SILENT HILL 4 THE ROOM™

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PlayStation®2

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MATURE 17+
M
Blood and Gore
Intense Violence
Sexual Themes
ESRB CONTENT RATING www.esrb.org

NEO CONTRA™

MATURE
M
CONTENT RATED BY ESRB

JIM LEE 2004

KONAMI

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- **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.**

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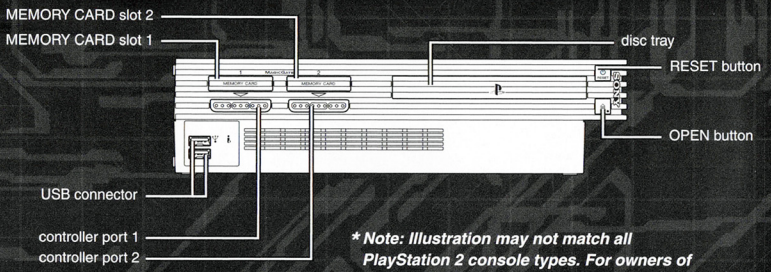
Getting Started



Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

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 RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **NEO CONTRA™** 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.

Basics

You control a single character while fighting enemies to progress through various stages. To complete the stage, defeat the boss character that appears at the end. If you are hit by an enemy or by an attack, the remaining number of lives is reduced. The game is over if all lives are lost. In two-player mode, when one player is wiped out, they can obtain additional lives from the other player (if the other player has any left) by pressing the ⊗ button. If it's Game Over, you may continue if there are still credits left.

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Credits

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Sound Programmer
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Special Thanks
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Neo Contra Opening Theme "Neo"

Vocals by Paula Terry
(Artist Management International)
Lyrics by Jason Enos and Nobuya Nakazato
Music by Sota Fujimori

Digital Frontier Staff

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Kazuyoshi Katayama

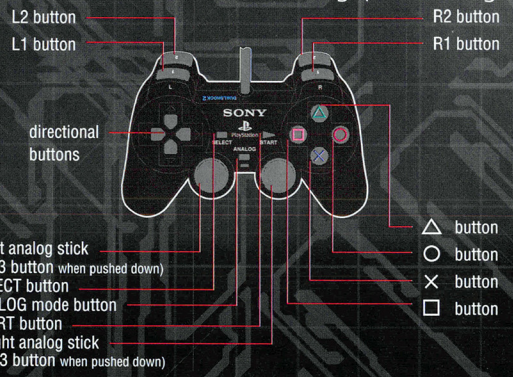
Assistant Director
Hisaya Takabayashi

CG Producer
Yusaku Toyoshima

Controls

DUALSHOCK®2 Analog Controller

The following button controls are the default settings (button configuration Type A).



The game can be played using the DUALSHOCK®2 analog controller. When playing a one-player game, insert the controller into the PlayStation®2 controller port 1, and when playing with two players, insert controllers into the controller ports 1 and 2 on the game console. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

directional button	Moves the character, sets direction, moves the cursor
left analog stick	Moves the character, sets direction, moves the cursor
right analog stick	Not used
△ button	Uses a lock-on weapon (Press to lock on, then release to fire)
○ button	Cancel
× button	Confirm, evade, and dash (used in combination with the directional button or the left analog stick)
□ button	Use the equipped standard weapon
L1 button	Switch standard weapons
R1 button	Switch standard weapons
L2 button	Direction lock
R2 button	Movement lock
START button	Pause, skip cut scenes
SELECT button	Switch between solid and translucent display of indicators (such as the score and remaining number of characters)

Note: The button configuration can be changed under the OPTION menu.

Story

4444 A.D.

-Earth has been transformed into an enormous prison-

The relentless implementation of space colonization policies has put humankind at the zenith of prosperity. However, humanity's glorious history is clouded by the dark shadow of harshly oppressive colonial rule. Criminals, and even those deemed opposed to authority, are hunted down without mercy.

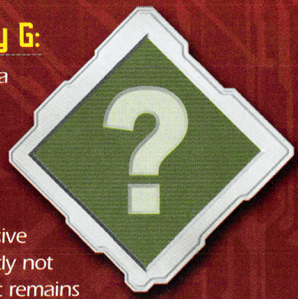
Those who are spared are incarcerated on the prison planet of Earth, ruined and ravaged by environmental destruction. There, chaos and violence rule supreme – no one sane or logical can expect to survive for even three days. Hell has come to Mother Earth.

