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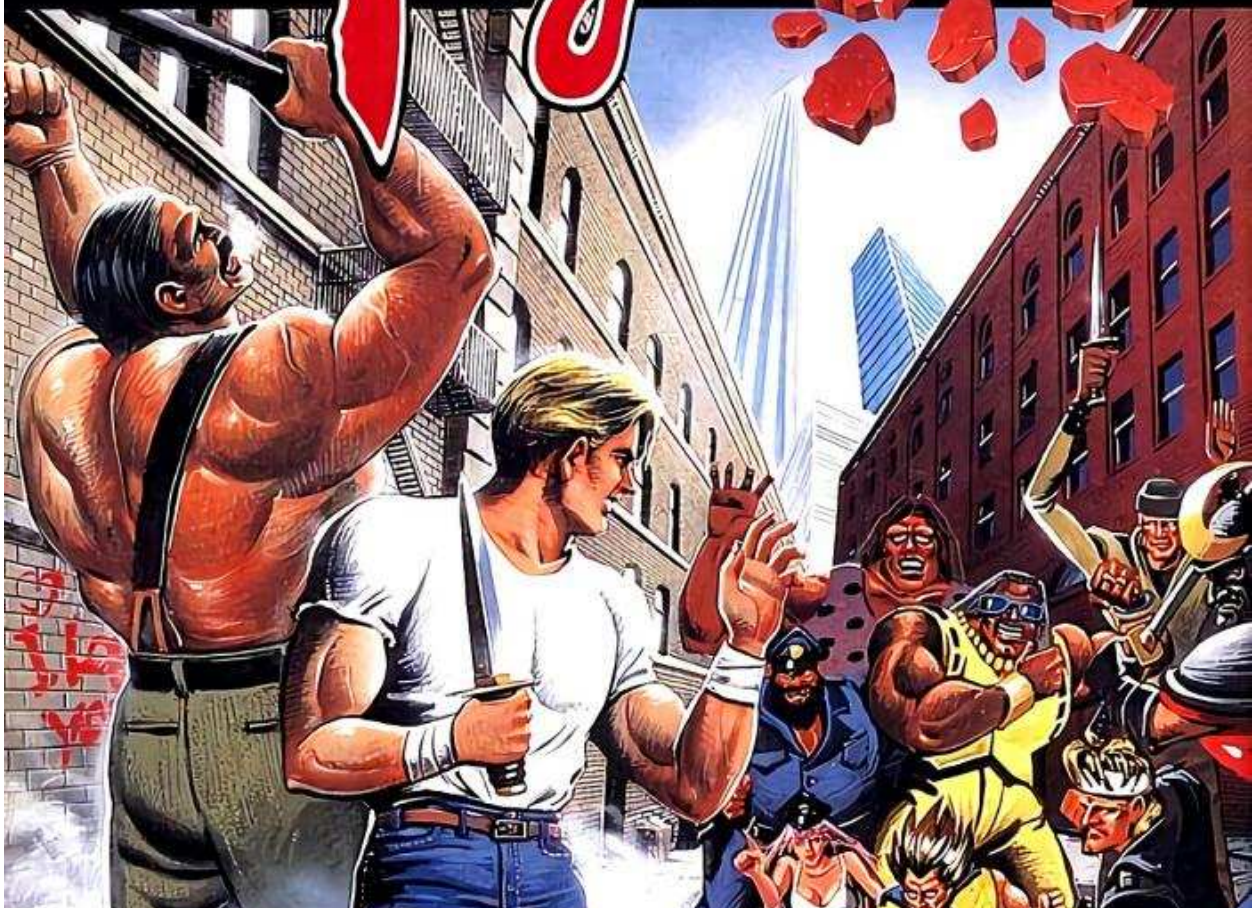
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