



Bad Street Brawler (NES) 1.1 By Horrorshowjack

It's an epic tale of a manly brawler with breast implants... I mean big pointy pectoral muscles. A blond, macho man with pithy quotes and deep philosophies. A man named Duke.

No. Not that one.

This is the craptacular adventure of Duke ~~Dunnegan~~ err... Davis. Duke Davis. That's the ticket. He's going around beating the hell out of circus midgets, gorillas, and break dancers. Because reasons. Really great reasons, which Duke isn't going to tell you because your fragile mind can't handle them.

He may be a bit confused since he used to be pro-wrestler Gorgeous Greg (a dead ringer for Randy Hogan) in *Bop'N Rumble* on the Commodore and DOS, which probably lead to his nameless unhinged phase later in *Street Hassle* for the Sinclair.

Those other ones seem to be parodies of the beat 'em up genre. Mattel ported it to the NES, but couldn't decide if they were joking. Although they did make it one of the two Powerglove games, which is a joke in itself. Especially since they didn't bother telling that to the people writing the manual.

Despite the name this has absolutely nothing to do with the Fabulous Freebirds.

Take these + 1000 Bad Points.

Locations:

Somewhere in the city. The first official battle is at the park though.

Age and Sex options:

Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Bad Street Tokens. These can be redeemed to get anything you want here for free.

Pissant of Power: (Free) Your total durability, reaction times, strength, speed, endurance, etc are each increased by 5% or to peak human, whichever is more beneficial.

Role Model: (Free!) You have a gift for saying obvious (if not outright stupid) things in such a baffling, yet seemingly both profound and humble, manner that people have a higher opinion of your character and intellect to the point it borders on the supernatural.

Gorgeous Jumper: You are able to train your martial arts and combat sports, including any supernatural stuff resulting from those skills via sex. Although any supernatural stuff other than energy pools will require you to actually use it during sex. Also, the inverse of all this is true.

Ex-Punk Rocker: You have a thorough knowledge of the punk music scene and its history, and can handle yourself in a mosh pit. Additionally, you know how to sing and play enough musical instruments to find yourself a gig in a typical band. If you have skills in those areas from other perks, you become twice as good when playing punk rock. Updates every jump where there is/was a punk rock scene.

Street Criminal: You fit in with that type, and know the rules. You're also skilled in using knives, brass knuckles, bats, walking sticks/canes, and small caliber handguns. You aren't the most skilled with them, but this perk will significantly improve on any other ones for those weapons.

Break Dance: You are a skilled break dancer, and expert in the art of break dance fighting. You can seamlessly incorporate dance moves into any unarmed/melee combat styles you use.

World's Coolest Martial Artist: Studied the world's coolest martial art. Professional Wrestling! The King of Sports! You may not be a technical virtuoso, but you have a solid amount of techniques and can expertly apply them. However, this perk can be taken as many times as you like, increasing the breadth and expertise of your skills each time. At 2x you're a solid world title contender, 3x nearly a match for Gene LeBell, and at 4x could even give Karl Gotch a bad night. Beyond that? Remember that according to the stories devils, angels and titans have all fallen to the submission holds of the relatively human.

As an additional bonus, the skill benefits of training in martial arts, combat sports, CQC, and even impact sports in general are multiplied by the number of times you've taken this perk. For perks of the "learn X in Y time period" the X is multiplied. Finally, you have little difficulty integrating lesser styles into your glorious wrestling.

Villainously Pink: You're a bit more physically gifted, better at fighting, and a heck of a lot more intimidating when wearing pink. Scales up to double, double, triple when in at least 75% pink. The prey knows it's to hide the blood.

Never Trouble Trouble till Trouble Troubles You: But if you want to trouble trouble, then you know exactly where to go. When toggled on, you instinctively know where to go to beat people up with minimal repercussions.

Old people are people too; they're just people that are old: You don't have any real downside to aging, and everyone else ages far more gracefully than could be expected. Which means it's okay to beat up the elderly. Also senior citizen street criminals are a much more common thing. The secondary effects for others may be toggled off if you desire.

I'll Endanger Your Species: You face no extra consequences for killing or attacking critters protected due to low numbers as long as it's done with your bare hands/claws/etc.

Pipe Cleaners: Your forearms stretch by 25% when you throw a punch or other hand attack.

