

Bad Street Brawler Definitive Duke Davis Guide

by gondee

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|           Bad Street Brawler           |  
| The Definitive Duke Davis Guide |  
|           By gondee           |  
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----- PART I. NEVER TROUBLE TROUBLE TIL TROUBLE TROUBLES YOU.

Place: Bad Street, USA. Trouble with a capital T.

Crime and violence run rampant, and thugs do whatever they want, whenever they want. And no one is going to stop them.

Enter Duke, Duke Davis. Former International Punk Music Rocker and Street Fighter extraordinaire.

He surveys the scene through the lenses of his Wal-Mart bargain rack designer sunglasses. It's not pretty. It will take all of his unrivaled fighting skills learned as a Punk Superstar to clean up this mess. Street after street of vermin, freaks and crazed animals wait to ambush him, to crush the one person who dares to stand up to them.

But someone has to take action, and that someone is Duke Davis. Just another day in the life of the greatest video game hero ever.

If that doesn't inspire you, just read the story straight from the source:

The Story Straight from the Source:

"BAD STREET BRAWLER - THE STORY

Lawbreaking crooks, thugs, and circus renegades rule the mean streets. It's a real zoo out there! The city is unsafe and the good citizens live in constant fear. You are DUKE DAVIS-former punk rocker and the world's coolest martial arts vigilante! You are a lean, mean, thug-trashing machine, returning to your native city streets as the ultimate defender of freedom! There's evil waiting behind every bush and danger lurking behind every corner-LOOK OUT! It's up to you to send the bad guys reeling with furious fist & foot bashing action. It's non-stop martial arts madness! Nail the no-gooders today-and watch the street savages scatter!"
Source: The Bad Street Brawler Instruction Booklet, Copyright 1989.

PART II. DUKE'S WEAPONS OF DESTRUCTION

CONTROLS:

UP - Makes Duke JUMP

LEFT/RIGHT - Makes Duke RUN like an Old Man in High Heels

DOWN: Makes Duke DUCK a.k.a. Cower Down in Fear.

SELECT: Select 1 or 2 player game at Title screen.

Start: Exit Practice Mode before each level. Also Pauses the Action In-Game.

B Button: Used for fighting moves

A Button: Used for fighting moves.

Each Level Duke has three moves he can use. They will always use either the A-Button, B button or A+B (Push A and B at the same time).

EQUIPMENT AND SKILL LIST:

What's necessary to navigate these Bad Streets.

1. SUNGLASSES - Nothing unnerves bad guys like these essential pieces of equipment. Duke's stair is unreadable behind these and they are key to his fearsome reputation. Besides, nothing says cool more for a former Punk-Rocker-turned-Vigilante than sunglasses.

2. YELLOW DIAPER - Oh, let them laugh at Duke's Diaper. A grown man wearing a yellow feces-catching device. Ha ha. But its use is two-fold: both as a disarming technique (who can fight when they're laughing?)

and protection from sudden bowel movement (have YOU ever faced down a motorcycle riding maniac and not dumped a load in your pants?) Duke's power isn't all in his awesome fighting techniques, young Padawan.

3. BRIGHT YELLOW BOOTS: Duke realizes that importance of looking good while you are bashing heads in. Villains will taste these leather badboys as Duke beats them into submission and makes a fashion statement at the same time. Nothing says "tough bad-@\$\$" like bright yellow boots!

SKILLS:

Duke will need more than just fighting techniques to win this monumental battle. Read below and master these essential techniques.

1. COWER DOWN IN FEAR: Duke covers his head in the fetal position by pressing DOWN on the control pad. But see, that's the first rule of effective warfare: let them think you're harmless and then capitalize. I think you're starting to see the genius at work here...

2. REACH FOR THE SKY: Duke was Olympic champion in high jump. Watch in awe as he jumps almost twice the height of a man by pressing UP on the control pad. Use his gravity defying ability to catch the life and weapon icons that Duke gets in his travels.

FIGHTING ABILITIES:

(or as the instruction booklet says, "FORCE MOVES" *oooh*)

Duke has at his disposal some of the most powerful fighting moves ever in a side-scrolling fighting game. Each Level Duke gets THREE, count 'em, THREE different beat-down moves to pummel the enemy with. Oh, they'll pay for ever trying to challenge Duke Davis.

I will use the same breakdown as the instruction booklet does.

KICKS:

(or "Fast-Footwork Force Moves":)

DROP KICK:

The drop kick is your typical hit, much like the punch. This move is a lot like the HIGH KICK except it does NOT avoid bullets and other projectiles. It causes pushback and stuns enemies so use it just like you would the punch.

SWEEP KICK:

No fighter would be complete without this staple move. Designed to reach those opponents who are smaller and can slip underneath Duke's Fists. Enemies will get blasted through the air from the force of Duke's vicious leg sweep. Run up and Sweep them again while they are stunned and you begin to see the power of this move.

Damage: 1 bar

TRIP:

Never has there been a trip (or any other move) as cool as this in ANY fighting game, ever! Duke is the only martial arts master who uses BOTH hands to trip an enemy - both incapacitating them and avoiding high flying projectiles at the same time! Duke has gotten kind of

a bad reputation, because some people insist he is molesting the enemies as he does this, but that *couldn't* possibly be it. I mean, just look as he does it to a dog!

Damage: 2 bars

ROUNDHOUSE KICK:

This is Duke's single strongest move in the game. It takes off a whopping FOUR bars, so use it on enemies to really show them the meaning of butt-kicking! The problem with this move is that it is really SLOW, so you'll need to use sparingly, and only when you see an opening.

Damage: 4 bars!

HIGH KICK:

This is one of Duke's best moves. Not only does it cause pushback, but it also avoids bullets at the same time! Use it to punish enemies who throw objects at you.

