karateka™

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Atari & Commodore 64 versions by Robert Cook
Instructions for the Apple II+/IIe/IIc, Commodore 64
and Atari 400, 800, XL/XE Computers.

GETTING STARTED (Apple/Atari)

Put the KARATEKA disk in the drive, label side up. *On the Apple*, turn on your computer and monitor. *On the Atari*, turn on the disk drive, then turn on your computer and monitor; if you are using a joystick, make sure it is in Control Port #1. The title sequence will be followed by a prologue and a self-running demo. When you are ready to play, press any key or joystick button to start the game.

GETTING STARTED (Commodore 64)

Make sure the joystick is in Control Port #2. Turn on your disk drive and then your computer. When the busy light goes off on the disk drive, insert the KARATEKA disk, label side up, and close the drive door. Type **LOAD "KARA",8,1** and press RETURN. After loading, the title sequence will begin, followed by a prologue and self-running demo. Press any key or the joystick button to start the game.

CONTROLS

JOYSTICK

Push the joystick up to stand up, and release it to get into a fighting stance.

Punching and Kicking, Advancing and Retreating

Start from the fighting stance. *On the Apple*, press button #1 to punch and button #0 to kick. *On the Atari and the Commodore 64*, quickly press the button to punch and slowly press the button to kick.

Move the joystick up and down to control the height of your punches and kicks. Move it to the right to advance and to the left to retreat.

Running and Bowing

To run forward, start from a standing position. Then move the joystick to the upper right. *On the Apple*, press button #1 to bow. *On the Atari and Commodore 64*, press the button to bow.

KEYBOARD
From the Fighting Stance

Apple/Atari		Commodore 64
Q/A/Z	punch high/middle/low	Q/A/Z
W/S/Z	kick high/middle/low	W/S/Z
→	Advance	>
←	Retreat	<
SPACE	Stand up	SPACE

From the Standing Position

Apple/Atari		Commodore 64
B	Bow	B
→	Run forward	>
←	Stop	<
SPACE	Get into fighting stance	SPACE

THE GAME

You've just made a long, hard climb up the rocky cliff beneath Akuma's castle. You pull yourself up onto solid ground only to find yourself standing before a massive gateway, your way barred by the first of the palace guards. Beyond looms Akuma's palace, where the fair Princess Mariko is being held captive. You must rescue her from the evil Akuma.

You can withstand only a limited number of hits. The row of arrows across the bottom left of the screen (orange on the Apple, red on the Atari and Commodore 64) tells you how many. Every time you get hit, you lose one arrow. If your last arrow disappears, you die. The row of blue arrows across the bottom right of the screen tells you how many arrows your opponent has left. As long as you avoid getting hit, your arrow supply will be replenished.

Every guard has a different headgear and fighting style. As a rule, the guards get tougher as you advance into the palace.

When you kill a guard, take advantage of the opportunity and run foward. Watch for danger when you're standing or running. In these positions you're vulnerable to attack — one well-aimed blow could kill you!

SPECIAL KEYS (Apple)

ESC	Freeze game. Press any key to continue.
J	Select joystick control.
K	Select keyboard control.
CONTROL-R	Return to demo.
CONTROL-S	Turn off music. Press again to turn off sound. Press again to turn sound and music back on.
CONTROL-X	Flip joystick X-axis.
CONTROL-Y	Flip joystick Y-axis.
CONTROL-E	Exchange X and Y axes of joystick.
CONTROL-B	Exchange joystick buttons.
CONTROL-N	Reset joystick settings to normal values.

SPECIAL KEYS (Atari)

ESC	Freeze game. Press any key to continue.
J	Select joystick control.
K	Select keyboard control.
CONTROL-R	Restart game.

SPECIAL KEYS (Commodore 64)

RUN/STOP	Freeze game. Press RUN/STOP to continue.
J	Select joystick control.
K	Select keyboard control.
F1	Restart game.

ACKNOWLEDGEMENTS

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If this disk should fail within 90 days of purchase, please return with proof of purchase for prompt FREE replacement. If the disk has been physically damaged, or after 90 days from date of purchase, please include $5 for replacement, plus $2.50 for postage and handling.

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