

# No Straight Roads

Okay before we begin, I present to you Bunkbed Junction and their song about the city and the situation of this setting.

Mayday: Thanks Jumpchan! 321 and:

This is our city

Vinyl City

We play our music

Play Freely

Until they came

It was NSR

An Empire

Of EDM!

They took over the city led by

Tatiana!

Oh Tatiana!

She the big boss.

And has a crew.

And they're so bad.

And they smell bad.

They must be stopped!

Ta-Da-Da-Dum Ta-Da-Da-Dum Da-Daaaaaa-Daaaaaaa-Dadhjashdkjasbnfqwertyuipasdf

It's time we stand up and fight

Against NSR

We'll battle with them

To the very end

Fight for our rights

The Music Revolution is about to start!

NSR you better watch your back!

We are gonna come for you tonight!

We'll face your EDM with Rock!

But first let me finish this song!

Take a piece of this

BAM!

And Slice of that

POW!

It won't be easy

WOO!

Its okay cuz we

ROCK!



Thank you! Okay Jumpchan the rest is all yours.

Thank you, Mayday!

Welcome to Vinyl City! An entire area where the power comes from music. So, if you are sensitive to sound you shouldn't be here. Well, this may seem like a dream come true think again. The place only uses one type of music to power the city: EDM. So, if you are using any other type of music you'll be ostracized. But fret not, Bunkbed Junction will change that! But just in case take these Music Points

## 1000 Music Points (MP)

Yes, Music Points not Choice Points. Like I said music is everything in this city. You'll be starting in Festival Plaza. Good Luck!

## Origins

**Rapper:** DJ JUMP! DJ JUMP! He's, our man! Oh, he's the best! EWAH! You don't care about the politics of Vinyl you just want to rap!

**Indie Band Rebel:** Lets rock a tock! Or whatever music you play. You see what NSR is doing to the city with its oppression and overflow with EDM. You are going to change that. Maybe you are a member of Bunkbed Junction or maybe you're in a different band. Either way you fight to take down NSR's Empire.

**NSR Artist:** You are one of the NSR Elite. An expert artist at EDM. Your brand of music has landed you a job at NSR. You are free to play however you wish. But just remember the one rule of being a NSR Employee: Do not disrupt the order. Because that is what NSR believes in: Order, and Order brings progress.

# Perks

## General

**Cool Looks (Free):** You have look about you

**Nice Tunes (100 MP):** From now on the soundtrack of No Straight Roads will be played passively. It could be limited to be only heard by you or by everyone near you. Good for you want to have jam session real quick.

**Fluent in Malaysian (Free for here, 100 MP to keep):** This is a nice thing to have not mandatory for survival. With this perk you are fluent in Malaysian. It's not too particularly useful but its nice to have.

## Rapper

**Insane Rap skills (100 MP, Free for Rapper):** You can't be a rapper if you don't know how to rap

**Strong Back (200 MP, Discount for Rapper):** You can carry a lot even for your muscles and frame. You can pick up and carry 3 times your own weight plus a 100 Pounds.

**Rapper Battle (400 MP, Discount for Rapper):** This perks name is a bit mis leading. What it really does is force opponents into a special kind of battle. Your opponents must navigate through an obstacle course to reach you. However, there are red obstacles that stand their way. Getting hit by these objects deals damage. If they happen to reach you, they must deal damage to you by give a shadow avatar of yours high fives enough times to cause it to collapse otherwise they will be faced with a barrage unavoidable of red projectiles that will cause knock them out. In other words, this perk allows you to initiate your own rap battle like DK West.

**Shadow Power (600 MP, Discount for Rapper):** A strange power indeed. Concentrate on your skills in music (Doesn't have to be rap) and you can perform a special ability that manifest in as shadowy objects and figures. These abilities can range from an area of effect attack around to healing to sending a giant shadow creature at a foe. Use this ability wisely though.



## Indie Band Rebel

**Rebellious Music Expert (100 MP, Free for Indie):** Pick a form of music. Any one that isn't EDM. You are now an expert at that genre of music. He doesn't have to be Rock. It just can't be EDM or any variant of EDM.

**Transformative Music (200 MP, Discount for Indie):** This strange ability is kind of revolutionary when you think about it. Get close to an object that can be described as either junk or decoration, then play your music. As you play the object will transform into something else to help you in a fight.

**Special Moves (400 MP, Discount for Indie):** As you get better at your craft, and beat other music artists, you begin to develop some moves. Healing abilities, Conjuring barriers, firing missiles, shooting giant musical notes, etc. There's no telling what you can learn until you get out there and show your stuff. Especially if you are fighting against an oppressive corporation that wants to ban all other music. Take their skills and add your own spin on them to create something epic. By default you will start with a projectile attack that requires ammo. Ammo is obtained by beating enemies and destroying crates. These crates will appear during what can be considered a boss fight. Two every minute to be precise.

