



Martech is the registered trade mark of
Software Communications Limited,
Martech House, Bay Terrace, Pevensey Bay,
East Sussex BN94 6EE

© Software Communications Ltd. 1986 All rights reserved. Made in England.

UCHI-MATA

martech
Technical Consultant
Brian Jacks



martech

COMMODORE
64/128 CASSETTE

UCHI-MATA

Based on Judo, UCHI MATA is the only accurate martial arts simulation available. It is an outstanding game featuring:

- Over 400 frames of superb, smooth animation of large detailed characters.
- 'True Action' joystick control which mirrors the real life action and allows you to move, grip, attempt throws, resist being thrown, twist in the air, etc.
- Accurate representation of the major throws of judo, including O SOTO GARI, TOMOE NAGE, UCHI MATA, etc. (even some illegal moves).
- Accurate scoring by referee registered on an electronic scoreboard.
- Stamina, Grip Factor and Feet Position displays.
- One Player or Two Player Options.
- Practice or Competition Modes.
- Music and superb sound effects.



Screen shots taken from Commodore Version.

UCHI MATA is exciting, challenging and addictive.
LIVE THE GAME!

Based on Judo, UCHI-MATA, is probably the most advanced and challenging martial arts simulation to date.

All the skills 'n' spills – without the bruises!!!



Technical consultant, Brian Jacks, completing a successful UCHI-MATA, one of the many exciting throws incorporated in the game.

Brian Jacks received his black belt, 1st Dan, when only 15. He is now a 7th Dan, an elite world group. Having won the British Championship eleven times, the Open Championship five times, the European Championship four times and an Olympic Medal, he is one of the most knowledgeable and foremost exponents of Judo in the world.