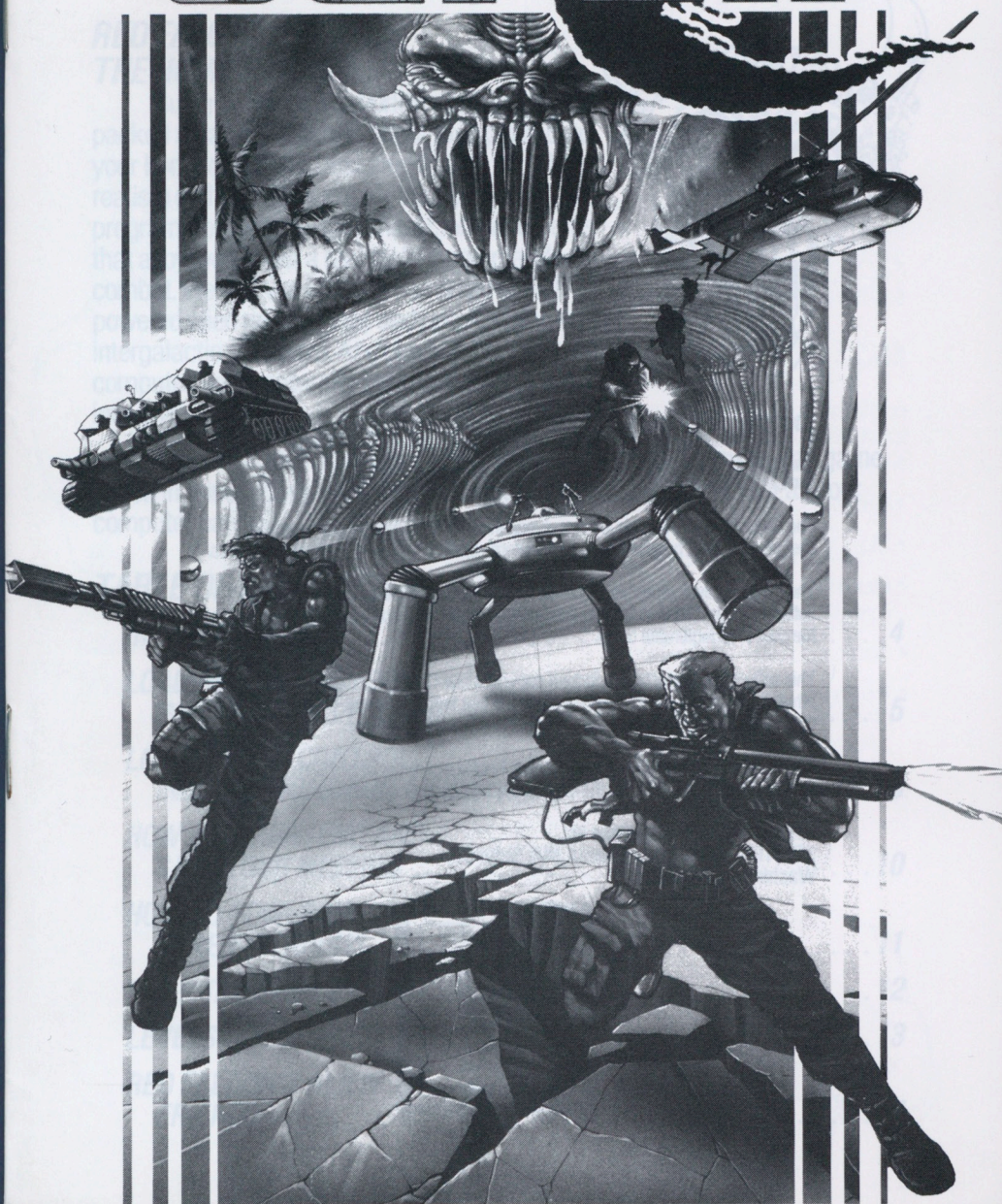


 **KONAMI**®

SUPER

TM



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RED FALCON ATTACKS THE HOME FRONT!

