

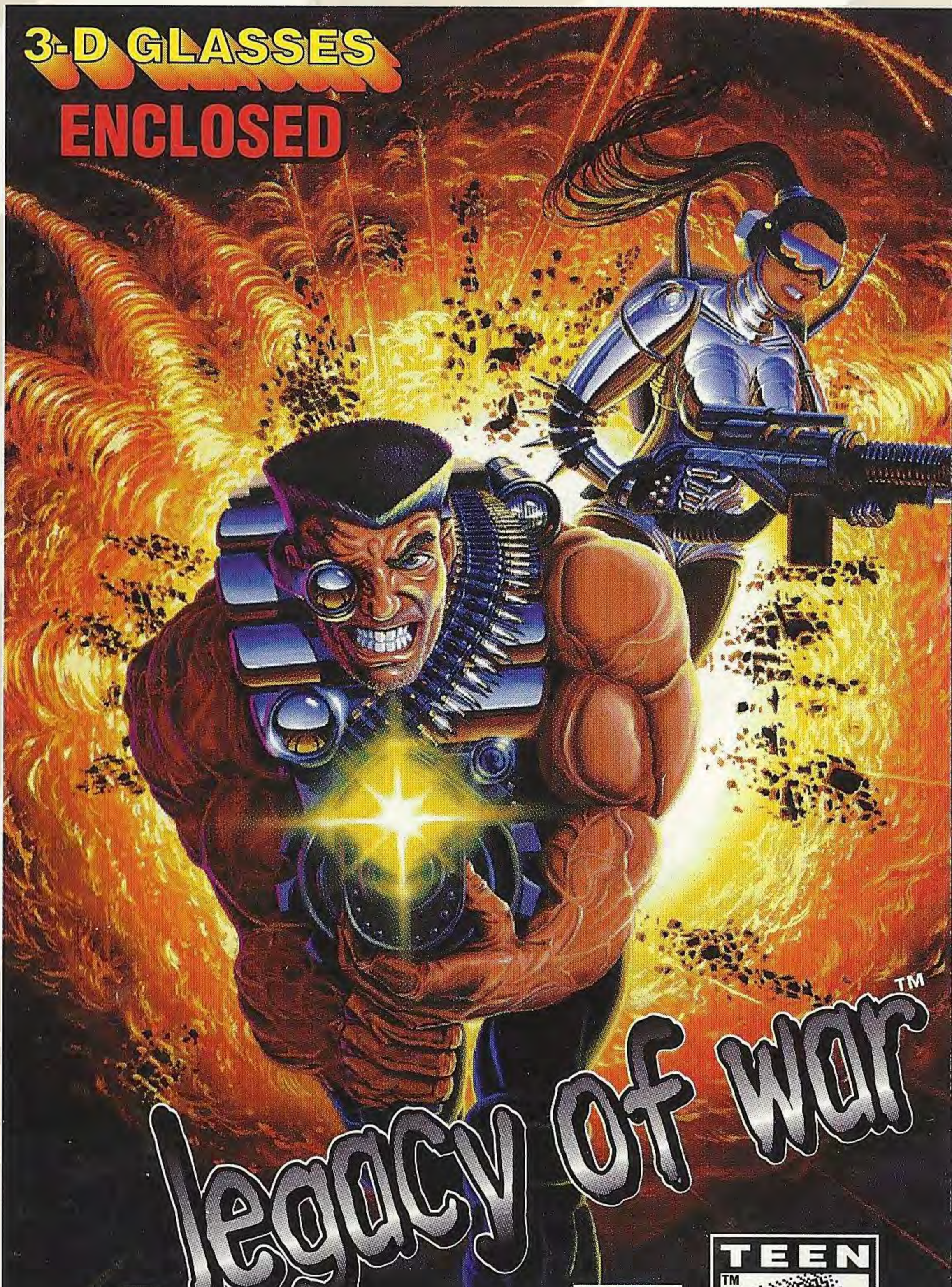
SEGA™



# CONTRA®

SEGA SATURN™

3-D GLASSES  
ENCLOSED



# legacy of war™



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-9507H

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## WARNINGS

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

#### ***EPILEPSY WARNING***

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

#### ***PROJECTION TELEVISION WARNING***

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### ***SEGA SATURN VIDEO GAME USE***

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

#### **HANDLING YOUR COMPACT DISC**

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

#### **ESRB RATING**

This product has been rated by the Entertainment Software Rating Board. For information about ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Visit Sega's Internet Sites at:

web site:

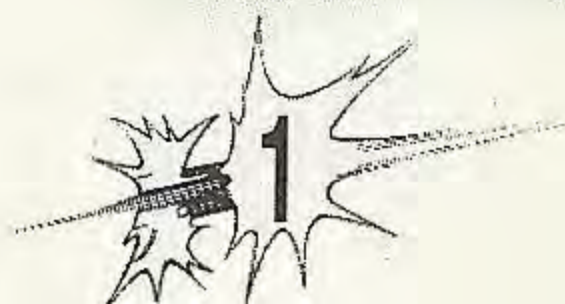
<http://www.sega.com>

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# CONTRA® Legacy of War™

## STARTING UP

Set up your Sega Saturn game console according to the instructions in its Instruction Manual. Make sure the Sega Saturn's power is off before inserting or removing the compact disc. Carefully insert the Contra® Legacy of War™ disc and close the disc cover. Insert the game controller into the controller port and begin your journey into Contra® Legacy of War™.

Thank you very much for purchasing Konami's  
Contra® Legacy of War™.

Before playing, please read the instruction manual carefully to ensure correct and well-informed use.

