



# CONTRA

## THE BOARD GAME

### RULES

©Konami Digital Entertainment



Created by the Earth Federation Government, Contra is composed of the world's most elite soldiers. With superior skills and an indomitable spirit, these commandos have been at the forefront of the fight with the extraterrestrial forces that have recently come to threaten humanity...

*Welcome to Contra, soldier. Here's the sitrep.*

*Two months have passed since the end of the catastrophic Alien Wars, and society has slowly been rebuilding in the hopes of returning to how things were before the entity known as Red Falcon rained its fury across the globe.*

*Bill Rizer and Lance Bean, the war heroes you've undoubtedly heard about, have since been busy instructing the next generation of our elite task force. The moment Red Falcon went down, they knew it was only a matter of time before hostile forces from beyond the stars attempted another incursion. The Earth Federation Government has been trying to keep things positive by saying it's unlikely, but we trust our veterans' instincts.*

*Which brings us to today. Our satellites picked up bizarre imagery in the Galuga Archipelago—the location of Contra's first encounter with the Red Falcon Army. There seems to be new activity in the remains of the old alien base there, and some of the structures seem to have been rebuilt and enhanced. We sent a single recon drone in to get a closer look, and what we saw before contact was lost was most worrisome: Gomeramos King. The beating heart of Red Falcon's ambitious second-in-command, Java, was being carted around in some sort of large preservation chamber. We aren't sure how it's possible it survived its first encounter with Bill and Lance, but we need to get in there and take it out for good. We just ended the Alien Wars, and if the Red Falcon Army is attempting to rebuild, we need to prevent it from doing so before it ignites a new conflict.*

*There's no time to waste, soldier. Grab your weapon and board the chopper. It's time to go back to where it all began.*

## OVERVIEW

*Contra: The Board Game* is a cooperative board game for 1–4 players based on the acclaimed *Contra* video game series. In *Contra: The Board Game*, each player takes on the role of a commando, defending Earth from alien invaders and the evil machinations of the Red Falcon Army. Each game consists of a stage that the players traverse, completing objectives while confronting a dangerous boss. The players lose if any commando must discard a medal token and cannot, and win by destroying the boss.

## GOLDEN RULE

If any card effect contradicts a rule found in this rulebook, the card effect takes priority. If there is ever any conflict in card effect timing when several effects would resolve at the same time, priority goes to stage cards, then enemy cards, then commando cards, in that order.

# COMPONENTS



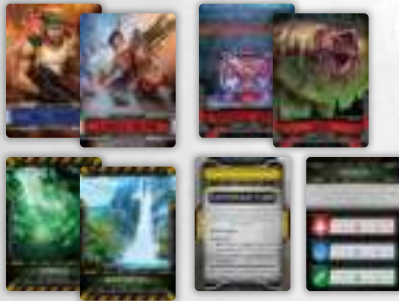
**2 DOUBLE-SIDED  
STAGE TILES**



**8 MINIATURES**

4 COMMANDOS

4 BOSSES



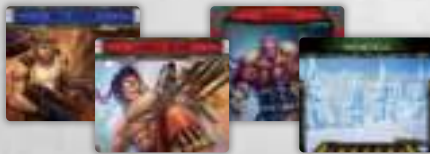
**212 STANDARD CARDS**

80 COMMANDO CARDS  
80 ENEMY CARDS  
44 STAGE CARDS  
4 TURN CARDS  
4 MISSION CARDS



**42 SMALL CARDS**

16 WEAPON CARDS  
18 OBJECTIVE CARDS  
4 MOVE REMINDER CARDS  
4 ATTACK REMINDER CARDS



**12 CARD DIVIDERS**



**10 CUSTOM DICE**

5 COMMANDO DICE

5 ENEMY DICE



**170 TOKENS**

36 ADVANTAGE TOKENS (3 TYPES)  
4 PILLBOX SENSOR TOKENS  
12 MEDAL TOKENS  
12 OBJECTIVE TOKENS  
8 BUBBLE DIMER TOKENS

12 STAGE TOKENS  
56 DAMAGE TOKENS  
5 GREEDERS (1 OF EACH COLOR)  
5 GUNNERS (1 OF EACH COLOR)

5 SNIPERS (1 OF EACH COLOR)  
5 BUGGERS (1 OF EACH COLOR)  
5 GARTHS (1 OF EACH COLOR)  
5 RANGELS (1 OF EACH COLOR)

# CARD OVERVIEW

## COMMANDO DECK BREAKDOWN

### COMMANDO'S NAME

#### DEFAULT WEAPON

This is the standard weapon the commando starts with (weapon name, attack power, and range). Weapon cards are placed here when gained.



#### COMMANDO ABILITY

This is the commando's unique ability and the type of advantage token it costs to perform it.

## COMMANDO CHARACTER CARD

#### ADVANTAGE TYPE

Each card belongs to a certain type of advantage, indicating which type of advantage the card can be spent as.



#### COMMANDO CARD NAME

#### CARD ABILITY

This card may be played for this ability.

## COMMANDO CARD

## ENEMY DECK BREAKDOWN


### BOSS COMMANDO VALUE

Each boss card contains an indicator



that corresponds to how many commandos are in the game—during setup, players include each boss card that does not exceed the number of commandos in the game.

### SPECIAL ABILITY

When a  result is rolled during an enemy attack, this ability might be triggered as an additional effect during the attack.

### ENEMY COLOR

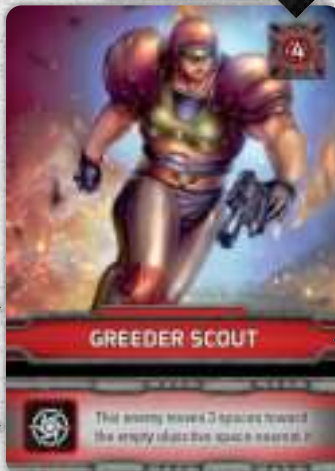
Each enemy card corresponds to an enemy of a specific color, as indicated by the color on the enemy card.

### SPECIAL ABILITY



### BOSS CARD

### HEALTH VALUE



### ENEMY CARD

### HEALTH VALUE

This value represents the amount of damage a card must suffer before being defeated.

### BOSS CARD NAME

Boss cards may have different names, but each card still corresponds to the boss.

### ENEMY ABILITY

Some enemies have constant abilities that change how commandos interact with them.

### DEFEATED ABILITY

When defeated, some boss cards add an additional ability for the remainder of the game.

### ENEMY NAME

# SETUP

## 1 CHOOSE COMMANDOS

Each player chooses 1 commando to play as, gathering their commando deck and miniature, as well as a mission card and one of each objective token.

- Each player searches their commando deck for their commando's character card and places it in their play area, shuffling the remaining cards to form their draw deck and placing it facedown to the left of their character card.
- Each player draws a starting hand of 4 cards and places 3 medal tokens on their commando's character card.
- Each player may resolve a mulligan by discarding any number of cards from their hand, then drawing back up to their hand of 4 cards. Then, they shuffle the discarded cards back into their decks.
- Each player places their mission card near their play area and places one of each objective token next to it.



## 2 CHOOSE STAGE

The players choose a stage to play and gather its stage tile and stage deck; for your first game it is recommended that you choose the "Jungle" stage. Place the stage tile in the center of the play area. Place 1 pillbox sensor token on each pillbox sensor icon. Place each commando miniature in a commando start space. Then, create a stage play area by performing the following steps:

- Find the stage "Reference" card in the stage deck and place it "Setup" side up near the stage tile, leaving room to its right for additional cards. Players should also leave room for the stage deck and discard pile to the left of the stage "Reference" card.
- Follow the **Setup** effect on the stage "Reference" card; cards added to the stage play area should be added to the right of the rightmost card there in the exact order specified (left to right).
- Shuffle the stage deck and place it facedown to the left of the stage "Reference" card. Leave room to the left of the stage deck for the stage discard pile.



