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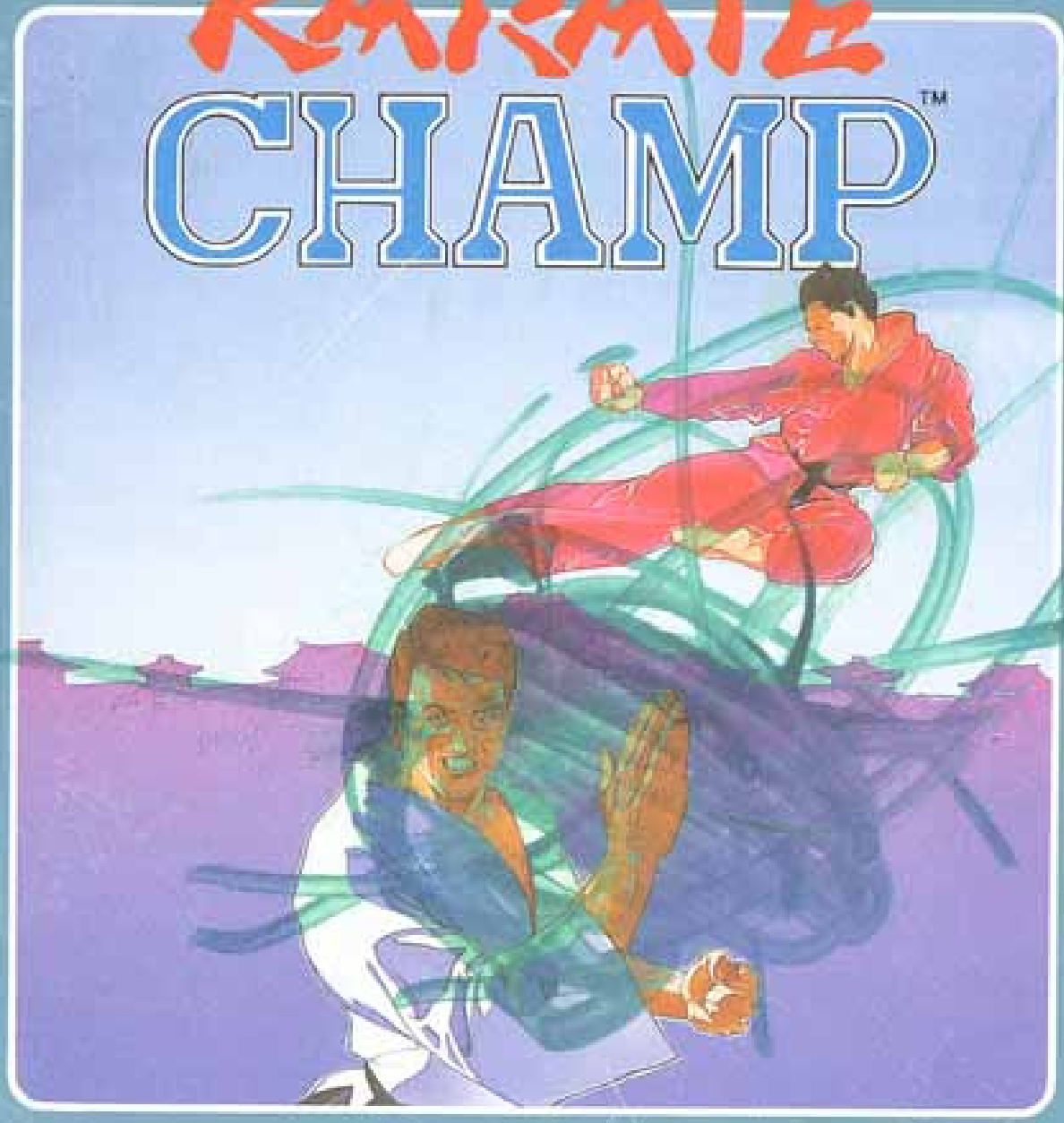
KARATE CHAMP™



INSTRUCTION MANUAL

DATA EAST®

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Nintendo®

ENTERTAINMENT SYSTEM™

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DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

Put on your black belt and challenge your friends or the computer through nine picturesque settings to become the Karate Champ. Flatten your opponent by deftly executing the kicks and punches at your command. Sharpen your martial art skills through the series of karate matches in this super arcade classic.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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1. PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