**IMPORTANT:** Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping it straight out toward the edge.

### SEGA SATURN SYSTEM

Open CD Cover

Power

Controller 1

Controller 2

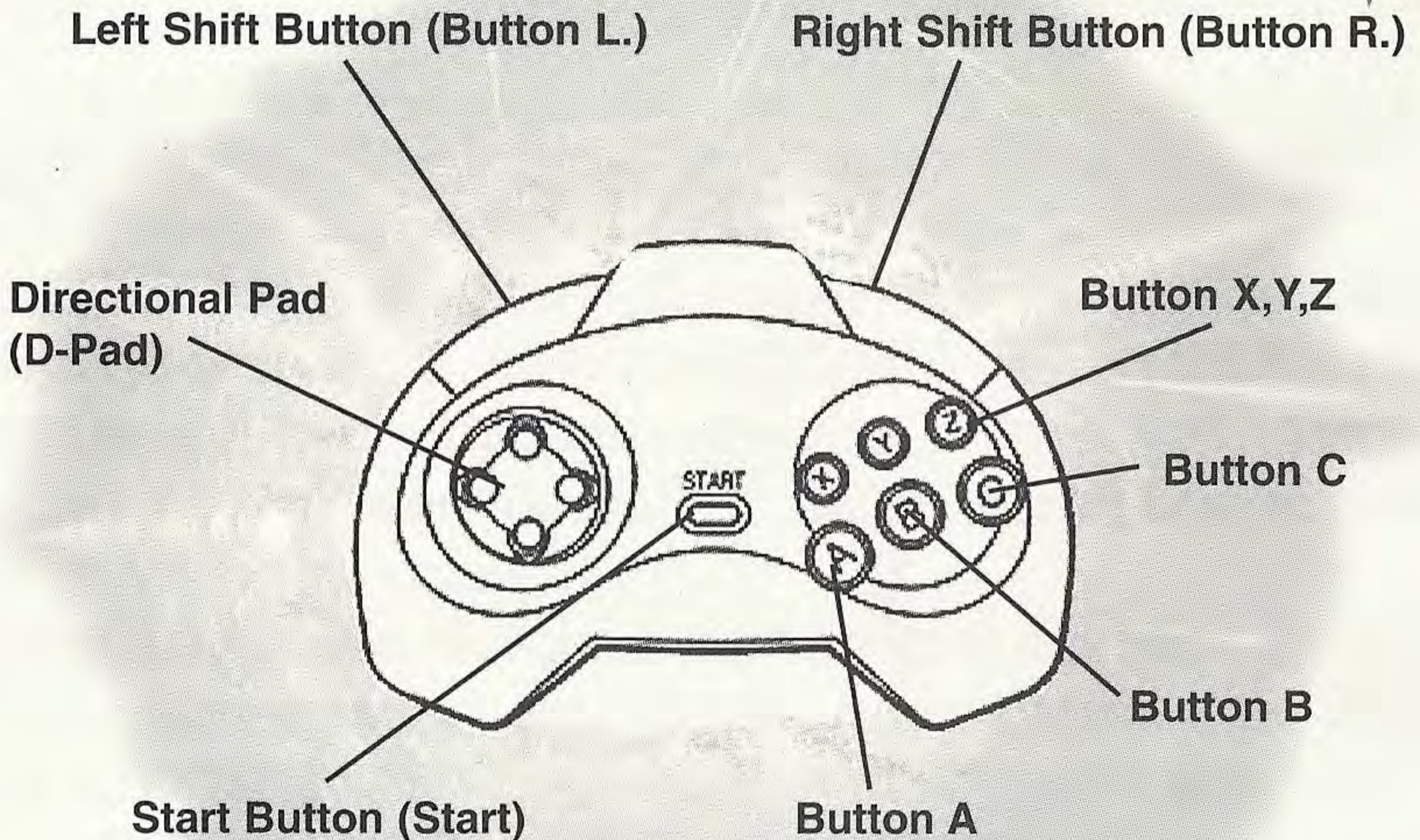
Reset



## TAKE CONTROL!

### BASIC GAME CONTROLS

Sega Saturn Controller Diagram



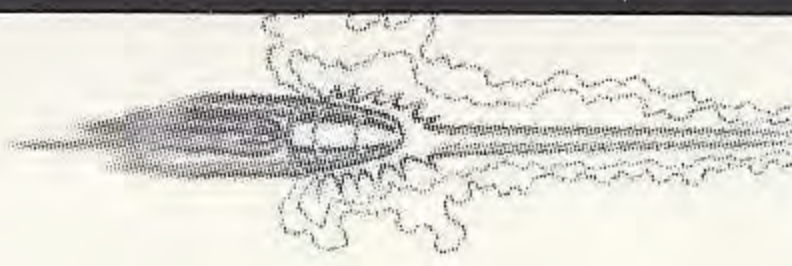
## LEGACY OF WAR™ PUTS YOU IN THE MIDST OF BATTLE!!

The default settings are shown here. You can change them to your personal preference in the options menu if you desire.

Buttons:

- A: LIE DOWN
- B: SHOOT!!
- C: JUMP
- X: NOT USED
- Y: WEAPON SELECT
- Z: BOMB
- L: STRAFE MODE ON/OFF
- R: 360° FIRE MODE





## GETTING STARTED

Once you have set up the game (see pg 2) you will see the opening legal screens, then the introductory story, followed by the main menu screen.

### MAIN MENU

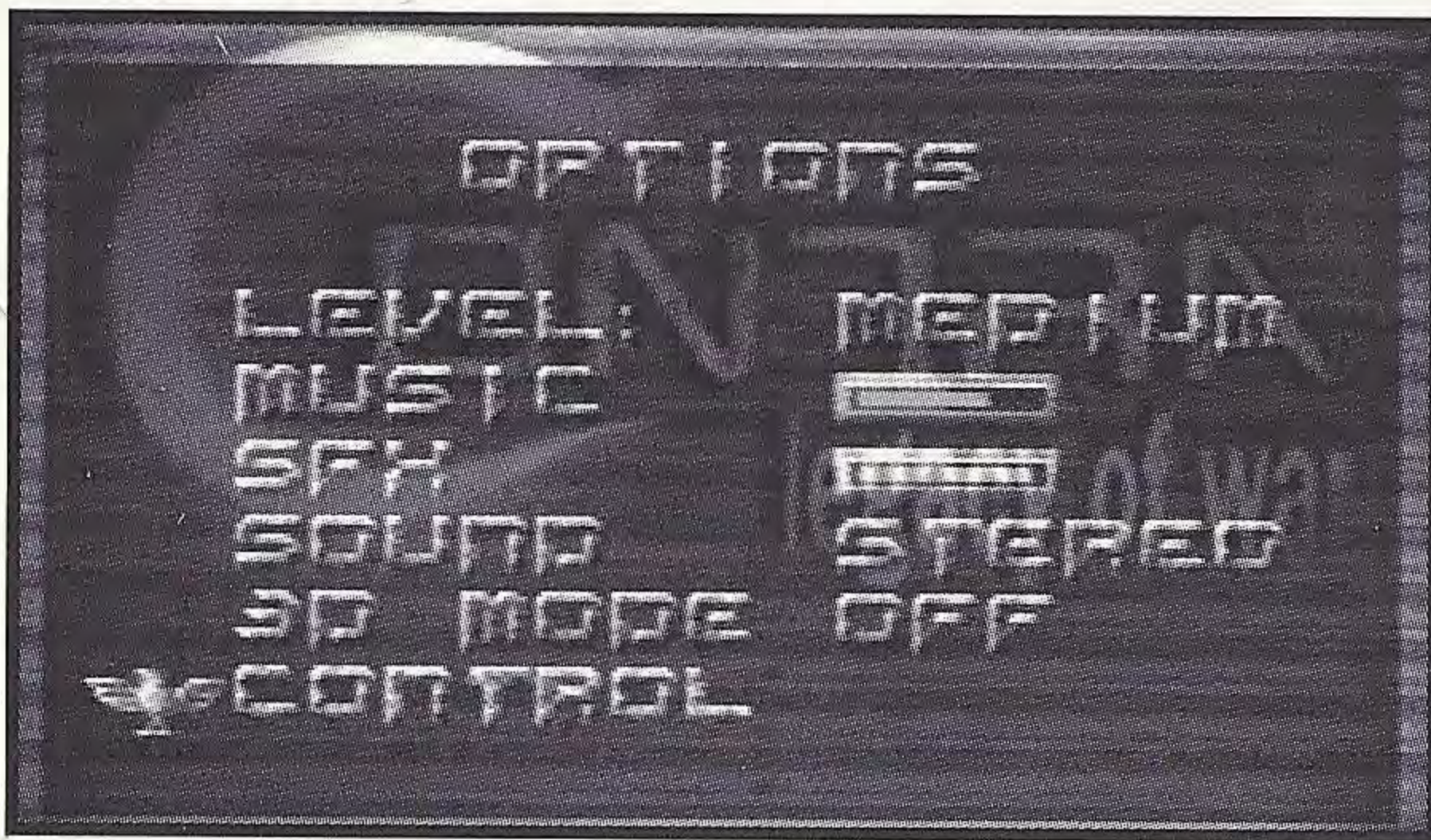
You can select a 1 PLAYER GAME, 2 PLAYER GAME, OPTIONS or LOAD GAME (to continue a previously saved game). Highlight a choice with the directional pad arrows and press "A" or "C" to continue.

