

CONTRA

SHATTERED SOLDIER™



www.konami.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



CONTRA

SHATTERED SOLDIER™

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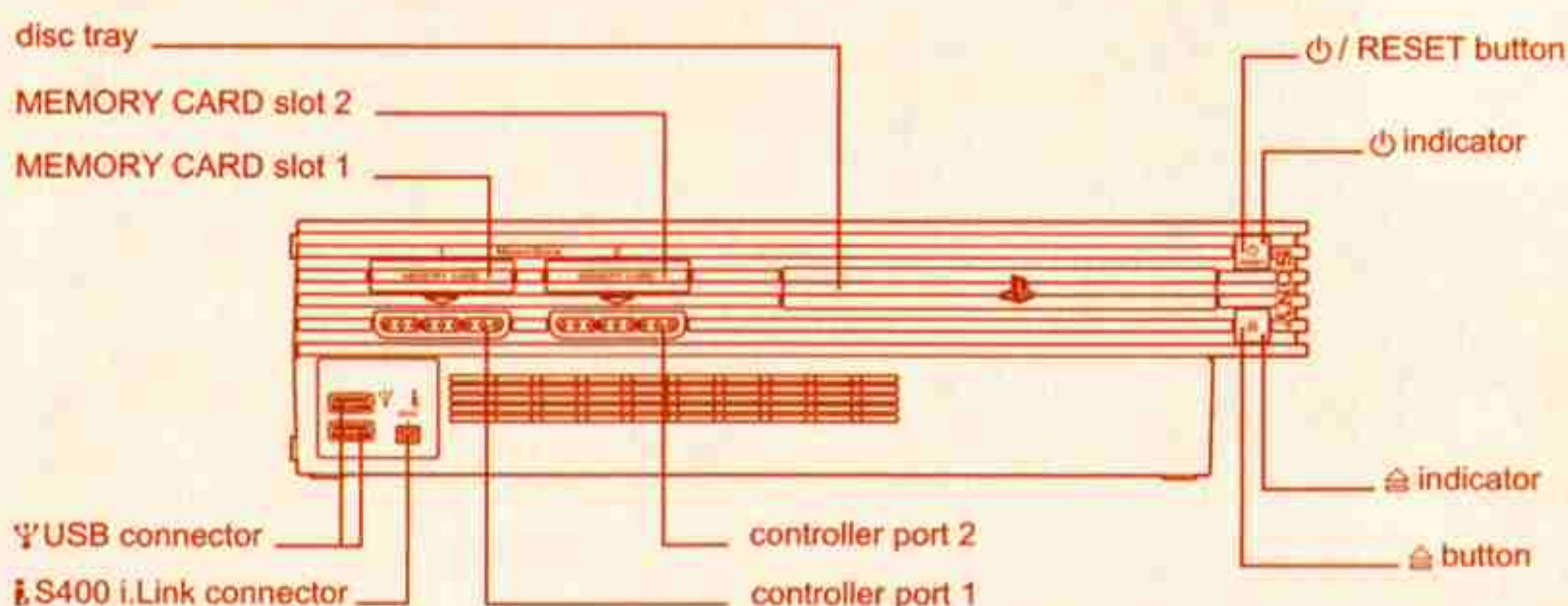