Damage: 1 bar.

PUNCHES:

("Fist-To-Fist Force Moves!")

PUNCH:

The classic maneuver, and Duke has perfected it like no other. Watch as enemies fly away from Duke stunned as he uses his fists of fury. Try to catch enemies in the corner of the screen and repeatedly use this technique to beat them into submission. Beware that some of the shorter enemies can evade this move.

AVAILABLE: On Levels 1,
Damage: 1 bar per punch.

BODY FLING

Hey Duke, Randy Savage called, he wants his finishing move back. Duke throws his body through the air like a daredevil and lands on the enemy with his bony elbow for two bars worth of damage, driving them into the pavement and setting up Duke for another one! The great thing about this move is that it avoids projectiles and other attacks while Duke is doing it. So line up the enemy and pummel them!

Damage: 2 bars.

STOUGE HIT:

<3 stooges> Woo Woo Woo Woo! </3 stooges> As a boy Duke grew up watching the 3 stooges. Now he mastered one of their signature techniques as an homage to the masters. The problem with this move is that it is slow and has no range. The good thing is that it takes off 3 bars!

Damage: 3 bars

ARM SPIN:

Ring Around the Rosie! Pocket Full of Woop-@\$\$! Watch as Duke turns the universal kid's game into an engine of destruction! Pow! Bam-- oh man, I can't do this anymore. Whoever thought this move was cool was higher than a kite. This move is your typical grab move.

Damage: Up to 3 bars.

BULL RAM:

All those days of head-banging for Duke have finally paid off. Armed

with the world's most damage-proof head, Duke inflicts pain that's only been dreamed of! Pff, whatever. This move is stupid. Use this move on the skateboarder if you have it, that's about all it's good for.
Damage: 2 bars.

DUKE'S TRUE SKILL MOVES:

("Fancy Force Moves!")

AEROPLANE SPIN:

Watch as Duke uses his legendary strength to lift and enemy and spin them over his head, sending them hurling to their doom! This is the only move that works on Brocky Al-Boa, so don't forget to use this when the time comes.
Damage: Up to 3 bars.

PILE DRIVER:

Duke lifts the enemy over his head and slams them into the pavement, literally! Such an Pinnacle of Power is Duke that even the ground feels his fury! This move is good because it's fast.
Damage: 3 bars.

GUT KNEE:

This is by far Duke's best grab move. Fast and lethal (3 bars), it drives the enemy back and stuns them, allowing Duke to get in close enough to pound them again. Use this move whenever you have the chance, and then use it some more!
Damage: 3 bars.

EAR TWIST:

Piss Duke off and THIS is what you get. Pure Pain. Watch as Duke grabs the enemy's ears and twists them so maliciously that their lifebar literally drains away. Duke doesn't like to use this move, but if he has to, he will.
Damage: Up to 3 bars.

Part III: THE (UN)USUAL SUSPECTS

FRIENDS COME AND GO

Duke needs all the help he can get. Unfortunately, Bad Street USA is the loneliest place ever for someone trying to clean the streets of crime. However, Duke has one rather disconcerting friend...

THE FRIENDLY FLASHER

Instruction Booklet: SPY

This sneaky little fellow is full of nasty tricks. He usually leaves bombs to blow you up, But, occasionally he drops a flying heart that gives you extra vitality if you catch it.

Description: A short little guy in a trenchcoat who runs out and drops stuff, usually after bosses.

Story: Don't ask me why Duke gets his life back from watching some guy flash him. I think you know the answer to that.

Technique: This guy either gives you LIFE (in the form of a flying heart)

or trouble by dropping a bomb. If he gives you a life icon run out and catch it. If he drops a bomb, use a move like the Leg Sweep or Bull Ram to knock it off the screen and give you points. I'll point this guy out in the walkthroughs so you don't miss him.

BUT ENEMIES ACCUMULATE.

Bad Street USA has the most dangerous and feared gang of criminals ever to curse an urban ghetto. From raging animals to breakdancing freaks, Duke must use his entire bag of deadly tricks to fight these villains and clear Bad Street of crime once and for all. Memorize these hooligans and use all steps necessary to exterminate them.

BULL CAPONE:

Instruction Booklet: BULLDOG

They say a dog's bark is worse than this bite. Not in this case.

Description: Little punk bulldog.

Story: Did you ever see those little bulldog-gangsters in the cartoons that have gangster hats and smoke cigars? That's what these dogs are. They want to be criminals so bad that they terrorize the people of Bad Street USA. Time for Duke to introduce these mutts to the POUND.

Techniques: The smallest enemies. Normal hits only work on them if you hit them when they jump to bite you. Grab moves don't work of course. Use trip moves like the Leg Sweep or the Bull Ram to take care of them.

Difficulty: 1 out of 5.

OOMPA L. OOMPAH

Instruction Booklet: PUNK

Big surprises come in small packages. So, watch out for his ball and chain.

Description: A freaky bald midget wearing ORANGE and wielding a ball and chain.

Story: Part of the feared "Shore T's" gang, Oompa is a "little person" who shows his "big devotion" to his gang by shaving his head bald and terrorizing Bad Street citizens with the gang's signature weapon, the ball and chain. The vertically-challenged Shore T's have even managed to master the ability to FLY using this weapon, so don't take it lightly!! Oompah has many gang brothers who all wear orange and subscribe to the same agenda of crime.

Techniques: Grab moves and some high hits won't work against this guy because he is so short. Use jump kicks or punches against this guy. You can duck his ball and chain when he throws it. He is also vulnerable when he lands, so take advantage.

Difficulty: 2 out of 5.

PIMP DADDY OOMPAH

Instruction Booklet: PUNK

Big surprises come in small packages. So, watch out for his ball and chain.

