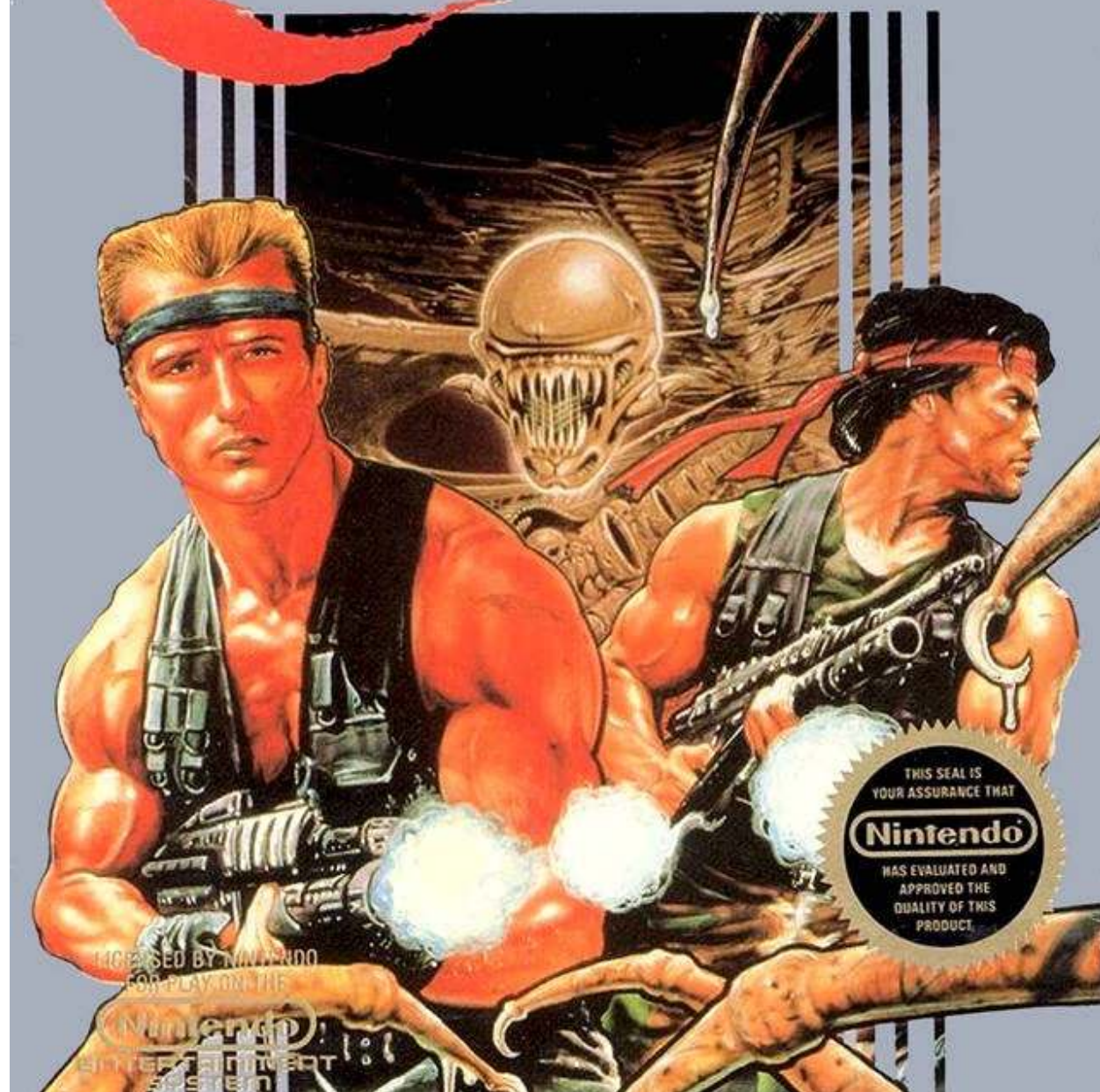


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Contra 1.0 By Burkess

Welcome to Contra. Here, the evil alien overlord, Red Falcon has declared war on Earth. He and his band of aliens plot to conquer the whole universe, and Earth will fall soon.