Super C, one of the world's most action packed arcade classics, is about to explode onto your home computer. Designed to give you all the realism of the original arcade version, Super C is programmed with flexible character movements that allow you to get a real feel for commando combat. We've even loaded in an array of high powered alien mercenaries and untold numbers of intergalactic obstacles. And since it's for the home computer, you'll naturally get great graphics and intrusive sound.

Super C is also programmed with "quick start" and easy to play game action in mind. So you can go from the box to the battlefield, as fast as your computer can go.



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DON'T FIRE UNTIL YOU SEE THE RED OF THEIR EYES

Sipping cold lemonade with a couple of natives, Mad Dog and Scorpion (guerrilla warriors extraordinaire) relax on a Rio beach and boast of how they destroyed the vile alien war monger, Red Falcon. Little do they know that Red Falcon didn't flee with his pointed tail between his legs. Instead, he tactically retreated to round-up ruffians of the universe, friends from all walks of war, to mount a second assault on planet Earth.

One of these new recruits is Jagger Froid, a demented alien from the Black Hole Galaxy, who dishes out punishment with a laser sharp tongue. Red Falcon has also shuffled in the Electro Zapper, a giant alien attack tank, which was the primary weapon used to disintegrate the innocent "X" solar system.

But the genius behind Red Falcon's Earth conquering concept is his plan to have thousands of intergalactic warriors seep into the brains of America's armed forces. It's a mind contamination trick which has already taken command of U.S. forces at Fort Fire Storm.

How do we know that our soldiers have been physically infiltrated?
You can see it in their eyes.

Now, if Mad Dog and Scorpion fail to recuperate from their months on the beach in time to destroy Red Falcon's G.I. fortified command center, his sinister scheme will capture the world's mightiest power.

And if that happens, we'll all be pushing up daisies.

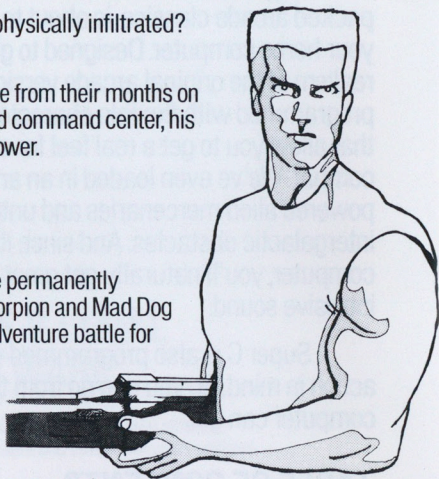
MISSION SYNOPSIS

To save the Earth, achieve a high score and be permanently enshrined in the Super Commando Hall of Fame, Scorpion and Mad Dog must defeat Red Falcon by overcoming an action-adventure battle for life which includes:

- Five levels, each with a terminal terror at the end
- Side views and overhead war perspectives
- Four Super Weapons and a Mega Shell are at your command if you can capture Power-Up Capsules
- Commando team-up capability
- Ten beginning lives, plus an additional ten lives

each time you overcome a level (maximum number of lives at any one time is twenty)

NOTE: Before playing Super C we suggest that you first make a backup copy for safe keeping. Konami has not copy protected the Super C disk, so you can make the necessary copies you need. Simply follow the directions that come with your computer. The off-disk copy protection we use is a password book which is printed on non-copyable paper located in the center of this manual. Please keep your password book in a safe place for future use.



LOADING AND CONTROL INSTRUCTIONS FOR IBM® PC/TANDY® 1000 AND 100% COMPATIBLES

What You Need

IBM PC, Tandy 1000, or 100% compatible computer; one disk drive; monitor (color recommended); joystick optional but recommended; 512K RAM for CGA, EGA or Hercules graphics mode; 640K for Tandy 16 color graphics mode.

Loading

Plug joysticks 1 and 2, if you have them, into your computer. Turn on your computer and monitor. Boot DOS 2.0 or greater. Insert the disk into any disk drive, label side up. Log onto the drive, type **PLAY**, and press **ENTER**.