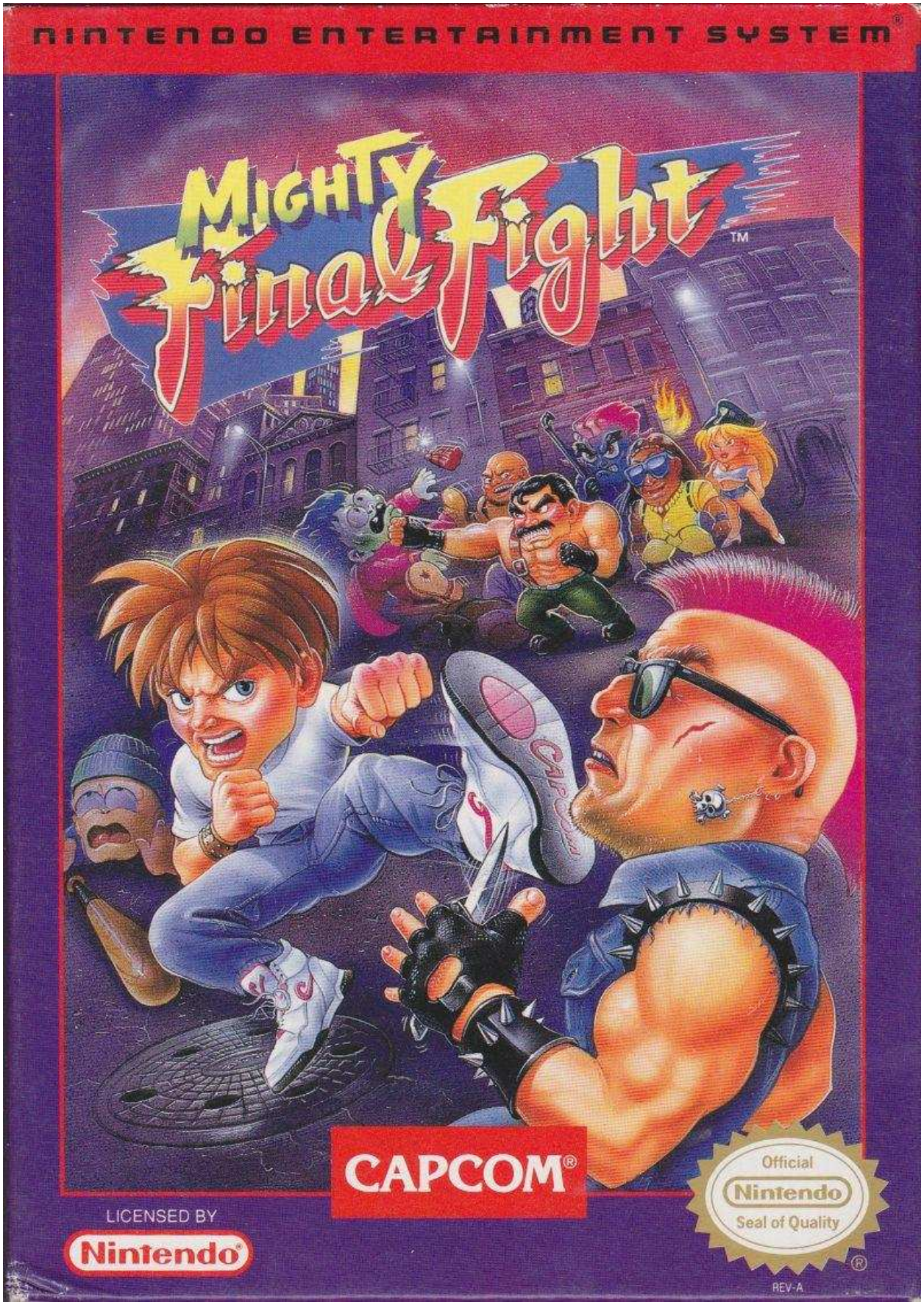
接近戦で、離れ技で、縦横無尽に展開する超リアルファイティングアクション。
世界中を沸かせたあの激闘が、史上最強の男の意地をかけて、いま再び始まる。

