SEGA™

KONAMI®

CONTRA
HARD CORPS

GENESIS™

INSTRUCTION MANUAL
LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

Contra: Hard Corps

Thank your for purchasing Konami's **Contra**®: **Hard Corps**™.

We've worked hard to make this game as enjoyable as possible, but you should find it even more fun if you take a few minutes to read this booklet before you play for the first time.

Contents

A new breed arises...

FIVE YEARS HAD PASSED since the Alien Wars, and mankind was slowly beginning to recover.

Nevertheless, civilization was still in turmoil. The extreme concentration of people and goods in the few areas that escaped devastation during the fighting had turned the cities into hotbeds of crime.

Worse, the rapid development of genetic engineering and cyborg technologies during the war had spawned a new, fearsome type of crime unimaginable before the conflict.

To combat this threat, the government set up a special team of elite troops, the "Unified Military Special Mobile Task Force." Taking the name of the heroes who had saved the planet during the Alien Wars, the public called them the "HARD CORPS."

IT'S THE HOLIDAY SEASON. THE chaotic city festively decorated, its citizens looked for a respite from the usual hustle and bustle. But unknown to the populace, the forces of evil were using this otherwise peaceful moment to advance their dark plans.

Someone infiltrates the city's defense computer complex and unmanned weapons begin to run amuck on the streets, attacking the populace at random. Receiving orders to destroy these rampaging machines, the HARD CORPS heads out. But this was to prove to be only the opening chapter in their fight against an enormous conspiracy of evil.
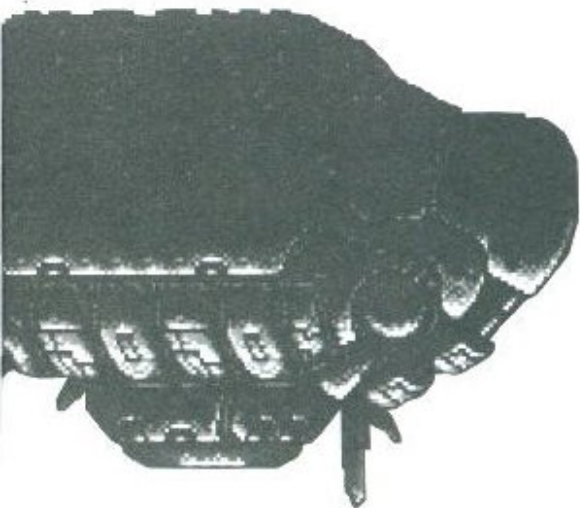
How to play

• Advance your character by eliminating the enemies which appear. Finish off the boss at the end of each stage to clear it and advance to the next level.

• You can choose to play either Ray Powered, Sheena Etranzi, Brad Fang, or Brownie. During two-player games, each player must select a different character.

• Taking a hit from your enemies will kill your character. If you run out of lives, the game ends.

• Even if the game ends, you can pick up where you ended with the CONTINUE feature. You can choose to continue with a different character if you wish.

• You can join a one-player game (or a two-player game where one player has lost all his lives) at any time by using the remaining lives of the current player.

Starting up your system

1. Set up your Genesis System, following the instructions in your Genesis System instruction manual. Plug in Control Pad 1.

2. Make sure the console's power switch is turned off.

3. Insert the HARD CORPS cartridge into the console with its label facing forward. Press the cartridge firmly into the cartridge slot.

4. Turn the power switch on. The KONAMI screen appears.

NOTE: If nothing appears on screen, turn the switch off. Check your cartridge to make sure it is inserted correctly and check all cables to make sure they are properly connected, then try again.

IMPORTANT: Always make sure your Genesis System is turned off before inserting or removing the game cartridge.

5. Press the START button on Control Pad 1.

Genesis cartridge

Control pad 1

Control pad 2
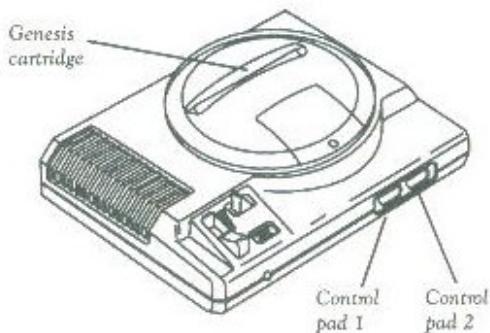
Starting the game

From the title screen, select the game you wish to play with the Directional button and press start.

1 Player: Play the game alone

2 Players: Cooperative play with a friend

Option: Change button functions, number of lives, and other settings.