Description: Another freaky bald midget wearing BLUE and wielding a ball

and chain.

Story: Every gang has its "bosses", and these guys are the real power behind the Shore T's. They show their eliteness by wearing blue and training harder than their lackeys. Watch out for these guys, they usually mop up messes the regular Oompahs can't handle.

Techniques: This guy frequently shows up as bosses in the various levels. He also can't be grabbed, and he throws many more ball and chains than regular Oompahs. He typically has more life as well, anywhere from 5-7 blocks.

Difficulty: 3 out of 5, but only because he throws so many ball and chains.

HOMER UN

Instruction Booklet: BASEBALL PLAYER

He swings you a mean bat. Three strikes and you're knocked out!

Description: The Bat Wielding Maniac with black hair.

Story: Homer and his loser buddies are all Sammy Sosa wannabes who didn't make it to the big leagues and now spend all their lives hopped up on goofballs. They typically have a crazed look in their eyes that means they can be dangerous if they go berserk on Duke.

Techniques: This dork is only dangerous if you let him go ballistic on you. Hit him before he gets close and he won't be a problem. All moves work on this guy, but it's best to use techniques with "pushback" qualities so he won't get a hit on you. If he does, he'll go ballistic and typically land 2-3 hits on you.

Difficulty: 2 out of 5.

KING BONG

Instruction Booklet: GORILLA

A big, bad circus escapee who throws bananas.

Description: Psycho gorilla. 'Nuff said.

Story: Give a gorilla some weed and a little free time and this is what you get. The Shore T's addicted them by lacing bananas with crack and chucking it to them at the Bad Street Zoo. Pretty soon, these red-eyed gorillas were trading bananas for bongos and lost all motivation to be regular law-abiding primates. When they came down off their gorilla high, they went psycho and broke out of the zoo. Now they terrorize the citizens of Bad Street by chucking bananas (and sometimes feces) at them and punching them with their drug-enhanced gorilla strength.

Techniques: The gorillas can be pretty dangerous, so don't take them lightly. They have two attacks - they throw bananas which can be ducked, and they also have a "Super Gorilla Punch" that can take off 4 lifebars! All moves work against them so it's best to use a strong grab move or a move with pushback qualities to keep them from attacking.

Difficulty: 4 out of 5. Watch out for that gorilla punch.

"EVIL" K. NEEVIL

Instruction Booklet: BIKER

He'll leave you with nothing but a set of tire tracks across your back.
Keep out of his way.

Description: Stuntman riding a motorcycle. Does tricks while riding.

Story: "Evil" is the Neevil family disgrace. When it was discovered that he faked his infamous 20-car jumps by sticking a dummy on the motorcycle right before the jump, he was run out of the town and turned to a life of crime. Now "Evil" tries to get his revenge by teaming with the Bad Street Gang and running over targets for cash, all while trying to wow the crowd with his pathetic trick techniques.

Technique: If you get hit by this guy it will cost you 4 lifebars, so try not to. You always have the jump kick when you battle Evil. Time your kick for when he is about to hit you and he'll crash. It only takes one hit -- and watch out for the wheels that fly onscreen after he crashes, they can hurt you.

Difficulty: 4 out of 5. He's quick and dangerous until you nail him.

ANTHONY "X" GAIMES

Instruction Booklet: SKATEBOARDER

A bad dude to meet on the street. His sole motivation is to run you down.

Description: Skateboarder with a 'tude.

Story: Also know as "The Hawk", "X" and his little punk friends are a blight on the good name of thrashers everywhere. Duke looks at him and sees a 900-degree pounding coming his way.

Technique: This guy is tricky, and very annoying. He skates from one end of the screen to the other, jumping and trying to hit Duke. If he ducks down on his skateboard, jump OVER him, he is INVINCIBLE when he does this and cannot be hit. He can only be hit when he is skateboarding normally, or when he stops to turn around. Most of the time you can make him run away by hitting him once or twice.

Difficulty: 4 out of 5. Watch out when he ducks on his skateboard.

THE BAD STREET BALLA

Instruction Booklet: BASKETBALL PLAYER

He doesn't like anyone under 7ft. tall, including Duke. He uses his basketball as a weapon.

Description: Lanky basketball player dressed all in red with a mysteriously unending supply of basketballs.

Story: Out of high school, nobody could handle a basketball better than Cole B. Bryan. With an average of 32 assists a game, he was touted as Magic Johnson meets John Stockton meets Randy Johnson. When the Bad Street Gang bribed him to throw several high profile games, it was discovered and he was banned from the sport forever. Cole now takes his revenge on the citizens of Bad Street USA by being a bouncer for the Bad Street Gang and taking on the moniker The Bad Street Balla.

Technique: Stay close to this guy and his basketballs will miss you.
(Where does he keep all those friggin' b-balls?) You can use any move

against him. For a laugh, use the pile-driver against him and watch as his lanky butt is driven into the concrete.

Difficulty: 2 out of 5.

"BABY" BLEÜ PHATAZZ

Instruction Booklet: FAT MAN

He's as bad as his belly is big. He'll put the squeeze on your vitality if he gets his hands on you.

Description: Grotesquely fat balding man wearing all blue. He even has a blue gun and shoots blue bullets!

Story: Bleü Phatazz was head of the Turkish mafia, and he was the unrivaled boss of the Bad Street Underworld. His gang's colors were a queasy light blue, and soon that color was feared throughout Bad Street USA. Being so fat that he never changed out of his signature blue pajamas, Baby's organization was overrun when the new and deadly Bad Street Gang moved into town. Quicker than his size would indicate, Baby struggles to keep up by using his head-bashing skills to ensure a place in the new organization.