But a new order rose from the maelstrom of darkness.
Its name - Neo Contra.

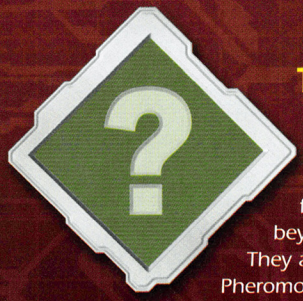
Master Contra:

The head of Neo Contra, the sinister organization that threatens the very existence of humankind. In less than a year, he quickly marshaled a powerful army from the hardened criminals that survived the dog-eat-dog world of Earth, the prison planet. Gifted with immeasurable charisma and leadership, his motives and identity are utterly unknown.

Mystery G:



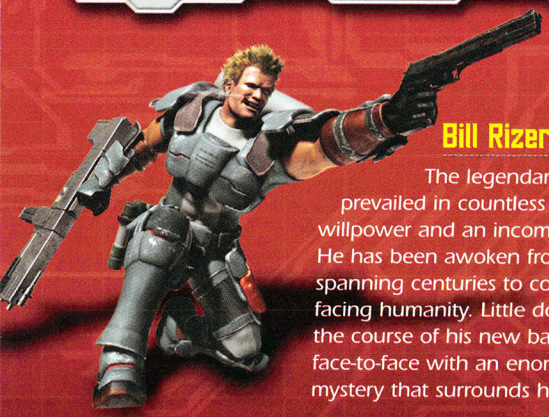
An enigmatic old warrior who wields a pair of well-worn, high-performance, long-barrel guns as if they were the extensions of his arms. His efficient, economical motions and ice-cold decision-making powers give hint to his extensive experience on the battlefield. Apparently not a sanctioned member of the military, it remains to be seen if he is friendly or hostile.



The Four Hell Warriors of Neo Contra:

Even among the battle-hardened ranks of the Neo Contra, there are four leaders that rule with abilities far beyond those of their subordinates. They are the Guerilla Contra, Plant Contra, Pheromone Contra, and the Animal Contra.

Characters

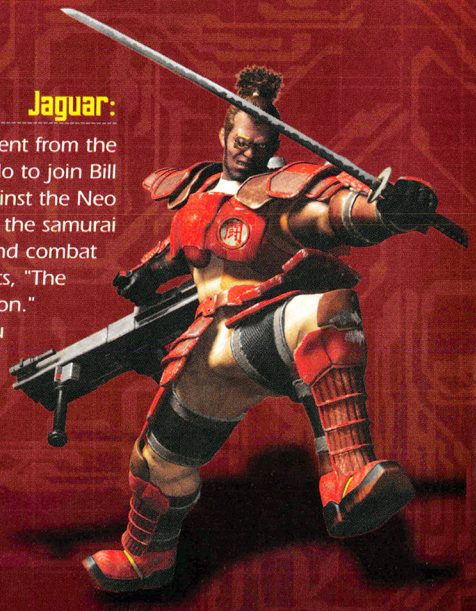


Bill Rizer:

The legendary hero who has prevailed in countless battles with steely willpower and an incomparable physique. He has been awoken from cryogenic sleep spanning centuries to counter the new threat facing humanity. Little does he know that over the course of his new battles, he will come face-to-face with an enormous conspiracy and mystery that surrounds his own existence....

Jaguar:

A rugged warrior sent from the isolationist planet of Oh! Edo to join Bill Rizer in his fight against the Neo Contra. Despite carrying on the samurai code of ethics and combat techniques, Jaguar insists, "The sword is the final weapon." His full name is Yagyu Jaguar Genbei.



Despite claiming the name of "Contra" – an elite force that saved humankind in the past – Neo Contra is nothing more than a bloodthirsty military posse bent on sowing unimaginable destruction and death wherever they appear.

Alarmed by the emergence of Neo Contra, the Federation Congress resurrected the greatest warrior in history from cryogenic storage to counter the rebel threat.

It is the return of the original Contra – Bill Rizer.

And now,

the ultimate showdown between Contra and Neo Contra is about to EXPLODE!

Actions

Movement:

Press the left analog stick or press the directional button to move the character in the chosen direction. Evade enemies and dodge attacks by moving. Contact with an enemy or attack results in instant loss of the player's life.