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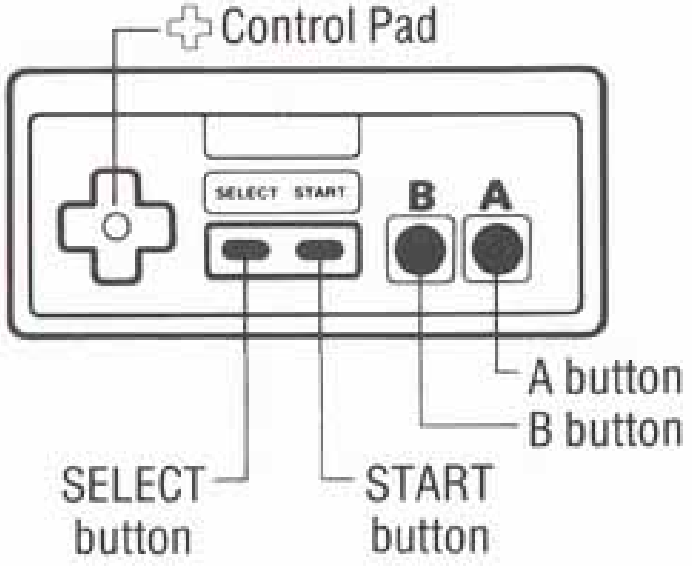
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

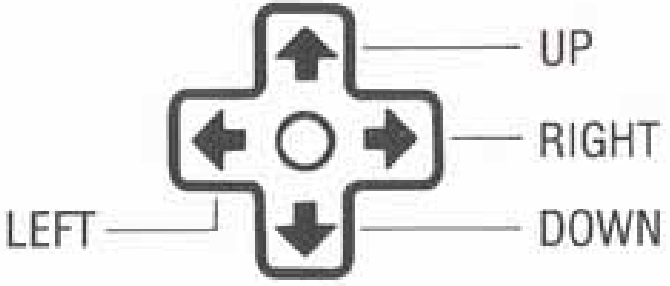
Controller 1 – For 1 player game
Controller 2 – For second player in 2 player game

Controller 1/Controller 2



Control Pad

Moves player on the screen.



Use either the **A button** or **B button**, or both, to execute the various moves.

Select button: When this button is pressed, the mark (▷) will move between "1 player" and "2 players."

Start button: Press this button to begin.

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3. HOW TO PLAY

One-Player Version

In the one-player version, you are the white player and the computer is red. You can expect the computer to get smarter and faster at the more competitive levels of the game.

Two-Player Version

Throughout a series of karate matches at various locations, your objective is to flatten your opponent as often and as quickly as you can, by deftly executing the kicks and punches at your command.

Each match consists of a series of rounds at nine picturesque settings. Two points win a round and two rounds (out of three) win a match. The winner of a match earns the exclusive right to earn bonus points before the next match begins at another location.

One round lasts for 30 seconds or until one player gets two points. The first player to score two points, or the player with more (match) points when the clock runs out, wins that round.

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The Referee

The referee begins all rounds, and determines the winner of a round where neither opponent has scored two match points after 30 seconds have elapsed. The referee will award the round to the player who has earned the higher number of match points.

Ties

If the clock runs out and each opponent has earned an equal number of match points, the referee will award the round to the player who has scored the higher number of "score points," based on the value of his kicks and punches. (See **SCORING** for the distinction between "match points" and "score points.")

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Player Moves

	Move	Match Points	Score Points
	Lunge Punch	Full ½	100 50
	Low Punch	Full ½	200 100
	Front Kick	Full ½	300 150
	Back Kick	Full ½	300 150
	Round Kick	Full ½	500 250

	Move	Match Points	Score Points
	Low Kick	Full ½	300 150
	Foot Sweep	Full ½	400 200
	Jumping Kick	Full ½	800 400
	Jumping Back Kick	Full ½	800 400
	Back Round Kick	Full ½	700 350

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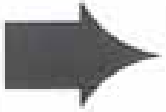
How to Select Moves