Attention IBM Hard Disc Users!

If you own a hard disk drive, you may copy the game disk to your hard drive.

To copy the game, insert game disk #1 into your drive and log onto the drive which contains game disk #1. Type **INSTALL C:** and press **ENTER**.

NOTE: C: is where hard disks are normally located. If your hard disk is assigned a different letter, replace C: with the letter of your hard disk followed by a colon.

You will then be prompted to insert other disks when necessary. The **INSTALL** program will automatically create a sub-directory on your hard disk called **SUPERC**. When this function is completed, the computer will prompt you. (Sometimes this takes a few minutes, so please be patient.)

To play the game, log C: then type **CD SUPERC**. Finally, type **PLAY** to start the game.

How To Set Up The Confrontation

Super C can be played by one or two players. If only one person plays, take on Red using Joystick 1 or the Keyboard Controls. If you want to team up, two joysticks or a joystick and the Keyboard Controls are required.

Selecting Graphics And Sound

After you've loaded the game, the Set-Up screen will appear. Use the left and right arrows on the keyboard to select graphic and sound modes. Use the up and down arrows to select options within the graphic and sound menus. Press **ENTER** to lock in your choices.

Next, hit **any key** when prompted in the Attract Mode and the Password screen will appear.

Password Instructions

When the Password screen appears, look up the four digit number in the password book (located in the center of the manual), enter the password number using the numeric keys on the alpha key pad, and press **ENTER** to advance to the Player Select screen.

Choosing The One Or Two Player Mode

When the Player Select screen appears, choose the One Player Mode or Versus (two player) Mode using the arrow keys. Press **ENTER** to lock in your decision.

How To Calibrate Joysticks

After selecting the one or two player mode, you must choose your controls. If you're using a joystick instead of the Keyboard Controls, watch for the Joystick Indicator screen to appear after you select the one or two player mode. When it flashes on the screen, follow its commands using your joystick. Press the Fire Button to activate each decision you make.

After you've calibrated your joystick(s) or decided to use the Keyboard Controls the **CONTINUE** or **NEW GAME** selection screen will appear, and you'll be ready to have a blast!

GAME CONTROLS FOR IBM

During the game, press:

Key	Action
CTRL P	Toggle Pause On and Off.
CTRL B	Toggle Background Music On and Off.
CTRL E	Toggle Sound Effects On and Off.
CTRL S	Saves game.
CTRL Q	Ends the game and returns to DOS.

JOYSTICK CONTROLS

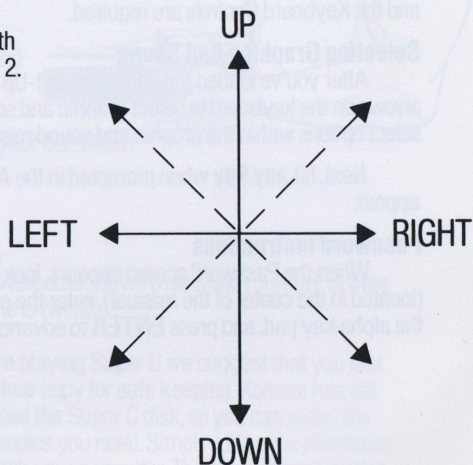
Joystick moves player in eight directions and aims the direction of your fire.

To Fire

To launch an assault on your enemy, press Joystick Fire Button 1. Fire Button 2 activates the Mega Shell.

To Jump (Somersault)

To jump or somersault through the air with the greatest of ease, press Joystick Fire Button 2.



IBM KEYBOARD CONTROLS

If you are using the keyboard instead of a joystick, use the keyboard configuration for Player 1, or both the Player 1 keyboard and Player 2 keyboard for two players. (NOTE: Remember, you can also combine the *Player 2 keyboard* and one joystick.)

If your joystick interface card has only one joystick port, the single port will be considered the "left side" joystick or Player 1.

While in two player mode, Player 1 will have the option of joystick or keyboard, while Player 2 will only be able to play using the keyboard. Player 2 should only select the keyboard option. If Player 2 selects the joystick option and the configuration screen appears, simply press any key to exit this screen. By doing this, Player 2 will automatically be reset in keyboard mode.