Using Standard Weapons:

Press the □ button to attack using the equipped Standard Weapon.
The player is equipped with two kinds of Standard Weapons – one fires solid projectiles, while the other is a flamethrower-type weapon. Switch between these weapons by pressing the L1 button or R1 button. A Standard Weapon will not have sufficient range to strike targets that are high above, such as flying enemies. Use a Lock-on Weapon against such targets.

Using Lock-on Weapons:

Use a Lock-on Weapon to destroy enemies that are marked with green indicators. Press the △ button to deploy the Lock-on Weapon's laser targeting sight. The sight will automatically acquire the target and indicate it with the lock-on mark. Release the △ button to fire the Lock-on Weapon at the acquired target.

Evasion:

Without touching the left analog stick or the directional button, press the ⊗ button to perform an evasive action. During this move, the player is invincible. By timing the use of this move, it is possible to dodge attacks.

Dash:

Using the left analog stick or pressing the directional button, press the ⊗ button to dash. Unlike evasion, the player can be hit with attacks while dashing. Beware!

Direction lock:

Hold the L2 button to make the player keep facing the same direction. Using this technique correctly will enable counterattacks, even while evading enemy fire.

Movement lock:

Hold the R2 button to anchor the player in place while enabling fire in all directions. This technique is particularly effective when surrounded by enemies, especially for quickly acquiring multiple targets with the Lock-on Weapon.

Type B:

Charge Shot: A standard projectile weapon with shots that gain power through charging. (Hold the shooting button to charge, then release to fire.)

Fire Whip: A flamethrower-type standard weapon with a short reach. It can eliminate the enemies' red-and-blue flashing shots.

Lock-on Laser: A lock-on weapon that can shoot five laser bolts simultaneously. The power of each laser bolt is medium.

Type C:

Spread Shot: A standard projectile weapon that sprays bullets in an arc.

Classic Fireball: A flamethrower-type standard weapon with a high rate of fire.

Lock-on Thunder: A lock-on weapon that can fire eight shots simultaneously. The power of each shot is weak.

Weapons

The player must choose to equip one of several sets of weapons.
Each weapon set consists of:

A solid projectile standard weapon
A flamethrower-type standard weapon
A lock-on weapon

At the start of the game, the following three weapon sets are available.
By meeting certain conditions, new weapon sets may be added.

Type A:

Machine Gun: A standard projectile weapon with a high rate of fire.

Grenade Bomb: A flamethrower-type standard weapon with bombs that explode after bouncing off the ground. Its blast can eliminate the enemies' red-and-blue flashing shots.

Lock-on Missile: A lock-on weapon that can launch four missiles simultaneously. The explosive impact of each missile is strong.

Title Screen

1 PLAYER:
Starts the single player mode.

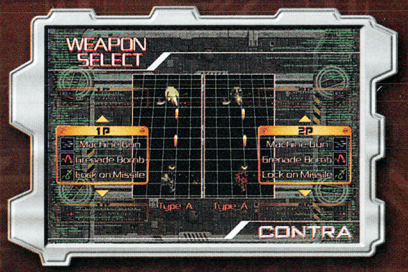
2 PLAYERS:
Starts the 2-player mode.

OPTION:
Opens the Option Menu.

TUTORIAL:
Launches the tutorial, which describes the game's basic rules and controls, using movie clips and actual practice.

Weapon Set Select

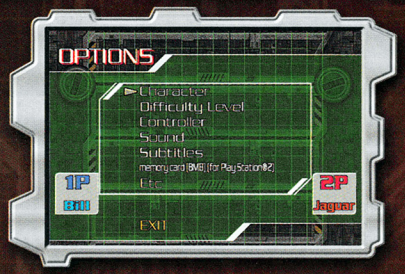
At the start of the game, you must choose the weapon set to be equipped. Select the weapon set using the left analog stick or the directional button, then press the ⊗ button to confirm the choice. The lineup of weapon sets can be expanded by meeting certain sets of conditions during game play.



Stage Select

After selecting the weapon set, or after clearing a stage, the Stage Select menu is opened. Select the stage using the left analog stick or the directional button, then press the ⊗ button to confirm the choice. Depending on how the player progresses through the game, additional stages may become available for selection. The player will also have the option of replaying cleared stages to improve their mission clear ranking scores.

Options Menu



Character:

Move the left analog stick or the directional button sideways to choose the combination of controls and character.

Note:

By satisfying specific conditions, secret characters and special versions of the characters may be added. To switch to these special versions, move the left analog stick or the directional button vertically.

