
ENTERACTIVE VIDEO GAMES
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FRIDAY THE 13TH
Destroy Jason... if you can!
POWER PLAY SERIES
Licenced by Nintendo® for play on the
Nintendo ENTERTAINMENT SYSTEM
Nintendo
REV-A

Friday the 13th 1.01 (NES Game)
By Horrorshowjack

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Camp Crystal Lake. A summer job for a handful of teens. A getaway from the city for some kid. And Jason Vooorhees' favorite murder zone.

The counselors will run, jump, fight, spelunk, but not touch junk (it's Nintendo approved) as they try to save each other and the crotch goblins under their care from wolves, zombies, flying heads, and Grimace.



I mean Jason.

Meanwhile, the world's most dangerous mama's boy will try to put them all down. Despite what Kane Hodder says, this Jason kills kids dead!

Better take your allowance, Jumper it's going to be a rough time:

+1000 Camp Points.
Locations:

1. Camp Crystal Lake, NES Jersey
2. Why would you want to be anywhere else? Fine, go ahead.

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

As there are no origin discounts you get 6 Machetes. These can be redeemed to get anything costing 200 points or less at a discount (100 Point items free when discounted), or you may stack two tokens to get a 300 point purchase free or discounting anything more expensive.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. Anything you buy here can be **purchased multiple times** provided it makes sense**.** Just don't beclown yourself. Doing so provides an additive bonus unless noted otherwise. Perks with the [MULTI] tag require you to pick a specialty from the perk's topic, and have the option of purchasing multiple specialties at the normal price. These are then treated as separate perks for the purpose of acquiring the additive bonus and other features.

Tunes: (Free) You get the soundtrack for this game, and the other IJN NES games added to your personal soundtrack. You can select if others hear it, the volume, and all the usual soundtrack perk stuff.

Womantic: You're a master at starting campfires, and especially starting ones in fireplaces. Chimney fires will never occur due to creosote buildup when you start a fire, and in fact yours will wear down any buildup of it. It's also incredibly unlikely for any campfires you start to burn out of control or start other fires unless you intentionally do it. Finally, anyone who thinks that sort of fire is romantic will find it twice as much so, and pretty much anyone will find the fire more emotionally pleasant. Be careful though. It could lead to … hand holding.

Afraid of the Water: You may not have the diving abilities of Greg Louganis, but at nearly every other aquatic event you're a borderline elite competitor. Swimming and being in the water is far less tiring than it should be (but just as good a workout) and you can hold your breath 50% longer than you should be able to.

Woodland Critter: You can burrow roughly was well as a badger, and will find a proper burrow oddly comfortable.

Jumper: You can clear someone your height with a standing jump.

Sculler: You're really good at rowing boats, find it less tiring than you should, and have excellent control over them when you do. Not quite enough for a good college team with a single purchase. But three or four could get you to an Olympic medal.

Fit: You can run a marathon at a respectable, but not elite level of speed, and not feel like death.

Flicker: You have a solid throwing motion between side and underarm. You'll probably never lose a rock skipping competition, and can even throw a pitchfork with reasonable force and accuracy. If nothing else, people will want you to pitch at softball.

Caver: You're an experienced spelunker, and highly knowledgeable about the geology and ecology of caves in your area.

Flashlight is Useless: You can see about three times as far and well in the dark as a normal human. Even in pitch-blackness like the inside of a cave you can see about thirty feet.

Wolf: You have a wolf alt-form that's the same mass as you, with normal wolfy proportions for the mass. If you have perks that alter your mass, this is based on you mass without them in play.

Dog Breath: You can talk to canines. As long as they don't already consider you prey or an enemy, they'll tend to be deferential to you. This is less effective in domesticated dogs unless they are yours or already friendly to you specifically.

Big Bird: You gain the alt-form of a 100 lb, ugly attempt at a raven. It can fly.

Blackbird Brain: You can talk to corvids, and they're somewhat deferential and impressed. There are two upgrades available for 100 CP each: talking to all birds, and commanding corvids. Commanded birds won't do anything suicidal, but they will generally obey you. (Crows are much smarter than snakes.)

Woodsy Type: Whether you're a counselor or a slasher, you'll need the skills to handle the woods around here. You have the outdoor and camping skills at a higher level than an Eagle Scout, high skills at small game hunting and trapping, and are even pretty good at the tracking and stealth in the woods. For an extra 200, you're the guy Bear Grylls and Rambo call when they need help and a pizza.

Team Counselor: (300) You can tell when people under you are being attacked, although in most cases you won't get more information than that. However, if it's an imported companion, member of your harem, or immediate family then not only will you know who it is but you can switch places with them.