Two members of the special elite commando squad, Contra, plan to put an end to Red Falcon's plans. Their names are Bill Rizer and Lance Bean. They're beginning their mission in the jungles to find Red Falcon's forces.

You'll need these.

1000 Contra Points.

Locations:

1. The Jungle
2. Red Falcon's Base
3. Anywhere else

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Contra Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

Special Commando Forces Training: You gain the memories and instincts of an entire career spent as a commando, doing missions across the world. You're a super elite soldier and a master of marksmanship.

Peak Humanity: You're at the physical peak of what a human can attain, assuming perfect genetics, nutrition, and training. This updates to cover other species if you're ever something other than human.

Player Two: Spawns an ally who scales with you in power, having similar perks and abilities to the ones you possess. But is different enough to make them a separate person. They have their own identity but will always help you out.

Destructible Environments: Inanimate objects and parts of the environment are $\frac{1}{4}$ as durable when you're involved, letting you destroy them much easier than you normally would.

Spinney Shooty: You can do a spinning leap that lets you jump twice your height, and your accuracy with guns is always tight. To the point where you could line up hard shots while spinning in the air and still hit them. Movement never has any effect on your accuracy, no matter how fast or awkward it is.

Power Walk Forever: You regain energy as quickly as you use it, and your body can no longer be damaged from overexertion. Standing still for a while takes the place of sleep for you.

No Ammo Or Maintenance Needed!: Your weapons have infinite ammo/energy and never need reloading, nor do they break down unless specifically damaged by an enemy's attack.

Projectile Speed: You can toggle the speed of any projectiles, making them move at a pace that could be dodged by a normal human or cause them to move at twice the speed of sound and above. All the projectiles in a wide area around you will obey the rules you've set.

Powers Ups: You'll find power ups locked inside of machinery and other parts of the environment in your travels. Defeating an enemy or breaking an object can also spawn one. These power ups include laser rifles, a spread shot effect, a bulletproof effect that makes you impervious for 20 seconds, and a very rare Wipe Out effect that creates a massive explosion on every nearby enemy. And more!

Respawning Enemies: Spawns human soldiers. They're equipped with weapons and follow your mental commands. When one dies, you can resummon that same soldier again. You start off limited to 100 soldiers at a time and can grow to have more. They're as sentient and self-aware as you want them to be.

Evil Base Creation: Once you take control over an area, you can transform it into an evil lair. This means turrets will appear, as well as traps, soldiers, and machines under your control who will occupy the area. The crown of any evil lair is the boss room, which spawns a very powerful foe who will confront anyone that trespass here without your permission. To control an area, you just need to drive anyone out who would protest you building a lair there. Then decide you want to build there, and it'll happen.

Projectile Style: You can fire diamond shaped projectiles that hit with the force of bullets and can destroy machinery. You can also fire them as round cannon explosives that damage enemies once upon impact and again when they explode. You've got a fireball projectile that burns targets, and a bubble projectile which deflects other projectiles as it travels and then deals massive damage when it lands.

Walking Fire: You can spawn walking flames which patrol an area. This fire burns eternally, and it's intelligent enough to seek out opponents and can act on its own.

Platforms and Mine Carts: You can spawn floating platforms with jet thrusters on the bottom that allow them to levitate up and down. You can also create mine carts, which can be used as both a weapon and as transportation.

Spike Walls: At your command, you can raise enormous spiked walls, which can fall on enemies and block their path. They're durable enough to withstand quite a few shots before being destroyed.

Raise Your Hands: You can cause metal stretchy hands to grow from solid surfaces and then attempt to grab targets. Either triggering when their prey approaches, or when you command them to. They inflict continuous damage when holding a target they intend to harm.

Gordea: You have a hulking form that reaches over 12 feet tall. Your body is covered in armor to keep your constantly growing muscle mass from expanding further. Your durability and strength are off the charts, and you have the ability to conjure and throw spinning discs which skate across surfaces and shred your enemies.