Battle Results

Upon clearing a stage, the player's performance is evaluated. By performing well, the game's progress in later stages could change, even resulting in a different ending.

Hit Rate:

Indicates how much of the completed stage's enemies and traps have been destroyed by the player. If every hostile target is destroyed, the Hit Rate will be 100%.

Continue:

If the player has continued the game from the middle of a stage, the Hit Rate score is reduced for each time the player has continued as a penalty.

Lost Remaining Life:

If the player has lost lives during the stage, the Hit Rate is reduced for each lost life as a penalty.

Mission Clear Ranking:

The player's stage performance is rated in five ranks from S to D based on the Hit Rate, the number of continues, and the number of lives lost.

Total Ranking:

The player's performance over the stages already completed is rated in five ranks from S to D.

Game Over

Continue:

Resumes the game at the cost of one credit. You cannot continue if there are no credits left.

There are two kinds of continues:

1) From the middle

The game is resumed from the current stage's last passed continue point. This choice is available only if the player has passed a continue point. If the game is continued from the middle of a stage, the number of characters lost in that stage is reset to zero. However, the destruction ratio is recounted only from the continue point onwards, and the use of game credit(s) is counted. These will negatively affect the mission clear rankings.

2) From the beginning

The game is resumed from the start of the stage. The number of lives lost in that stage, the number of continues, and the destruction ratio are reset to zero, so they will not negatively affect the mission clear rankings.

End:

Quit the current game and return to the title screen.When this is chosen, the player will be asked if the data should be saved. It is recommended that the player save, as the play data affects the addition of extra modes.

Difficulty Level:

Choose the game's difficulty level. NORMAL Mode allows the adjustment of the player's starting number of lives.

Note:

By satisfying specific conditions, it is possible to increase the upper limit on the player's starting number of lives.

Controller:

Adjust the DUALSHOCK®2 analog controller button configuration and turn the DUALSHOCK®2 analog controller vibration ON/OFF.

Sound:

Select the sound mode.

Subtitles:

Select the subtitle and turn subtitles ON/OFF.

Memory Card (8MB)(for PlayStation®2):

Select to save and load game play data.

Note:

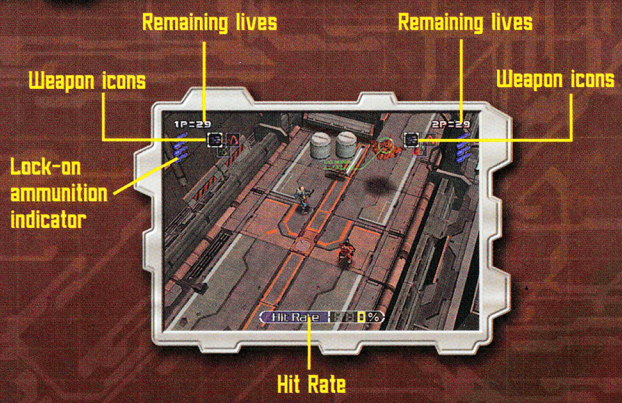
To save and load game play data, a memory card (8MB)(for PlayStation®2) with at least 111KB of free space is required. Neo Contra will work only with MEMORY CARD slot 1.

Etc.:

Access various extra modes:

- **War Record:** Check your play status and records.
- **Training:** Select to try stages for training. Depending on your progress, the number of selectable stages will increase.
- **???:** Indicates various other additional modes that become available by satisfying specific conditions.

Game Screen



Remaining lives:

The number at the left of the screen is Player 1's lives. The number at the right side indicates Player 2's. Additional lives are added upon reaching certain scores.

Weapon icons:

The weapon in current use is indicated with a thick frame. Player 1's icons are on the left, and Player 2's are on the right.

Hit Rate:

This figure keeps track of the enemies and fixtures that the player destroys. However, some endlessly spawning enemies are not counted in the scoring. This ratio has a great impact on the Battle Results Screen upon clearing a stage.

Lock-on ammunition indicator:

This indicates the number of shots that can be simultaneously launched at locked-on targets. Player 1's indicator is on the left, and Player 2's is on the right.

Pause Menu

Cancel:

Resumes a paused game.

Retry:

Restarts the current stage at the cost of the paused game's remaining stock of lives and one credit. If the player retries a stage, the play data for that stage (the number of characters lost in that stage, the number of continues, and the destruction ratio) is reset to zero, so it will not negatively affect the mission clear rankings. You cannot retry a stage if there are no credits left.