground twice in a row. Move to where it touched the ground and duck there. After it passes over move back to the far left and duck. See where it touches and duck there (it may or may not make another pass, it depends).

|| Dark Blue ||

The bosses second hardest attack. Just wait for the roulette to go clockwise, aim after black.

|| Eye ||

Not a very hard attack and a great chance to get lives. Shoot the eyes if they threaten you and use a bomb if in trouble. Target the eyes as they will give you points and shoot the brain when nothing threatens you.

|| Dirty White ||

A circle of deadly balls will surround you. If you move and touch your friend with them he will die (on Normal and Hard modes). Hold L and R and hit shoot to get the balls off of you. If you have two machine guns that will eliminate all the balls. If you don't have two machine guns, have your ally help, use a bomb or pick off the balls by shooting them individually. The L and R and shoot trick will work with most but not all weapon combos.

|| Gray ||

The boss will move to the lower right corner and then slow moving chains of gray balls will roll over at you. Shoot at the boss till the balls come then move to the far left of the screen and duck. You can't get hurt there. More experienced players will time the movements of the gray balls and jump from safety area to safety area while shooting the boss.

|| Spiky Gray ||

The boss will throw goodies and deadly spiky gray balls at you. Move to the far right and you won't get hurt and you will pick up some missiles. Aim diagonally up and left and shoot at the boss.

|| Light Blue ||

The boss will grow legs and try to step on you. Move to the far left and hit jump and shoot while facing the boss. You are safe on the far left and directly underneath the boss. Top players will move directly under the boss and let the legs grow around them. Move left and right while avoiding the legs and shooting up.

|| Red ||

You are safe at the far left, far right and by ducking. Shoot at the boss and don't let the red balls, which stay attached to the boss, hit you.

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==*==*==*==*==*==*==*==*==*==*
* Hard Mode Only Boss *
==*==*==*==*==*==*==*==*==*==
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After the boss blows up, you'll board the helicopter and the boss will become surrounded by armor, which sucks (you can tell by the designs decorating it, hehe). Shoot down from the helicopter and use bombs. When the boss creeps up towards you, jump up. When he swings his left arm at you jump to the right side of the missile and vice versa. The left and right sides of the missile are safe from him when he tries to ram up at you. The boss is very weak and doesn't take much damage to eliminate.

After beating the boss you might want to shout something like  
"Built like a tank yet hard to hit"

\*\*\*\*\*

Many thanks to Perches, Coco, ArcLeonell, showdown'a and many of the other zbattle players I've played with and who have shared their tips and expertise. Check them out at [www.zbattle.net](http://www.zbattle.net)

Props to Maddox for writing a kickass homage to Contra:  
[http://maddox.xmission.com/contra3\\_owns.html](http://maddox.xmission.com/contra3_owns.html)

Read the official Contra manual here: <http://www.vimm.net/>

This is my first FAQ and I plan on several updates. Email me with any advice, typos, mistakes I've made, parts that you find confusing, or if you're just lonely. Send me a good, relatively well written idea and I'll put it in the FAQ and give you credit. The FAQ is copyright Overated, overatedsan@excite.com. No parts may be copied without the express written consent of me so email me if you want to use this FAQ somewhere or use part of it. If this FAQ is anywhere except [www.gamefaqs.com](http://www.gamefaqs.com), [www.ign.com](http://www.ign.com) or [www.neoseekers.com](http://www.neoseekers.com) I'm being screwed.

Contra is made and licensed by Konami, probably my second favorite video game company after Squaresoft.

The things to shout come from a variety of artists like A Tribe Called Quest, The DOC, X-zhibit, E-Z-E, Snoop Dogg and NWA.

Version 1.83

Updated:

- New Floating Brain boss strategy added (Black Balls are easy to dodged, Blue Balls are still the worse... stupid blue balls)
- I fixed showdown's name (sorry about that)
- Added a new strat for the giant robot boss
- Added a new strat for the final game boss

Version 1.85

Updated:

- ASCII Art Title added

Version 1.87

Updated:

- Fixed the problem with the text running past the headers (hopefully).
- Realized that my Contra FAQ is still the best

Version 2.0

- Went over the entire FAQ, explaining things and adding more to the Walkthroughs
- Added Boss, Weapon and Control section and made a Table of Contents

Version 2.33

- Formatted things better, tried to make this the Contra III FAQ with the most kbs as it is the best Contra III Guide.

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