Technique: Annoying guy who has two moves. Watch out for his raging belly-charge. That takes off 4 blocks of life! His second attack is shooting you with his blue gun and blue bullets (what a fashion sense he has!). This attack can be ducked. For a fat man he is surprisingly quick, so he may be hard to get a hold of. Use pushback moves primarily.

Difficulty: 3 out of 5.

ZIGGY HIEL

Description: Soldier with a Green Helmet with a Cross or something on it.

Story: Ziggy grew up on the wrong side of the tracks in Hamburg, Germany. A bad seed from the start, Ziggy idolized WWII and fell into the wrong crowd. Now he heads up the militaristic arm of the Bad Street Gang. This guy is no good and could stand to get his axis kicked a little bit.

Technique: The biggest worry you have with this guy is his gunfire. The bullets are low and they CANNOT be ducked. You MUST jump over them to avoid them. He also has a punch and kick move that each take off 4 blocks of life. The good news is that you are almost always given a move that will avoid bullets (like the Body Fling or High Kick) and you should rely on that move to get rid of Ziggy.

Difficulty: 4 out of 5.

GINNY SUE

Instruction Booklet: AYILLA THE HONEY

She's a sharp witted assassin with knives to match. Look out behind you! She can be a real back-stabber.

Description: Husky looking woman with an obsession with knives.

Story: Ginny, or Ayilla, (also goes by Gin) was born to a pair of circus freaks. The daughter of the Bearded Lady and the "World's Strongest Man", she grew up surrounded by oddballs so it's no surprise that she fell in love with the circus's knife thrower growing up. When she was a young

"woman", she asked the knife thrower on a date, only to be rejected and laughed at in front of all the circus. Crushed and belittled, Ginny murdered the knife thrower and now takes revenge on all men using those same knives she once idolized.

Technique: Not that hard unless she goes ballistic. Once she starts throwing knives and Duke gets hit, Duke will be stunned long enough to typically be hit by another knife, and another. Ginny can run down an entire life bar, but luckily she walks around for quite a while before she goes ballistic. Use a strong grab move and attack her relentlessly.

Difficulty: 4 out of 5. Don't let her get started!

THE ALBINO BREAKERS

Instruction Booklet: MALE PUNKER

Punches out old ladies just for kicks. He deserves everything you can give him.

Description: Notorious Gang of Breakdancers dressed in all white. Most feared for their dreaded "Tornado Backspin."

Story: In the storm of breakdancing-mania in the 1980's a small group of albino breakers, rejected and ridiculed out of the breaker-subculture as freaks, rose out of the sewers and basements like Morlocks to wreak havoc on cardboard factories and Adidas stores everywhere. Eventually recruited into the Bad Street Gang, these mulleted supaflies bust-a-move their way through the streets and cause fear in even the stoutest of opposition.

Technique: This guy is the toughest regular enemy in the game. The problem with them is that while they are on the ground doing their dreaded Tornado Backspin, they are INVINCIBLE. Worse yet, if Duke even touches them he gets spun around and hurt for THREE life bars! You must wait until they come out of their backspin to punch you and do a strong grab move and punish them. Jump over them as they backspin toward you. Alone they aren't so bad, but when teamed up with an enemy who throws projectiles they are a huge problem.

Difficulty: 5 out of 5. Eliminate them as quickly as possible.

IV. BAD TO THE BONE.

The Bad Street Gang's bosses are the real trouble in Bad Street USA. These special END level bosses will have you cowering in fear (or ducking, whatever they want to call it.)

THEY'RE G-R-R-REAT

STAGE 6 MID-LEVEL BOSS

Description: A tiger.

Story: This tiger broke out of the zoo after eating one of the gorillas who were hooked on crack. Now he's a crazed drug-addicted man-eating beast who runs loose in the streets. Time for Duke to eat his wheaties and bring this cat down.

Techniques: Not much to say. Watch out when it bites - 3 damage. The ONLY move that works on it is the HIGH KICK. W

BROCKY AL-BOA

LEVEL 9 BOSS

Instruction Booklet: BOXER

Keep your guard up. This guy has a counter-punch for every move you make.

Description: A huge, ripped boxer guy. Puts Duke to Shame. Only has one weakness.

Story: Brocky was a guy down on his luck in the South Bronx. Then one day the Boxing World Champion - Capollo Reed, came to the South Bronx looking for an Italian Guy. He fought Brocky in one of the dumbest boxing gimmicks ever, and narrowly won over Brocky. Brocky was so devastated that he turned to a life of crime and was captured and imprisoned. In prison he turned to Islam and is now the #1 bouncer for the Bad Street Gang.

Techniques: This can be a tricky fight. Brocky has a mean defense that makes punches and grabs are hard to land on him. He also has the single strongest attack in the game with his ADRIAN PUNCH. This takes off 7 life bars! He has one weakness, however: The AIRPLANE SPIN. Brocky's defense is useless against this all-powerful move! Grab him over and over until he is knocked down for the count! Don't let him get even one opening or you will be eating street.

SUPER TRAMP

LEVEL 12 BOSS

Description: Punk guy with a red mohawk and an evil, toothless smile.

Story: This guy is the "HEAD" of the Albino Breakers, and boy does he have the noggin to go with it.

Technique: He's pretty much your typical end boss. Just use hits and grabs when he gets close. He jumps kinda strangely and uses kicks, but other than that he's not too hard.

DUKE'S SENSEI:

LEVEL 15 BOSS

Description: You heard right. Duke's Master and Sensei has betrayed the punk-martial arts and turned evil. He now heads the Bad Street Gang and is out to destroy Duke! Teach that traitor who the real punk is.