1 Player—2 Players

The Character Select screen will appear. Use the Directional button to select the character you wish to play, and then press A, B or C to confirm your selections.

All information is correct at press time.

Option

The Option screen will appear.

PLAYERS: Change the number of lives you have at the start of the game.

MUSIC TEST: Listen to the music used in the game.

SOUND EFFECT: Listen to the sound effects used in the game.

CONTROL: Change the function of the control buttons.

EXIT: Return to the title screen.

• The START button will also return you to the title screen.

Controls

Basic controls

START button: Pauses/resumes game

DIRECTIONAL button (a.k.a. D button): Controls player movement and weapon aim.

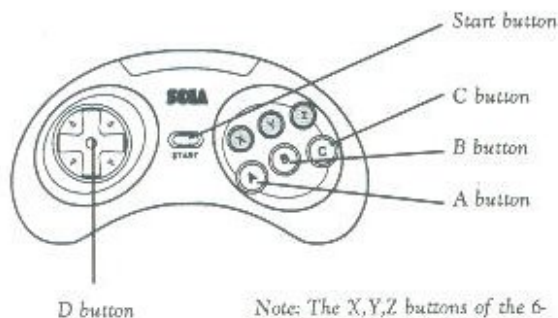A button: Weapons select (also works when the game is paused)

B button: Shoots weapon

C button: Jump

Hold B and press A: Toggles between shot types.
- Type I: Player can move while firing.
- Type II: Player cannot move while firing

The functions of the A, B and C buttons can be reassigned through the Option menu.

Start button
C button
B button
A button

D button

Note: The X,Y,Z buttons of the 6-button controller have not been assigned functions in this game.)

Special controls

Moving on walls & ceilings

Your character can climb walls and move along
ceilings. You can even shoot while hanging on to a
wall or ceiling, but you cannot move while firing
(except for Brad Fang's *Power Punch* or *Psychic
Blaster*).

Sliding

Simultaneously pressing the C button and diagonally
down (↙ or ↘) on the Directional button will make
your character slide. You cannot take damage while
sliding, and you can use it as an attack on enemies

Jumping down

Pressing straight down on the Directional button +
pressing the C button while on a moving object or
while grabbing a ceiling or wall will cause your
character to jump down.

Conversation scenes

During the game, after clearing stages and at other
points, characters will appear and force you to make a
decision of some kind. Use the Directional button to
select your command, and the C (jump) button
confirms your selection. During conversations (not
selections), the B (shot) button scrolls the message.

The game screen

1) Player 1

2) Player 2

3) Remaining lives

4) Weapons

5) Bombs

6) Shot type
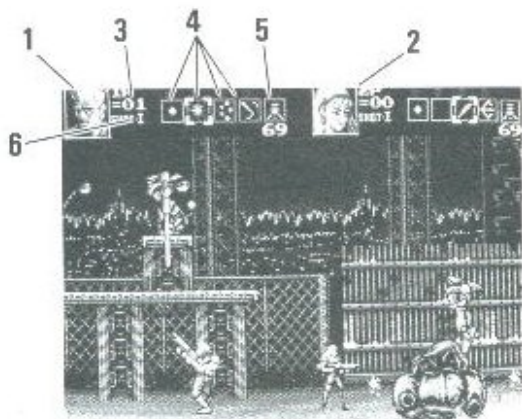
Weapons

The HARD CORPS are always equipped with a machine gun, but you can pick up other weapons during play.

Additional weapons may appear when you destroy the flying item pods, or by defeating certain enemies.

There are four additional weapons available to each character. These weapons are different depending on the character you have selected.

When a character dies, you lose the weapon that they were using at the time. When the game ends, you lose all your extra weapons and must restart play with just the machine gun.

Weapon descriptions

These vary for each character. See the following character profiles for various weapon descriptions.

Bombs: Bombs damage all the enemies on the screen at the time they are used, but can only be used once. You can carry more than one bomb at a time.

The Contra Hard Corps

Ray Poward

Born and raised among the filth and pestilence of the city's slum, Ray at one time was the leader of a bunch of roudy, delinquent youths. Recruited by the HARD CORPS for his unsurpassed combat skills and superb instincts, his cool exterior hides a burning lust for battle. Ray is a central figure in the HARD CORPS.

Weapon A: Vulcan Laser—A short-range, rapid-firing laser gun.

Weapon B: Crash—Hits an enemy, or explodes after flying a certain distance.