- NOTE: Before each game you will be asked which back-up memory you wish to use, system memory or cartridge memory. Highlight the appropriate choice and press "C" to continue.



## OPTIONS SCREEN

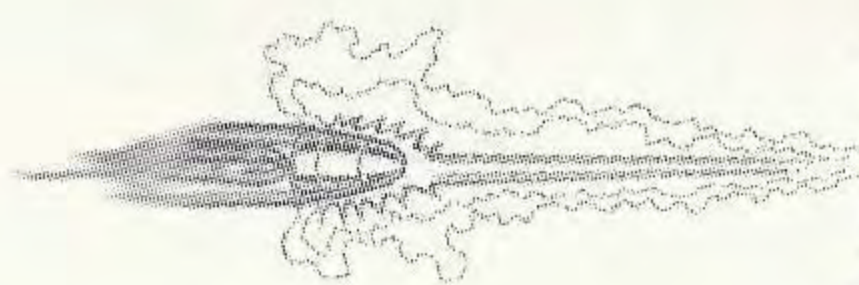
- Highlight a choice with the D-pad.
- Adjust the sound for stereo and mono with the D-pad.
- Adjust the game Difficulty (EASY, NORMAL, HARD) with the D-pad.
- Adjust the MUSIC and SFX (sound effects) volume with the D-pad.
- Toggle the 3-D mode on or off with the D-pad. (Needless to say, you need to wear the enclosed 3-D glasses, but you already know that.)
- Control: Press the "A" or "C" button to enter controller configuration screen.
- You can pause the game by pressing the start button during game play.



## CONTROLLER CONFIGURATION

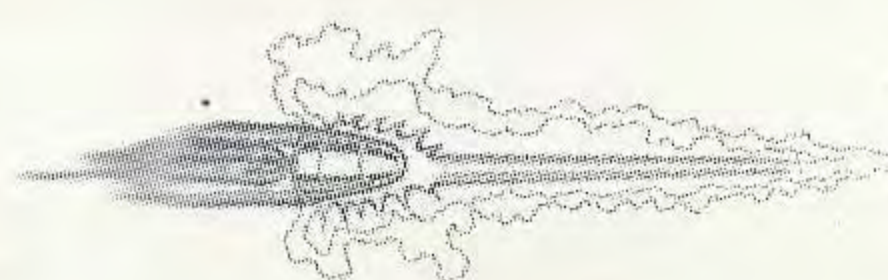
Use the D-Pad buttons to select your preferred Controller Configuration. The default setting is shown on page three.

- The "B" button returns you to the Options Menu.



## PLAYER SELECT SCREEN

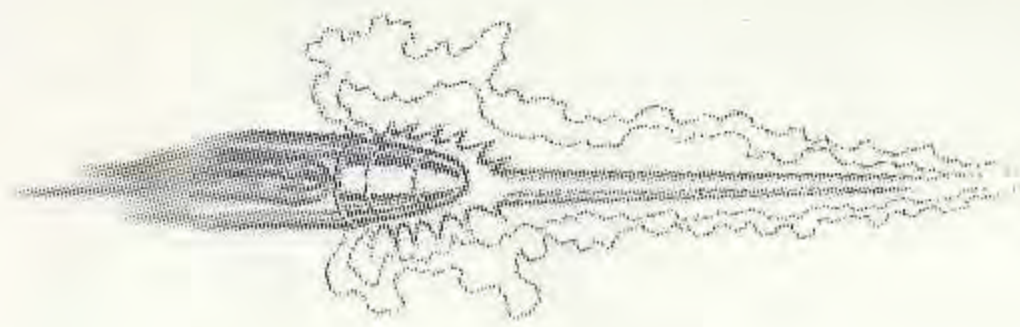
Use the D-pad to switch back and forth between your preferred main character. The name of that character is listed at the bottom of the screen. Press the "A" or "C" buttons to select the character and enter the game. Press the "B" button to return to the main menu.



## GAME SCREEN

POWER UPS	RAY	TASHA	BUBBA	CD-288
(BASE WEAPON)	MACHINE GUN	MACHINE GUN	MACHINE GUN	MACHINE GUN
YELLOW FALCON	FLAME THROWER	FLAME THROWER	FLAME THROWER	FLAME THROWER
BLUE FALCON	SPREAD GUN	SPARKLING LASER	STRAIGHT LASER	SPREAD GRENADE
RED FALCON	HOMING LASER	SEEKING BULLETS (BUBBLE GUN)	HOMING BULLETS	HOMING MISSILE





## SAVING A GAME

To save the game you must reach the end of a level and defeat the end boss. You will be given the option of saving your place or continuing.

If you want to save your game, follow the on-screen instructions, otherwise you are on your own.

## LOADING A SAVED GAME

At the Main Menu you have the option to load a saved game. You must have saved a previous game (to do this see previous section). You can save up to 8 Games.





HOW TO USE  
**3-D**  
GLASSES

Legacy of War™

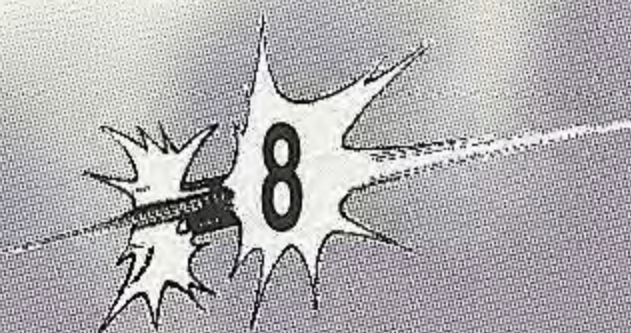
You may play Legacy of War™ with the enclosed 3-D glasses. Just set the 3-D mode to "ON" in the Options Menu. Here are some helpful tips to get the best 3-D effects:

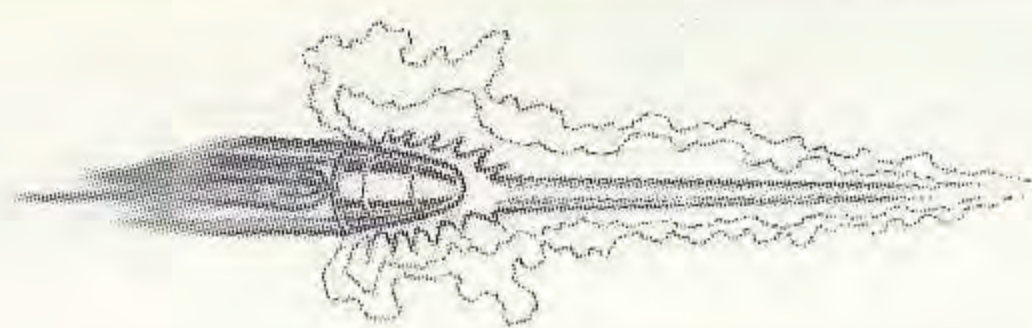


Before putting on your 3-D glasses (and turning on the 3-D mode) adjust the brightness setting on your TV until you see two pictures (red and blue) - (Consult your TV owner's manual for details.)