Stoojitsu: You have mastered the various attacks of masters Larry, Moe and Curly. Along with Shemp. Everybody forgets Shemp. Praise Shemp. You may further incorporate slapstick or physical comedy inspired attacks into your combat style with minimal effort, and have a keen understanding of those comedy genres.

Krotch Kommando: You have a high degree of skill in attacking genitals in ways that cause maximum pain. Along with an equivalent skill in erotic genital torture, including the extra toys and tools.



Nice Boy: You've mastered the combat applications of molesting foes until they pass out in ecstasy. Which is actually pretty quickly at your skill level. In non-combat situations your petting, fondling, and masturbatory skills are incredible. Getting taken to second base never felt so good!

←-(Actual screenshot of the game via Wikipedia)

The Way the Betting Goes: You're an expert at sports betting and handicapping, even that involving animals. For Combat Sports you're among the best in the world at it. Additionally, once a month you can automatically sniff out a big upset or longshot win.

Clever Mouse: You habitually spot the exits in public places, and every fiat backed property you own has a secret escape route built in. You may add more later, and are highly adept at concealing them and establishing bolt holes.

Skateboarding: You're a world class skateboarder, and have even figured out how to use the board in combat situations.

Neither Strong nor Swift: When you're outclassed in a fight for either/both strength or speed you receive a boost to effective skill and stamina/durability respectively. This is proportional to the difference to a maximum of +10% per jump (including supplements and this jump).

Short and Thick: You're half the normal height for your age & species, but normal weight. This roughly triples your strength and agility, and doubles durability. Additionally, you can wield weapons weighing up to 1/2 your maximum lift without difficulty caused by insufficient friction.

Kizarnie: You are a solid pro at some combination of two jobs or complete performances for a circus or carnival. Alternately, you may put both ranks onto a single job or performance to be a

borderline star. This perk may be taken more than once and either new jobs/performances selected or stacking onto existing ones.

Sweep: If you sweep the entryway to your property, all the way out the sidewalk, it will eliminate 1% of the litter and road garbage for even a large city. Why if everyone did it, the city would be clean in no time.

Implant: You can slam people down so hard that they'll stay motionless for several seconds, and may even sink into the ground. If you're stronger than your opponent, the effects will become even more dramatic relative to the difference.

Round: You are severely overweight, and most of it ain't muscle. This makes you a bit slower, less agile, and hard to lift, however you don't suffer from any health problems as a result of your weight. Also you punch as hard as if most of it were muscle.

Gumption: No matter how impossible something seems, or how often you're told, you still have it within yourself to try. Provided it isn't actually impossible you may even get there. Once per jump you can pull off the astronomically unlikely, even if it's also overly complicated.

In Defeat, Revenge: Against someone or thing that beat you previously, you're 50% better in the rematch. This is after any other upgrades in the meantime, and even applies to previously failed gauntlets.

Don't Get Mad, Get Bad: When others could lose their minds to anger, you enter a state of murderous tranquility. You become more agile, your strikes more precise and damaging, and your focus monofilament sharp. Can be used to modify rage based powers and abilities, even if that requires fudging.

Honey: The protruding bits people fantasize about are extra attention getting in your case, even relative to size. Also add +2 to your total "X out of 10" rating.

Special Move: Once per level/stage/battle, or once per hour post jump, you may inflict 5x your maximum health in damage to every enemy within line of sight, or 20x your maximum health to a single opponent.

Chain Gang: You're really good at using weapons which are largely chain such as the meteor hammer, asteroid hammer, kusari-gama and even wrapping your hands in chain without breaking them when you punch. Also doubles the power of any other perks etc which would give you the ability to use them.

Repeat Offenders: Today's boss is tomorrow's mook. You may designate up to one person or group per jump for further encounters. Some version of them (or a cosplayer), depowered/matched to an average mook level for the world if necessary, will show up at least once per jump. You may change out who you have designated at any time, and they need not be from the jump whose slot they fill. While usually set up for beatings, some attempt to use the designation for the other sort of wrestling.

No True Player Two: You can take a no-companion drawback, but still pay to import them. They gain points as normal, but remain in your warehouse for the entire jump.

Fighting Beside Yourself: You've managed to create a second, independent thought process in your mind. While this initially is only about 2/3 as powerful as your main one, it will improve with time and dedicated training. It can talk to you, provide emotional support, handle independent mental operations, and even take over automatically if your mind is shut down or controlled. It also tends to hide from telepaths.

