

UCHI MATA

Commodore 64™/128™ Reference Card

What You Need

- Commodore 64™ or 128™ (in 64 mode) computer
- Single disk drive
- Monitor or TV (color recommended)
- One or two joysticks

Loading Instructions

1. Plug your joystick(s) into either game port.
2. Turn on your monitor or TV, the disk drive, and then your computer.
(Note to C128 users: Run Uchi Mata in 64 mode.)
3. Carefully slide the Uchi Mata disk, label side up, into your disk drive and close the drive door or latch.
4. Type **LOAD "*" ,8,1** and press **RETURN**.

Game Options

After the program loads, the Uchi Mata demo automatically begins. From Demo Mode, use the following keys to select a Competition or Practice Mode:

f1 — Competition Mode: Player 1 (game port 1) vs. Computer

f3 — Competition Mode: Player 2 (game port 2) vs. Computer

f5 — Competition Mode: Player 1 vs. Player 2

f7 — Practice Mode: Opponent won't fight back

While the game is in Demo Mode, the following keys are active:

M — Toggles music on/off

N — Toggles the names of the throws that appear at the bottom of the screen on/off

To exit Competition or Practice Modes and return to Demo Mode, press the **RUN/STOP** key.

To exit the game altogether, press the **RESTORE** key. Be careful not to press the **RESTORE** key unless you want to return to the C64 "READY" screen.

High Score Table

You will have the opportunity to enter your name in the High Score Table if your score is good enough. To do so, move the joystick left or right until the letter of your choice is displayed. Press the fire button to select the letter. Repeat the procedure for the next letter, and so on.