Red Falcon: You're an enormous and very powerful alien. You can fire out your own offspring as weapons. The area around you transforms into more of your body, letting you create pods that spawn more creatures and shoot enemies.

You have a heart inside you which functions as your core. As long as your heart lives, the rest of you does. It's covered in defenses that will spawn more aliens to protect you in the event something manages to breach your defenses and approach it.

Sniper: You're a skilled sniper and have excellent accuracy with weapons, even while under fire. You can "quick scope" people and need very little time to aim, and still land good shots.

Blimps: You have control over flying, football shaped blimps that damage foes by bumping into them. You can conjure these and set them to harass enemies.

Next Stage: You always know what you must do next to continue to the next "stage" of your current goal. There will be clear and obvious clues leading you to the correct path.

Flying Grenades: You gain an endless supply of hand grenades. You can also throw objects with incredible precision and lob things a vast distance.

In a 2D World: Your view of the world can shift to a 2d perspective, pulling anyone who comes near you into this same type of vision. This enables you to see everything that's going on around you, making it impossible to sneak up on you.

UFOonslaught: You can spawn a steady stream of UFOs, each of which is autonomous and seeks to destroy your targets. These UFOs can be controlled with your thoughts. Another of your tricks is that you can drop bladed discs which then travel across the ground, seeking enemies. You have the ability to cloak yourself, turning invisible. And the ability to instantly teleport to a place nearby.

They Sent Two Men: Your enemies will vastly underestimate you and will send fewer people than they should to deal with you.

Earth's Last Hope: Your skills, determination, and courage proportionately scale to the amount of pressure on you to perform and how dire a state of affairs would be if you failed. If the situation calls for it, you can rise to the occasion and become the savior humanity needs.

Items:

Box Of Power Ups: This is a collection of the power ups used in this world. Machine Gun, Spread, Laser, Flame, Rapid, Bulletproof, And Wipe Out are all yours now, and can be adapted to apply to other weapons.

Guns: You have a collection of rifles that have infinite ammo.

Giant Turret: This is an enormous turret that stands twice as tall as a human and fires a steady stream of bullets.

Exploding Bridges: These bridges have the trait of exploding when people walk on them. They can also be set to not do that.

Electric Gates: These electric gates block further progress and electrocute anyone who touches them. Good for keeping people out of places.

Cannons Pads: This is a set of pads that, when placed against a surface, grows into a cannon. They shoot explosives bullets shaped like balls.

Prebuilt Secret Base: This is the secret island base Red Falcon used. You have one that's customized to you and will take on elements of your perks, powers, items, and abilities that you feed into it.

Guldaf: This is flying saucer like ship that drops other flying saucers and blades. It can cloak itself and teleport.

Wall Boss: This is a boss enemy you can deploy. It has a series of automatic weapons it fires at foes, and some vital components it needs to continue functioning. It's beaten when all of these parts get destroyed. Furthermore, it can be used to seal up entrances and function as a door while also confronting intruders.

Dogra: This is an enormous armored vehicle with a mobile cannon mounted on the top, and spiked bumpers on the front.

A Mounted Shield Turret: This turret has shields built in to protect the user as they fire it.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Contra tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when Red Falcon's forces on Earth have been defeated, or Contra is no more. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Contra points as you spent. They don't like you and want to defeat you.

Buddy Cop: You have a partner you must work with to defeat Red Falcon, who doesn't like you. They disagree with you on several major points and only agreed to work together because the world is at stake. Expect much bickering as you go to fight aliens.

Psychic Enemies: Your enemies don't need their physical senses to detect you anymore, as they'll know where you are as soon as you enter a radius near them.

Continue?: Red Falcon's final trick was a time loop. Each time the alien heart is destroyed, time will reset, sending you back to the beginning. The alien heart must be killed 10 times before this is finished and the loop breaks. However, each time you go through this, the number of enemies doubles.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?