Holding Your Own Hand: (requires Fighting Beside Yourself) You're able to bring the second mind from Fighting Beside Yourself into meatspace as a nice meaty clone. By puking it up. It originally starts with half-power physical abilities but with a lot of time and training you can summon one at full power. Clone duration is determined by stamina, and you gain the memories and training the clone undergoes when absorbed. By swallowing it in liquefied form. Neither is a swift process, and you'll look and move a bit pregnant for roughly an hour after slurping yourself down.

Bobby: You've been through the police academy and know how to be a patrol officer. You've also passed the firearms exam, which may be unusual. Comes with weird green uniform and helmet.

I Touch Myself: You have a hammer space accessible down the front of your clothes. You can store up to five pounds (~2.3 kilos) per jump you've taken, including ones used as supplements. Failed gauntlets do not count towards the total.

Intuitive Rider: If it involves straddling something powerful and using handlebars you're instinctively good at it. Hovercycles, Speeder Bikes in Star Wars, Robotech Cycle Mechs, or even plain old Motorcycles. If you have actual skills for them via perks, then you're great or at minimum twice as good otherwise. Whichever is more.

Beauty is Skin Deep: And you know how to preserve it. You're skilled at preparing hides, furs and even taxidermy.

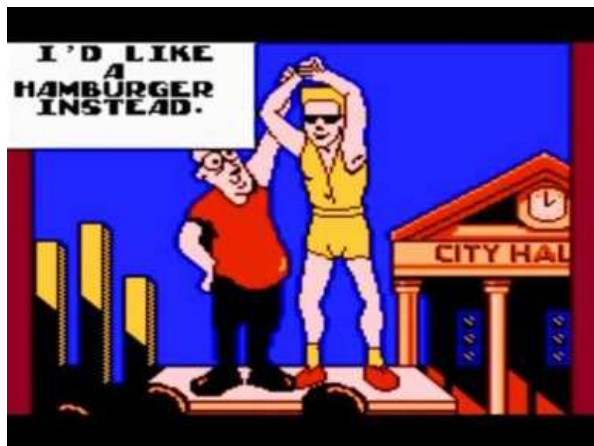
Ugly to the Bone: For some reason, descriptions by or to someone who doesn't know you are wildly inaccurate, but the results will be claimed as accurate by the people involved. May be toggled on/off which takes about fifteen minutes.

Up-Down: You've taken the path of plyometrics and body toughening to monstrous levels. At a minimum, you are fast enough to dodge subsonic bullets, able to leap double your height or set world records in the broad jump, and can even get shot several times without requiring medical attention. If you exceed these minimums, add 10% to whatever your level is.

Baller: You have skill at basketball roughly equal to most professional players, and your passes can really hurt. Also you have the option of adding up to 25% to your height.

Kitty: You gain the alt-form of an adult tiger or other large, mundane felinoid.

Items:



And you'll get one.

← Kudos for dramatically proving he isn't a Ken doll. Another actual screenshot.

Hamburgers: (Free) Unlimited hamburgers prepared with the skill and available toppings of a moderately upscale burger restaurant. Yes including cheese. For an extra 50 Bad Points, you can get everything available for toppings at rich people restaurants (including stuff like foie gras), and the quality is similarly elevated. You can even switch out the patty for something other than beef. No extramundane boost however.

Unless you spend another 100 Bad Points. Then you can get those sorts of benefits, however at a reduced level that increases in inefficiency with the power being consumed. Additionally, you must have prepared at least one burger “farm to table” for the perk to acquire an ingredient template, and the skill level of preparation will match what you provided.

Your Platform. One free the others are discounted, but all upgrades are full price.

Commodore 64: You get a Commodore 64 with all the peripherals, maximum memory, and a large assortment of software on cartridges and tapes. For an extra 100 you get all Commodore International products (not including Commodore Business Machines or post-bankruptcy nameplate only stuff), along with every piece of software ever made for them. This includes user created programs provided at least 100 copies were handed out, it hit a major bbs/web distributor, or you actually owned it. Upgrade includes a warehouse attachment to store and use all this stuff (which will reject any unrelated stuff stuck in) and a large CRT to use it on. Bring your own desk.

Nintendo Entertainment System: You get a Nintendo Entertainment System, four controllers, along with all other official western addons, and a cartridge for every officially licensed game. For an extra 100, you get a Famicom, Disk System, all the peripherals, and complete official and unofficial releases for both.