Player 1

7	↑ 8	9
< 4	5	6 >
1	2	3
Ins	↓ Del	

To Fire

Press the <INS> key. (NOTE: This command button has the same function as Joystick Fire Button 1, which is described throughout this manual.) DEL key activates the Mega Shell.

To Jump (Somersault)

Press the DEL key. (NOTE: This command button has the same function as Joystick Fire Button 2, which is described throughout this manual.)

Player 2

Q	↑ W	E		
< A	S	D >		
Z	X	C	V	B

To Fire

Press the V key. (NOTE: This command button has the same function as Joystick Fire Button 1.) B key activates the Mega Shell.

To Jump (Somersault)

Press the B key. (NOTE: This command button has the same function as Joystick Fire Button 2.)

LOADING AND CONTROL INSTRUCTIONS FOR AMIGA®

What You Need

Amiga 500, 1000 or 2000 computer; 512K RAM memory; one disk drive; monitor or TV (color recommended); joystick required; a second joystick is optional for two player competition.

Loading

Plug the joystick into Port 2 for Player 1; plug the second joystick into Port 1 for Player 2. Turn on your computer and monitor. Insert the disk into the disk drive. The program will automatically load.

How To Set Up The Confrontation

Super C can be played by one or two players. If only one person plays, take on Red using Joystick 1. If you want to team up, two joysticks are required. NOTE: If one person is already playing and a second person wants to join in the action, press the fire button on Joystick 2. The game will continue without returning to the start.

Next, hit the **fire button** anytime during the Attract Mode and the Password screen will appear.

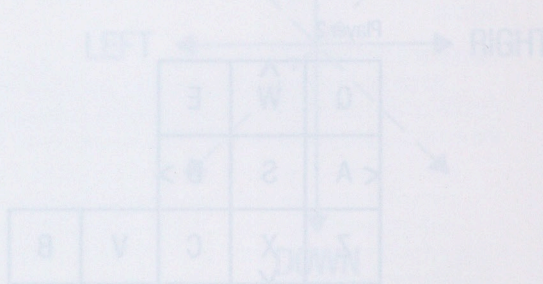
Password Instructions

When the Password screen appears, look up the four digit number in the password book (located in the center of the manual), enter the password number using the numeric keys on the alpha key pad and press **ENTER** to advance to the Player Select screen.

Choosing The One Or Two Player Mode

When the Player Select screen appears, choose the One Player Mode or Versus (two player) Mode using the joystick. Press the **fire button** to lock in your decision.

Once you're equipped for your mission, use the joystick to select **CONTINUE** or **NEW GAME** and press the **fire button** to begin your assault against Red Falcon.