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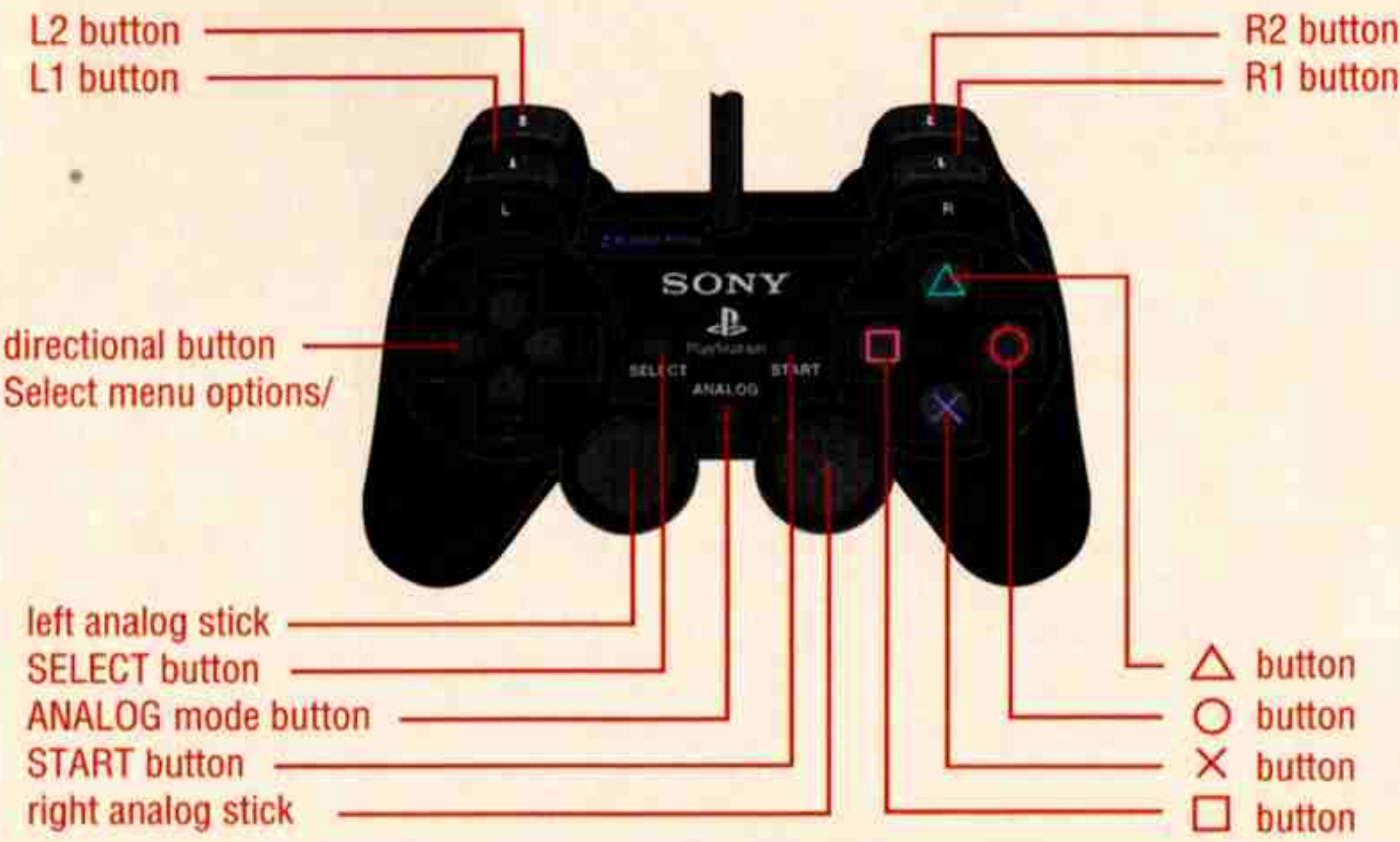
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PLAYSTATION®2 (front panel)