Flamin' Hot Jumper: (300) Fire does significantly more damage to undead and supernatural evils when you wield it. Oddly, this is more effective with mundane fire than that created by supernatural effects.

Frenzy: (300) The more damage you take in a fight the faster you get. This applies to both your speed and reflexes. Initially capped at 4x and would require you to be under 1/4 of your health.

Zombie: (300) You gain a zombie alt-form. It looks a bit like a scarecrow. Slight increase in strength and durability over a human. Non-infectious due to being magical in nature. But you do gain a noticeable increase in ability and power for necromancy magic and can serve as your own focus if that would be required. Boosts "Afraid of the Water" and "Woodland Critter"

Bird: (300) You can turn into any of the fifty plus species of the Corvus genus. You may choose at selection if they'll look like a generic member, or bear marks that would lead attentive people to recognize them as you. Post-jump you can keep adding new forms if they'd be thrown into the genus on Earth.

Spooky Magic: (500) You know how to perform a few necromantic rituals: Animating severed heads as flying guards for an area (they have a tendency to eat each other if left in the same tank), reanimating your victims' corpses as zombies (complete with optional terrain templates), seizing control of a mindless undead, and talking to the spirit of someone you had a strong emotional connection with.

Watch Out, Jumper Is Still Alive: (500) When you're killed, you'll return the following day looking a bit more rotted. This also gives you an overwhelming desire for revenge. Dying a second time will result in you getting back up on the following day, and looking full-blown zombie Jason levels of ugly and rotted. However, in addition to unlimited stamina you'll find your strength, speed, and durability doubled. You'll be in this condition for the remainder of the jump. After any jump in which you've hit the final zombie form you can choose to enter subsequent jumps at that stage, but will lose access to those two one-ups. While the awakening doesn't restore missing body parts, they won't normally be missing even if you should enter in that form on followup jumps.

Pixelated: (500) Despite the name you don't experience life as a video game character. It's just that your vital organs are a bit less vital, and possessed of more vitality. Your innards are noticeably and significantly more damage resistant than normal for whatever you are, and will function after taking far more damage than seems possible. Also they heal faster and recover better than expected. You're no Wolverine, but anyone in your weight class planning to beat you to death had better pack a lunch.

Twitchy: (500) The battles versus Jason in the game are frequently compared to *Punch Out*. Like Little Mac you have great instincts at avoiding and predicting attacks, which improve by ten times as much when infighting.

So Random: (500) Jason only actually wanders in a generally counterclockwise direction on the map, but people were convinced for decades his movements were completely random. Just flipping a coin at the fork in the road was enough to completely derail them. Similarly, predicting your movement over distances and decision chains are exceptionally difficult. While this doesn't benefit you in combat if they can percieve you, if you try to leave they'll rapidly lose you the second you're out of sight. If you do actually include some randomness, then flipping a coin causes as much further uncertainty as rolling a d20 for a normal person.

Items:

The Game: (Free) Your very own cartridge and Nintendo Entertainment System. Works fine. Also, for anything else at least that advanced that could count as a game system (including smartphones as an example) you'll get a digital copy that's optimized and remastered for that system. This includes graphics updates and minor gameplay mod.



The Map: (Free) You get your very own Crystal Lake Camp Map that will always appear in you hand when you want it. While you can only have one in play at a time, you can always summon a new one. In future jumps you'll get a handful of similar tourist maps at the start and a good one for any campgrounds, national parks, and so forth you visit in-jump. You can also get a digital copy of all maps created by this perk on your smartphones and similar devices.

Hard Rock Hallelujah: (Free/50) You summon a small, smooth and very skippable rock to your hand. Free in-jump or 50 CP to keep.

Lighter: (50) It's a Zippo-style lighter. You'll always find it in your pocket, or just around, when you look for it. It lights stuff one fire that a Zippo could, although you'll find it much easier to do so with this one. Starting a campfire with damp wood is as easy a properly prepared stack.

Flashlight: (50) A summonable high-intensity flashlight that's sturdy enough to be used as a light club. At least a few times.

Dagger: A dagger that's balanced for throwing. You get another one when you reach for it.

Torch: Summonable torch. Won't go out due to being thrown, although will shortly after it impacts something.

Keyfob: A miniature metal rowboat resembling a Monopoly token. When taken off the chain and placed in water it turns into a full sized rowboat big enough for you and all present. It is self-baling and repairing, but not unsinkable. If destroyed or seriously damaged it will show up again on the weekend.

Axe: (300) It's more of a pigsplitter really. At any rate, this "axe" scales in damage and toughness with you, and won't break under normal usage. In the event it is broken, then you'll get a new one the next day. Does normal maintenance to itself, and any chips or minor damage are repaired in an hour or so. Wielding it will give you clean teeth and a fresh mouth. It confers the same benefit to anyone you

successfully attack with it.