Story: Years ago, the Master of Punk-Fu, Duke's Sensei came across a burnt out Punk Rocker with a Heart of Gold. Teaching him to sense his inner pun-katra and use it for the good of millions, the Sensei transformed Duke from washed up has-been to idol of Millions. Then, as mysteriously as he appeared, for some unknown reason he turned to the dark side. Now Duke must fight for everything he believes in against the person who taught him everything he believes in -- oh hell, who cares. He's the end boss. He wants to be just like Duke. He dresses in yellow and also wears a diaper. Beat him down if for no other reason than that.

Techniques: This guy is difficult. He must be scared of Duke's massive power because he carries a bazooka! He will fire 5 shells in a row

and when he does this, he becomes vulnerable. Jump past him and use your strongest grab technique. He's difficult, but not unbeatable. Once you beat him, Duke can again sleep nights knowing all manner of injustice has been righted in Bad Street, USA.

GENERAL LEVEL STRATEGIES:

1. MAD SKIZILLS: Every level the set of moves that Duke can use changes. Pay attention and use the practice session before each level to figure out which move to rely on each level. Or you could just read the walkthrough section.
2. TICK TOCK: Time is of the utmost importance in Bad Street USA. Most of the time Duke is only given about 100 seconds to get through a level, which is not enough time if you stop and fight every enemy along the way. In short, treat Duke like the stud (coughtotalpansycough) that he is and high-tail it past all the enemies to next boss. In later levels this can be really tricky since certain enemies (most notoriously the skateboarder "X" Gaimes) will stick around and harass you until you hit them once or twice. Then you will be able to fight the boss.
3. THREE'S COMPANY (where are Jack and Chrissy?): Each level has 3 bosses. There are two "mid level" bosses, and then a final ultimate pimp daddy boss. Most of the time the mid-level bosses are two regular enemies, although a few times they are original members of the Bad Street Gang.
4. GETTING YOUR THRILLS IS ESSENTIAL: Watch for the Flasher after each boss, and be especially careful about what he drops. Sometimes he drops bombs that you have to get rid of, but his life power-ups are essential.
5. I'LL TAKE "NEW LIFE" FOR 20,000, ALEX: Duke gets a extra life for every 20,000 points he receives. He can also continue after he runs out of lives, so don't give up just because cleaning up Bad Street is hard. Actually, Duke probably would give up, but don't take after him. He wears a diaper, for crying out loud.
6. CLEAN UP THOSE STREETS: See, Duke just doesn't want to get rid of the villains in Bad Street, USA. He also wants to keep the kids away from the evil gang influence. That's why he throws away all the weapons he acquires along the way into a dumpster at the end of every level. You get points for these items that go towards your score and a new life. Pay attention kids, Duke cares about the community!!

PART V. DUKE'S ARENA OF DESTRUCTION - LEVEL WALKTHROUGHS

LEVEL 1: FIRST STREET

NEVER TROUBLE TROUBLE TILL TROUBLE TROUBLES YOU.

PUNCH: A BUTTON
SWEEP KICK: B BUTTON
EAR TWIST: A+B

The first part of the level will consist of 3 dogs and a few bald midgets in orange suits. At this point you can battle the enemies because you have enough time - later that's not the case.

The first mid-level boss is Pimp Daddy Oompah. He's dressed in blue. He's got 5 life bars!

In the middle of the level is the baseball swinging maniac, don't let him go crazy on you. Instead, bust out the EAR TWIST to give him a taste of pure pain!

The second half of the level is more dogs and midgets, bust out the PUNCH to deal with them. You can also punch the dogs as they jump.

The end Boss of this level is KING BONG. Don't give him any room to breathe! Go Psycho with punches on him and back him up into a corner! Then if things get desperate, bust out the EAR TWIST! Beware though, the gorilla's got the GORILLA PUNCH that can take off 4 life bars!

LEVEL 2: SECOND AVENUE.

THE RACE IS NOT ALWAYS TO THE SWIFTEST, NOR THE BATTLE TO THE STRONGEST... BUT THAT'S THE WAY TO BET.

HIGH KICK: A BUTTON

TRIP: B BUTTON

HEAD BUTT: A+B

LEVEL 2 WALKTHROUGH:

Tons more enemies, so try to hightail it to the end of the level before there get to be too many. USE TRIP EXCLUSIVELY.

First boss: King Bong halfway through, 5 life bars. Then Flasher appears and drops life icon.

Second Boss: Another gorilla and Homer Un at same time. Apparently they've decided that they can't take Duke one-on-one. Use Trip.

Flasher then appears and drops explosive! There are two things to do here: Either run past it (at least 1 1/2 screens) or use a move like the trip and knock it off the screen (gives you points.) If it explodes, it costs 4 life bars!

A Flasher (life) shows up right before End boss.

END BOSSES: 7 life bar King Bong +Pimp Daddy Oompah. Trip is all you need.

LEVEL 3: THIRD STREET ALLEY FRIENDS COME AND GO, BUT ENEMIES ACCUMULATE.

DROP KICK: A BUTTON

STOUGE HIT: B BUTTON

ARM SPIN: A+B

VERY TOUGH ENEMIES, so act like the stud you are and run past them to each boss. Rely on drop kick if you have to fight.

1st Mid level boss: Gorilla + Blue dwarf. Life guy drops bomb. Use high kick to get rid of it.

Next boss: Homer Un + Blue Dwarf. Life guy comes from left this time.

End Boss: "X" Gaimes a.k.a SKATEBOARD GUY!!!

Use jump kick. Remember that when skateboard guy ducks down, he is invincible. Jump over him. Otherwise just use jumpkick and keep stunning him. He has 7 life.

SPECIAL CINEMA SCENE: (Bonus! Woo Hoo!)

Duke is being interviewed by a Jersey-haired reporter in a pink dress, pink lips and pink eye shadow. He poses for the camera and says "I just want to say, Hi Mom."

What a stud, saying hi to his Mom on National TV!