## DIFFICULTY RATINGS


Each stage's "Stage Setup" card lists the relative difficulty of that stage so players can customize their game's relative complexity and challenge.

Similar to stages, each enemy deck's reference card lists the relative difficulty of that enemy deck so players can customize their game's relative complexity and challenge.



### 3 CHOOSE ENEMY

The players choose an enemy deck to fight.

- A. Remove each boss card and the "Reference" card from the enemy deck and set them aside, shuffling the remaining cards of the enemy deck and placing the enemy deck facedown near the stage tile. Place the "Reference" card "Setup" side up to the right of the enemy deck.
- B. Gather the boss miniature and enemy tokens that correspond to the chosen enemy deck and place them near the enemy deck.
- C. Follow the **Setup** effect on the "Reference" card.
- D. Remove from the game each boss card that exceeds the number of commandos in the game according to its indicator , then place 1 of each remaining boss card in a different commando's play area ("Defeated" side down) so that each commando has 1 boss card in their commando play area. Finally, place the boss miniature on the boss spaces of the stage map.

### 4 PREPARE DICE, TOKENS, WEAPON CARDS, AND OBJECTIVE CARDS

Place the commando dice and enemy dice near the play area. Create token pools for each of the different types of advantage tokens and damage tokens. Shuffle the objective cards deck and weapon cards deck and place them facedown near the play area.

### 5 GAIN STARTING ADVANTAGE, REMINDER CARDS AND TURN CARDS

Each commando gains 1 of each type of advantage token and places them in their play area. Then, they each take 1 Move reminder card and 1 Attack reminder card. Finally, each player takes 1 turn card and places it "Commando Turn" faceup above their commando character card.

### 6 DRAW ENEMIES

Each commando draws 1 enemy card from the enemy deck (see "Drawing Enemies" on page 9).

# TWO-PLAYER SETUP EXAMPLE





## DRAWING ENEMIES

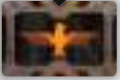
Each time a commando draws an enemy card, they draw 1 card from the enemy deck and place that card to the right of the rightmost card in their commando play area. Then, they find the corresponding enemy token and place it in the empty enemy space nearest their commando; if all enemy spaces are occupied, the enemy is placed in the empty space nearest the enemy space closest to the commando.



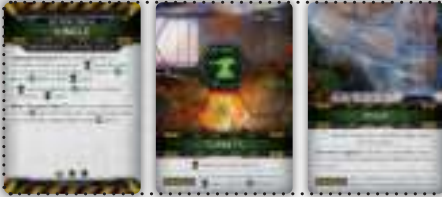
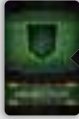
ENEMY SPACE

A commando cannot have more than 3 enemies in their play area at any given time (including their boss card). If a commando must draw an enemy card while they already have 3 enemies in their play area, they instead immediately suffer 1 damage (see "Suffering and Preventing Damage" on page 19).

WEAPON DECK



OBJECTIVE DECK



STAGE PLAY AREA



LANCE'S PLAY AREA



LANCE'S COMMANDO CHARACTER CARD



LANCE'S COMMANDO DECK



LANCE'S DISCARD PILE

TURN CARD



LANCE'S MISSION CARD & OBJECTIVE TOKENS



STAGE TILE



## GAME ROUND

Each game is played over a number of rounds until the players either win or lose (see “End of the Game” on page 10). Each game round consists of the following turns, resolved in order:

- 1 COMMANDO TURNS** In an order of the group’s choosing, each player takes a turn, following the steps of the commando turn.
- 2 ENEMY TURN** In an order of the group’s choosing, each player resolves an enemy attack, one at a time.
- 3 STAGE TURN** The players **Activate** each stage card in the stage play area and then draw and resolve 1 stage card.

After players complete the stage turn, they begin another round by flipping their turn cards and each drawing an enemy (as noted on the turn card). This continues until the game ends.

## END OF THE GAME

The players can lose the game in 1 of 2 ways:

- A commando must discard a medal token and cannot, becoming defeated, or
- A stage card must be drawn and none remain in the stage deck.

Players win the game by destroying the boss, which occurs the moment all boss cards in play are “Defeated” side up.

## ADVANTAGE

Advantage represents a commando’s various skills and abilities that allow them to get the job done. Advantage is represented in-game by advantage tokens, as well as advantage symbols on each commando card.

### ADVANTAGE TYPES

Advantage types are indicated on tokens, cards and dice using the following icons:



#### MOBILITY

This represents a commando’s evasiveness and agility.



#### ACCURACY

This represents a commando’s skill with firearms.



#### SUBTLETY

This represents a commando’s skill at stealth and close combat.



#### ANY

This symbol is used to represent any advantage type (the commando’s choice).

Continued ▶

## CURRENT ADVANTAGE

A commando's current advantage is composed of their advantage tokens and the advantage symbols on each of the commando cards in their hand. When asked to check how much advantage they have, a commando checks their current advantage.

## GAINING ADVANTAGE

When instructed to gain advantage, a commando gains advantage tokens of the corresponding types and in the quantities specified.






## ADVANTAGE TOKEN LIMIT

A commando can never possess more than 3 of each type of advantage token. If a commando ever has more than 3 of any type of advantage token, discard the excess until they have 3 of that type. Note that this limit is **only** for advantage tokens; there is no limit to how many cards a commando can have in their hand, regardless of the advantage symbols shown on them.

## SPENDING ADVANTAGE

Many game effects require commandos to spend advantage in different quantities and types. A commando can spend any matching advantage from their current advantage to pay for these effects. When spending an advantage token, it is returned to the supply. When spending a card from hand for its advantage symbol, it is discarded without resolving its effects. If a commando "must" spend advantage, they cannot avoid paying the cost unless they are offered an alternate choice such as suffering a consequence; in these cases, they may choose to suffer the consequence instead of spending the advantage.

## COMMANDO ATTACKS

Typically, commandos only successfully hit targets of their attacks on a  result. However, commandos may always choose to spend advantage to convert an advantage result on a commando die (  ) to a  result. See "Commando Attacks" on page 14.

## SUFFERING DAMAGE

When commandos suffer damage, it is always damage of an advantage type. Commandos must either spend advantage matching the type and quantity of the damage being suffered to prevent it or lose a medal (see "Losing a Medal" on page 21). See "Suffering and Preventing Damage" on page 19.

# 1 COMMANDO TURNS

Players can take their turns in any order. Each commando takes their turn individually, and must finish their turn entirely before the next commando takes their turn.

While performing their turn, a player is referred to as the active player. On a player's commando turn, they may do the following in any order they choose.

- **MOVE** Once during their turn, the active player may choose to Run or Jump (see “Commando Movement” on page 13). They may flip their Move reminder card to keep track of if they have performed this.
- **ATTACK** Once during their turn, the active player may attack an enemy within range (see “Commando Attacks” on page 14). They may flip their Attack reminder card to keep track of if they have performed this.
- **PLAY CARDS** The active player may play any number of cards from their hand; as well as allowing a commando to perform special abilities, these cards may allow the commando to move or attack—these effects are additional moves and attacks and do not affect the normal move and attack a commando receives during their turn.

## COMMANDO CHARACTER CARD ABILITIES

Each commando has a unique ability on their character card. These abilities may be activated by spending the corresponding type of advantage. Commando character card abilities may be activated and resolved during any commando turn, enemy turn, or stage turn. Unless otherwise specified, commando abilities cannot be activated during a commando attack and cannot interrupt effects that have already begun to resolve—they must be used before or after a game or card effect (see “Effects” on page 21).