SUPER C PASSWORD BOOK

	A	B	C	D	E	F	G	H
1	0201	8292	0050	9241	8716	0006	8323	8257
2	9444	1778	0633	8380	0222	9327	8759	9243
3	8782	1191	0723	8297	0180	9306	8749	9238
4	9390	1623	0555	8341	0202	9317	1586	0537
5	8821	8250	9373	1614	1575	1683	9929	0740
6	1589	1690	9933	0742	0243	1273	9852	9790
7	9959	8947	1273	1788	8830	9407	9951	8815
8	0093	8366	8279	0043	8213	1034	9733	1538
9	9259	9877	0586	8357	1234	0617	1076	0666
10	1197	1750	1643	0693	9434	9965	0630	1211
11	9886	8911	0231	8435	1145	0572	8222	9359
12	1206	9819	8749	9366	8907	1125	8882	8281
13	1640	0692	9434	0749	9334	1723	0605	8366
14	9956	9842	9913	8924	1262	8951	8315	9405
15	0118	8251	9245	9742	8711	1155	8897	1120
16	1766	1779	1785	9980	9982	9983	8959	8447
17	0028	9230	9735	9731	8833	1216	8928	8304
18	1240	0620	8246	0155	9293	8742	9235	1673
19	1619	0681	8404	9450	9845	8762	1181	1742
20	8279	1195	8789	1066	9877	1610	0677	1234
21	0098	9393	1624	0556	8342	0203	9317	8754
22	1245	8814	1079	0667	8269	0166	9299	1577
23	0727	9451	8949	0122	8381	1118	0559	1047
24	9222	1539	0513	8320	9408	9824	1584	1688
25	8423	1139	1593	1564	9870	9927	9955	8945
26	1541	0514	9345	0704	0096	8368	0088	0044
27	0244	0250	1149	9790	0543	0143	8391	0099
28	8760	1052	1678	1607	9891	9937	0744	8436
29	1056	9744	9736	0644	1218	1761	9840	0696
30	9805	1574	9875	1737	9956	8946	9465	8956
31	9445	0754	0121	1212	0606	9263	9879	9803
32	1039	8839	0067	0161	1104	9768	9748	0650
33	8901	0098	8369	1112	0556	8214	0139	9285
34	9786	1693	9934	1767	0755	8441	0252	9342
35	9962	0629	8378	1245	0622	1079	0667	9293
36	1722	1629	0686	0215	0235	9333	0570	9245
37	8374	1115	0557	8214	9355	0581	8226	8337
38	0200	8420	1138	0569	8220	0142	9287	8739
39	1549	9862	1731	0737	8432	9464	9852	1598
40	9943	8939	1269	1786	8829	0190	0223	1135

	I	J	K	L	M	N	O	P
1	9248	8720	8200	1156	1602	1569	9872	0712
2	1677	1606	8867	0209	9448	8820	9274	1693
3	1675	1605	8866	9425	0744	1140	8890	0093
4	1164	0710	9315	9905	9816	8876	8406	1259
5	9458	8953	9340	1726	8799	8367	9431	1643
6	9887	8911	8423	1267	1657	1596	9886	9935
7	1207	1755	1645	0694	9435	0749	9334	8891
8	0641	1216	0736	9328	0696	0092	1198	0599
9	9293	9894	0595	1193	8916	9322	9909	8794
10	1757	9838	9911	0731	8429	1270	9851	1597
11	9799	8739	1169	1736	8804	9394	0729	8300
12	0172	1110	8747	9237	9866	8773	1186	1745
13	9431	0619	8245	1178	9805	1574	0659	1225
14	1630	8751	1175	9931	1637	0690	8409	0236
15	9904	8792	0172	1238	1643	9781	9882	9933
16	1279	1663	1599	0671	0207	0231	0115	0057
17	0184	1116	1582	0535	9355	9925	0610	8369
18	8772	8354	9425	8808	1076	8858	1101	9894
19	1639	0691	9433	0748	9334	8891	9309	8878
20	0745	0116	0186	9309	9774	0535	1163	8901
21	9241	1676	1606	8867	9425	9960	8820	8378
22	9748	8842	9413	8930	1137	1720	1628	9902
23	9867	0581	0162	8401	0104	0052	8218	0013
24	1740	0742	0243	9465	9852	9790	8863	8399
25	1272	8956	8318	0191	8287	8239	0023	1035
26	1046	0523	9221	9858	9793	1696	1744	8936
27	0049	1048	9740	9734	0643	8385	8416	9328
28	8442	0125	8254	1055	0527	8199	0131	0065
29	9436	1774	0631	8379	9437	0622	8247	1179
30	1150	8895	8287	9391	1623	1579	1685	0714
31	1701	1746	8937	0244	0250	8317	9278	0543
32	1221	8930	0113	0184	1116	9774	0535	9355
33	8738	9233	1672	1604	8866	0209	9448	1652
34	8767	9247	8847	1095	1699	1617	0680	9428
35	0678	9299	1705	9812	8874	9429	8938	1141
36	1678	0583	1187	9937	0616	9396	8922	0109
37	0072	1060	8722	0009	9348	1602	9761	8848
38	9233	1672	8772	8354	0209	8296	1076	9754
39	1695	8911	9447	0755	1145	1724	9822	9903
40	9783	0539	0141	1222	9827	0561	9368	8908

GAME CONTROLS FOR AMIGA

During the game, press:

Key	Action
CTRL P	Toggle Pause On and Off.
CTRL B	Toggle Background Music On and Off.
CTRL E	Toggle Sound Effects On and Off.
CTRL S	Saves game.
CTRL Q	Ends the game and returns you to the Save/Restart screen.