Sinclair ZX Spectrum 128: You get a custom Sinclair ZX with both floppy and tape drive built in, along all the peripherals, maximum memory, and a large assortment of software. For an extra 100 you get every version of all Sinclair computers, including unofficial clones, along with every piece of software ever made for them. This includes user created programs provided at least 100 copies were handed out, it hit a major bbs/web distributor, or you actually owned it. Upgrade includes a warehouse attachment to store and use all this stuff (which will reject any unrelated stuff stuck in) and a large CRT to use it on. Bring your own desk.

100BP items *Unless specifically noted, items may be purchased multiple times.*

Bananas: You have unlimited servings of bananas (including plantains), and food that contains them.

Power Glove: Available in left and right handed models. It's a Power Glove, but every bit as cool as the one in the movies, and nearly indestructible. Seamlessly integrates with all NES games, and provides smooth controls. It even repairs itself when damaged.

For an extra 100 Bad Points it can interface with nearly any computer, game system, etc and provides a significant bonus to hacking. Also supports the full 256 movements per finger of the original design. For a final 100, it can store and use up to four magic rings, and be enchanted as a gauntlet. Also at this level it gives double the uses of the Special Move perk.

Dunsel Box: The Omniverse's greatest emulator and warez setup. It will perfectly emulate any OS or game console designed for lower specs than the device it's running on, and provides perfect copies of all software via any fiat backing. Even stuff on cartridges or cabinets.

Handguns: You get 16 low-caliber handguns with 500 rounds per gun per week, and four magazines, clips, or speedloaders per gun. These can be anywhere from .22 Short to 9mm Makarov, but not including stuff like .327 Magnum, Tokarev or 7.62 Mauser. For an extra 100 you can get a crate of one of the 16 guns in the initial purchase and 1500 rounds per gun/week and ten magazines/speedloaders. The guns won't break with normal usage, although they can be broken via grotesque stupidity.

If the guns come standard with multiple barrels & magazines to change calibers, the ammunition is divided evenly among them. If optional but common, then it's optional to do so.

Onesie: Whatever the hell Duke is wearing. It's comfy, easy to move in, self cleaning, and the apex of martial arts clothing. Always seems to have a zipper when and where you need one. Also has a 22lb(10Kg) hammer space inside. If you have "I Touch Myself" it doubles the capacity for that perk while worn. Default is lemon colored, but you can pick another one if you wish. Perhaps a nice pink? You may import another outfit or outfits into this one. Or vice versa.

Dojo of Dookie: Despite its somewhat barebones appearance, all training at martial arts or other physical skills is twice as effective. This includes supernatural abilities from martial arts, qi pools, etc as long as the base is in physical skills. May be merged with another training facility (which doubles the other facility's effectiveness), imported or attached as normal.

Punk Wardrobe: It's not a costume, it's a way of life! You have a walk-in closet full of punk rocker clothing, and it adapts selections based on whatever form or sex you currently have. It's a huge selection, and updates every applicable jump. Clothes are cleaned and repaired to desired level when hung up over night. May merge with other wardrobes/closets, use as warehouse attachment or import etc as per normal.

Asteroid Hammer: A large chunk of metal weighing at least 1/3 your body weight and your height in chain. Returns to your hand when thrown, and an experienced user can even

potentially twirl it at high enough speed to take flight for short distances. A user with superhuman strength can do much more.

Pink Motorcycle: A pink crotch rocket with high speed and maneuverability. Never runs out of gas, but is pretty fragile at least until after the jump. After the jump it gets the normal high durability of jumper vehicles and shows up in your warehouse within a week of being destroyed.

Tiger Skin Rug: It's a rug made from tiger skin, you pick the breed. Also comes with warehouse themes for big cat, safari, and punk rock dive bar.

Squat: You've managed to get a quasi-legal loft conversion in the city. All the paperwork on file, utilities etc will lead to somebody else that never seems to found. This loft is nearly unfindable unless someone is lead there, or you tell them where to go. It has a room and small workspace for you and each of your imported companions, and a large kitchen/dining area. Unfortunately it only has 1 ½ baths, and the décor isn't the only thing that's funky. Constantly smells like stale beer, smoked recreationals, and on really hot, humid days like your roomies had an orgy with everyone they know while you were out.

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 Bad Street tokens, same as you got.

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

This Game Sucks: (Free!) You're out of here after you stop either Duke or Bazooka Guy, clear any drawbacks, and attend the victory celebration(s). Which are a month long orgy of violence and destruction as the city finishes its descent into a hellhole or a ticker tape parade, respectively.