Unless otherwise specified, each commando character card ability may be resolved multiple times, as long as the commando can afford to pay the cost of activating it.



After the active player finishes performing all activities during their turn, they draw 1 card from their deck and flip their turn card over to complete their turn. Then, play passes on to the next player (in any order); this continues until each commando has taken a turn, at which point play continues to the enemy turn.



## COMMANDO MOVEMENT

Each time a commando is able to move (once during their turn, and possibly through card effects), that commando chooses to **Run** or **Jump**. Commandos must choose their type of movement before moving, and may choose different types of movement each time they are allowed to move.

- **RUNNING** allows a commando to move up to 3 spaces.
- **JUMPING** allows a commando to move 1 space, ignoring the effects of special spaces if desired.

Commandos may move through spaces occupied by other commandos, but cannot end their movement in another commando's space; if they would, they return to the most recent space they occupied. Commandos cannot move into spaces occupied by enemies. Commandos can move into spaces occupied by tokens, unless otherwise specified.

Each time a commando would move into a special space, they must resolve its effect before continuing their movement (unless they entered that space by jumping). If a commando enters a special space while jumping, they may choose to resolve any effects of that space and ignore any effects they do not wish to trigger.

### SPECIAL SPACES

The following list explains the effects of various special spaces:

- **LEDGE SPACES:** Spaces within a red outline are ledge spaces. They are considered to be changes in elevation. Unless specified otherwise, a commando can only cross a red line to enter a ledge space by jumping. Some spaces are "grouped" together within a red outline; they are all considered ledge spaces, but commandos only need to jump when increasing their elevation (moving across a red line into a ledge space). Commandos can run when within a grouping of ledge spaces and when decreasing their elevation (moving across a red line into a non-ledge space). 
- **OBJECTIVE SPACES:** Once on their turn, when a commando moves into an objective space, they may interrupt their turn to resolve that objective space (see "Objectives" on page 20). 
- **PILLBOX SENSOR SPACES** When a commando moves (or is moved) into a pillbox sensor space containing a pillbox sensor token, they may interrupt the game to discard that token to draw 1 weapon card (see "Weapons" on page 21). 
- **STAGE-SPECIFIC SPACES:** Some stages have special spaces that are unique to them, and they are described on the appropriate stage cards.
- **ENEMY & BOSS SPACES:** These spaces have no effect when commandos move into them, but they are where enemies and bosses enter play.  

Enemies ignore special spaces when moving (see "Enemy Movement" under the "Enemy Turn" section on page 17).


**ENEMY SPACE**









**BOSS SPACE**







## COMMANDO ATTACKS

During their turn, each commando may perform 1 attack. Additionally, some card effects provide additional attacks. Each attack must be fully resolved before another attack is performed.

Each time a commando attacks, they resolve the following steps in order:

- 1 CHOOSE A TARGET** The attacking commando chooses an enemy within range (see “Range” on page 15) of their current weapon to be the target of the attack, unless otherwise specified by a card effect.
- 2 GATHER & ROLL DICE** Unless a card effect already specifies an attack pool to use, the attacking commando creates an attack pool by gathering the number of commando dice that their current weapon provides. Note that various game effects can add dice to attacks. When the attack pool is assembled, it is rolled. Any critical results rolled are then resolved before resolving the attack:
  - a. RESOLVING CRITICALS** Each critical result  counts as 1 success and “explodes,” adding 1 additional commando die to the attack pool, which is rolled immediately. Continue resolving any criticals as they are rolled. There is no limit to the number of criticals that an attack can produce.
- 3 RESOLVE ATTACK** For each advantage symbol result, the attacking commando may spend advantage of the corresponding type to convert it to a success. Then, each success in the attack pool deals 1 damage to the target. When an attack affects more than a single target, each single damage is applied to each target of the attack.
- 4 GAIN ADVANTAGE** For each advantage symbol that was not converted in the previous step, the attacking commando gains 1 matching advantage token.

**Example 1:** Lance plays his “Engage” card. He selects an enemy within 1 space of him as his target, so the card grants him a +1 die bonus to his attack. Lance’s current weapon is his basic rifle, so his attack pool will be 3 dice (2 dice provided by the rifle, and 1 extra die provided by the effect on “Engage”). The results of the roll are 2  and 1 . He resolves the critical by “exploding” it, immediately adding an extra die to the attack and rolling it. It results in a  as well! He therefore “explodes” it too, immediately adding an extra die to the attack and rolling it. It results in 1 . The attack is then resolved, with a total of 5  (3  and 2  results, which each count as 1 ). Lance therefore deals 5 damage to his target.

**Example 2:** Lucia plays her “Shockwave Pulse” card. This card’s effect is an attack that targets multiple enemies and specifies both a range and an attack pool, which means she will not be using her current weapon for this attack. Since this attack is not using her current weapon, it does not benefit from her current weapon’s special ability. The result of her roll is 2  and 1 . She then resolves the attack, choosing not to spend a  advantage to convert the  result. Therefore, she has 2  total and deals 2 damage to each target. She then gains 1  advantage token.

## RANGE

Range is counted using spaces on the stage map. A target is in range when its token/miniature is a number of spaces away that is less than or equal to the range of the attack. When counting spaces for range, players may count through special spaces and spaces containing miniatures or tokens.

## DEALING DAMAGE

When commandos deal damage (either by attacking or through card effects), that damage is assigned to the target's enemy card. When an enemy card suffers an amount of damage equal to their health value, that enemy is defeated.

## DEFEATING ENEMIES

When a non-boss enemy is defeated, its card is discarded and its token is returned to the enemy supply. When a boss card is defeated, it is flipped to its "Defeated" side.

Each time a commando attacks and defeats an enemy or a boss card, that commando draws 1 card. If a stage effect would defeat an enemy, choose any commando to draw a card.

For more details on defeating enemies and bosses, see "Enemies" on page 20.

## COMMANDO DICE RESULTS



### SUCCESS

Each success deals 1 damage during a commando attack.



### CRITICAL

Each critical is treated like a success and "explodes," immediately adding 1 additional die to the roll.



### ADVANTAGE RESULTS

Each of these results can be converted into successes if the attacking commando spends the corresponding type of advantage. Additionally, any advantage symbols that are *not* converted during an attack allows the attacking commando to gain 1 advantage of the corresponding type.

## 2

## ENEMY TURN

During the enemy turn, the players take turns (in an order of their choosing) resolving enemy attacks. Unless specified otherwise, enemies will always attack the commando whose play area they are in—regardless of range.

### ENEMY ATTACKS

Each enemy attack must be fully resolved before the next player resolves their enemy attack. A player resolves an enemy attack by doing the following in order:

- 1 GATHER AND ROLL ENEMY DICE** The attacked commando gathers 1 enemy die for each enemy card in their play area (or more if certain effects are in play) to create the enemy attack pool, which is then rolled.

**Example:** Sweets has 3 enemy cards in her play area: 1 boss card (“Defeated” side up) and 2 other enemies. The boss card has a constant ability on its “Defeated” side that says she must roll 1 additional die during her enemy attacks. Therefore, she will roll 4 enemy dice for this enemy attack: 1 for each of the enemy cards in her play area, and 1 additional enemy die due to the boss’ constant ability.

### ENEMY DICE RESULTS





#### ENEMY DAMAGE


During an enemy attack, each of these results make the attacked commando suffer the corresponding type of damage.

#### ENEMY SPECIAL

During an enemy attack, each of these results trigger an enemy’s special ability. They might also spawn additional enemies.





**2 RESOLVE SPECIALS** For each  result rolled, the attacked commando resolves the special ability on the leftmost enemy card in their play area that has not yet had its special ability triggered during this attack (each enemy's special ability can only be triggered once per enemy attack). Each  is resolved as its own separate effect and is fully resolved before resolving the next one.