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **CONTRA SHATTERED SOLDIER™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 ANALOG CONTROLLER



directional button	Player movement, aim direction, menu select
left analog stick	Player movement, aim direction, menu select
right analog stick	Not used
 button	Shoot (press and hold for continuous fire) Charge Shot (double tap and hold to charge and release to fire)
 button	Jump, confirm selection
 button	Not used
 button	Charge Shot (hold to charge, release to fire), cancel
L1 button	Select weapon to left
R1 button	Select weapon to right
L2 button	Hold to lock weapon angle in place (character can still move)
R2 button	Hold to lock character in place. directional button or left analog stick controls firing direction
 START	Pause menu, skip dialogue demos

Special controls //

Climbing walls and ceilings - When the character jumps toward a wall or ceiling, the character will grab on and hang. The player can move around by using the directional button.

Jump down - The character can jump down and release their grip from the ceiling/wall by pressing down (↓) and jump (⊗ button).

Basic Rules //

The player takes control of a character on screen and progresses through the stage while destroying enemies and defeating the bosses that appear at the end of each stage. If a player is hit by an enemy attack, one of the player's remaining lives will be lost. The game is over when there are no remaining lives left.

When playing a 2 player game, if a player still has remaining lives when the other player runs out, the remaining life can be used by the other player by pressing the ⊗ button.

Post apocalyptic world

Humans are trying to move forward and recreate society, however a new threat emerges to attack the remnants of humanity. Blood Falcon has emerged again to strike fear into humanity and push them to the edge of extinction. The army puts up a fight but the forces of humanity are being pushed farther and farther back. The government makes a tough choice with deep regret to call forth a criminal.

'This plague on humanity must be fought
with another scourge of humanity'

And thus, Bill Rizer has been called forth again. The man that was the savior of humanity during the Alien Wars, and also the most feared and despised criminal to roam the earth is back. A Special A Class Criminal, Bill is ranked as the highest enemy threat to humanity. His crimes included murdering his fellow soldier Lance Bean, taking over an ultra-magnetic weapons facility and causing mass destruction around the planet. He was a devil responsible for wiping out 80% of the world's population. When he was captured, he was sentenced to 10,000 years in prison and put in cryo-genic stasis to serve out his sentence.

'The time for revenge is upon us'

The uncontrollable beast has been unleashed
upon the hellish battlefield again



Bill Rizer

Bill was hailed as a war hero after he and his partner, Lance Bean, stopped the Alien invasion. After the war, he was jailed for crimes against humanity and the murder of Lance. He has been released to neutralize Blood Falcon.

Lucia

A cyborg created to be the ultimate soldier. Demented genius, Dr. Geo Mandrake, originally planned to use alien DNA to create cyborgs for his own nefarious plans. However, he inadvertently thwarted his own plans. The military then appropriated the concepts and completed Lucia. There were some parts of the research that could not be duplicated, thus mass productions of the model cannot be done currently. She has been assigned as Bill's partner as well as his watchdog.



Enemy Commander

The leader of Blood Falcon is a major threat to humanity. His identity and motives are shrouded in mystery.



The Triumvirate

Three old men represent the highest authority of the Earth Federation Government. They have ruled continuously for hundreds of years due to prolonged life through their cybernetic implants. Cerebral implants also allow them to share their thoughts - creating a single entity united in mind and purpose.



Title Menu



Title Menu

1 Player Start the single player game

2 Players Start a two player game

Options Menu Go to Options Menu

Options



Options Menu

Controller Change button configuration

Character Change player character between Bill and Lucia

Sound Change sound options between stereo and mono

Etc See various extra and hidden options

Memory Card memory card (8MB) (for PlayStation®2) Save/load player data NOTE: To save, a memory card (8MB) (for PlayStation®2) is required with 108Kb of free memory space. It will only save on MEMORY CARD slot 1.

Language Settings Choose text language

Difficulty Adjust the difficulty level of the game from Easy or Normal. Not all levels will be available in Easy mode.

Controller



Memory Card



Difficulty



Etc Menu



Etc Menu

War Record Player battle stats

Training Player can choose a stage to practice. The number of stages increases under certain conditions.

Extras Items and incentives. Unlocked when certain conditions are met.

War Record



Stage Select Menu

Use the directional button to move left or right and hit the confirm (X) button. Panels with red indicate stages that have not been cleared, while black and white ones indicate stages that have been cleared. Cleared stages can be played again, to try to improve the ranking.



Game Screen



1 REMAINING LIVES INDICATOR

The number of remaining lives the player has. The left side indicates player one and the right side indicates player two. An additional life will be added at 15,000 points with additional lives every 20,000 points thereafter.