Set the TV's contrast to about 25-50% higher than normal. (Consult your TV's owner manual for details.)

While wearing the 3-D glasses, adjust the TV's image so you get one image instead of two (red and blue). Play with very little background light in the room so no glare appears on the TV.





## BATTLE ZONES

(LEVELS OF PLAY)

### Level One: URBAN WARFARE



Find the Falcon power-ups to dish out the payment.

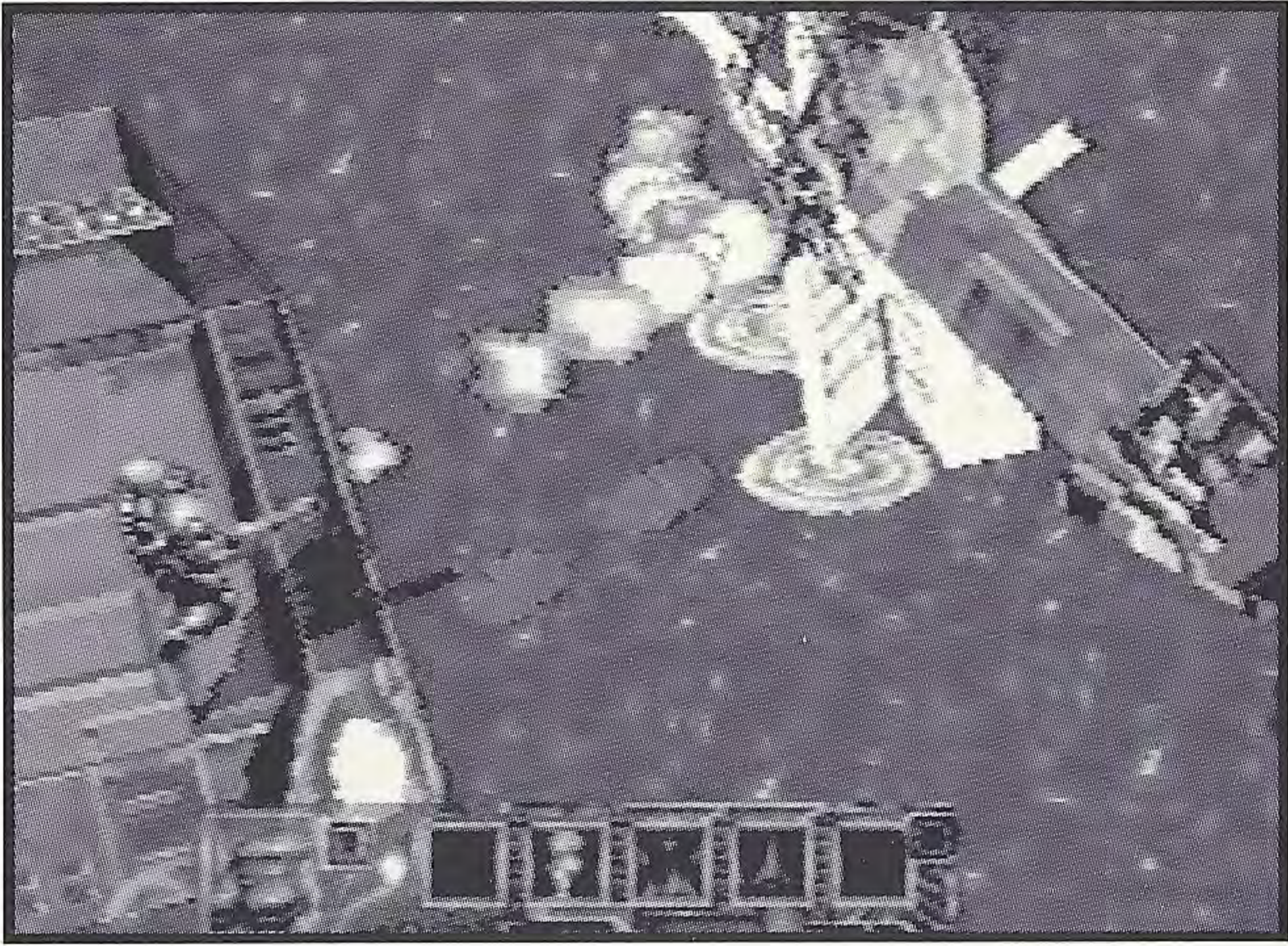
### Level Two: JUNGLE CONFLICT



Find the Bamboo Arcade and take some deserved R&R with a few classics. Don't get too hooked and forget your mission!!