**A.** For each  result remaining in the enemy attack pool that cannot be resolved, the attacked commando draws 1 enemy card.

**3 RESOLVE INCOMING DAMAGE** The attacked commando now suffers the remaining enemy damage results in the enemy attack pool as a single effect. The attacked commando may spend advantage to prevent the damage (see "Suffering and Preventing Damage" on page 19). If enough advantage is not spent to prevent all damage, the attacked commando loses a medal (see "Losing a Medal" on page 21). Regardless of how much unprevented damage remains in the enemy attack pool, a commando cannot lose more than 1 medal per effect that deals damage.

### ADDING RESULTS TO THE ENEMY ATTACK POOL

Some game effects add specific results to the enemy attack pool. These are resolved along with the rest of the rolled results as if they had been rolled on enemy dice.

**Example 1:** Lance has the Sniper Elite enemy card in his play area, which has a constant ability that says "Add 1  to the enemy attack pool during each of your enemy attacks." Therefore, after rolling the enemy dice in his enemy attack pool, he would treat the results as if there were an extra die showing a  damage result among them.

**Example 2:** Bill rolls his enemy attack. The results are 1  and 1 . He must first resolve the special ability of the leftmost enemy card in his play area. Part of that special ability says "Add 1  to the enemy attack pool." Bill must immediately treat his attack pool results as if there were an extra die showing a  result (which will be resolved next) among them.

### ENEMY MOVEMENT

Some enemies may have effects that cause them to move. When an enemy moves, players should move that enemy's token/miniature following the shortest path toward the destination listed in the effect. When moving, enemies ignore special spaces (see "Special Spaces" on page 13) and cannot move through spaces containing commandos or other enemies.

If an enemy's destination space is blocked, the enemy will move toward the next closest eligible destination. If all potential destinations are blocked for an enemy's movement, or if an effect prevents the enemy from moving at all, that enemy does not move.

If an enemy has different valid options as to where it can end its movement, it will always choose a space that puts it as close to as many commandos as possible.

Bosses can only move or be moved by effects on boss cards (see "Bosses" on page 20).



## 3 STAGE TURN

The players collectively resolve each **Activate** effect on each stage card in the stage play area from left to right. Then, the players draw and resolve 1 stage card—if unable to, the players immediately lose!

When resolving a stage card, first check to see if it has a pillbox sensor icon on it. If it does, the players may place a pillbox sensor token in one pillbox sensor space on the map that doesn't already contain a pillbox sensor token, if able. If a commando is in a pillbox sensor space when a pillbox sensor token is added to it, that commando may choose to immediately discard the newly added pillbox sensor token and draw a weapon card.



PILLBOX  
SENSOR  
ICON

After checking the stage card for a pillbox sensor icon, resolve each effect on the card from top to bottom (each effect is its own unique paragraph on a card).

Unless otherwise specified, stage cards are discarded after they are fully resolved.

After resolving the stage turn, each commando flips over their turn card, draws 1 enemy card, and play continues with a new commando turn.



## ADDITIONAL RULES

### PLAYER CHOICE

When the players are faced with multiple valid options for a game effect, unless otherwise specified, they may collectively decide how to resolve the effect.

### EMPTY SPACES

An empty space is a space that contains no commandos or enemies.

### INTERRUPT

When an effect allows a player to “interrupt” the game, this means the game is momentarily paused to take care of the effect. After the effect is taken care of, the game resumes where things left off.

### CARDS

**CARD TYPES & DISCARD PILES** Each card deck has its own discard pile. When cards are discarded, unless otherwise specified, they are placed faceup in that deck’s discard pile. Unless otherwise specified, when a deck has no cards remaining in it, players shuffle that deck’s discard pile to create a new deck. However, the stage card deck is not reshuffled—when a stage card must be drawn and none remain in the stage deck, **the commandos lose the game**.

**REVEALING CARDS** If an effect would reveal a card from a deck, that card is shown to all players but its effects are not resolved, unless otherwise specified. After being revealed to all players, the card is returned to the top of the deck facedown, unless otherwise specified.

Similarly, if an effect would force a player to reveal any number of cards in their hand, the revealed cards are returned to the player’s hand, unless otherwise specified.









**CARDS IN A PLAYER’S HAND** When determining which cards are considered in their hand (such as when determining current advantage), players do not include any cards that are currently being resolved as a result of being played—players only count the cards currently in their hand.

**PLAYER’S HAND SIZE** There is no limit to how many cards a player can have in their hand.

### SUFFERING AND PREVENTING DAMAGE

When commandos suffer damage, it is always damage of an advantage type (see “Advantage” on page 10). Commandos must either spend advantage matching the type and quantity of the damage being suffered to prevent it or lose a medal (see “Losing a Medal” on page 21). Commandos only ever lose 1 medal from a single effect that causes a commando to suffer damage.

It is possible that a commando will be faced with a series of multiple individual effects that cause them to suffer damage in a single turn. These must be resolved individually, meaning a commando could potentially lose more than 1 medal in a turn if they cannot prevent damage from some of those individual effects.

**Example:** Bill resolves his enemy attack and rolls 3 enemy dice. The results are one  and two  damage. The  result is resolved first as its own effect, and part of the special ability on the leftmost enemy card in his play area indicates he suffers 2  damage. He spends the 2  advantage to avoid the damage and completes the rest of the special ability. Then, he resolves the damage results in his enemy attack pool (the two  damage) as a single effect. He only has 1  advantage and decides to not spend it. He therefore suffers the two  damage, losing a medal as a result. As per the “Losing a Medal” rules on page 21, he discards 1 of his medal tokens, discards his equipped weapon card, and draws back up to 4 cards.

## OBJECTIVES

Once during their turn, a commando entering an objective space may interrupt their turn to do one of the following:

- If the objective space *does not* match an objective token on their mission card: they may draw the top card of the objective deck and attempt that objective.
- If the objective space matches an objective token on their mission card: they may draw 1 card from their deck.

**ATTEMPTING OBJECTIVES** When a commando attempts an objective, they compare the drawn objective card's requirements with their current advantage. If the commando's current advantage contains enough matching advantage to equal or exceed the objective's requirements, they complete that objective and get to place the objective token matching the objective space they currently occupy on their mission card (in the appropriate spot). Otherwise, they do not complete the objective and must resolve the card's **Scout** effect.

**Important: a commando does not need to spend advantage when attempting an objective; it is only a check to see if they have the right combination of advantage.**


Regardless of the outcome, an objective card is discarded after being resolved.

**OBJECTIVE TOKENS** While an objective token is on their mission card, a commando gains the corresponding effect listed on the mission card. Each mission card can only have 1 of each type of objective token on it.

If an objective token is ever discarded from a commando's mission card, it is placed next to that mission card and the commando may attempt that objective again (see "Attempting Objectives" above).

## ENEMIES

**DRAWING ENEMY CARDS & PLACING ENEMY TOKENS** Each time a player must "draw an enemy," that player draws an enemy card, places that card to the right of the rightmost card in their play area, and places the corresponding enemy token (whose color matches the color on the card) in the empty enemy space on the map nearest their commando; if all enemy spaces on the map are occupied, choose the enemy space nearest the commando and place that enemy in the empty space nearest that enemy space.

A commando cannot have more than 3 enemy cards in their play area at any given time (including their boss card). If a commando must draw an enemy card while they already have 3 enemy cards in their play area, they instead immediately suffer 1  damage.

**DEFEATING ENEMIES** When enemies suffer damage equal to their health value, they are defeated—their token is removed from the map (returned to the supply) and their enemy card is discarded to the enemy deck discard pile (with the exception of boss cards; see "Bosses" below). The commando that defeated that enemy may draw 1 card from their deck. If a game effect defeats an enemy, choose any commando to draw a card.

