ATARI® XE
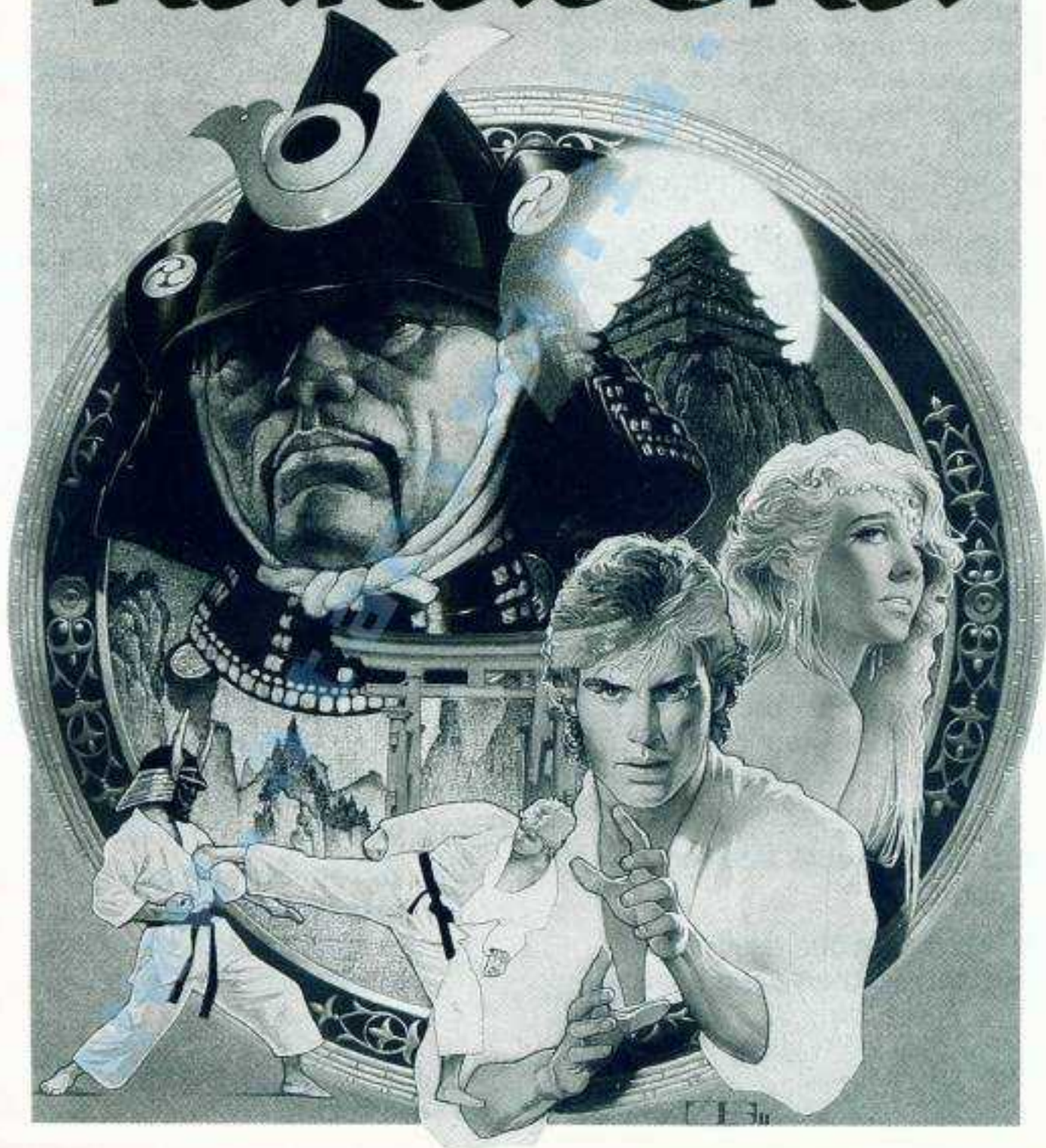
VIDEO GAME CARTRIDGE

Game Manual

karateka™

You've just scaled a treacherous cliff to reach the fortress of Akuma, the evil warlord who burned your village and kidnapped your bride-to-be. Now you stand before a massive gate. The first of many powerful Palace Guards blocks your way. Beyond looms Akuma's Palace, where Princess Mariko languishes. Only you can save her from Akuma's cruel clutches.

Remain calm, and focus your will on your goal. That is the way of the Karateka.

System Requirements

- Atari XE game system console or XE or XL computer
- Color television or color monitor
- Atari joystick

Getting Started

1. With your XE game system turned off, insert the Karateka cartridge into the slot on the top of your console as explained in your Owner's Manual.

2. Plug a joystick into controller port 1.

3. Turn on your television or monitor; then press **[Power]** to switch on your system. The Karateka title screen appears.

4. If you want to play a two-player practice game, plug another joystick into controller port 2; then press **[Option]** to select the two-player practice mode. In this mode, you and a friend can sharpen your game skills. You remain in practice mode until you press **[Option]** again.

5. Press **[Start]** or the joystick fire button to begin the game. Press **[J]** to control your player's movements with the joystick; press **[K]** for keyboard control of your player.

6. To pause during a game, press **[Select]**; press it again to resume play or **[Esc]** on keyboard.

7. To restart the game during play, press **[Start]**. Press **[Reset]** to return to the title screen.

Playing the Game

You start the game in the fighting stance, facing the first Palace Guard. The red arrows on the bottom left of the screen tell how many karate hits you can withstand. Each time you get hit, you lose an arrow. When you avoid getting hit, your arrow supply is gradually replenished. If you lose all your arrows, you lose the game.

The blue arrows on the bottom right of the screen tell how many karate hits the Guard can withstand. Each time you hit your opponent, he loses an arrow. When he is not getting hit, his arrow supply is also replenished. When all the blue arrows are gone, the enemy is defeated.

The game ends when you defeat all Palace Guards or when you lose your last arrow.

Survival Tips

You face the Guards one at a time. If you don't fight, your opponent advances to attack you.

Each Guard has a unique karate skill, and the Guards get tougher as you move farther into the Palace.

When you defeat an enemy, run forward to face a new opponent.

Beware of danger when you're standing or running. In these positions, you're unprotected. One blow from a Guard will destroy you.

The best offensive move is to "crisscross" your forward leg with your opponent's forward leg.

Moving Your Player

Use your joystick or keyboard to move, punch, or kick. If you are in a standing position, you can move as follows:

Action	Joystick Motion	Keyboard Operation
Run forward	Move handle to upper right	Press [Space Bar] and then [Right Arrow] key
Assume fighting stance	Move handle to center	Press [Space Bar] if running

If you have assumed the fighting stance, you can move as follows:

Action	Joystick Motion	Keyboard Operation
Advance	Move handle right	Press [Right Arrow] key
Retreat	Move handle left	Press [Left Arrow] key
Kick	Hold fire button and move handle right	Press [S] key
Kick high	Hold fire button and move handle to upper right	Press [W] key
Kick low	Hold fire button and move handle to lower left	Press [X] key
Punch	Press fire button and move handle right	Press [A] key
Punch high	Press fire button and move handle to upper right	Press [Q] key
Punch low	Press fire button and move handle to lower right	Press [Z] key
Resume standing position	Move handle up	Press [Space Bar]
Bow	Move handle up and press fire button	Press [Space Bar], then [B] key

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