HOW TO PLAY

SUPER

KONAMI
KONAMI INC. LIMITED WARRANTY

Konami Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold “as is,” without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This game is licensed by Nintendo® for play on the

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.
CONGRATULATIONS!
You now own the authentic Konami home version of Super C for the Nintendo Entertainment System. We suggest that you read this instruction manual thoroughly before battling through Red Falcon’s multiple levels of mass destruction.

TABLE OF CONTENTS

INTRODUCTION/HOW TO PLAY ................. 4
MAD DOG AND SCORPION ..................... 5
CONTROLLING YOUR COMMANDO ............. 6
LEVELS OF ADVENTURE .................... 7
KILLER ALIENS ............................. 8
TAKING CARE OF YOUR GAME ............... 10
DON'T FIRE UNTIL YOU SEE THE RED OF THEIR EYES

Sipping cold lemonade with a couple of native lovelies, 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 shuttled in The Babalu Destructoid Mechanism, a giant alien attack tank, which was the primary weapon used to disintegrate the innocent solar system of Tralala.

But the genius behind Red Falcon’s Earth conquering concept is his plan to have thousands of intergalactic warriors seep into the brains of the U.S. Army. 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 brain trashed? 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 Hate Nest, his sinister scheme will permeate the world’s mightiest power (nuclear missile silos included).

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

HOW TO FIGHT FOR YOUR LIFE (AND EVERYONE ELSSES!)

Fire! Fire! Fire! And don’t stop firing are the only instructions you need. Because in this Doomsday extravaganza, there’s little time for thinking. A killer instinct is all that matters. And if your trigger finger lacks stamina, Earth will lack a future.

To begin this all-out mega-war, press the Start Button. Next, press the Select Button to choose a 1 Commando or 2 Commando contest. If one Commando plays, you’ll assume the savage role of Mad Dog with Controller #1. If a second Commando plays, he or she (yes, this is the nineties, and women make just as tough commandos as guys) will take charge of Scorpion with Controller #2.

Finally, press the Start Button again, and it’s off to meet Red Falcon…or your maker!
**HOW TO POWER-UP**

At the beginning of your assault on Fort Fire Storm, your only "hide protection weapon" is a rifle. But if you blast away bouncing Power-Up Capsules and stationary Pill Box Sensors, they'll turn into Hawks. Capture these Hawks by moving your Commando onto them, and your odds of survival will improve a little.

NOTE: Each Hawk is labelled by a letter referring to the Super Weapon you’ll receive.

**SUPER WEAPONS:**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Machine Gun</td>
<td>Gives you RAT-TAT-TAT-TAT capabilities.</td>
</tr>
<tr>
<td>Spread Gun</td>
<td>Sprays fire in five directions.</td>
</tr>
<tr>
<td>Laser</td>
<td>Increases your destructive power.</td>
</tr>
<tr>
<td>Flame Thrower</td>
<td>When it hits an enemy, its flame will ignite. (To fire this fire, release the Control Pad and press the B Button.)</td>
</tr>
<tr>
<td>Rapid Fire</td>
<td>Gives you more bang for the buck.</td>
</tr>
<tr>
<td>Barrier</td>
<td>Makes you invincible for a limited period of time.</td>
</tr>
<tr>
<td>Mega Shell</td>
<td>It destroys all enemies on the screen. (This weapon has no identifying letter)</td>
</tr>
</tbody>
</table>

**Corporal Lance**  
(Code name: Scorpion)

**Sgt. Bill Ko**  
(Code name: Mad Dog)
SOUND SELECT FUNCTION

During the Title Screen, hold down the A and B Buttons while pressing the Start Button, and the Sound Select Mode will appear. Here you can choose a new “battle tune” by moving the cursor with the Control Pad and pressing the B Button. To silence the song, press the A Button.

NOTE: Press the Start Button to return to action!

CONTROLLING YOUR COMMANDO

[Diagram showing the control pad with labels]

Use to select either 1 Commando or 2 Commando mode. When the game finishes, use to select CONTINUE or END. Note: you can CONTINUE up to 3 times per mission.

Press to begin your mission. Press after you’ve selected CONTINUE or END when the game finishes. Also press to PAUSE the action, and press again for the action to continue.

HOW TO USE THE CONTROL PAD IN SYNC WITH THE A AND B BUTTONS

During jumping, you can fire in each direction by using the Control Pad while pressing the B Button. You cannot jump when in a vertical screen.

<table>
<thead>
<tr>
<th>CONTROL PAD</th>
<th>B BUTTON</th>
<th>A BUTTON</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>You won’t move</td>
<td>Shoot upward</td>
</tr>
<tr>
<td></td>
<td>Move right</td>
<td>Shoot upper right</td>
</tr>
<tr>
<td></td>
<td>Move right</td>
<td>Shoot right</td>
</tr>
<tr>
<td></td>
<td>Move right</td>
<td>Shoot lower right</td>
</tr>
<tr>
<td></td>
<td>Lie down</td>
<td>Shoot either left or right or fire down when jumping</td>
</tr>
<tr>
<td></td>
<td>Move left</td>
<td>Shoot lower left</td>
</tr>
<tr>
<td></td>
<td>Move left</td>
<td>Shoot left</td>
</tr>
<tr>
<td></td>
<td>Move left</td>
<td>Shoot upper left</td>
</tr>
</tbody>
</table>
RED FALCON’S MASS DESTRUCTION ZONES

Gates of Fort Fire Storm (Level 1)
Fort Fire Storm’s Warped Mind Command Center (Level 2)
Tropics of Torture (Level 3)
Lair of the Jungle Aliens (Level 4)
Massacre Mountains (Level 5)
Jagger Froid’s Fruit-of-the-Doom Defense Line (Level 6)
Radioactive Lava Fields (Level 7)
Red Falcon’s Poison Palace (Level 8)
KILLER ALIENS

Alien in Sergeant Skin's Clothing (Level 1)

Krypto-Crustacean (Level 5)

Lip-O-Suction (Level 6)

Babalu Destructoid Mechanism (Level 3)
Temple of Terror (Level 7)

Jagger Froid's Spit Soldier (Level 8)

Red Falcon (Level 8)
Treat Your Konami Game Pak Carefully

- This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

SCORES
Konami® is a registered trademark of Konami Industry Co., Ltd.
Super C™ is a trademark of Konami Inc.
© 1990 Konami Inc. All Rights Reserved.
Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Some copyright information may be out-of-date. Please also note that printed manuals were not always released in multiple languages.