STAGE 4: FOURTH STREET

The mouse that has but one hole is quickly taken.

Gut Knee: A button.

Bull Ram: B button.

Ear Twist. A+B

Gut knee is a good move, remember that. Bull Ram sucks except for using against X Gaimes.

First boss: King Bong and Pimp Daddy Oompah. Life Flasher then shows up.

WARNING: There will be a special Flasher who shows up. He is a fat guy in a dark hat. When he opens his coat, out jumps little Flasher, only this Flasher uses that old boxing-glove-comes-out-of-coat gimmick. Then he runs away.

2nd Boss: Skateboard guy. Use bull charge. Runs away with 1 life left.

BOSS: GINNY SUE. She's easy if you attack her at once and use the gut knee. Just don't let her get started throwing knives! She has 7 life.

STAGE 5. FIFTH AVENUE

The first step on the road to wisdom is to understand that you might be on the wrong track.

A button: Roundhouse kick

B button: Trip

A+B: Aeroplane spin.

First boss: Two blue dwarves. Use trip. Seven life each.

Second boss: Ziggy Heil (Green suited dude with big black helmet. Helmet's got a green iron cross thing on top.) HES GOT A GUN. 1 damage per bullet. Also has punch, four damage. and kick 1 damage. Use the trip and you'll be fine. Life dude comes from left.

FINAL BOSS: Skateboard dude, plus bat dude. Use trip on bat dude first. Then get skateboard dude in trip and don't let him go.

STAGE 6: SIXTH AVENUE PARK

If every man would sweep before his own door,

the city would be clean.

(Wow, I suddenly have a newfound respect for this game! What wisdom!)

A button: High Kick

B button: Bull Ram

A+B: Pile Driver

Ziggy Heil is now a regular enemy. Use high kick - it goes over his bullets.

First boss: The Bad Street Balla. He has 7 life. Use pile driver for humor.

Flasher drops bomb. Run to avoid it. You have no moves to remove it.

Next boss: A tiger. It's slow and lopes stupidly, but it can only be hit by certain moves, and this round the move is the high kick. Watch out for its bites - they take off 3 each.

Luckily a Flasher drop life from the left.

END BOSS: MOTORCYCLE MAN!! DRIVES by quickly, so watch out for him. You only have to use ONE jump kick and he crashes. Easy once you get the hang of it. The wheels can cause you damage, so don't let them touch you.

Cinema scene. It appears Duke has starting receiving love from the people of Bad Street USA! Duke stands on pedestal with an ugly man with glasses and a huge gut who is wearing an orange shirt outside city hall (The mayor of Bad Street?) Duke is holding his arms up. Duke says "I'd like a hamburger instead." Wow, instead of the key to the city, Duke just wants a hamburger. What a humble fellow.

STAGE 7: HIGHWAY 7

They said to him, "It can't be done," but he went right to it. He took that thing that couldn't be done...
and he tried.

(What the? This game just hit new levels of stupid.)

A: Sweep kick

B: Body Fling

A+B: Head Butt.

First boss: Two Ziggy Heils. Use the body fling to avoid their bullets.

They have 4 life each.

Watch out for another Flasher with the boxing glove.

Watch out for skateboarder. He likes to stick around after you've made it to the next boss. Hit him a few times with the trip and he'll leave.

Next boss: Baby "Blue" Phatazz

Belly bunk 5 damage. He's quick and hard to grab. Use the trip or body fling. Only has four life but he's hard to beat regardless.

End boss: An Albino Breaker. Avoid him when he's backspinning!

He comes out of the backspin to punch, lol. Use trip or headbutt when he punches. Alone, he is very easy, as he only has 4 life.

STAGE 8: RAILROAD NUMBER 8

He that is over cautious will accomplish but very little.

A Button: High Kick

B Button: Punch

A+B: Arm Spin

The albino breaker is a regular enemy now, and he will stick around after you make it to the where the boss is. You must punch him once to make him leave.

1st boss: Ziggy Heil and X Gaimes. Together they make a very tough team. Get rid of Ziggy with punches or arm spin.

Next Boss: Baby Phatazz and Homer Un. (What's he doing here? Lightweight.) Use jump kick.

The life guy comes from the left this time.

End Boss: TWO skateboard guys. Use jump kick and be very careful. Try to get them in corner. This is a tough battle, you have to pay attention to when you have an opening.

STAGE NINE: NINTH STREET

Beauty is only skin deep, but ugly goes to the bone.

A Button: Gut Knee

B Button: Trip

A+B: Aeroplane Spin

First boss: For some reason the Bad Street Gang decided to send a pair of Bad Street Ballas. Easy breezy. Use the trip.

Next Boss: Pimp Daddy Oompah and an Albino Breaker. Use the trip on the midget first, and watch out for backspin guy, because while you are ducking ball and chains, he can hurt you. Take him out with gut knee once he starts trying to punch you.

END BOSS: BROCKY AL-BOA, a big muscular boxer with black trunks and gloves. His ADRIAN PUNCH takes off 7 Life bars! The secret to beating him is the AEROPLANE SPIN! It's the only thing that hits him! He's easy if you just use it, heheh.

Cinema Scene: Duke is chillin with that same jersey-haired pink reporter. Duke says: "Aw Gee, it was nothing." Yeah baby, what a stud.

STAGE 10: TENTH STREET

In victory, malice. In defeat, revenge. Don't get mad, get bad.

(Oh man, my brain hurts that saying is so dumb.)

A: Sweep Kick

B: Body Fling

A+B: Arm Spin

First Boss: Two Ziggy Heils. Use Body Fling to avoid bullets.

Second Boss: Pimp Daddy Oompah and Bad Street Balla. Easy.

A Flasher drops a life icon from the left after this.