JOYSTICK CONTROLS

Joystick moves player in eight directions and aims the direction of your fire.

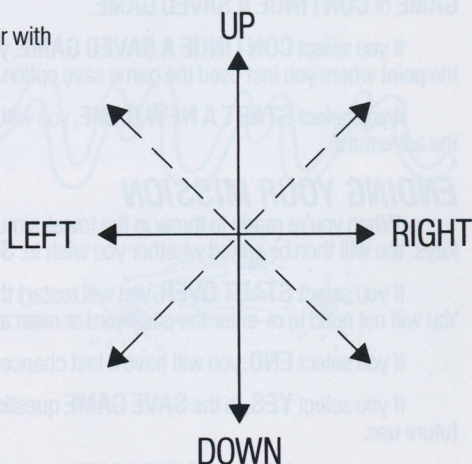
To Fire

To launch an assault on your enemy, press the Joystick Fire Button.

To activate your Mega Shell, press the space bar.

To Jump (Somersault)

To jump or somersault through the air with the greatest of ease, move the joystick Up.



Rocket Launcher

Granade Launcher

Mega Shell

The Mega Shell is the Super Weapon for the Super Commands. It has enough enriched uranium explosives to destroy everything on the screen at once. Of course, because of the magnitude of its firepower, you'll only find the Mega Shell in levels 2 and 5—so use sparingly.

HOW TO SAVE YOUR ADVENTURE FOR ANOTHER DAY

At any time during the game, you can use the **SAVE GAME** feature by simultaneously pressing the **CONTROL** and the **S** key. The screen will briefly flash "**SAVING GAME**" to confirm your command.

The **SAVE GAME** feature allows you to save your game status as you progress from one level to the next. You can use the **SAVE GAME** feature at any time and as often as you wish, but only one game status is saved. Each time you save a game, the current game status replaces the last saved game.

The next time you re-boot the game, you can select **CONTINUE A SAVED GAME** on the introduction screen and return to the same location where you finished your last adventure.

STARTING A SAVED GAME

When you first load the game, you will be asked whether you want to: **START A NEW GAME** or **CONTINUE A SAVED GAME**.

If you select **CONTINUE A SAVED GAME**, you will resume playing the game from the point where you last used the game save option.

If you select **START A NEW GAME**, you will play the game from the beginning of the adventure.

ENDING YOUR MISSION

When you're ready to throw in the towel, simultaneously press the **CONTROL** and **Q** keys. You will then be asked whether you wish to: **START OVER** or **END**.

If you select **START OVER**, you will restart the game at the beginning of the first level. You will not need to re-enter the password or reset any game configurations.

If you select **END**, you will have a last chance to save your game status before quitting.

If you select **YES**, to the **SAVE GAME** question, your current status will be saved for future use.

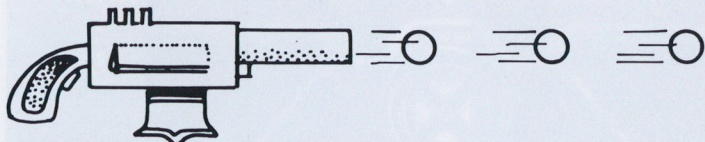
If you select **NO**, to the **SAVE GAME** question, your current status will not be saved and the adventure will come to an immediate halt.