ON
FINAL FIGHT



Final Fight™




NINTENDO ENTERTAINMENT SYSTEM
MIGHTY
Final Fight
TM
CAPCOM
LICENSED BY
Nintendo
Official
Nintendo
Seal of Quality
REV-A

Final Fight And Mighty Final Fight 1.0 By Burkess

Welcome to Final Fight.

Metro City has been ruled by death and violence for many years. Something Mike Haggar, former wrestler, wants to change. He was recently elected the mayor, which posed a problem for the Mad Gear Gang.

They're in control of all criminal activity in Metro City and owned the old mayor. They offered Haggar a bribe, but he refused them. Then they kidnapped his daughter, in order to ensure Mike cooperated with them.

Again, he refused, and he decides to take the fight to Mad Gear.

With his friends Cody and Guy, Haggar will wage war against Mad Gear in a fight that'll shake Metro City to its foundations.

Or are you headed to the Mighty Final Fight universe?

In this world, Jessica's beauty radiates throughout the city and gives the citizens the power to survive. But the evil Belger kidnaps her, having fallen in love with her and wanting to keep her to himself.

Cody, Guy, and Haggar rush to go and save her.

Regardless of where you go, you'll need these.

1000 Fight Points.

Locations:

1. Final Fight Universe
2. Mighty Final Fight Universe
3. You appear before a portal that leads between the two above universes and can freely choose one. You're able to find your way back to the portal, so you can freely visit both universes.

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 Fight 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.

Fighter Pack: Free! This is everything you need to survive around here. You can grapple, jump, use all sorts of weapons, and have your own martial arts style. As well as the physique to stand side by side with Mike, Guy, or Cody and hold your own.

Special Attack: Free! This is a devastating attack that consumes a portion of your own health to use. It allows you to execute an attack that inflicts far more damage than any of your normal attacks. It has protections built in to prevent you from killing yourself with it, and won't activate if doing so would fatally injure you. Every perk, power, item, ability, skill and so on you possess gives you a new Special Attack to use.

Specialty: First Two Free! And then 50 points each. There are six attributes a fighter can have in this world. Special, Attack, Defense, Jump, Grapple, and Speed. You start at 1 star in all of these. Each purchase gives you 3 stars in a category of your choosing.

Career Selector: Pick a legal career. You gain 10 years of memories and experience in this job, modified by any learning boosters you possess.

Fighting Style Selector: Choose a martial art or fighting system that exists in the Street Fighter universe. You become a master of that style.

Weapon Training: Pick a weapon of some kind. You become a master of that weapon, and can summon an unbreakable version of it at will.

Criminal Experience: Pick something illegal: You gain 10 years of memories and experience in this activity, modified by any learning boosters you possess.

Final Save: This gives you a once per jump save from a certain death situation. If you were tied up next to some lit dynamite, you'd be saved before it would explode. Once.

Finding Power Ups: You can break random objects and punch them out of people, letting you get things such as gems, power ups, and other helpful items. For example, smashing what should be an empty box can spawn a roast chicken.

Andore Clan: This grants you up to 7 feet of extra height and 440 pounds of muscle. You gain a proficiency at fighting opponents who fly and jump, and a major boost to your talent at any kind of grappling or wrestling.

Bull Charge: You can perform a powerful bull charge that knocks enemies off their feet and lets you trample them. While charging, you can change the pace and the direction to make your attack harder to avoid. Your front kicks also become devastating.

Knife Artist: You're an expert at handling a knife and can make one appear whenever you desire a knife. You gain an extreme talent for murder and can turn battles into a bloodbath. Your skills with violence translate 1 to 1 with any skill you'd use for a performance. Such as singing and dancing.

The Guerilla: You're trained in guerilla warfare, knife combat, as well as Souo-Katsuken. Also known as Double Scorpion Tail Technique, it's modeled after the movements and physical structure of a scorpion. This also comes with the ability to sleep with one eye open, and the ability to terrify both friend and foe alike without even trying.

Pyromania: A lit Molotov cocktail will appear for you to use when you will it to. When you're responsible for it, fire spreads wildly out of control and burns far more than it should.

Blocking, Fleeing, Escaping: You have a single directional guard technique that nullifies all damage from that direction. You're much faster than most and can flee from an enemy only to double back and attack them. You're especially adept at slipping out of grabs.