**BOSSSES** Boss cards are a unique type of enemy card. Each enemy deck usually has several boss cards which are numbered 1 through 4. These numbers refer to the number of commandos in the game and have no inherent game effect beyond setup (see "Setup" on page 6).

Bosses can only move or be moved by effects on boss cards.

### TARGETING AND DAMAGING A BOSS

Each boss card corresponds to the boss' miniature, meaning any time the boss is attacked, the attacking commando may divide and assign that damage to any number of undefeated boss cards as they see fit. Even though the boss can have more than a single card in play, the boss itself only counts as a single target during attacks.

## DEFEATING AND DESTROYING A BOSS

When a boss card is defeated, it is flipped to its “Defeated” side. The commando who defeated it draws 1 card. Note that some boss cards have constant abilities on their “Defeated” sides that come into effect for the rest of the game.

Defeated boss cards cannot be flipped back to their opposite side. Defeated boss cards cannot be assigned damage or leave play.

The boss is considered destroyed only when all boss cards are on their “Defeated” side.

Boss cards are always considered an enemy in your play area, regardless of if they are defeated or not. This means they always contribute, at a minimum, 1 enemy die during enemy attacks. They also always count towards the limit of 3 enemy cards in your play area, meaning you only have room for 2 additional enemies in your play area.

Boss cards are otherwise treated the same as enemy cards.

## MEDALS

Each commando begins the game with 3 medal tokens, representing their endurance. Each time a commando suffers damage and cannot prevent it, they lose a medal. Only 1 medal can be lost for each effect where damage is suffered, regardless of how much damage is suffered during that effect (see “Suffering and Preventing Damage” on page 19).

**LOSING A MEDAL** Each time a commando loses a medal, they must discard 1 medal token and discard any weapon card they have. They may also discard any number of cards from their hand. Then, they draw cards from their deck until they have a hand of 4 cards.

## WEAPONS

Each commando has a default weapon printed on their character card, providing a range and attack power (number of dice) used when that commando attacks using that weapon. Each time a commando gains a weapon card, they may place that card on their character card (overlapping their default weapon or discarding any previously equipped weapon), becoming their new current weapon.

Each time a commando loses a medal, they must also discard a weapon card they have, if able.

## EFFECTS

Each paragraph on a card (separated by a horizontal line) is a separate effect.

Additionally, each time “each commando” is instructed to do something, that commando’s reaction is considered its own separate effect.

**Example:** The “Infection Spreads” card in the Alien Lair stage deck says: “Each commando must either discard 1 damage from the map or place 2 infectious gels from the supply in the wadder space nearest them.” Each commando’s individual reaction to this card is considered its own effect. So, if one of the commandos cannot discard 1 damage from the map and cannot place 2 infectious gels, this will trigger the “We’re overrun!” effect on the Alien Lair Reference card. Then, if yet another commando has the same issue, they too will trigger the “We’re overrun!” effect on the Alien Lair Reference card.

## PAYING FOR EFFECT COSTS

If players are given the option of paying for an effect (often using the word “may”), they can only trigger the effect if they pay the cost in full.


**Example:** The “Seeking Hosts” card in the Alien Lair stage deck says: “Each commando may discard a card from the top of the stage deck to remove all infectious gels from their character card.” A commando can only pay for this effect’s cost if there is at least 1 stage card left in the stage deck. Otherwise, they cannot pay for this effect and it does not resolve.


**PAYING FOR FORCED NEGATIVE EFFECT COSTS** If players are presented with a single forced negative effect, they must perform it or pay its cost to the best of their ability. Some game effects give players a choice of more than 1 forced negative effect. In these cases, players must choose the effect they can fully perform or pay the full cost for, if able. If unable to fully perform or pay for any of these effects, the player must choose the one they can come closest to fulfilling and perform it to the best of their ability.

Note that not being able to fully perform or pay a cost of a negative effect can come with additional negative consequences, specified in the various unique special rules found in enemy and stage decks.

**Example:** The “Infection Spreads” card in the Alien Lair stage deck says: “Each commando must either discard 1 damage from the map or place 2 infectious gels from the supply in the wadder space nearest them.” If a commando cannot discard 1 damage from the map and there is only 1 infectious gel token left in the supply, that commando places 1 infectious gel token in the wadder space nearest them. This however triggers the “We’re overrun!” effect on the Alien Lair Reference card.

## PER COMMANDO VALUES (x )

When a number is followed by a  icon, that value is multiplied by the number of commandos in the game.

**Example:** a “2 ” value in a game with 2 commandos in play would be a value of “4”— $2 \times 2$  commandos = 4.

## COMPONENT LIMITATIONS

**ADVANTAGE TOKENS** Advantage tokens are limited to the number of tokens included in the game, which form the advantage token supply. Some effects will require the use of advantage tokens from the supply (example: placing advantage tokens on the map). Commandos cannot gain advantage tokens if there are none left in the supply, and they cannot gain advantage tokens used for other game effects until they are returned to the supply (unless otherwise specified).

**DAMAGE TOKENS** Damage tokens are considered “unlimited.” If you run out, you may use substitutes.

**OTHER TOKENS** All other tokens are limited by what is included in the game. If their supply runs out, you cannot gain more of that token until their supply refills.

# FREQUENTLY ASKED QUESTIONS

## TOKENS

**Q: Do bubble dimers count as enemies?**

A: No. Therefore a space with a bubble dimer is still considered an empty space. Additionally, a bubble dimer cannot be the target of an attack as it is not an enemy.

**Q: Can a commando ever have more than 3 of each advantage token?**

A: No. See "Advantage Token Limit" on page 11.

**Q: Do the cards in my hand count towards the limit of 3 of each advantage token?**

A: No. While you can spend a card from hand to pay for an advantage cost, cards are not considered advantage tokens.

**Q: What happens if I need to draw a specific token but there are none left in the supply? Can I take one off a component (card, map, etc) if there are some on it?**

A: No. If there are not enough of a specific token type in the supply, you cannot gain one. You cannot discard a token from a component unless a game effect allows it. See "Component Limitations" on page 22.

## SPECIAL SPACES

**Q: Can I resolve an objective space if I moved into it during another commando's turn, the enemy turn, or the stage turn?**

A: No, you can only resolve an objective space on your turn (and only once on your turn). See "Objectives" on page 20.

**Q: Can I resolve a pillbox sensor space outside of my turn?**

A: Yes. The moment you enter a pillbox sensor space, regardless of the reason, you may choose to discard the token and draw a weapon card.

**Q: Do enemies trigger the effects of special spaces if they enter them?**

A: Enemies ignore the effects of all special spaces unless specified otherwise.

## STAGE CARDS

**Q: If I am told to "discard the top card of the stage deck," do I resolve that stage card when it is discarded?**

A: No. It is simply discarded without effect.

**Q: Both the "Acuba" and "Locking Them In" stage cards have effects that state each commando "must" discard tokens and that "if at least 1 commando does not," an effect triggers. Do we have the option to avoid discarding the tokens if we know one of the commandos will be unable to?**

A: No. Commandos must discard the tokens if able.

## BOSS CARDS

**Q: Does the boss card in my play area count towards the maximum of 3 enemy cards per play area?**

A: Yes. Therefore, with the boss card, you only have room for 2 more enemy cards in your play area. See "Enemies" on page 20.

**Q: Does the boss card still count as an enemy in my play area if it is on its "defeated" side?**

A: Yes. Therefore it continues to contribute 1 enemy die during your enemy attacks. Watch out, because some "defeated" boss cards also have a unique constant ability that remains active for the rest of the game once revealed. See "Defeating and Destroying a Boss" on page 21.