End boss: An albino breaker and Pimp Daddy Oompah. Anytime you have an albino break with a guy who throws projectiles, it gets very, very difficult. The key is to keep moving. Instead of ducking the ball and chains, jump over them. Pound the dwarf first and then go for the break dancer. This battle is very difficult.

STAGE 11: ELEVENTH STREET

Whoever laughs last gets the last laugh...usually.

A Button: High Kick

B Button: Bull Ram

A+B: Pile Driver.

First Boss: blue dwarf and King Bong. Use High kick.

2nd Boss - Evil K. Neevil - motorcycle comes from behind this time. Be ready for it and use the high kick.

End Boss - Ginny Sue throws knives while Ziggy Heil uses bullets. Use the high kick to avoid the bullets and pound them both.

STAGE 12: TWELFTH BOULEVARD

If you're feeling good, don't worry, you'll get over it.

(I don't think I was ever feeling good playing this game...)

A Button: Drop Kick

B Button: Stooge Hit

A+B: Head Butt

1st boss: Two Ginny Sue's (knife ladies). Use the head butt. The Flasher drops life after this battle.

2nd boss: Baby Phatazz and The Bad Street Balla. Use drop kick to beat them. Again, the Flasher drops life after this.

End boss: SUPER TRAMP. He's a big jumping spiky haired dude with big head and evil smile. He jumps around, has a knife, and mashes his teeth. Use head butt when he lands. Jump kick to finish his sorry self off.

CINEMA SCENE:

Same City Hall Scene with the Mayor of Bad Street.

Duke says: "Maybe they'll make a movie about me."

Yeah, buddy, they'll make a movie about you. What exactly would that be called? Send me e-mails to suggest good names for a Duke Davis Movie: gondee5@yahoo.com.

STAGE 13: ROUTE THIRTEEN:

An optimist is a guy who hasn't had much experience.

A Button: Gut Knee
B Button: Trip
A+B: Aeroplane Spin

1st boss: Bad Street Balla and Ziggy Heil. You must jump to avoid Ziggy's bullets as you have no move this time that avoids them. Use gut knee. Flasher drops bomb after this battle.

2nd boss: Skateboarder and Knife lady. Use trip. Flasher drops a bomb.

3rd boss: This is the only time you will fight three enemies as a boss. But only two can appear on the screen at a time (Memory limitations, heheh.) Ginny Sue, Ziggy Heil and a Pimp Daddy Oompah. Use trip and go after Ziggy and knife lady first.

STAGE 14: FOURTEENTH WAY

"Come fight beside me," I said to myself, and although it doesn't make sense, I held my own hand as a small sign of trust, and together I made my defense.

Goes to drawer. Pulls out Gun. Puts self out of misery.

A Button: High Kick
B: Bull Ram
A+B: Ear Twist

1st boss: TWO motorcycle guys, 1 at a time. 1st from left, 2nd from right. Use the jump kick and be ready for them!

2nd boss: Ziggy Heil and an Albino Breaker. Use High Kick. The Breaker only has two life, but this battle is tough regardless.

3rd boss: TWO ALBINO BREAKERS. Very hard! Use the high kick and try to back them into a corner. Good luck on this one, it's very hard.

STAGE 15: THE END OF THE ROAD

In the final analysis, you just can't beat a heart of gold.

(Or boots of gold, or a diaper of gold...finally, this nightmare is almost over!!!)

A: Sweep Kick
B: Punch
A+B: pile driver.

Well, here it is, the final level. The Albino breakers are regular enemies now, so you may have to hit them to get rid of them at boss parts. Jump over them and make for the hills.

1st boss: Albino Breaker and Ginny Sue. This is probably the toughest mid-level boss battle in the game. Focus on Ginny Sue first and use the pile driver while the Albino Breaker is across the screen. Don't let her get started. When she's gone, bust out the pile driver on the Albino Breaker. Tough, tough battle.

2nd boss: Albino Breaker and X Gaimes. Use pile driver to get rid of the Breaker first, then hit skateboard guy til he runs away.

Like you need it, but a bomb guy appears. THEN a life guy from the other side of the screen. Get life and withstand bomb the bomb if you can.

*****END BOSS BATTLE COMING UP*****

The END BOSS is DUKE'S SENSEI!! LMAO!

Duke's sensei is an old geezer dressed in yellow with black head band. Apparently he is scared crapless of Duke's mad skills because he brought a BAZOOKA to even the odds!! The Rockets from this bad boy take off seven. He fires five in a row! His jump kick takes off three and like a true Punk Ninja, he throws nunchuks as well.

There are two times to punish him. First of all, Use the Pile Driver after he jumps. Then, when he fires bazookas, jump behind him and pile drive him.

Good luck. This guy is NOT easy and it took me several tries to beat him. But at last Duke has stopped the crime once and for all in Bad Street USA!!

*****SPOILER: FINAL SCENE, ENDING*****

After pulling off a pitched battle against injustice, tyranny and big bullies, Duke Davis is now the hero of millions of citizens of Bad Street USA.

Watch as Duke is reclining in a car, with confetti flying down.

Millions of people in the background are cheering as Duke receives his well-deserved accolades for cleaning up Bad Street, USA.

Women want to sleep with him. Men want to be him. Children are wearing diapers to be like him. Behold, a legend is born.

(Five second ending. Totally NOT WORTH IT.)