**BUNKA JUNKA SHAKA LAKA BAM! /Show Stopper (600 MP, Discount for Indie):** **RED LIGHT! GREEN LIGHT!** Hey, hey, hey! Watch it! Anyways this perk is an ability called the Show Stopper. You can do a devastating finishing move. But to initiate it your opponent must be on their last legs. And to activate you must say "BUNKA! JUNKA! SHAKA LAKA BAM!" The way this showstopper manifests is up to you. By default, it's a large energy projectile. You can change it to fit your personality. It will be stronger if more people join in on the attack.



## NSR Artist

**EDM RULES! (100 MP, Free for NSR):** EDM is what makes NSR the top corporation in Vinyl City. You know that. You're an expert at EDM and even have your style to it. This perk grants you your own EDM Flavor. Basically, taking pre-existing genre of music and mixing it with EDM.

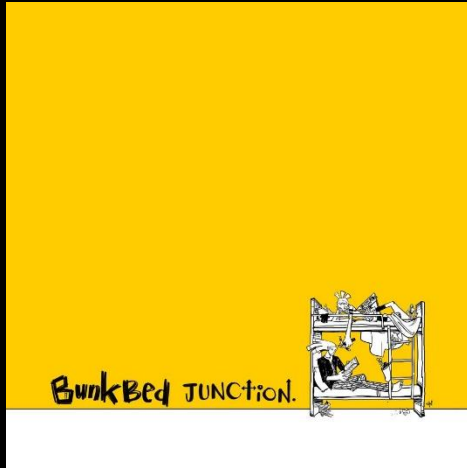
**Elite (200 MP, Discount for NSR):** You are no longer just a member of NSR. You are now one of the top dogs of NSR. An Elite NSR Artist. Your craft is now on a master level. This perk is also a Charisma booster. You know how to sway the public to see things your way. Just don't be a complete jerk and people will like you.

**NSR Order (400 MP, Discount for NSR):** NSR represent many things. But one of those things is Order. Order brings progress. Now this perk is two things. First, it's a leadership perk. You are good at coordination, organization, and keeping people on task. Second, it's a calming perk. This perk helps you keep your cool in stressful situations. With this perk, you have to be in a fight and on your last legs to finally loose it. After all panicking brings chaos, you have to remain calm. That way you can keep the Order, and Order brings progress

**Music to Power (600 MP, Discount for NSR):** Sometimes people need to be put in their place. Whenever some upstart rebels crash your show, you need to be able to fight back. This perk turns your musical skills into a fighting style that fits your personality. For example, if you like the ocean your attacks will have water and fishes included. If you're playing EDM spin on classical music you may orchestra music to help you fight. Sure you are fighting to defend yourself but might as well make it look marvelous. You will also have phases to your fights, specifically 4 of them. "Phases" are transformation that you can use when you need help taking down the enemy.



# Items



## General

**Cool Threads (Free):** Nice clothes that fits your personality.

**No Straight Roads Game (100 MP):** The game that this jump is based off of

**No Straight Roads Game Jump edition (100 MP):** A version of the game that includes your prescience.

**No Straight Roads Soundtrack (100 MP):** This is a collection of music from the game No Straight Roads. In addition, it also includes the Christmas versions of the boss music.

## Rapper

**Bandana (100 MP, Free for Rapper):** A bandana the keeps your hair from getting into your face. Also makes your more recognizable

**Horn (200 MP, Discount for Rapper):** A horn that when sound will give you the exact location of an object or person that you are looking for.

**Portable Rapping Stage (400 MP, Discount for Rapper):** A cart that contains everything you need for a rap battle.



### Indie Band Rebel

**Weaponized Instruments (100 MP, Free for Indie):** Pick an instrument, that you are proficient with, you'll receive a weaponized version of that instrument.

**Gator Copter (200 MP, Discount for Indie):** A helicopter that is being piloted by a tiny gator. It will take any location that has decent amount of space to land.

**Sewer Hideout (400 MP, Discount for Indie):** A nice little hideaway in an underground area. It just so happens to be a sewer like lair. No normal person will look in the sewer, so added bonus of Camouflage



### **NSR Artist**

**EDM Instruments (100 MP, Free for NSR):** Any instrument you have purchased with this item will be modified to be able to be used to play EDM music.