## OPTIONAL RULES

Try one or more of the following optional rules to modify the challenge level to suit your play group.

### OPTIONAL CARDS

Future *Contra: The Board Game* products may include *Optional* cards that players can add to their games. Each *Optional* card contains all the rules and effects that players need to add new challenges and rewards to their game.

### JUMP START MODE

Each commando starts with 2 of each advantage token.

### ROUGH START MODE

The commandos start with no advantage tokens.

### UNPREDICTABLE ENVIRONMENT MODE

After setup, but before starting the game, randomly remove a stage card from the stage deck without looking at it and return it to the box. You may remove an additional stage card to attempt an “expert” version of Unpredictable Environment Mode.

### BATTLE DAMAGE MODE

During gameplay, whenever a commando loses a medal, they also permanently remove the top card of their deck from the game by returning it to the box.

### STORY MODE

A story in *Contra: The Board Game* is a series of several narratively linked stages that a fixed group of commandos play through. Each story is made up of “parts” that commandos must play through in order.

To play story mode, players first select a story (two of which are included in this rulebook; see page 25) and begin by reading the “Prologue” section of Part 1. After reading the narrative section, the players then set up the scenario using the listed stage and enemy decks. The players also perform any special setup instructions listed.

Some story parts have special rules that affect the game; players should make sure to remember these when playing (we recommend keeping the rulebook nearby for easy reference mid-game).

Once the commandos win or lose a stage, they read the related “Epilogue” for that part and take note of any rewards or penalties. If taking a break between parts, we recommend logging your progress and any rewards/penalties on a piece of paper for later reference when you continue the story.

Players must keep the same commandos during the entirety of the story.

A story is concluded when the players are informed the commandos either win or lose the story.



# STORIES

## RETURN TO GALUGA

This is a report of our recent operation in the Galuga Archipelago off the coast of New Zealand—the site of Contra's first encounter with the Red Falcon Army (RFA). The mission was simple: confirm the presence of the entity known as Java and eliminate it with extreme prejudice.

### PART 1

#### // PROLOGUE //

*The canopy of the jungle below rattled as the helicopter hung in mid-air. The commandos within the chopper slid its door open, and wind rushed through the cabin as a crackle of static buzzed in their earpieces. "Godspeed, team," said the pilot over the comms. "We'll be waiting for your exfiltration request nearby." Rifles slung over their shoulders, the Contras replied with a simple thumbs up before launching themselves out of the vehicle and into the night.*

*Taking cover behind a large rock, the commandos checked their equipment and surveyed their immediate surroundings, scanning the treeline for any signs of enemy activity. "So far, so good," said Lucia as she looked through her scope. "No contact. Yet." The others grinned in response, knowing full well that engaging the terrorists and their alien overlords was high on their list of priorities. "Alright," said Sweets, returning from her brief look around the area. "Looks like they've got themselves a new defense wall guarding the entrance to their compound. Any ideas?" Before anyone could reply, a flare lit up the night sky. Bullets ripped through the trees seconds later, and our heroes, doing their best to keep their heads down, returned fire in response. The surrounding foliage burst into flame as the sound of a nearby base alarm echoed through the valley. "Well," shouted Bill, "looks like our covert approach wasn't as covert as we thought! Time to go knock at their door and introduce ourselves! Move out!"*

**STAGE:** Jungle    **ENEMY:** Defense Wall

**SPECIAL SETUP:** During step 6 of setup, choose a commando to draw an additional enemy card.

**SPECIAL RULES:** None.

#### // EPILOGUE //

##### If the commandos win:

*The defense wall blew open, a giant gap in its structure now visible from yards away. Nearby trees burned brightly, and the smoking remains of the fortifications' high tech weaponry clattered to the ground like so much detritus. "That's what I'm talking about!" shouted Lance. "Let's get in there and remind these folks what happens when you mess with Contra!"*

Each commando starts the next stage with 1 additional advantage token of their choice. Advance to Part 2.

##### If the commandos lose:

*"Move, move, move!" shouted Bill as bullets whizzed past him and the other commandos ahead. "We underestimated their capabilities! Looks like the RFA's gotten some upgrades!" The breathless commandos ran through the foliage, desperate to find a way to break their pursuers' line of sight. "Keep going! Don't stop until the shooting stops!"*

The commandos have failed their mission. Regroup and try Part 1 again!

## PART 2

### // PROLOGUE //

The morning sun began rising over the horizon as the commandos emerged from the facility and out into a picturesque cove, their boots digging into a sandy beach. A gargantuan overhang waterfall crashed across the nearby river, its occasionally exposed rock face brimming with lush greenery, wildlife... and enemy troops.

"Will you look at that," said Lance. "Shame this gorgeous spot is full of trash that needs taking out. I'd love to go for a swim otherwise."

"Careful what you wish for," said Sweets. "We're going to have to climb up the waterfall to get to where Java's heart was spotted, and one wrong move'll have you swimming permanently."


Bill laughed as he pointed to strange levitating rock formations overhead. "Don't worry, we can use those to keep from slipping."

"Floating stone platforms?" asked Lucia, confusion evident on her face.

"They use 'em like some weird elevators to avoid the mist," said Lance. "Some sort of alien levitation tech. Saved our hides last time we were here."

"Good a plan as any," said Sweets as she loaded her rifle.

**STAGE:** Waterfall    **ENEMY:** Garmakilma

**SPECIAL SETUP:** The Slip Track begins on the second  space.

**SPECIAL RULES:** None.

### // EPILOGUE //

#### If the commandos win:

Smoke billowed from inside the remains of the defense system. "Hate these things!" shouted Lance as he kicked a sparking component.

"Pretty sure these didn't come with crazy illusionary tech before!" A small explosion jutted from the husk of the large computer. "They're clearly messing around with their toys, and I don't like it."

Lucia finished interfacing with a terminal that still had power. "It seems pockets of the RFA used cloning tech to resurrect Java. Apparently this island was littered with its DNA."

Bill lit another cigar, took a drag, then secured it between his teeth as he checked his weapon. "Explains how something we killed isn't dead. I don't want to know what else they've been up to. Let's move. Should be a way up the mountain nearby."

Choose a commando to start the next stage with an objective token of their choice on their mission card. Advance to Part 3.

#### If the commandos lose:

"This defense system isn't going down!" shouted Sweets between bursts of gunfire. "Let's get out of here!" The commandos sprinted through the hail of bullets that erupted from all around, stealing cover where they could as they attempted to leave the area. Ricochets sounded off their surroundings, each coming too close for comfort.

"Over here!" shouted Lucia from across the way. "Found the elevator up the mountain! Get in!" Suppressing fire was laid as the final Contra dove into a simple cage elevator.

"I've had enough," said Lance as the door began closing in front of him. "I'm pulling the plug on this thing." Holding his breath and looking through his weapon's scope, he took a well aimed shot at a leaking fuel canister. The resulting fire consumed the surrounding environment, and as the elevator began ascending towards the mountain top, an explosion rocked the area.

Advance to Part 3.

## PART 3

### // PROLOGUE //

A short elevator ride later, the commandos found themselves atop a nearby mountain ridge. A layer of snow covered the ground as far as the eye could see, and a forest surrounded the immediate area. Squinting against the reflected sun, the Contras stepped forward cautiously, their weapons at the ready. "Drone imagery showed Java's heart being transported in a south-eastern direction," said Sweets. "We should probably head that way."

Bill and Lance stared at each other briefly. Before they could say something, a volley of small grenades erupted from somewhere behind the trees, landing at their feet. "Move!" shouted a panicked voice. Diving for cover behind the nearest snow bank, the commandos found themselves escaping the small-but-deadly explosions by only a few seconds.

