Thank you for purchasing BAD STREET BRAWLER by Mattel for your Nintendo Entertainment System®. For greater game satisfaction and maximum enjoyment, read these game instructions thoroughly before you start playing.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This game is licensed by Nintendo® for play on the Nintendo Entertainment System®.

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PRECAUTIONS

1 This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2 Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3 Do not clean with benzene, paint thinner, alcohol, or other such solvents.
4 Always turn the power off before inserting or removing the Game Pak from the Nintendo Entertainment System.
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!
CONTROLLING THE ACTION

START: Press to exit practice when you are ready to play.
A/B: Control Duke's Force Moves.
CONTROL PAD: Controls the basic moves.

The Basic Moves Are:

- JUMP
- WALK LEFT
- WALK RIGHT
- CROUCH

FORCE MOVEMENTS

Duke knows fifteen FORCE MOVES. But, he can only use three of them per stage. You won't know which Force Moves Duke can use until the beginning of each stage.

There are a maximum of 15 STAGES per game. At the beginning of each stage there's a PRACTICE section to learn which three Force Moves Duke can use. Try them out on the punching bag as many times as you like, in any order you want. Practice while you can. It will help you live to fight another stage.

Use RIGHT and LEFT to move Duke into position then:

Press A
Press B
Press A + B at the same time

1st FORCE MOVE 2nd FORCE MOVE 3rd FORCE MOVE

Press START to re-enter the program. You can use the three Force Moves you just practiced in addition to the basic moves against real Enemies in a brawling location. Experiment to find out which moves are most effective against each Enemy.
FAST-FOOTWORK FORCE MOVES

DROP KICK
SWEET KICK
TRIP
ROUNDHOUSE KICK
HIGH KICK

FIST-TO-FIST FORCE MOVES

PUNCH
PILE DRIVER
STOOG Hit
EAR TWIST
ARM SPIN
Here's a few you might meet on the street:

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

**GORILLA**
A big, bad circus escapee who throws bananas.

**PUNK**
Big surprises come in small packages. So, watch out for his ball and chain.
**BULLDOG**
They say a dog's bark is worse than his bite. Not in this case.

**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.

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

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

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

**ATILLA THE HONEY**
She's a sharp witted assassin with knives to match. Look out behind you! She can be a real back-stabber.
SKATEBOARDER
A bad dude to meet on the street. His sole motivation is to run you down.

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.

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

WICKED WEAPONS
Not all your enemies carry weapons, but when they do watch out! Here's two ways to make their weapons work for you.

1 GAIN EXTRA VITALITY - If an enemy's weapon grows wings and starts to fly away, jump up and grab it. You may gain extra vitality. Remember the Spy sometimes drops a flying heart that gives you extra vitality if you catch it.

2 SCORE BONUS POINTS - Duke collects weapons from the enemies he defeats to help clean up street crime. At the end of a stage he throws them all into a trash bin. You'll get bonus points for every weapon he throws away.
BAD STREET BRAWLER LOCATIONS

The places that Duke Davis patrols are crawling with enemies. You'll be walking from mean streets to dark alleys as you progress through the stages of the game. It's your mission to get rid of the enemies in these locations for the good citizens of the land.
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and, if not installed and used properly, that is, in strict compliance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:


90 DAY LIMITED WARRANTY

Mattel Toys warrants to the original consumer purchaser of any toy product it manufactures that the product will be free from defects in material or workmanship for 90 days (unless otherwise specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, CA 91744 for replacement or refund at our option. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse. Valid only in U.S.A.

Send only product to the address listed above. Send all correspondence to Consumer Relations, 5150 Rosecrans Ave., Hawthorne, CA 90250 or you may phone us toll-free at (800) 421-2887 [Alaska and Hawaii residents phone (213) 978-6128, 6129, 6130 or 6133] Monday thru Friday between the hours of 8:00 AM and 4:30 PM PST (11:00 AM and 7:30 PM EST).