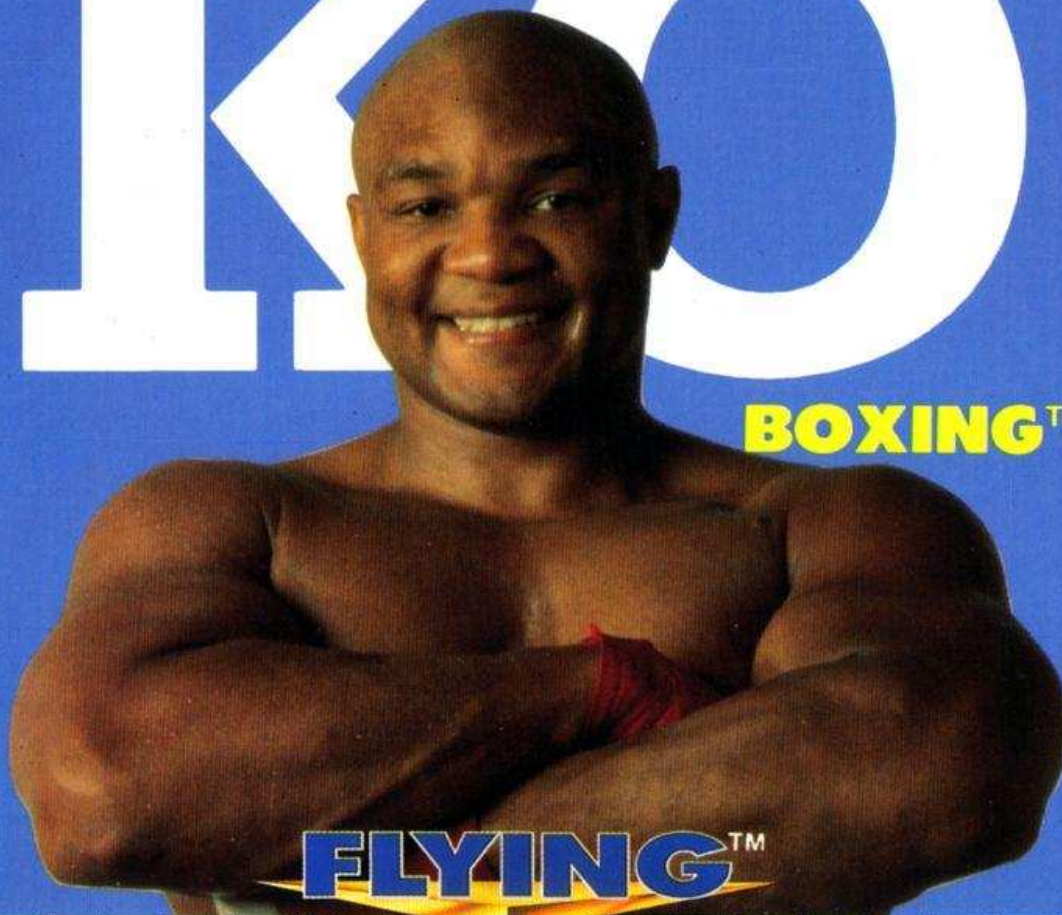


SEGA™
Master System™

GEORGE FOREMAN'S

KO

BOXING™



FLYING™
EDGE

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MASTER SYSTEM II, and MEGA DRIVE with MASTER SYSTEM CONVERTER.

George Foreman's KO Boxing 1.0 By Burkess

Welcome to George Foreman's KO Boxing.

George Foreman has returned from a 10-year hiatus from boxing in an attempt to reclaim his championships. If he wins his next five matches, he will achieve his goal and become the champion.

You'll need these.

1000 Foreman Points.

Locations:

1. The boxing venue.
 2. Anywhere of your choice on Earth.
-

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 Foreman 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.

Health Bars: You're able to see a health bar for both yourself and your opponent(s). It gives you an exact readout on the condition you, and they, are in. You can also set it to record other details, such as the state of your energy reserves, if you have a special attack ready to be used, and so on.

Power Punch: Perform an attack that packs enormous power into it. Someone with the strength of George Foreman could send another boxer flying over 9 feet with it. It causes you to glow when preparing this attack, and it needs to be charged up, making it obvious. It doesn't have to be a punch. This is a technique that enhances any attack you're preparing.

Digging Deep: Grants deep reserves of stamina, allowing you to go 12 rounds and barely break a sweat. Battles of attrition favor you, and you gain a talent for fighting defensively and attacking when your foe has tired themselves out.

Iron Jaw: You could withstand a good 50 jabs to the head from George Foreman before you'd be in danger of getting knocked out. The rest of your body receives an upgraded durability boost, your head having the weakest protections. You're remarkably difficult to hurt now.

Hype Train: When you genuinely feel an emotion, expressing it with your words and actions can cause other people to feel it too. If you fully believed you could win a fight, your opponent and anyone listening would experience your certainty. If you really believed a fighter you're managing will be the next champion, anyone listening to your voice would get hype about this person's chances.

Presentation: By thinking of a way you'd like to appear, you'll know how to posture and speak to best convey that message. If you wanted to be seen as humble, your body language and tonality would reflect that. If you wanted to be seen as tough, you'd be able to sell that image and get people believing in it.

Practiced Discipline: You have the ability to force yourself to do things now. If you need to accomplish a task, even if you don't want to, you can drag yourself to do it, and do it with 100% of your effort and attention.