Poison's Apprentice: You've got Poison's fighting abilities and skills. You'll find it easy to get hired as a manager and/or a promoter.

Diligent Training: You can learn to find any activity fun. When you perform a task with consistency, you see additive gains based on how long you've been doing it.

Vehicle Destroyer: You gain an increased damage bonus against any kind of vehicle. A normal human with this ability could punch a car to pieces in 20 seconds.

Quarter Insurance: You and your allies become progressively faster, stronger, and more dangerous the more damaged your foes become.

Damnd: You gain an even larger, more durable body. Great skill at leaping and can jump incredible distances. Talent for setting ambushes and using human wave tactics.

Sodom: You've got Sodom's abilities. Great skill with katanas and jitter, Japanese batons.

Edi. E: Grants expert skill with batons and guns. You've got the skills of a corrupt cop and a talent for framing others for crimes. You can easily find criminals who will pay bribes to you, as well as policing jobs in the future.

Red Beret: You gain the memories and skills of a highly accomplished military veteran who survived many dangerous operations across the globe. Your fighting style is military martial arts, and you have extreme agility. As well as a limitless supply of grenades.

Violent: You've perfected a fighting style that lets you perfectly take advantage of your physique. You're a giant, with astounding strength and deceptive agility for someone of your size and weight. You can transform, turning your skin red, which makes your muscles swell with more power.

Belger: You can summon a wheelchair that moves at twice your running speed, along with a crossbow with infinite ammo. Your incapacitated or wounded allies gain regeneration, allowing them to get up and rejoin fights very fast. You can perform a 10-foot vertical leap and even bounce off the heads of other people to keep jumping. When you're injured, you become immune to grapples and always break free.

Painful Defiance: You can cause people physical pain when defying them and refusing their requests. It causes more and more annoyance within someone the more you do it, causing them to fly into a rage.

Power Leveling System: You gain experience points from defeating enemies, with stronger foes offering more points. Your points can then be spent to unlock new special attacks, upgrades to your mental and physical attributes, and improvements to your fighting abilities. Examples being leveling up, teaching you to perform flying punches and energy projectile attacks.

Score Life System: Causing destruction and defeating enemies earns you score. This score, once you earn enough, gives you an extra life. Dying allows you to spend an extra life to return to life again.

Heads Up Display: You can see health bars for people, including your own, and it also tells you someone's name. Training can teach you how to add more details.

In Their Natural Environment: You'll often happen upon enemies when they aren't expecting you. They're more likely to slack off and will just be standing around when you approach them.

Fight Forever: The act of fighting actively restores your stamina and makes your body less tired. You could throw punches indefinitely and never feel any burn in your muscles.

Control ALL Crime!: You're a criminal genius who can convene a way to take control of all crime in a city and run the strongest gang. You know how best to delegate work and who is trustworthy, which lessens your burden to only the things that require your direct attention.

The Light Of Jessica: Your beauty is so great that it radiates across an area as large as New York City. It gives people the energy they need to survive. Your beauty can sustain people in the absence of things food, water, and other basic needs.

Bolt Puncher: You can deflect projectiles by hitting them. If you're able to launch an attack that collides with a projectile, it'll instantly be propelled away from you or back to its sender without causing you any damage.

Untapped Immense Potential: You have immense untapped potential, which if nurtured, could make you one of the strongest people in the Street Fighter universe. Your growth rates are massive, and you're gifted with fantastic natural strength and agility.

Holding Back: Restricting yourself from using your full power is a form of training for you. The more you handicap yourself at any task and the tougher you make things on yourself, the better your gains will be and the more you'll learn.

Bunshinryu Ninja Arts: Like Guy, you're a ninja. You have an encyclopedic knowledge of all the secrets of Bunshinryu and simply need to train and practice applying these skills.

Haggar's Wrestling Skills: You have the fighting skills of Mike Haggar. This lets you take your foes to suplex city. You're an extremely accomplished grappler and master wrestler.

