**Contra III MSU-1 patch (bsnes, higan and sd2snes support) for US rom**

Patch created PepilloPEV

This patch includes the possibility to hear cd-quality audio. **Note:**

The easiest emulator is snes9x 1.55: <https://dl.qwertymodo.com/snes9x_msu.zip>

Also you can play it with bsnes+ 0.73: <https://www.romhacking.net/utilities/1197/>

Also higan is supported

**Imprtant notes:**

**- For US version ONLY Non-Headered rom. If you do not know what a header is, or how to remove it (there are several tools), check http://forum.romulation.net/index.php?topic=17597.0**

**Ususally \*.smc is with header, \*.sfc without.**

**Preparation:**

***1.***

check whether your rom has no header and apply c3taw\_msu.ips or on your US version of Contra 3 (e.g. Contra III - The Alien Wars (U) [!].sfc) - alternatively you can also apply the asm or the bps.

***2.***

Rename your rom into c3taw-msu1.sfc (c3taw**-**msu**1**.sfc, not c3taw\_msu.sfc or whatever)

**Snes9x 1.55 (ff) and sd2snes 0.1.7:**

-make a new folder (c3taw\_msu or whatever)

- copy the  patched c3taw-msu1.sfc into this folder (from preparation Step 1 and 2)

- copy c3taw-msu1.msu into this folder (part of the zip file)

- copy the PCM:s from the cloud into this folder

**Bsnes+ v73:**

-make a new folder (c3taw \_msu or whatever)

- copy the  patched c3taw-msu1.sfc into this folder (from preparation Step 1 and 2)

- copy c3taw-msu1.msu into this folder (part of the zip file)

- copy c3taw\_msu1.xml into this folder

- copy the PCM:s into this folder

**Higan:**

-make a new folder (c3taw\_msu or whatever)

- copy the  patched c3taw-msu1.sfc into this folder (from preparation Step 1 and 2)

- import your patched c3taw-msu1.sfc (from Preparation Step 1 and 2) in higan

- go into the folder %USERPROFILE%\Emulation\Super Famicom\c3taw\_msu1.sfc in Windows Explorer

- overwrite the existing manifest.bml with (until higan v0.95) or just copy (higan v0.96 and later) the manifest.bml from the patch package into this folder

- also copy c3taw\_msu1.msu from the patch package into this folder

- copy the PCM:s into this folder