Know A Guy: In any area you visit, you'll quickly be able to build up contacts who know guys who know other guys. What this means is that you'd be able to create connections and get access to resources and opportunities most people wouldn't. If you needed to bribe some

judges to fix a match for you, then you'd know who to bribe. If you wanted concert tickets, and they were sold out, you could buy them at a slightly higher price.

Career Option: Choose a career or activity. You gain 10 years of experience and memories in performing that activity and, if applicable, get updating credentials that will allow you to practice it in future settings.

The Greatest Knockout Artist: You gain the talent for fighting that George Foreman has. You're especially adept at knocking your opponent unconscious. You can see moments of opportunity in fights where your opponents are off guard. This allows you to land what are essentially "critical hits" that inflict extra damage and can knock someone out if you hit them right.

60 Second Recovery: Your body heals hyperefficiently. Just 60 seconds is enough to make bruises fade and recover your stamina, so you can fight again. Your recovery is even faster if you eat while resting.

Pain Tolerance: Grants increased pain tolerance. You could break a leg and do complex math problems in your head while you go to get help. You're able to remain detached from pain, while still aware of exactly how badly hurt you are.

Knock Out Resistance: Greatly increase your resistance to being knocked out. The effects of concussions are greatly reduced for you, and if you do get knocked out, you'll wake up within a second or two at most.

Business Sense: You have a combination of luck and skill when it comes to business that allows your ventures to be successful. Unless you completely mismanage a business, you'll always, at the very worst, have moderate profits.

Watching The Tapes: Learn insights about people from observing them. Watching someone's tapes of their boxing matches would give you an advantage when confronting them, letting you memorize their moves and predict them as they come. It also works when you're fighting someone, as long as you can observe them.

Popularity: You have that "it" factor that will make you massively marketable and popular. The things you say are quotable, and you'll be in the right place at the right times to capitalize on opportunities to become famous.

Fighting Promoter: Grants excellent skill in advertising and the ability to spot raw talent. You can tell at a glance who has potential and how much of it they've got. This enables you to pick the people that have the chance to be big and turn them into stars.

Foreman Training: You receive points to upgrade your stats and abilities after a fight. The quality of your opponent determines how many points you get, but you'll always get some. These are used to improve things you can do. With this, a normal person could become the strongest boxer in the world by winning enough fights.

Items:

Grill And Personal Chef: A chef ally who will cook anything that's available in the setting or previous settings for you. They come with a state-of-the-art monster grill that can use electricity, charcoal, propane, gas, or any other fuel source to create delicious food.

Endless Hamburgers: An endless supply of burgers in any form you'd like. They don't need to be made of beef. You could have pork, turkey, veggie, and so on burgers.

Boxing Gloves: These don't have any effect on your daily tasks and let you do things while wearing them that would normally require your fingers. These are guaranteed to always protect your hands from the force or effects of your own attacks.

A Boxing League: A boxing league that follows you between settings. Anyone you recruit as a fighter can tour along with you to box and return home when they tire of it. It begins as a profitable venture, and you have three championship titles.

Training And Nutrition Team: Specialists who can chart the best way to improve your skills as a fighter and help you achieve any fitness or competition goals. They'll dial in your training to make you as strong and as powerful as you can get with the resources you have available to you in the shortest amount of time.

The Venue: At will, you can summon The Venue. It's a massive structure that's ideal to host boxing matches in it. It is also sentient. Likewise, it has concession stands setup to sell food, and groups of fans will spawn to watch the fights.

The fans and workers here are in fact a hive-mind created by The Venue and are otherwise indistinguishable from humans. If you ask it, The Venue will change its looks up and alter its layout. Do you want it to have an octagon? Or for people to fight in pits? Perhaps you want to host concerts here? The Venue can do it.

Golden Gloves: A pair of golden gloves. The secrets of pugilists from the past flow into you while you wear them. You'll see the memories of years of fist fights and unarmed combat techniques from across history, in any setting you visit.

If you wish it so, the gloves will spread boxing to future settings, and people will learn how best to grill things. People will gain a talent for fighting with their fists, and boxers on the same level as George Foreman will become common. The locals will discover the uses of propane, electric grilling, and charcoal if such things aren't already present, as well as the required technology to make use of it.

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

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

Companion Options: These cost 100 points unless otherwise stated.

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

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Foreman 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 you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Be The Main Character: You are George Foreman. Your goal is to become the champion. You're not allowed to leave this setting until you manage that.

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

Warehouse Lockout: You can't use or access your warehouse.

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.

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

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: 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 Foreman points as you spent. They don't like you and want to defeat you.

Fair Fight: If you enter a boxing match and have any activated abilities from outside this setting, your opponent will also benefit from it to the same extent that you do.

Slower To The Punch: In any fight, you'll always be scaled to be between 10% slower than your opponent.

The Jumper Tapes: Before entering a confrontation with you, any of your opponents will get a quick mental dump of every single fight you've ever participated in. They'll have the ability to remember specific moments instantly.

Jumper's Grills: Your goal is to make one million dollars selling grills and similar accessories related to food or food production. Opening a restaurant is also acceptable. You will remain in this setting until you achieve this goal.

Dangerous Sport: Injuries you receive during a boxing match now heal at the same rate that a normal person's wounds would, despite any abilities you might have that would say otherwise.

Ending Options:

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