Weapon C: Spread—Fires in five directions at once!

Weapon D: Homing—A powerful machine gun with homing bullets.

Sheena Etranzi

A fierce warrior whose abilities go far beyond those suggested by her appearance. Especially skilled in guerrilla tactics, in jungle combat she alone is said to be the equal of an entire squad.

Weapon A: Genocide Vulcan—A large-caliber machine gun.

Weapon B: Shower Crash—Shells rain down and explode.

Weapon C: Break Laser—A powerful, long-range laser. Shoots through enemies!

Weapon D: Ax Laser—A wide-beam homing laser.

Brad Fang

The ultimate fighter—created using the latest in genetic engineering and cyborg technology. Always calm and collected, he is well-trusted by the members of the force. He is best at close range, hand-to-hand combat.

 Weapon A: Beast Shooter—A Vulcan cannon with devastating power.

 Weapon B: Power Punch—Damage enemies with hurricane-force winds created by the speed of his punch!

 Weapon C: Flame Thrower—Short-range, but it incinerates everything near by.

 Weapon D: Psychic Blaster· Holding the button down stores up Brad's psychic power. Releasing it shoots a beam of mental energy. The longer you hold, the stronger the blast!

Browny

Officially known as Model CX-1-DA300 Combat Robot, the members of the force refer to him as "Browny" because of his warm personality. His ability to link up with numerous data systems makes him an unsurpassed intelligence tool.

Weapon A: Victory Laser—A rapid-fire laser which shoots a V-shaped beam.

Weapon B: Gemini Scatter—Returns like a boomerang.

Weapon C: Electromagnetic Yo-Yo—Holding the button down causes it to automatically attack the enemy.

Weapon D: Shield Chaser- Holding the button down causes it to rotate around Browny, releasing it fires it at an enemy.

· Pressing the C button during a jump causes Browny to hover.
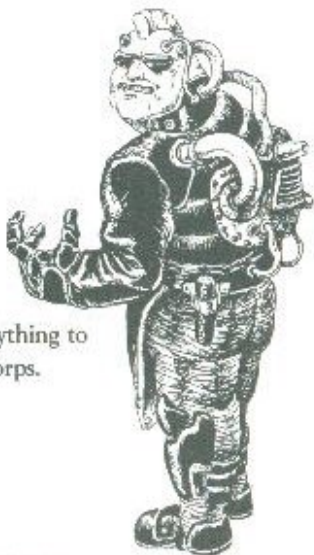
Other characters

Major Bahamut

A hero of the Alien Wars, he planned—and failed—to overthrow the government in a *coup d'etat* two years ago. Has been in hiding since.

Noiman Cascade

A skilled hacker who infiltrated the military's computers. He will do anything to put a stop to the Hard Corps.

Deadeye Joe

An evil terrorist who has had most of his body converted to cyborg parts. Combat is his only source of pleasure. A truly dangerous character.

Doctor Geo Mandrake

A genius working in the military's genetic engineering labs. He was apparently involved in the development of biological weapons during the Alien Wars.
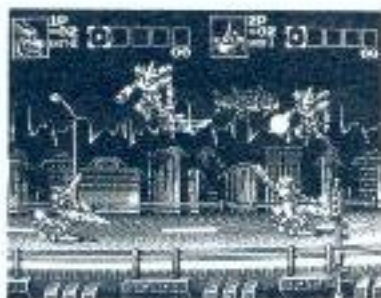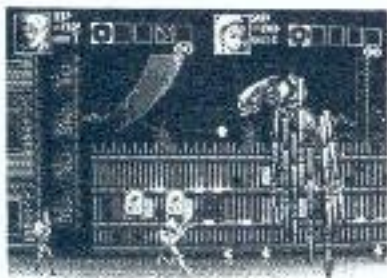
Game stages

There is not a set course in this game. Rather, there are a number of crossroads which let you choose the path you want to take! Explore all the different stories and endings to the game. You might even come across some hidden stages, too! Watch carefully as you progress.

City battle

Take out the unmanned machines wreaking havoc on the city.

High speed fight

Jump on a transforming "Motoroid" motorcycle and eliminate the enemies on the freeway.

Jungle

Break through the jungle hiding the enemy, and find their secret base.

Air combat

Take back control of the skies over the city by attacking the flying menace "Wonderbird".

Sea struggle

Destroy the three-bodied transforming enemy "Takedda Robot" on the high seas.

Alien space

Infiltrate the enemy base which is controlled by alien cells and solve the mystery.