## Level Three: RIVER OF DESTRUCTION

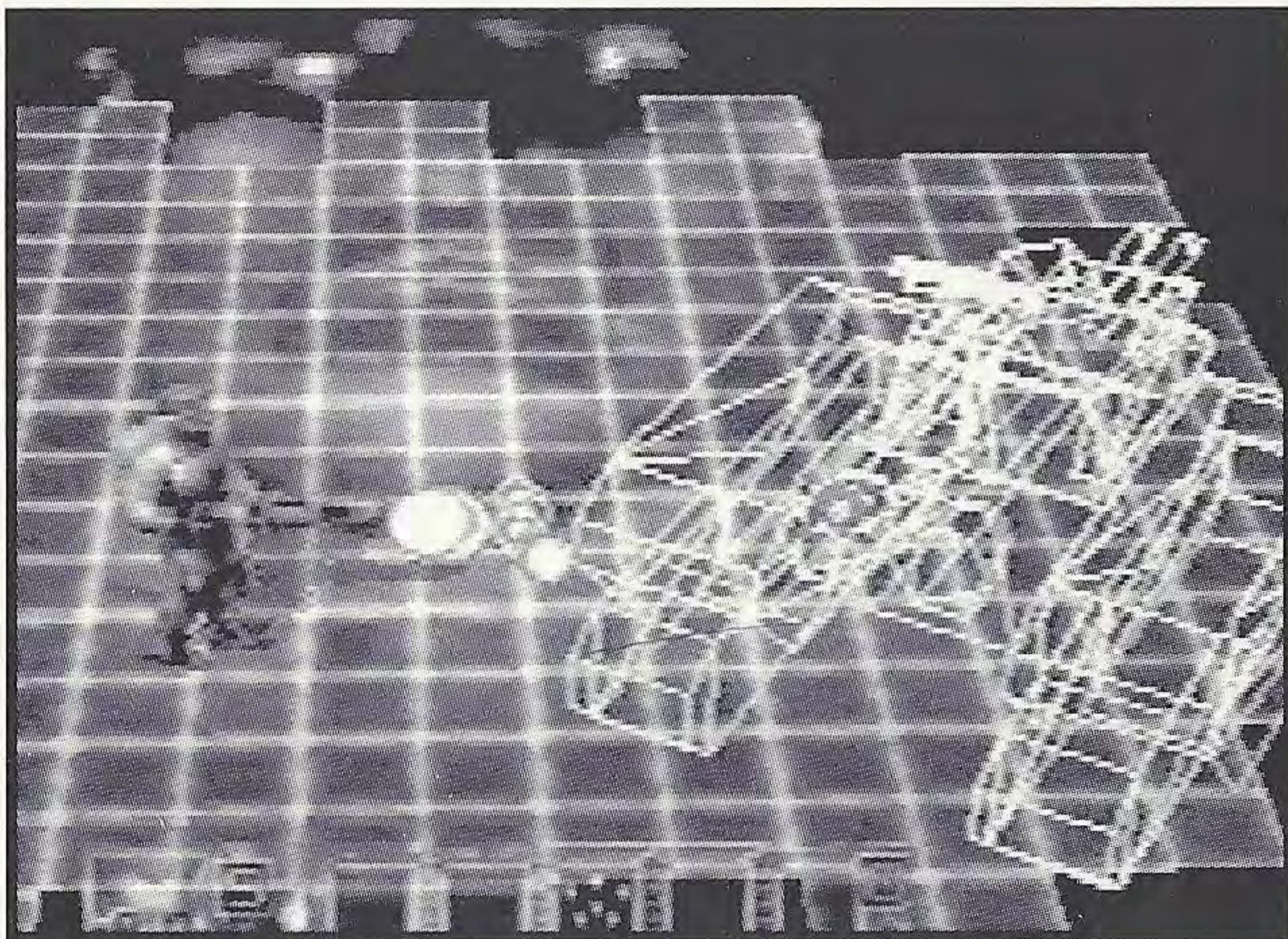


Blast away secret walls to find hidden areas.

## Level Four: MOUNTAIN STRONGHOLD



**Level Five: BAD WAVELENGTH**



**Level Six: A SURPRISE AWAITS  
YOU ON LEVEL SIX!**




## The Story Behind The Legacy.....

1957. A different time than ours. A large object falls from the sky and lands near a remote basin area in the Amazon amidst the ruins of a long forgotten Mayan temple. Scientists dismiss the incident as a cosmic occurrence.

*Three decades pass...*

1987.



Rumors run rampant and reach the Pentagon's front office. Frightened villagers in the Amazon area talk of a ruler with an army of non-human soldiers. Two members of the E.S.F organization (The Elite Special Forces formed during the Cold War) are dispatched on a sweep and clear mission. Their code names are "Scorpion" & "Mad Dog". Working together they deal with the threat known as "Red Falcon" and shut down its attempt at the domination of Earth by alien forces.

1990. Red Falcon, believed slain, resurfaced. Learning from his defeat three years prior, he recruits other alien forces to his cause. However, even more sinister is the use of biological contaminants to mutate U.S. forces into his agents of destruction. Scorpion and Mad Dog clean off their ordinance and reunite once again to take down Red Falcon along with his new deadly ally, Jagger Froid. Names are taken and serious alien butt is kicked. The alien threat disappears until . . .

Flash forward to the near future. Black Viper is sent to accomplish what Red Falcon could not do, the complete subjugation of Earth. An aging Scorpion is sent in to erase Black Viper. After a brutal confrontation, Viper is finally defeated.

**Years later:**

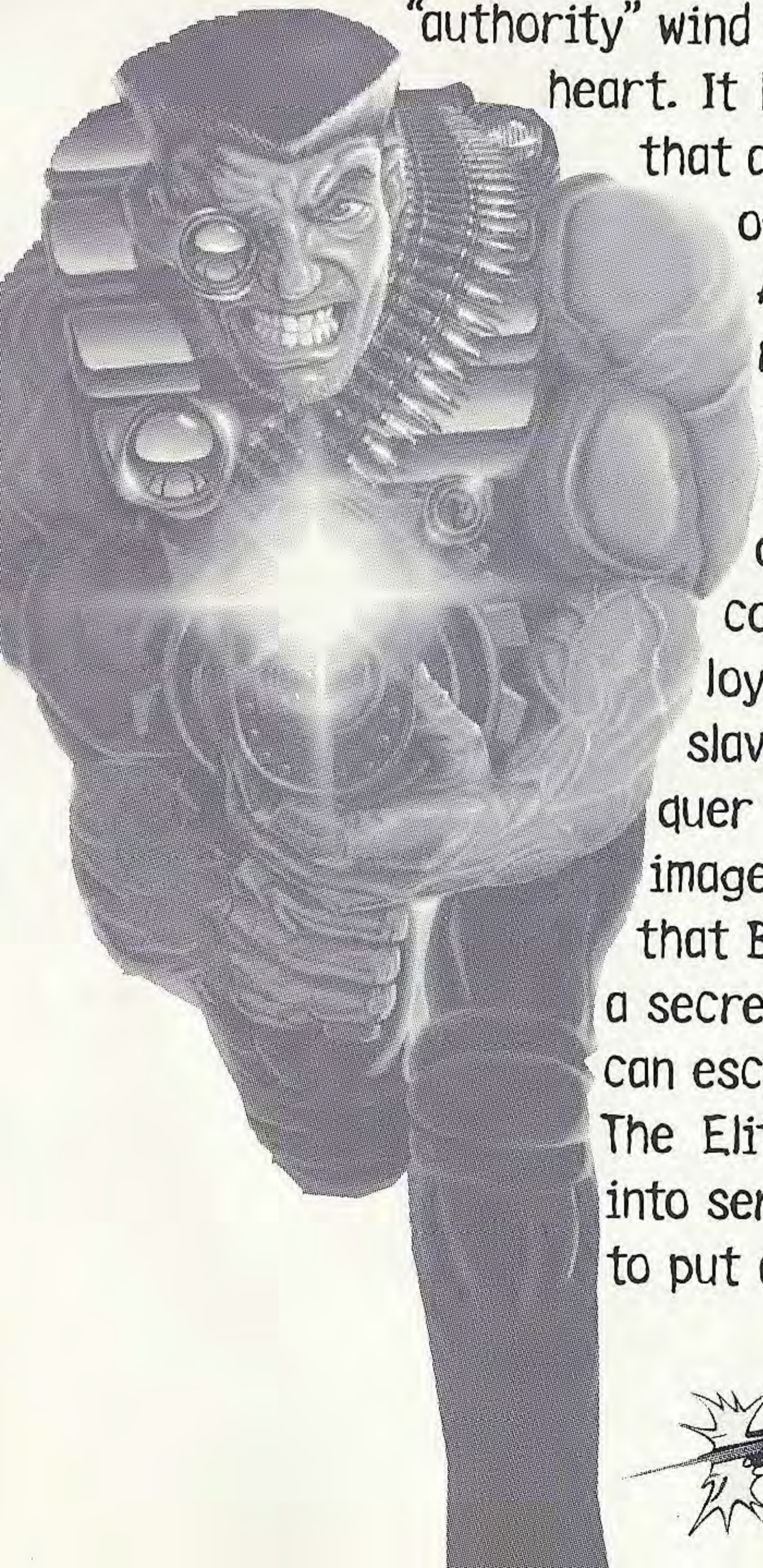
The elite Contra Force, an independent law enforcement alumnus group made up of E.S.F. as well as direct descendants of the E.S.F. top commando agents. They are sent in to deal with the Earth based terrorist organization known only as D.N.M.E. who are trying to take control of Neo-City.