2 HIT RATE

A percentage of the destruction rate of selected enemies and objects throughout the stage. The percentage will be factored into your ranking in the Results window. The Hit Rate will greatly affect your overall ranking for the stage and ultimately the entire game.

3 WEAPON ICON

Currently selected weapon is indicated with a thick border. The left side indicates player one's weapon and the right side indicates player two's weapon.

Pause Menu

Cancel // Cancel the pause and return to game.

Retry // Keep the number of lives the same while using a credit to return to the start of the stage. All Hit Rate percentages will be lost. You cannot retry if there are no remaining credits.

Game Over Menu

Continue // The player can continue the game by using a remaining credit. The game ends if there are no remaining credits. There are 2 types of continues.

01 // From the middle The player continues from a pre-determined mid-point of the stage. The player must have passed the mid-point of the stage to be able to select this option. The number of lives lost up to that continue point is reset to zero, however in the results screen, the continue counter will increase by one. The Hit Rate up to the mid-stage is retained.

02 // From the beginning The player starts at the beginning of the stage.

End // The game will ask if you would like to save the results. It is advisable to save on a regular basis since results affect what hidden options become available.

Results	
Hit Rate.....	+100%
Continue=00...	-000%
Lost Remaining Life=00...	-000%
	+100%
Mission Clear Ranking	S
Total Ranking=	S

Results Screen

The player is given a ranking at the end of a stage. If a high ranking is achieved, this may affect the second half of the game and possibly even the ending!

Hit Rate // A percentage of the destruction rate of selected enemies and objects throughout the stage. If all percentage affecting enemies and objects are destroyed, a 100% Hit Rate can be achieved.

Continue // The number of times a player elects to continue from the mid-point of the stage. A 10% penalty will be assessed for each continue.

Lost Remaining Lives // The total number of lives lost on the stage. A 2% penalty will be assessed for each life lost.

Mission Clear Ranking // Hit Rate, Continue and Lost Remaining Life will all be used to determine the ranking. A letter grade will be assigned C (lowest), B, A or S (highest).

Total Ranking // The overall rank with data taken from all the stages that have been completed. Assigned a letter grade from C to S.

There are three weapons in the game that can be swapped at any time. These weapons have a normal firing mode and a charge firing mode, which is different for each weapon.

Normal Shot



Heavy Machinegun

Has a long range with a powerful repeating action. Standard military issue.



Fire Whip

It has a short range, but is very powerful. It has the ability to destroy red bluish shots fired by standard enemies. It also reaches through barriers. Great for short range combat.



Diver Mine

It arcs to the ground when fired, then continues to roll along the surface. Great for targeting enemies in hard to reach areas.

Charge Shot



Round Sweep

Heavy machinegun charge shot. A gun pod is fired forward, which then continues to rotate and fire off rounds.



Energy Shot

Fire whip charge shot. Fires off a powerful blast that can go through objects.



Homing Missiles

Diver mine charge shot. Fires off several homing missiles.

For people that are having trouble completing a stage, please see below.

Have you tried changing weapons? There are 6 different weapons available to you and their use is the key to victory. Also remember that you can get rid of some enemy shots with the Fire Whip.

Hit Rate is important to get a good rating. Concentrate on increasing it. Remember that some enemies are not part of this destruction percentage, so avoid needless fighting when you can.

There are some enemies or objects that may look like scenery, but can actually be destroyed with a certain weapon. Use the Homing Missiles to identify these targets. Look around the screen from edge to edge to find hidden objects.

Become adept at using the lock functions of **R2** button and **L2** button. Being able to use these firing patterns will be important. This is especially true when holding on to a missile or on the small helicopter.

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To All Contra fans of Yesterday and Today

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CONSUMER SUPPORT

If you need help with CONTRA SHATTERED SOLDIER™ or any other Konami games, you can call the Konami Game Hint & Tip line for help.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- * \$0.95 per minute charge
- * \$1.25 per minute support from a game counselor
- * Touch tone phone required
- * Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

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Mild Violence
Suggestive Themes