HOW TO POWER-UP



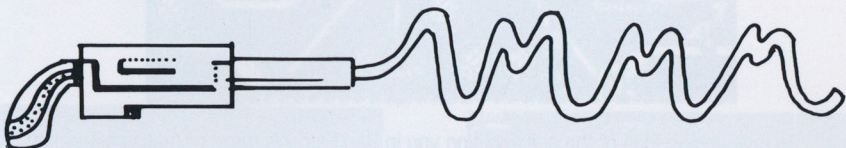
At the beginning of your assault on Fort Fire Storm, your only weapon is a machine gun. But if you blast away bouncing Power-Up Capsules, they'll turn into Super Weapons. Capture these weapons by moving your Commando onto them and your odds of survival will improve.

STANDARD WEAPON

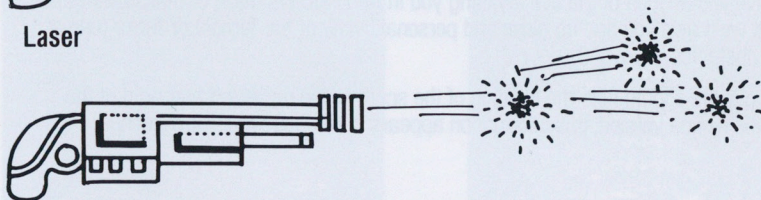


Machine Gun

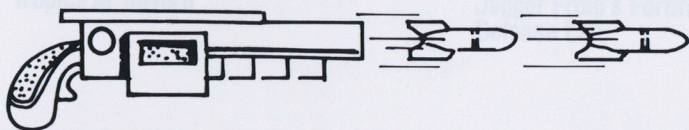
SUPER WEAPONS



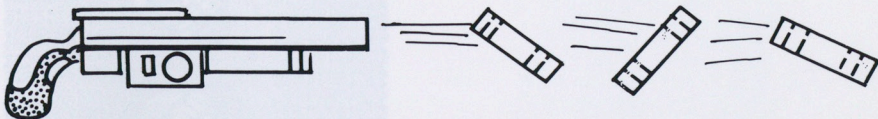
Laser



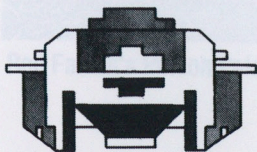
Spread Gun



Rocket Launcher



Grenade Launcher



Mega Shell

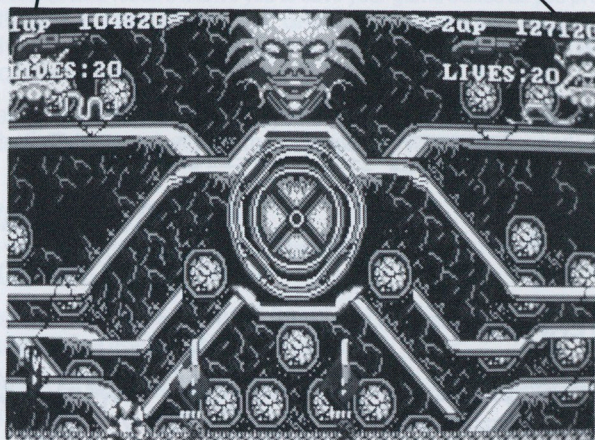
The Mega Shell is the Super Weapon for the Super Commando. It has enough enriched uranium explosives to destroy everything on the screen at once. Of course, because of the magnitude of its firepower, you'll only find the Mega Shell in levels 2 and 5—so use sparingly.

THE RED ZONE

IBM'S SCENIC ROUTE

Commando One's Score

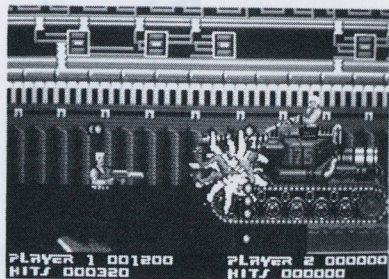
Commando Two's Score



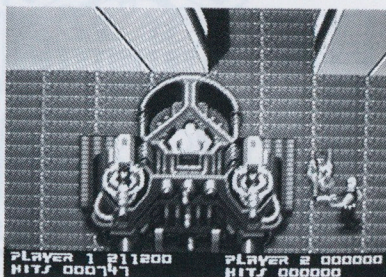
To give you an idea of the evil awaiting you in Red Falcon's maze of mass destruction, we thought we'd give you an "up close and personal" view of the Temple of Terror (one of your main obstacles in Level 3).