**2636:** The future is once again threatened by Red Falcon. Fortunately the direct descendants of Scorpion and Mad Dog are on hand to deal with the grave situation. The Alien Wars ensue and after a hard pressed battle the Earth is nearly destroyed. Five years later, Earthkind is recovering from the Alien Wars. The government establishes the Unified Military Special Mobile Task Force a.k.a. HARD CORPS, to help stem the rising threat of crime that is running rampant in the cities. Order is restored. Or is it?

## THE PRESENT

Colonel Bassad is a dictator of a small country. Some call him cruel, others call him ruthless, but most who dare question his "authority" wind up dead. A true megalomaniac at heart. It has only been recently revealed that an alien embryo was smuggled out of a top secret base during the Alien Wars by an unknown security guard. The embryo was purchased by Col. Bassad. Bassad used it to breed a horde of fierce, mutated aliens. They consider him their god and their loyalty borderlines on doggish slavery. The Colonel plans to conquer the Earth and remake it in his image. There are rumors circulating that Bassad is working in unison with a secret alien ally. Before the conflict can escalate to such a disastrous level, The Elite Special Forces are pressed into service once again. They must try to put an end to this LEGACY OF WAR™.





## CHARACTER PROFILES

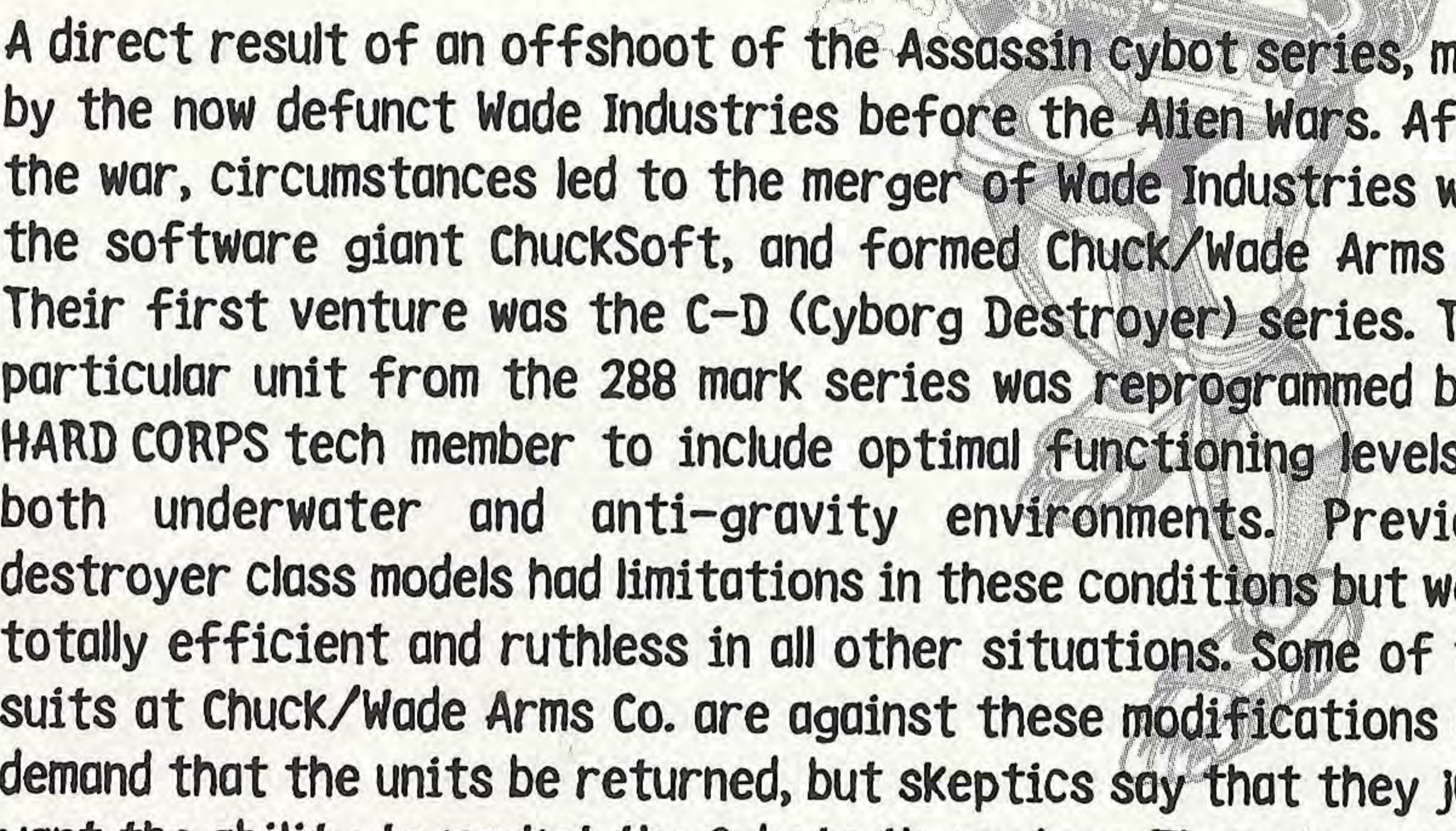
### Ray:

Member of the Unified Military Special Taskforce, a.k.a. The HARD CORPS, following the Alien Wars. Ray doesn't like to speak of the past, but word is out that he has taken part in more combat than the government will actually confirm to participating in. In addition to being a master of hand-to-hand combat in over seven styles, he's a weapon's expert and an ace pilot. Ray enjoys sushi, long walks on the beach and owns a fabulous collection of show tunes. Ray is known for muttering choice comments under his breath especially in the presence of his commanders.

### Tasha:

Swift, silent, deadly. Before you make the obvious joke, note that Tasha once destroyed a HF-77 Assassin Cybot with one hit for cracking the same joke. She doesn't have a sense of humor for in her job it would only get in the way. Her style is always the consummate professional, all business, all the time. A former intergalactic mercenary, she joined the newly reformed E.S.F because of the respect she gained from Ray on the previous assault on Kyshak II. She can kill in many ways and ironically enough enjoys heavy firepower because she says, "I enjoy the fireworks."

