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KARATEKA™

By Jordan Mechner

Commodore 64 version by Robert Cook

Instructions for the Apple II+ / IIe / IIfx and Commodore 64

GETTING STARTED (Apple)

Put the KARATEKA disk in the disk drive, label side up, and turn on your computer and monitor. The title sequence will be followed by a prologue and a self-running demo. When you're ready to play, press any key or either 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

On either the Apple or Commodore 64, push the joystick up to stand up, and then 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 Commodore 64*, quickly press the button to punch and slowly press the button to kick.

On both machines 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. *On both machines* then move the joystick to the upper right. *On the Apple*, press button #1 to bow. *On the Commodore 64*, press the button to bow.

KEYBOARD

From the Fighting Stance

Apple		Commodore 64
Q/A/Z W/S/X → ← SPACE	Punch high/middle/low Kick high/middle/low Advance Retreat Stand up	Q/A/Z W/S/X > < SPACE

From the Standing Position

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

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.

SPECIAL KEYS (Commodore 64)

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

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Original music for the Commodore 64 version was composed by Francis Mechner using Brøderbund's The Music Shop™ by Don Williams.