IBM players should note the location of the score at the upper left and right of the screen. In the Amiga version, this information appears at the bottom of the screen.

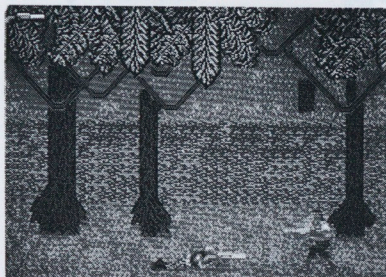
RED FALCON'S MASS DESTRUCTION AREAS



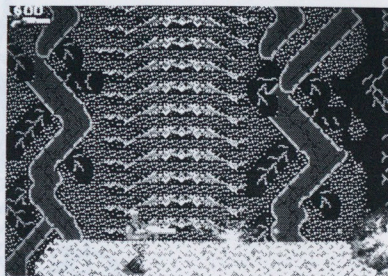
Gates of Fort Fire Storm



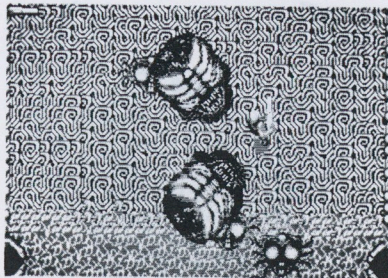
Fort Fire Storm's Warped Mind
Command Center



Tropics of Torture

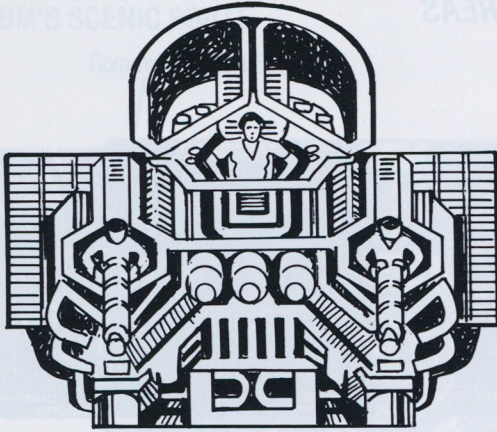


Jagger Froid's Fortified
Defense Line



Red Falcon's Poison Palace

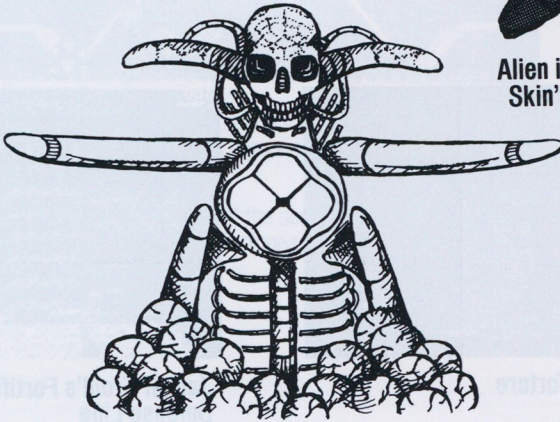
RED FALCON'S ALIEN FRIENDS



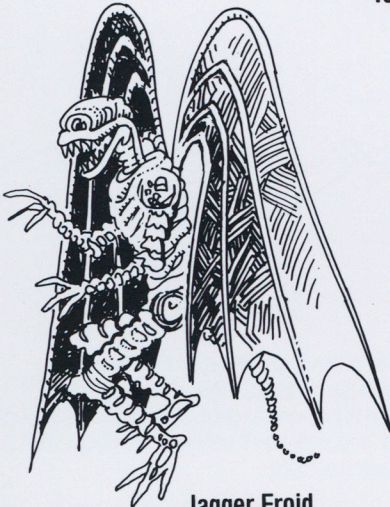
Electro-Zapper



Alien in Sergeant Skin's Clothing



Temple of Terror



Jagger Froid



Red Falcon

RED FALCON'S ALIEN FRIENDS



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