## C-D 288:

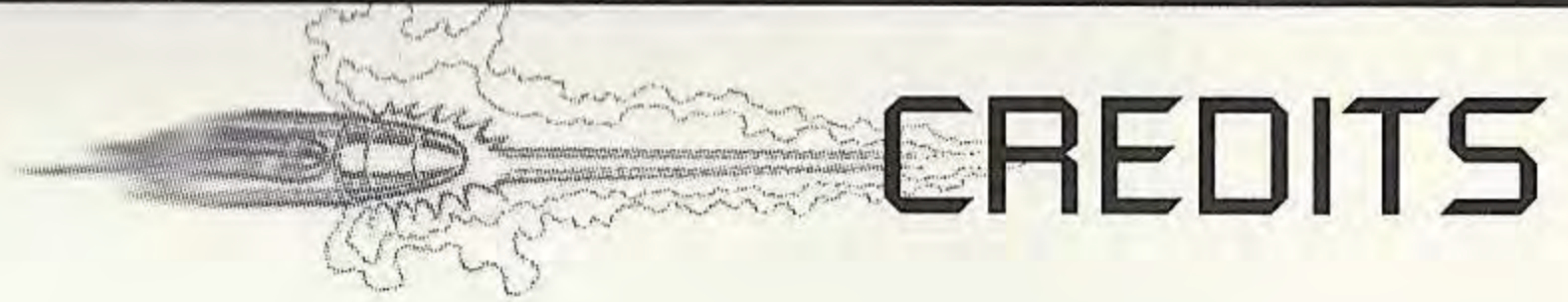


A direct result of an offshoot of the Assassin cybot series, made by the now defunct Wade Industries before the Alien Wars. After the war, circumstances led to the merger of Wade Industries with the software giant ChuckSoft, and formed Chuck/Wade Arms Co. Their first venture was the C-D (Cyborg Destroyer) series. This particular unit from the 288 mark series was reprogrammed by a HARD CORPS tech member to include optimal functioning levels in both underwater and anti-gravity environments. Previous destroyer class models had limitations in these conditions but were totally efficient and ruthless in all other situations. Some of the suits at Chuck/Wade Arms Co. are against these modifications and demand that the units be returned, but skeptics say that they just want the ability to market the Cybots themselves. There is a rumor floating about the HARD CORPS that C-D 288 is becoming self-aware but its only available comment is "Crush, Kill, Destroy the enemies of HARD CORPS!"



## Bubba

We know little about the rouge alien known as "Bubba". There can be no denying his/her? effectiveness. There is no knowledge of its past to the members of HARD CORPS. This alien has the ability to communicate and comprehend in our languages. How this is possible is unknown. "Bubba" has fought on behalf of the Terrans since the beginning of the Alien Wars. (The nickname stems from one of the HARD CORP'S base computer geeks when he was scanning known planetary sights for information about this enigmatic alien). Amongst the members of HARD CORPS outside of the four members of the main strike team, there is some open distrust of "Bubba". Some fear he might be a plant, a member of the Alien mercenaries rumored to be under the new enemy's employment.



## APPALOOSA

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**Technical Design** Jozsef Molnar  
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. . . . . Attila Kristof—Enemy Program, Gyruus  
. . . . . Attila Asztaltos—Library Program, Pactank  
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. . . . . Andras Bakai—Model Textures Animation  
. . . . . Tamas Csige—Animation  
. . . . . Gabor Matheika—Animation  
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. . Szabolocs Toth—Sound effects  
. . Attila Dobos—Sound effects & Engineering  
. . Andreas Magyar—Sound effects & Engineering  
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**Testers** . . . . . Sandor Mezei  
**Special Thanks** . . Attila Fodor, Zoltan Jannosy, Gabor Ligeti,  
. . . Tamas Vizmathy, Felfoldi Brothers.

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**Instruction Manual:** Dennis Kovacs, Kevin O'Donohue  
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**Marketing:** Cherrie McKinnon, Dorian Rehfield, Randy Severin  
**Special thanks:** Kenneth Dirnberger, Andrew Donchak.

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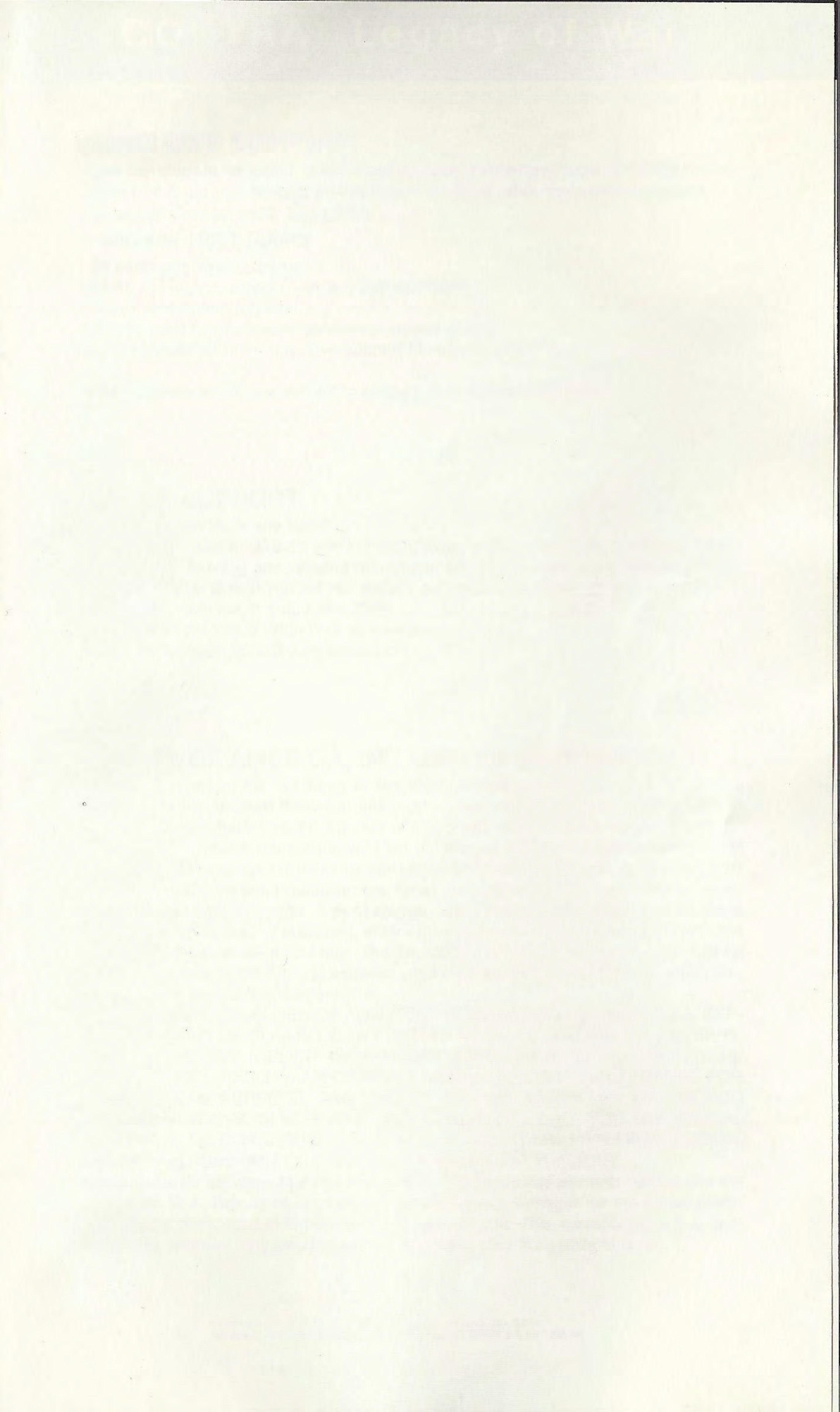
1950-1951