Continuity Toggle: (Free!) You can choose to make another NES game or beat'em up canon to this one.

Completest: You'll have to also deal with the events of *Street Hassle* and *Bop'n Rumble*. Even though they're basically identical. You'll even somehow find yourself in Germany dealing with *Oma Schreck*, even if you don't speak German at all.

Axed: There is no Duke. You'll have to take his place and finish it all by yourself.

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

Don't worry about feeling joy; you'll get better: You'll spend the entire jump dealing with crippling insecurity, depression and existential dread. Every victory of consequence will be followed a few hours later by a crying jag and self medication.

Item Lockout: You can't use items from outside this jump in this jump. Or access your warehouse.

First Step to Ignorance: You are 100% convinced you are right at all times, and it will take overwhelming evidence or force to convince you otherwise.

Power Lockout: You can't use powers from outside of this jump in this jump.

Scaling Rival: You have an enemy who has as many Bad Points to construct their build as you spent. They don't like you and seek to defeat you.

Pencil Neck Geek: Your physical stats, looks, and durability are capped at that of an average healthy human (+5% from Pissant of Power).

Friends Come and Go, but Enemies Accumulate: (Additional +100 per imported companion) Your companions never actually showed up, but their mirrorverse twins did. They have everything the originals did, and you'll have to track them down and defeat them to get your companions back at the end of the jump.

But this isn't Atlanta?: (400) Ooops. Turns out this does involve the Fabulous Freebirds—Buddy Roberts, Terry Gordy, and Michael P.S. Hayes-- and they blame you. Even worse it's the versions you might as well call the Army or Marines to deal with. You'll have to fight them under Freebird Rules, then chase down and beat the third one to leave. They'll keep coming back every so often until you've done so, and it will count as a chain fail if you haven't beaten them by the end of your stay.

Evil(?) Twin: (500) The final, final boss is your palette-swapped twin. They have all your powers and abilities, along with any equipment you've used in this jump. Although they are a bit new at this. If you lose, it's time to go home. And they'll take your place in the chain. Along with possibly

taking your place in your companions lives, since they'll get to decide who to follow. Don't get NTR'd by your twin.

Ending Options:



What will you do now?

Stay here? Go home? Move on to the next jump?

Notes:

1. Man that's a lot of mileage out of silly title cards and questionable art direction.
2. Who are all these people?
 - Randy Hogan was an NWA jobber who looked like a short, dumpy Hulk Hogan if you squinted.
 - The Fabulous Freebirds were a legendary villain tag team in the 80s-90s. "Free Bird Rules" referred to never knowing until you showed up which two of the three men in the legal unit were going to be part of a tag team match. The group initially used Lynyrd Skynyrd's "Free Bird" as entrance music, but paying for that was a drag. So they recorded their own entrance song "Bad Street USA" in 1985. Two years before this game was made.
 - "Judo" Gene LeBell won the AAU National Judo Tournament prior to a career as a pro-wrestler, stuntman, and actor. Considered one of the forefathers of MMA. A legit 9th degree black belt in Judo, his notable trainees list is a pretty good who's who of martial arts for the last sixty years.
 - Karl Gotch (Charles Isatz) "the God of Wrestling," and "O-Sensei" to a pair of Japanese Martial Arts, was one of biggest influences in Japanese Pro-Wrestling. Was an expert in Catch Wrestling, Pehlwani, and competed in the Olympics in both Freestyle & Greco-Roman wrestling. He's used here as the limit for a mundane human.

3. Can I take “World’s Coolest Martial Artist” ten or more times, and what would that look like?

Yes, and it’s spectacular. Seriously the movie version of Santo, who fought vampire karate experts capable of killing humans in a single blow, and Blue King Demon from NES Pro Wrestling (an actual demon from hell who could do everyone’s special moves better than they could) were only about six ranks. You’re getting into *Magical Witch Punie-Chan* territory. Might even have chi or touki at that point.

Change Log:

Version 1.0 uploaded 7/11/2022.

Version 1.1 Added Kitty perk, Squat item. Renamed Dunsel Box. Changed wording on Perks(I Touch Myself,) Items(Bananas, Power Glove, Sinclair ZX, Commodore 64) Drawbacks(This Game Sucks, But This isn’t Atlanta). Added notes 2&3. Minor copy edits.

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