



Earth is in trouble! An alien space craft of vast proportions has somehow managed to completely deactivate the Earth Defence Net and launch a massive attack on the major population centres of the world. Unable to retaliate, the leaders of each nation watch as the aliens build their own command centres and begin to take over the world! Meeting at an underground location, the leaders decide that only a small, one or two-man task force could successfully breach the aliens' defences and in a blaze of photon annihilation, send them back from whence they came.

You (and your chum in two-player mode) are charged with the task of tackling the enemy forces. This occurs over a series of overhead and side-on shoot 'em up scenarios, collecting new weapons, driving armoured transports, and blowing up anything vaguely alien-looking.

But during their short-lived occupation of the Earth, the aliens haven't been idle. Using their strange and extraordinary skills, they've managed to deposit a lethal alien at the end of each level. They've been trained to absorb many hits before their eventual demise, and even their looks have been distorted to make ordinary humans cringe in fear and soil their trousers with primal terror.

Against such phenomenal odds, do you still reckon yourself hard enough to get the job done? Or will the only job done be the one in your undies.

# CONTRA

# 魂斗罗スピリッツ

# SPIRITS



▲ This tank is one mean piece of kit!

## SIDE-ON SLAUGHTER

The majority of the game is played on a side-on, horizontally scrolling backdrop, very similar to *Gryzor* in the arcades. Our boys have eight-way shooting abilities along with a useful jumping skill. They even cling to walls *Spider-Man* fashion (and continue blasting at the same time) should the need arise.



## FLAMING HELL

Using his trusty flame thrower, the Contra blows away the many weapons attached to the underside of the massive battle cruiser. Legions of enemy sprites make the task a lot more difficult. The more damage inflicted, the more resistance the Contra faces.



# IMPRESSIVE WEAPONS

Your Contra bloke is a dab hand at dealing with all sorts of heavy duty hardware, which is just as well really, considering what sort of firearms are available in Contra Spirits.



**FLAME:** This doesn't fire very far, but its power is impressive.



**HOMING MISSILES:** This weapon shoots off powerful homing warheads!



**LASER:** Its power and range are without doubt, but it does need time to recharge.



# OVERHEAD SPINNING

Some of the levels are played out with an overhead viewpoint. However, rather than rotating the main sprite, the Super NES' custom chips actually rotate the background, as seen in games like Metal Hawk and Assault in the arcades. The L and R buttons control the rotation of the backdrop, whilst the normal controls move the Contra about. The actual aim of this section is just to blow away the specified targets and then head for the boss for the end-of-level confrontation!



# COMMENT



Anyone who doubts the abilities of the Super NES should take a look at this - it's unbelievable! The graphics, sounds, special effects and varied, highly addictive gameplay are all absolutely outstanding and make for one of the greatest shoot 'em ups yet seen. In fact it's so good it puts most of the coin-ops I've played recently to shame!!

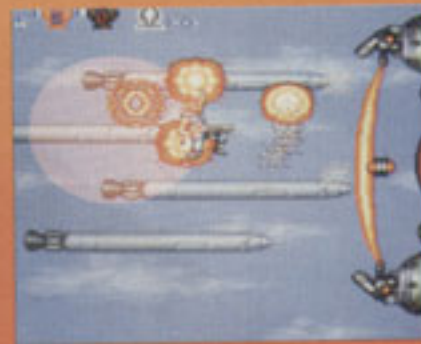
## JULIAN

The sideways scrolling bits are all action-packed with tons going on, and the overhead sections are like a mega version of Crackdown. The game is very, very challenging, especially when you play it on your own, and the final guardian is nigh on impossible to dispatch until you learn his special attack patterns. Contra Spirits is a superlative game and Super NES owners shouldn't miss it under any circumstances.

Many thanks go to Advanced Console Entertainment of London for lending us the review cartridge of Contra Spirits. Should you wish to learn more about the game, call them on 071 383 0480.

# TO THE SKIES!

The battle cruiser reaches escape velocity! The Contra follows by jumping on to passing cruise missiles, fired by a friendly craft. Destroy the cruiser's two shield generators and then aim for the red target! Many hits are required before the battle cruiser explodes.





## TWO-PLAYER HIGH JINKS

Two players can participate in Contra Spirits for some simultaneous blasting shenanigans. There are two options that change how you play the overhead section of the game.



▲ This is the final boss in his first form. In the end, even his brain pops out and attacks you!



## THE BOSS

Each stage is guarded by a massive end-of-level boss! Here, the Contra takes on level one's guardian. A smart bomb is unleashed, and then the Contra finishes the beast by continually blasting at its heart. Note the enormous firework display!



## COMMENT



**RICH**

Wow! Contra Spirits grabs you immediately with its ultra-violent gameplay. Literally thousands of enemy sprites bite the dust before the game is complete, and that's just in EASY mode! The graphics are spectacular. Konami have incorporated every Super NES graphics trick in the book, and added plenty of new ones too! I defy you not to be impressed by the overhead rotational levels - they're just jaw-droppingly amazing. The sound is awesome too, with atmospheric scores that almost rival Actraiser in their brilliance. It's a shame that the effects are just so loud, as they tend to drown out the music. Other than that, you just can't fault Contra Spirits. Basically, what we have here is ultra-addictive, arcade quality blasting action - with simultaneous two-player action thrown into the bargain! Once again, Konami have produced a product that simply **MUST** be purchased!



**BY: KONAMI**  
**PRICE: £45.00**  
 RELEASE DATE: IMPORT  
 GAME DIFFICULTY: MEDIUM  
 LIVES: 2-7  
 CONTINUES: INFINITE  
 SKILL LEVELS: 3  
 RESPONSIVENESS: EXCELLENT



## PRESENTATION 87%

A good range of options including one or two-player games, and some great presentation screens.

## GRAPHICS 95%

Amazing graphical effects are the icing on a cake that consists of brilliant sprites and superb backdrops.

## SOUND 90%

The effects are great (just a bit loud!) and the background music is stunningly atmospheric.

## PLAYABILITY 96%

Contra Spirits boasts fast, super-smooth arcade action that doesn't slow down very often at all.

## LASTABILITY 93%

...and although you might complete the game in EASY mode, there's still more to be discovered on the higher difficulty levels.

## OVERALL 95%

Contra Spirits currently ranks as the greatest 16-bit shoot 'em up available!