Punch Out Corruption: You can sense where corruption is and know how best to combat it with the tools you have available. Any kind of corruption. You could turn a town that's ruled by death and violence into a nice place with this.

Self Taught Genius: You can combine fighting systems and styles to become cohesive and effective mixtures. You'll subconsciously select the best moves you've learned and create a style that suits you most. These self-taught and created styles can rival and surpass fighting systems with thousands of years of history behind them.

Everyone Lives! People only die if you want them to die in any conflict you're involved in. There will be no lasting injuries if you desire it to be so, and you're on the winning side. Even when using lethal weapons, people will get hurt but suffer nothing more than bruises.

Pallet Swap Army: Select an ally: retroactively, a highly similar person with a remarkable resemblance to your chosen person will come into being. As if they always existed. You decide if it's a coincidence that they look the same or if there's a family resemblance. It's up to you if other people remember that it wasn't always like this.

You're The Mayor: You're the mayor of a town in this world and have the skills and documentation to maintain such a position. In future settings, you'll either have always been the mayor or will quickly become the mayor.

Rivalry Boost: You can mark someone as your rival. This causes the two of you to scale with each other, and you both gain a bonus when the other increases in strength. Your strengths become greater, your weaknesses shore themselves up.

The Jessica Effect: If you get kidnapped or are in danger, your allies get a power and motivation boost. It motivates them to rip a city apart to come and help you. Your enemies will conveniently wait to harm you until only after all of your friends have been beaten.

Graceful Aging: Age has little effect on you, and you can still throw down and beat people up at 50. You'll visibly look older, but you don't experience any negative effects from being old.

Mentor Figure: You make an excellent mentor. Those who train under you or interact with you on a regular basis will experience epiphanies that accelerate their personal growth and development as people. Even years later, they'll have positive things to say about you.

Items:

A Punching Bag Car: It's a brand-new car! When it gets destroyed, it restores itself shortly after. People can work off steam by beating it up. You can also drive it.

Food: A respawning supply of junk food, meat, water, and alcohol. The food has a side effect of healing anyone who eats some.

Respawning Gemstone Collection: An endless supply of precious gems. You can find any number of valuable gemstones in this pile. Adding a gemstone to the collection will cause it to spawn more of that gem.

Your Own Metro City: A perfect replica of Metro City, completely empty and just waiting for people to move in. It's basically New York with the serial numbers filed off.

Weapon Stash: This is a collection of weapons, such as pipes, katanas, knives, and everything else you'd need to win in a street fight. They're all unbreakable and respawning.

Gang Hideout: This is a replica of Belger's hideout. It comes customized to your liking.

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 Fight 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 Jessica is rescued, or Mike, Cody, and Haggar fail. Unless a drawback conflicts with this. Settle the other drawbacks first.

Continuity Toggle: Free! Is this the same world as Street Fighter? Do you want it to be? You decide. This goes for any other series that Mike Haggar, Cody, Guy, and anyone else from this world have been in. For example, the events of Street Fighter X Tekken could happen here if you wanted them to, or you could experience Marvel X Capcom.

Be The Main Character: You're Mike, Cody, or Guy. You take on their memories, body, powers, and abilities. Your goal is to rescue Jessica and defeat the Mad Gear.

You Are Jessica: You're Mike Haggar's daughter, Jessica. Your mission is to escape Mad Gear. You begin your escape moments after Mike, Cody, and Guy start their rescue mission.

Pallet Swapped: 10 percent of the people in this world look similar to you and sound like you. They also have nearly the same personality. This doesn't discriminate by sex, geography, or ethnicity. It takes these things into account as modifiers. They don't get your powers, but they do gain your talents.

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 Fight points as you spent. They don't like you and want to defeat you.

When Worlds Collide: The Belger of the Mighty Final Fight universe has teamed up with the Belger of the Final Fight universe. They're working together to pool their resources to take down Mike Haggar and his friends in the Final Fight universe, before returning to the Mighty Final Fight universe to achieve victory there too. You'll have to face twice as many enemies and double the bosses!

Ending Options:

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