**Stage (200 MP, Discount for NSR):** Your personal stage where you perform. Also, can become your own personal battlefield when you engage in combat while on this stage

**Personal Headquarters (400 MP, Discount for NSR):** A tower that holds all the necessities for your career and your living arrangements



# Scenario

**A True Music Revolution (Must be Indie Band Rebel):** The events of the game results don't really end with Bunk Bed Junction winning or causing a complete change in the status quo. But maybe you can change that. You see the real problem with the city is that it relies on only one genre of music. You want the people to enjoy whatever music they want. It's not enough to help May Day and Zuke beat the original NSR Artist. You must either make it possible that each district uses a different genre of music to create power or convince NSR Artis to embrace the music that they want to play (This is mostly for Yinu). Once that is done make your way to Tatiana and show the results of your rebellion. This will result the power increase to...not 100% but a decent 70%, hey it good enough, to prove that you can order and multiple genres of music in Vinyl City! Granted this will still result in a final encounter with Kliff...and a new boss to fight created from data he was collecting about you, your band, and Bunk Bed Junction. But this one is different you cannot beat it in a head-to-head fight. You must go to the districts that you have relieved of NSR artist and fight the boss in each of those areas with the aid of that Artist, starting with Tatiana. From there you must reinstate EVE, Ten Ten, Yinu, SAYU, and DJ Subatomic Super Nova. Once those are done, you have to take on the boss in your own home. Don't worry DK West will help you out (EWAH!). Once the boss is on its last legs. Do one more serious BUNKA JUNKKA SHAKALAKA BAM!

**Reward – Sparks of Revolution:** When you declare to rebel against a organization or government, you can easily rally others to join you. Also, you are better at fighting members of the organization or government you are fighting against.

**NSR Redemption (Must be NSR Artist):** While causing a rebellion is a good idea on paper but it won't bring any meaningful change. No in order to help the city some changes must be made with NSR itself. You are going to have to go behind Tatiana's back to change the ways of the NSR artists. Now while, Bunk Bed Junction will beat the artist, must help them to realize the problem with their initial way of thinking and recruit them to your cause and over throw Tatiana. In other words, you're staging a coup. Hell, help Bunkbed Junction for your own purposes. Tell them that you are against NSR ways and want to change it. But when you get to Tatiana herself, make your intentions clear. The era of EDM is over! True order must be established without the oppression of the people!

**Reward – Strengthen Those Roads:** You have this skill. You can identify the problems and weaknesses of any organizations or teams and fix them. If you have to fight against whatever it is you are trying to fix, you are able to exploit those weaknesses.

For completing one of the Above Scenarios will grant you Vinyl City itself for you take with you.

# Companions

**Get the band Together (50 MP – 200 MP – 400 MP):** You can't go in alone. Bring in some of your companions with you. Or you can make new ones to take with you. Each one will receive an origin and 800 MP. Pay 50 Cp to import a companion. Pay 200 MP to import 8 companions. Pay 400 MP to import 8 companions and create 8 companions.

**Canon (50 MP):** See someone here that you want to bring with you. Purchase them here to take them with you. Mayday, Zuke, DK West and the NSR artist are not available from this purchase

**Mayday and Zuke (100 MP):** The duo of Bunk Bed Junction

**DK West (100 MP):** The Older Brother of Zuke

**DJ Subatomic Super Nova (100 MP):** A rocket and space expert. The inventor of the Disco Stellarum House genre of EDM

**SAYU and her creators (100 MP):** A Digital idol and her 4 creators. Inventors of the Cutecore Genre of EDM

**Yinu and her mother (100 MP):** X Classical music prodigy and her mother. The creator of Neo-Classical genre of EDM

**1010 and their creator (100 MP):** A Robotic pop idol group. Creators of the Funky House Europop genre of EDM

**Eve (100 MP):** Zuke's former partner and creator of the Psydub genre of EDM

**Tatiana (100 MP):** CEO of NSR

# Drawbacks

**Speech Impediment (+100 MP):** You have trouble speaking clearly

**You ain't nothing without Jump (+100 MP):** You're really full of your self

**Sensitive Hearing (+200 MP):** You can stand the noise. Which begs the question why did you come to this jump? Seeing that there is music being played loudly all over the place

**Who turned off the lights? (+200 MP):** Every where you go during this jump will be much darker then it should be. Will make traveling and fighting hard

**What do you have against it?! (+400 MP):** For some reason you hate a genre of music. Select either EDM or Rock. For the duration of the jump you can't stand that genre. This might cause you to act irrationally just to make sure you never hear that type of music

**Insecurity issues (+400 MP):** Maybe you skin color is a combination of two colors, maybe its your hair, maybe it's the way you sing. Whatever it is, you hate yourself for it. This will cause you to lash out at people for not understanding your suffering.

**Power Lost (+600 MP):** You won't have any perks or items that are not from here for the duration of your stay.

**Hated by the NSR (+600 MP):** Okay NSR in the game mostly consider Bunk Bed Junction a minor annoyance at first. But you, they see you a threat to the order that have made. They will actively hunt you down and throw you out of the city. If you take the "A True Music Revolution" Scenario this drawback will grant double the CP.

# Ending

Go home: End your Jumpchain and go home

Stay Here: End your Jumpchain and stay here

Move On: Go on to the next Jump and continue your Jumpchain

# Notes

By SonicCody12

Based on the game of the same name.

Did this because someone wanted a No Straight Roads jump. So did I. The problem was they thought it wasn't Mainstream enough to get a Jump. Well I am here to prove that's not true

Lets Rock a Tock