Right Lever				Joy-stick	Left Lever			
Ⓐ + Ⓑ	Ⓑ	Ⓐ	—	—	—	Ⓑ	Ⓐ	Ⓐ + Ⓑ
Round Kick	Back Kick	Lunge Punch	—	—	—	Lunge Punch	Back Kick	Round Kick
Round Kick	Back Round Kick	Jumping Kick	Jump		Jump	Jumping Kick	Back Round Kick	Round Kick
Jump (right)	Jumping Back Kick	Front Kick	Forward		Withdraw/ Block	Low Kick	Low Kick	Jump (right)
Low Punch	Foot Sweep (left)	Foot Sweep (right)	Squat		Squat	Foot Sweep (left)	Foot Sweep (right)	Low Punch
Jump (Left)	Low Kick	Low Kick	Withdraw/ Block		Forward	Front Kick	Jumping Back Kick	Jump (left)

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Mastering Your Moves

Master your moves by playing a two-player game against an invisible person. Your opponent's player will remain static, and you can learn the different characteristics of your moves. Learn which moves execute quickly, which work best in close range or long range, how to quickly move out of reach of your opponent. You can block moves only if your opponent is attacking you.

Properly Executing Moves

To fully execute a selected kick or punch, you must hold the button down long enough to register. Releasing the button too early results in a half-executed move, and leaves you vulnerable to counter-attack.

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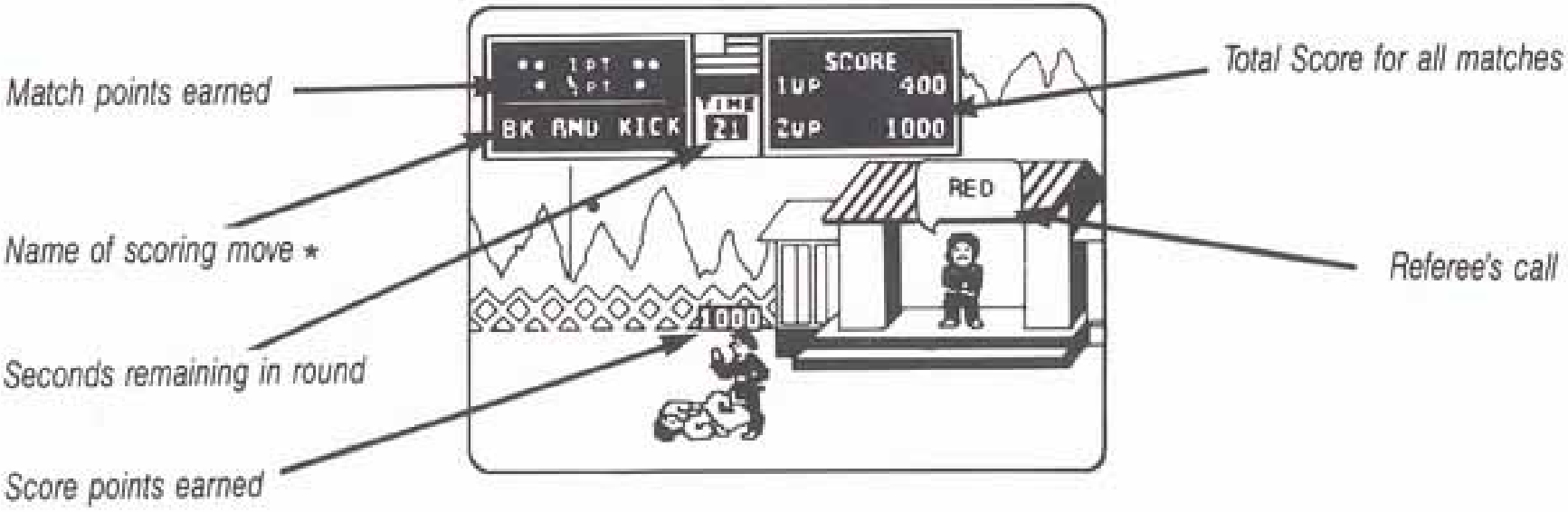
Clock Score

Winner of the round also gets 100 points for each second remaining on the clock.



*After each round, this area will show status of match.

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Bonus Screen Scoring

At the end of each match, the victor has an opportunity to gain some bonus points. Any one of three screens will present you with an intriguing challenge. Knock down flying objects for bonus points.

If you survive the first challenge, you'll get a chance to do it again, up to a maximum of five times per bonus situation – unless, of course *you* get flattened first.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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