That was when the large assault vehicle rolled out from behind the nearby trees, its spiked frame and tracks shattering trunks as if they were sticks as it barrelled forward. The mechanical monstrosity's large cannon gleamed in the sunlight as it adjusted its aim, and all Bill could manage to say to the team was "Oh, crap."

**STAGE:** Snow Field    **ENEMY:** Gordea

**SPECIAL SETUP:** After step 2 of setup, search the stage deck for a copy of "Dogra Mk. II." Shuffle that card into the top 3 cards of the stage deck.

**SPECIAL RULES:** None.

### // EPILOGUE //

#### If the commandos win:

A large puff of powdered precipitation launched into the air as the corpse of the titan impacted the ground. "That ..." said a breathless Sweets, "was a close one."

Steam escaped from behind the twisted remains of the once-hidden reinforced door that lay nearby, the battle with its guardian having blown it wide open. As the commandos shone their lights into the now-exposed tunnel beyond, they knew they'd reached the location they'd been seeking.

"It's an entrance to a hive," said Lance. "Smells exactly like it did three years ago."

Sweets shone her light deeper into the opening. "They must have been working on this for a while."

Bill walked past her and through the threshold without hesitation. "These creatures work fast," he said. "Which is why we need to end this. Now."

During the next stage, after setup but before the start of the first round, the commandos may reveal the top card of the stage deck. Advance to Part 4.

#### If the commandos lose:

The bladed disc flew inches from Lance's nose. "I'm pinned!" he shouted. "I need to get out of here or I'm mincemeat!"

Crouching within a once-hidden tunnel since exposed by weapons fire, his fellow commandos laid down covering fire in a desperate attempt to lure the unstoppable behemoth away. The moment his assailant turned away to face the barrage, Lance sprinted from his position. The run through the snow was difficult, footing unsure and wild, but he successfully closed the distance and dove into the tunnel—mere seconds before the remains of its reinforced door collapsed. He stood slowly, dusting himself off. That was when the smell assaulted his nostrils. "The hive," he said. Bill nodded, and lit the way down with his rifle light.

Advance to Part 4.

## PART 4

### // PROLOGUE //

*The air was thick with humidity and the heat unbearable as the commandos descended deeper into the hive. The surreal glow that greeted them as they emerged from the tunnel and into the aliens' lair was eerie. "Acid," said Lance. Sweets looked around with disgust; the walls were pulsating—almost as if they had a heartbeat—and viscous secretions glistened all over them.*

*"Java is in here somewhere," said Bill, "and we've got to destroy it at all costs. Failure isn't an option." As the Contras steeled themselves for what lay ahead, purple-esque blobs emerged from various orifices in the hive's structure, floating speedily towards them. Short work was made of these pests as our heroes opened fire, liquified chunks spraying against the nearby, fleshy mounds that passed for a floor. Unfortunately, their surroundings continued to exude sentient gels at an alarming rate, and it was clear that they'd soon be overrun. "Alright, Contras!" shouted Bill. "Let's move! Time to blow this place and get home in time for dinner!"*

**STAGE:** Alien Lair    **ENEMY:** Java

**SPECIAL SETUP:** After setup, each commando must hatch a bugger (see Java Reference card).

**SPECIAL RULES:** None.

### // EPILOGUE //

#### If the commandos win:

*The ground quaked as the giant alien heart began to die. "Setting the charge now!" shouted Lucia from behind the nightmarish organ. "We'll have 10 minutes!" The team stood, getting ready to run back the way they came.*

*"Eagle, this is Charlie," said Bill as he pressed a finger to his ear. "Evac requested in five minutes atop the northern ridge! Don't be late, or we're toast!" A crackle of static came over the comms. "Roger that, Charlie. Eagle en route."*

*Later, the explosion rocked the chopper—and the commandos within—as it escaped the blast zone. The glowing ball of flame rose high into the sky, crescendoing in a flash of light comparable to a small sun.*

*"Glad to see you survived," said the pilot. The commandos sat back in their seats and rested their heads against the cabin wall.*

*"Hey," said Bill as he shut his eyes. "We're Contra. It's what we do best."*

The commandos win this story!

#### If the commandos lose:

*As the aliens swarmed over their bodies, the Contras knew they had failed. Failed the mission... and the world.*

The commandos lose this story.



## ESCAPE FROM GALUGA

This is a classified report, detailing what happened between the moment the commandos destroyed Java and the moment they boarded the chopper to escape Galuga...

### PART 1

#### // PROLOGUE //

*The device beeped. "Uh oh," said Lucia as she read the display. "We've got a problem. Something's wrong with the charge. Or the detonator. Either way, readout's clear: it isn't going to blow."*

*"Perfect," said Lance as he punched a nearby wall. "Now what?"*

*It took a moment, but Lucia snapped her fingers. "The defense system! If we can boot it back up, I can interface with it and create a signal strong enough to bypass any jamming so HQ can pick it up. That'd essentially paint the base and we could call in an airstrike!" The team slowly nodded, accepting the plan.*

*"Right," said Bill, pressing his earpiece. "Eagle, this is Charlie. Change of plans. Barbecue's postponed, but stay frosty. We're looking for a new lighter."*

*Suddenly, the once-thought-dead Gordea crashed through the ceiling, landing atop a nearby pile of egg sacks with a sickening crunch. It emitted a guttural growl as a new bladed disc loaded itself onto its launcher. "Oh come on!" shouted Sweets. "Why won't you just die?"*

**STAGE:** Alien Lair    **ENEMY:** Gordea

**SPECIAL SETUP:** The commandos start in the boss spaces, not the commando spaces. Gordea starts within 1 space of a boss space.

**SPECIAL RULES:** None.

#### // EPILOGUE //

##### If the commandos win:

*The titan slowly staggered backwards, and with its final steps, fell into a nearby acid pool. It slowly sank, consumed by the bubbling liquid. "Right, that's that, then," said Sweets. "Everyone in one piece?" The rest of the team nodded in silence, exhausted but alive. "Great, let's get going then."*

Each commando starts the next stage with 1 additional advantage token of their choice. Advance to Part 2.

##### If the commandos lose:

*"This thing just won't stop! Retreat back to the heart's remains! We need to come up with a better plan!"*

The commandos have failed their mission. Regroup and try Part 1 again!

## PART 2

### // PROLOGUE //

The afternoon sun glistened in the snow field, and the commandos had a hard time keeping their surroundings in check. They knew now that enemy troops hid in the nearby trees and camouflaged bunkers. They wouldn't be caught off-guard again. "Alright," said Lucia, looking through her binoculars. "The elevator back down to the defense system looks destroyed. But, if we can breach the armored facility housing it, we should be able to make our way down the shaft." The other Contras began walking, the snow crunching beneath their feet.

"Let's get to it, then," said Bill. "Stay sharp, team. Those grenadiers are just waiting to ambush us, and I'm sure there's more mobile artillery just waiting to be unleashed."

**STAGE:** Snow Field    **ENEMY:** Defense Wall

**SPECIAL SETUP:** None.

**SPECIAL RULES:** Each boss card gains +5 to its health value.

### // EPILOGUE //

#### If the commandos win:

"That's two for two!" shouted Sweets. The large breach in the now-destroyed facility exposed the elevator shaft that led down to the defense system.

"Alright," said Lance. "Let's get down there and see what we can do to rain fire down on these suckers."

During the next part, after Special Setup, the commandos may return 1 additional card from the top of the stage deck to the box without looking at it. Advance to Part 3.

#### If the commandos lose:

"Alright, looks like we're not getting through that wall!" shouted Sweets as she dove for cover behind the carcass of a Dogra tank. "Oh, hang on. I've got a plan!"

It took a few minutes of suppressing fire from her teammates to buy enough time, but she finally popped her head up from inside the tank's guts. "Fire in the hole!" she shouted. The hotwired vehicle fired a shell straight into the wall. It wasn't enough to destroy it, but it was enough to create an opening.

