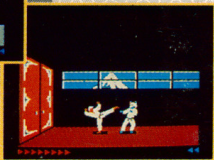
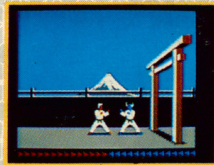


by Jordan Mechner

You must rescue your beloved Princess Mariko from Akuma's mountain fortress.

**Accept death as
a possibility for
this is the Way
of the Karateka.
You will not need
Gold, only Skill.**



SPECIAL FEATURES

- Suspenseful, movie-like story!
- Run, Punch & Kick ability!
- Smoothly animated characters!
- 3D scrolling backgrounds!
- Realistic Karate fights to the death!

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Joystick required



Commodore

KARATEKA

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karateka



**Fast Load
Chrome Tape** The

COMMODORE 64

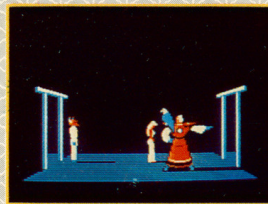
128 Compatible

The Incredible 3D Karate Program

U.S. No. 1 HIT



THE WAY OF KARATEKA



Returning home after years of study under a Master of Karate, you find your village burned to the ground. Your friends and family are scattered, your bride-to-be stolen by Akuma, the warlord whose oppressive shadow has darkened your village since before you were born.

Your grief and rage turn to cold determination. You vow never again to submit to the evil warlord. You know you must avenge your village and rescue your beloved Princess Mariko from Akuma's mountain fortress.

Alone, armed only with your knowledge of Karate, you must outfight Akuma's vicious warriors, each one more powerful than the last. Fight on, deep into the heart of the palace, where to rescue Mariko you must confront the cruel Akuma himself in hand-to-hand combat.

Put fear and self-concern behind you. Focus your will on your objective, accepting death as a possibility, and do what you have chosen to do. This is the Way of the Karateka.

CUT HERE



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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 red arrows across the bottom left of the screen 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 forward. Watch for danger when you're standing or running. In these positions you're vulnerable to attack – one well-aimed blow could kill you!

TO LOAD

Turn on your computer. Insert cassette. Press SHIFT and RUN/STOP together. Press PLAY on your cassette deck. Plug your joystick into Port 2. After loading, title sequence will begin, followed by a prologue and a self-running demo. Press any key or joystick button to start game.

CONTROLS

From the Standing Position:

Joystick

BUTTON	BOW
UPPER RIGHT	RUN FORWARD
CENTRE	STOP
CENTRE	GET INTO FIGHTING STANCE

From the Fighting Stance:

Joystick

FAST PRESS	Punch High/Middle/Low
SLOW PRESS	Kick High/Middle/Low
RIGHT	Advance
LEFT	Retreat
UP	Stand Up

(N.B. Move joystick up and down to control height of punches and kicks)

SPECIAL KEYS

RUN/STOP – Pause/Restart

J – Joystick Control

K – Keyboard Control

FI – Restart Game

Keyboard

B
>
<
SPACE

Keyboard

Q/A/Z
W/S/X
>
<
SPACE

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U.S. No. 1 HIT – KARATEKA (C)

A fabulous 3D martial arts Karate program – you'll never believe it!

U.S. TOP HIT – STEALTH (C)

A lone fighter against deadly Aliens – Wild 3D scrolling scenarios!

U.S. TOP HIT – THE CASTLES OF DR. CREEP (C)

A chilling action strategy program – you may not get out alive!

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U.S. TOP 10 HIT – SKYFOX (C)

A stunning 3D combat program. Air to Air and Air to Ground like you've never seen before.

U.S. CHART HIT – AXIS ASSASSIN (C, A)

An addictive shoot 'em up program. There are no rules, no strategies. Your only goal is to survive.

U.S. CHART HIT – D BUG (C, A)

An action game and a 'Fantastic Voyage' down inside the computer that runs it.

U.S. No. 1 HIT – LODERUNNER (C)

The ultimate action/strategy program that started another American Gold Rush. 150 different challenge screens, plus easy to use game generator.

U.S. TOP 10 HIT – ARCHON

(C, A, S, M) A chess based strategy program where the pieces fight to the death and cast spells on screen. De-luxe package including booklet. Play the computer or a friend.

U.S. TOP 20 HIT – RAID ON BUNGELING BAY (C)

A sophisticated, compelling action/strategy program featuring realistic helicopter controls and a 360° scrolling screen.

U.S. No. 2 HIT – ONE ON ONE (C, A, S, M)

A 'Real-Life' basketball action program designed with the help of two of America's top players. 1-2 players. Play the computer or a friend.

U.S. No. 5 HIT – REALM OF IMPOSSIBILITY (C, A, S, M)

An exciting action/strategy program with 13 different dungeons and 3 levels of difficulty.

U.S. TOP 10 HIT – M.U.L.E. (C, A)

A strategy program for 1 to 4 players. Your objective is to settle a distant planet. A complex and intriguing game with excellent music and graphics.

U.S. CHART HIT – HARD HAT MACK (C, A, S, M)

A compelling action program set on a construction site. Features 3 separate screens and several levels of challenge.

U.S. HIT – MURDER ON THE ZINDERNEUF (C, A)

A de-luxe packaged, Agatha Christie style detective strategy program complete with booklet.

U.S. TOP 20 HIT – DAVID'S

MIDNIGHT MAGIC (C) A realistic pinball action program with lots of special effects for the enthusiast. 1-4 players.

U.S. No. 1 HIT – CHOPLIFTER!

(C) An exciting all action program giving you the chance to become a hero – one of America's best selling computer programs.

U.S. TOP 20 HIT – SPELUNKER (C)

A gripping action/strategy program set in subterranean caverns full of ghosts, featuring six levels of increasing challenge.

U.S. TOP 20 HIT – OPERATION WHIRLWIND (C)

A de-luxe packaged World War II strategy program with four different levels of skill. Includes instruction manual and battle map.

Key: C = COMMODORE 64 (128 COMPATIBLE) S = SPECTRUM 48K
A = ATARI 600/800XL/130XE M = AMSTRAD CPC464