VI. STICKING IT TO THE MAN

Game Genie Codes:

Infinite Lives OZOIYPVK
Don't Die At Time Out SZOITNVK
Start With 1 Life PAXITALA
Start With 6 Lives TAXITALA
Start With 9 Lives PAXITALE
Start on Level 5 GEUZZYAA
Start on Level 10 PEUZZYAE
Start on Level 15 TEUZZYAE

VII. DUKE - THE ENIGMA, THE CRAZE

Duke is by far the best Video Game hero ever! Forget Mario! Forget Link! Forget Solid Snake! Duke is the man!! Look at these accolades he has gotten from web sites across the internet:

EGM'S CRAPSTRAVAGANZA: TOP 20 WORST GAMES OF ALL TIME

BAD STREET BRAWLER # 17

<http://www.seanbaby.com/nes/egm16.htm>

"Bad Street Brawler was designed to be used with the Nintendo Power Glove, and they go well together since neither of them work."

"It's up to you to fight your way through streets killing whatever puppies and tiny circus strongmen you run into. And right down to the banana-throwing gorillas, it's a perfect recreation of real life bad streets."

"It's actually pretty hard to brawl your way through the streets. Your days as a punk rocker didn't do much to prepare you for a life of high action karate battles. There are girl scouts born with flippers that can punch better than DUKE DAVIS. Another muscle spasm he incorporated into his martial arts technique was falling over in a move that looked like it was trying to be a kick. The local animal control probably could rest easy knowing all they had to do was wander around in a diaper and have clumsy seizures."

TOP 20 WORST NINTENDO GAMES:

BAD STREET BRAWLER #7

<http://www.seanbaby.com/nes/w20-07.htm>

"Using a girly punch, a break dancing thing that almost seems like it's trying to be a kick, and a move I call "cower in fear..."

"The manual was written by a group of 10 year olds after being injected with high amounts of Mountain Dew."

"Either way, this game is bad enough that it should be offensive to most people regardless of their speech impediments."

ZANY VIDEO GAME QUOTES:

<http://zanyvg.overclocked.org/badstreetbrawler/>

"Even badder than Bad Dudes, it's Bad Street Brawler! Boy, what a fitting title."

"Friends come and go. But enemies accumulate. This quote is sort of like a fortune cookie. It tries to be deep and meaningful, but comes off sounding f----- retarded."

"Dammit, Bad Street Brawler, stop molesting that dog!"

"Well, tough s---, if you were a Bad Dude you would get a burger with Reagan, but because you're only a Bad Street Brawler you get d---."

TOP 10 LAMEST VIDEO GAME LEADS EVER: #10: DUKE DAVIS

"You might be thinking that Duke Davis is some kind of blatant Duke Nukem rip-off, but he's not: he's a hardcore punk vigilante! Besides

Bad Street Brawler was released before Duke Nukem anyway."

"Apparently, the city is unsafe because it's filled with horny dogs, flying midgets that throw cannonballs at you, trench coated Muppet pedophiles (oh, so THAT's the evil that's waiting behind every bush!), and evil clones of Christopher Lloyd."

"Apparently that crippling crack addiction paid off, because this guy is about as beefy as Ally McBeal."

"Duke Davis is a force to be reckoned with! Did I mention he walks like a 100-year old guy in high-heeled shoes? No wonder the 'street savages scatter.'"

VIII. Credits and Websites to visit:

EGM Crapstravaganza!

<http://www.seanbaby.com/nes/egm16.htm>

The #7 worst Nintendo Game Ever:

<http://www.seanbaby.com/nes/w20-07.htm>

Review:

<http://www.gamershell.com/reviews/BadStreetBrawler.shtml>

Classic Video Game Characters:

<http://snoot.org/f/a/s/wuss/cdetail/64>

Game Genie Codes:

<http://www.cheatchaser.com/nes/b/badstreetbrawler.html>

Zany Video Game Quotes:

<http://zanyvg.overclocked.org/badstreetbrawler/>

Weird NES GAMES:

<http://www.nesplayer.com/closedcaption/badst.htm>

Bad Street Brawler Sprites!

<http://www.fortunecity.com/lavender/tombstone/174/sprites/id56.htm>

Original Text of Bad Street Brawler Instruction Booklet:

http://www.world-of-video-games.com/nes/manuals/bad_street_brawler.shtml

Original Bad Street Brawler Ending:

http://www.world-of-nintendo.com/game_endings/nes/bad_street_brawler.html

Video Games Lamest Lead Characters:

http://www.gamespy.com/legacy/top10/lameleads_c.shtm

Hasbro:

<http://www.hasbro.com>

Thanks:

Thanks to my mom for having no clue as to decent NES games to get for my first Nintendo Entertainment System. If I hadn't been blessed to unwrap Bad Street Brawler I never would have met the awesome stud Duke Davis and wouldn't have ever written this guide for all the other Duke-philes

across the internet.

Thanks to Drug Lords in Colombia who produced the cocaine that was mixed with heroin to create the Crack that the game creators at Hasbro smoked in large quantities when they were making this game. Seriously...a diaper? A gorilla? An albino breakdancer? Lay off the hits, fellas.

Thanks to fightingcomet86 for giving me someone to brag to about how awesome Duke Davis is. No, he doesn't understand the 1337 stud that Duke is, but at least I'm not the only one on the Bad Street Brawler board at Gamefaqs.
:D

Thanks to world-of-video-games.com for transcribing a whole crapload of old NES manuals so I could get the text from the ORIGINAL Bad Street Guide. This thing was a treasure-trove of cheezy writing.

Also thanks to the site that has classic NES Sprites. Seriously, I never would have thought that someone would be so bored as to create sprites from the best NES game ever, but you did. Now my desktop will be decked out in my "Duke Davis Theme" forever!

Thanks to Hasbro for making this game and allowing me to quote their instruction booklet.

Legal:

This guide can be reprinted, quoted, and posted on whatever web site you want, as long as it remains intact and with proper credit give to me and the web sites that helped make it. But...I doubt anyone else will post it, heheh.

Final Note:

DUKE DAVIS FOREVER!! LONG LIVE DUKE!!

THE END

(OF THE GUIDE TO THE BEST GAME EVER!)

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