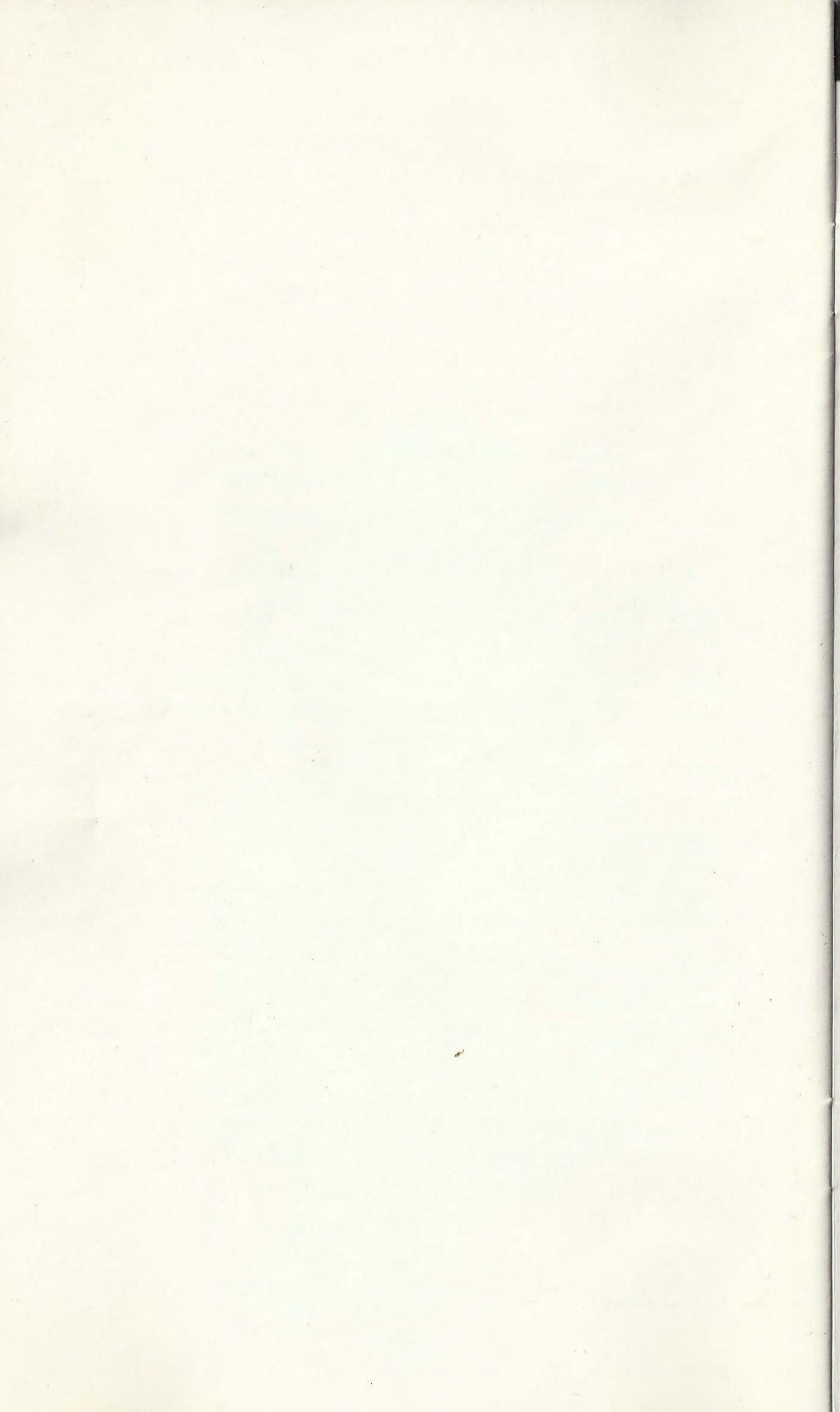
A series of reports on the progress of the work done during the year 1950-1951. The reports are arranged in chronological order and cover the period from January to December. The first report is dated January 1, 1950, and the last is dated December 31, 1951. The reports describe the work done in various departments and sections of the organization, and include a summary of the results achieved. The reports are written in a clear and concise style, and are intended to provide a comprehensive overview of the work done during the year.

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## CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all other fine Konami products.

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#### 1-900-896-HINT (4468)

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- \$1.15 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

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Reach us on the World Wide Web at [www.konami.com](http://www.konami.com)

E-Mail us at [76004.3530@compuserve.com](mailto:76004.3530@compuserve.com)

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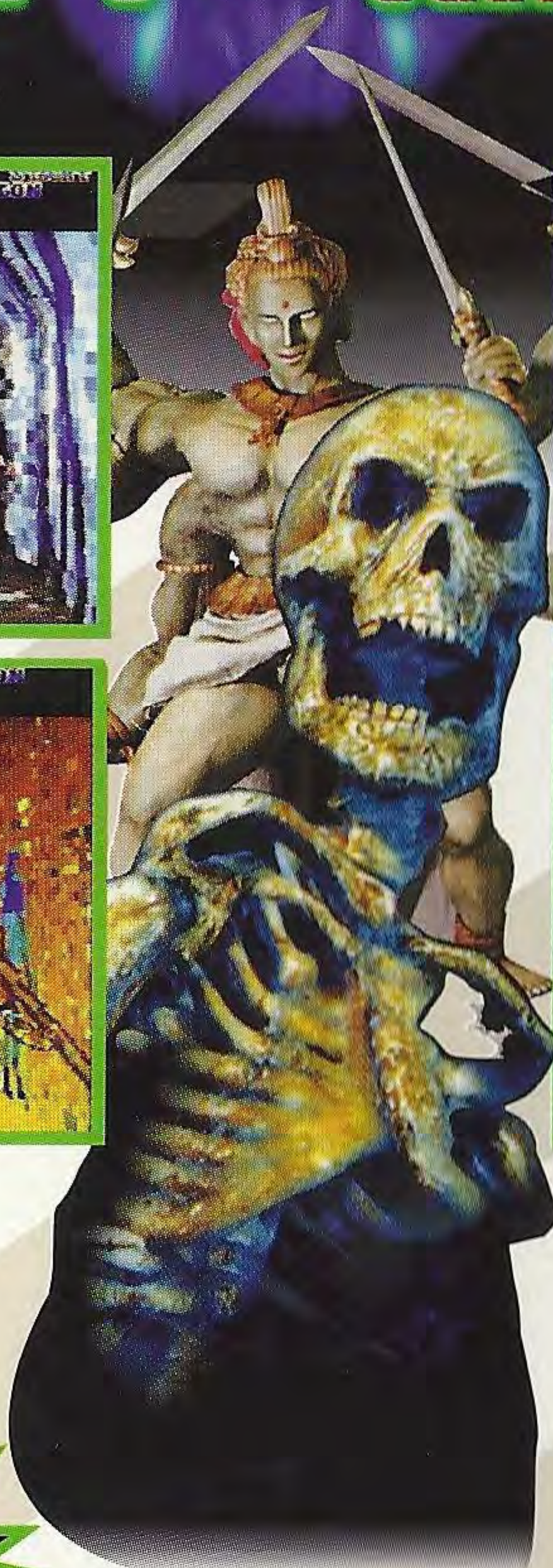
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