Ugly Sweater: (500) This hideous sweater (which defies even magic attempts at improving its looks) reduces the damage from physical attacks that hit it by 50%.

Crystal Lake: (500) You get the version of Camp Crystal Lake and the lake itself shown in the game. Warehouse attachment or drop it somewhere in setting at the start. Paid bills and local slasher optional on import.

Penetrating Javelin: (800) They may show a pitchfork on the card, but the actual sprite looks like a spear and it only works by being thrown. That makes it a javelin. A javelin that punches a one-inch wide hole through what you throw it at before disappearing until resummoned. A javeling that ignores things like hardness and mundane physical defenses. Cop with heavy vest? One inch hole. Someone hiding behind a brick wall? The brick wall gets a one-inch hole through it, and then the javelin disappears until resummoned. Plate mail? One-inch through and through. It takes some esoteric or energy-based defenses to not penetrate anything you get a clean hit on, but in those cases it's only as effective as a regular spear. It also only moves at the speed of a regular javelin, and is limited to your accuracy. **No machetes may be applied.**

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 same base discounts and tokens you got.

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

Leave When The Story Finishes: Free! You can leave when you've completed either the Team Jason or Team Camper requirements.

Be The Main Character: You can replace either Jason or one of the better counsellors.

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.

Warehouse Lockout: You can't access your warehouse.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.
Taking all four of the prior lockout drawbacks gets you an extra token.

Power Lockout 2: You don't get access to any purchases here until after the jump

ends.

Mute: You can't talk at all. Even by sign language. Have fun writing notes.

Nintendo Power: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

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

In the Cartridge: You perceive everything at the level of NES graphics. This applies to all senses, not just sight. Doesn't provide any protections from excessive stimulation.

We'll Tell: Jason doesn't stay permanently dead if you kill him, and will always return to keep causing trouble no matter what tricks you pull, until three months before the end of the jump when you can try finishing him off for good. **Incompatible Team Jason and Leaving Early.**

Darn Kids: You'll have to deal with constant incursions from teenagers and people looking for them throughout your time hear. All while keeping the lake clear and avoiding capture. Keep it up until a year before the end of jump and they'll probably stop coming. You can't leave the lake area until then. **Incompatible Team Camper and Leaving Early.**

Bargain Bin: You'll get hostile visits from all the other horror tie-ins on NES. If you took Darn Kids or We'll Tell, then this is worth double points but you can't kill them off permanently until you've cleared the other drawback. You even get an extra token in that case.

Seal of Approval: The violence, and everything else, get a weirdly kid friendly overwriting. It's rated E now. And every time you run into something that's been

kiddified there's a sensation as painful as fingernails on a chalkboard that you can't block. And Jason now looks like a Teletubbie. But you can still be killed... somehow. Enjoy the headaches. **Incompatible with Edgy.**

Edgy: The world now has a ridiculously high level of gore, sex, nudity, drug use, and violence. Like Lizzy Borden directing American Guinea Pig. **Incompatible with Seal of Approval**.

Jumper X: When everything else is finished... you'll somehow wake up on the Grendel with either another version of Jason or a bunch of teenagers and space marines that need killing. Jason will be upgraded if you're fighting him.

Perfect Run: You'll have to either kill everyone off without getting dropped or run off yourself (Team Jason) or take Jason down without losing any counsellors or kiddies (Team Camper) before you can leave. **Requires either Team Camper or Team Jason.**

Team Jason: You have to actively participate in the successful killing of all the counselors and kiddies. You can get one of the alt-forms for free, but are stuck in it. Unless you also take "Be The Main Character," in which case you can alternate between the Jason skin and your alt-form. **Incompatible with Team Camper.**

Team Camper: You have to keep the kids alive, and perform a cleansing of the wicked on Jason and the lesser monsters. You fail if at least one kid isn't alive at the end of the run. **Incompatible Team Jason.**

Juvenile: You're a kid again. With all the physical reductions that entails. At least you're a smaller target?

Nintendo Hard: The Team Jason or Team Camper challenge to easy for you? You can either add two counsellors and double the number of campers (Team Jason) or subtract two counsellors and halve the number of campers (Team Camper).

Notes:

I never did beat this game.

Change Log:

6/13/2025 Version 1.0 Uploaded for a special boy's birthday.
6/21/2025 Version 1.01 Added Woodland Critter and Afraid of the Water Perks. Accidental deletion during final formatting for 1.0. Thanks /u/Sweetiebottt for letting me know.

Ending Options:

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