"There's our entrance!" shouted Lance. "Move!"

Advance to Part 3.

## PART 3

### // PROLOGUE //

*It took a while to get down the partially destroyed elevator shaft, but the commandos finally arrived face-to-face with the defense system they'd destroyed earlier. "Alright, gimme a sec," said Lucia as she crouched underneath a partially destroyed computer panel nearby. After a few minutes of fiddling, she stood back up. "I've managed to broadcast a signal on a frequency HQ can detect. Now we just wait a few minutes to confirm they pick it up. Then all we need to—"*

*Her voice was cut off by a large, booming vocalization over a loudspeaker. "WARNING. WARNING. UNAUTHORIZED ACCESS DETECTED. INITIATING AUXILIARY BACKUP." Suddenly, from within the wreck of the defense system, lights turned back on and the illusionary eye at the center of its tower sparked back to life. The spread cannons took aim and fired.*

*"Take cover!" shouted Bill as the energy blasts fried a nearby access panel. "Perfect," said Lance, wincing as sparks flew past his eyes. "Just what we needed. Alright team, we need this thing to stay active long enough for HQ to detect it. Until then, don't destroy it and stay alive!"*

**STAGE:** Waterfall    **ENEMY:** Garmakilma

**SPECIAL SETUP:** Each commando begins within 1 space of a boss space. After step 2 of setup, return the top card of the stage deck to the box without looking at it.

**SPECIAL RULES:** The *Garmakilma* boss card cannot take damage. When a stage card cannot be drawn, the commandos win. Ignore the *Slow Down!* special rule on the Waterfall stage reference card during this game.

### // EPILOGUE //

#### If the commandos win:

*A crackle of static took over the comms. "Charlie, this is HQ. We've got your signal. Airstrike in twenty minutes. Eagle will be waiting to extract you near your original LZ. Shake a leg, over."*

*"Roger that," replied Bill. "Charlie out."*

*The sprint down to the beach and back through the remains of the nearby base complex was exhausting. The commandos' mission had gone awry, and they were paying the price. However, they also knew they had managed to survive against the odds and that it was almost over. That was enough to keep them going.*

Choose a commando to start the next stage with a random weapon card. Advance to Part 4.

#### If the commandos lose:

*A crackle of static took over the comms. "Charlie, this is HQ. We've got your signal. Airstrike in twenty minutes. Eagle will be waiting to extract you near your original LZ. Shake a leg, over."*

*"Roger that," replied our heroes. "Charlie out."*

*That's when the blast blew the ground out from under the commandos, and they tumbled down to the river below.*

Choose a commando to start the next stage with one less medal. Advance to Part 4.



## PART 4

### // PROLOGUE //

*They eventually emerged from the remains of the defense wall and into the jungle as the sun was setting. "Alright team," said Lance. "Just a little farther and we're home free."*

*That's when they noticed it. Java, lying in wait across the way as if it hadn't even received a scratch. Its and its heart were in a large glass vessel, surrounded by some sort of bubbling liquid, identical to what the recon drone had picked up earlier. Egg sacks also lay in smaller containment vessels nearby. Countless minions were tending to them, monitoring vitals on a display and seemingly preparing everything for transport.*

*"What the hell?" exclaimed Lance. "There's another one? A clone?"*

*"It doesn't matter," said Bill as he lit a cigar. "We can't let them take it out of here."*

*"You're right," said Lance. "Besides ... it's in our way, and that means it's got to go. Contrás, light it up!"*

*The commandos opened fire. As their bullets struck the transport equipment and RFA personnel, Java burst through its vessel's lid and emitted a tyrannical roar. Clearly enraged, the alien beast tore through the smaller containers housing its eggs, freeing countless buggers held within.*

**STAGE:** Jungle    **ENEMY:** Java

**SPECIAL SETUP:** The commandos start in the boss spaces. The boss starts in the commando spaces. During step 6 of setup, each commando draws an additional enemy card.

**SPECIAL RULES:** Each boss card gains +5 to its health value.

### // EPILOGUE //

#### If the commandos win:

*The glass vessel housing Java shattered, the preservation liquid within oozing through the cracks. The nearby egg sacks burned bright—horrible, high-pitched shrieks echoing from within and into the night.*

*Suddenly, a sonic boom ripped through the atmosphere, signaling inevitable destruction.*

*"Missiles are close!" shouted Lucia. "We need to go!"*

*The first payload hit the mountaintop in the distance. The commandos breathlessly trudged through the murky soil as fast as they could. The second one hit the top of the waterfall. "Go! Go! Go!"*

*The last commando piled into the chopper as it took off, seconds before the final missile hit the jungle and napalm-X consumed the surrounding trees... and the remains of the aliens within.*

The commandos win this story!

#### If the commandos lose:

*"It's been an honor, Contrás." The commando's final words were consumed by the missile detonation and the wave of napalm-X-fueled fire that followed.*

The commandos lose this story.







# CREDITS

## GAME DESIGN

Adam Sadler and Brady Sadler

## GAME DEVELOPMENT AND STORY

Scott McFall

## PRODUCER

Max Lei

## GRAPHIC DESIGN

Chris Doughman

## ART DIRECTOR

Max Lei

## ART

The Creation Studio

## SCULPTOR

Brusham Arekar

## PLAYTESTERS

Yannick Bénard, Bobby Bhalla, Paulo Camacho, Jordan Coats, Colby Dean, Jayson Deare, Mike DiLisio, Phillip Evans, Karen Gomes, Kym Gork, Fred Jandt, Derek Jankowski, Stellan Jankowski, Raymond Haaken, Jere Kasanen, Ashley Nieders, Ryan Nieders, Kevin Ng, Derek Madlem, Brendan O'Neill, Johnny Palumbo, Scott Joshua Pepper, Michel Poulet, Josh Pratt, Esa Ryömä, Mitch Schroeder, Nick Skeen, Darick Vass, Nolan Vass, Teemu Vataja, Gabriel Velarde

*In memory of Kazuhisa Hashimoto.*

The logo for KESSE, featuring the word "KESSE" in a bold, bubbly, yellow font with a black outline and a slight 3D effect.The logo for BLACKLIST GAMES, with "BLACKLIST" in a tall, thin, black font and "GAMES" in a smaller, white font inside a red trapezoidal shape below it.The logo for CONTRA, featuring the word "CONTRA" in a stylized, metallic font with a yellow and orange flame-like effect behind the letters.

© Konami Digital Entertainment

[blacklistgamesllc.com](http://blacklistgamesllc.com)

# RULES REFERENCE

## GAME ROUND

- 1 COMMANDO TURNS** In an order of the group's choosing, each player takes a turn, following the steps of the commando turn.
- 2 ENEMY TURN** In an order of the group's choosing, each player resolves an enemy attack, one at a time.
- 3 STAGE TURN** The players **Activate** each stage card in the stage play area and then draw and resolve 1 stage card.

After players complete the stage turn, they begin another round by flipping their turn cards and each drawing an enemy (as noted on the turn card). This continues until the game ends.

See page 10 for more details.

## COMMANDO ATTACK SUMMARY

See page 14 for more details.

- 1 CHOOSE A TARGET**
- 2 GATHER & ROLL DICE/  
RESOLVE CRITICALS**
- 3 RESOLVE ATTACK**
- 4 GAIN ADVANTAGE**



## ENEMY ATTACK SUMMARY

See page 16 for more details.

- 1 GATHER AND ROLL  
ENEMY DICE**
- 2 RESOLVE SPECIALS**
- 3 RESOLVE INCOMING DAMAGE**



## TYPES OF ADVANTAGE

See page 10 for more details.

