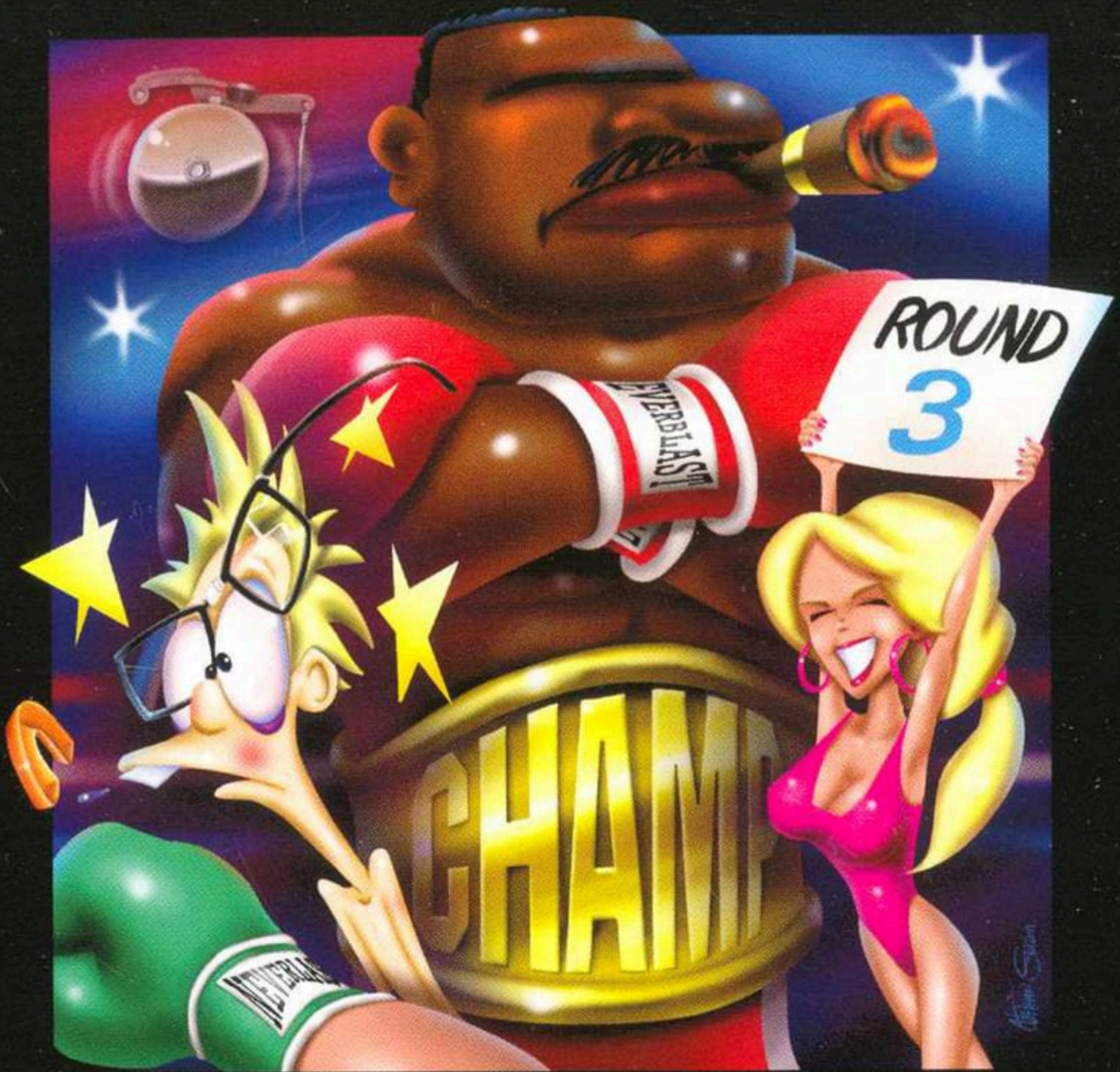


K.O. CRUISER

GAME PROGRAM INSTRUCTIONS



AtariAge

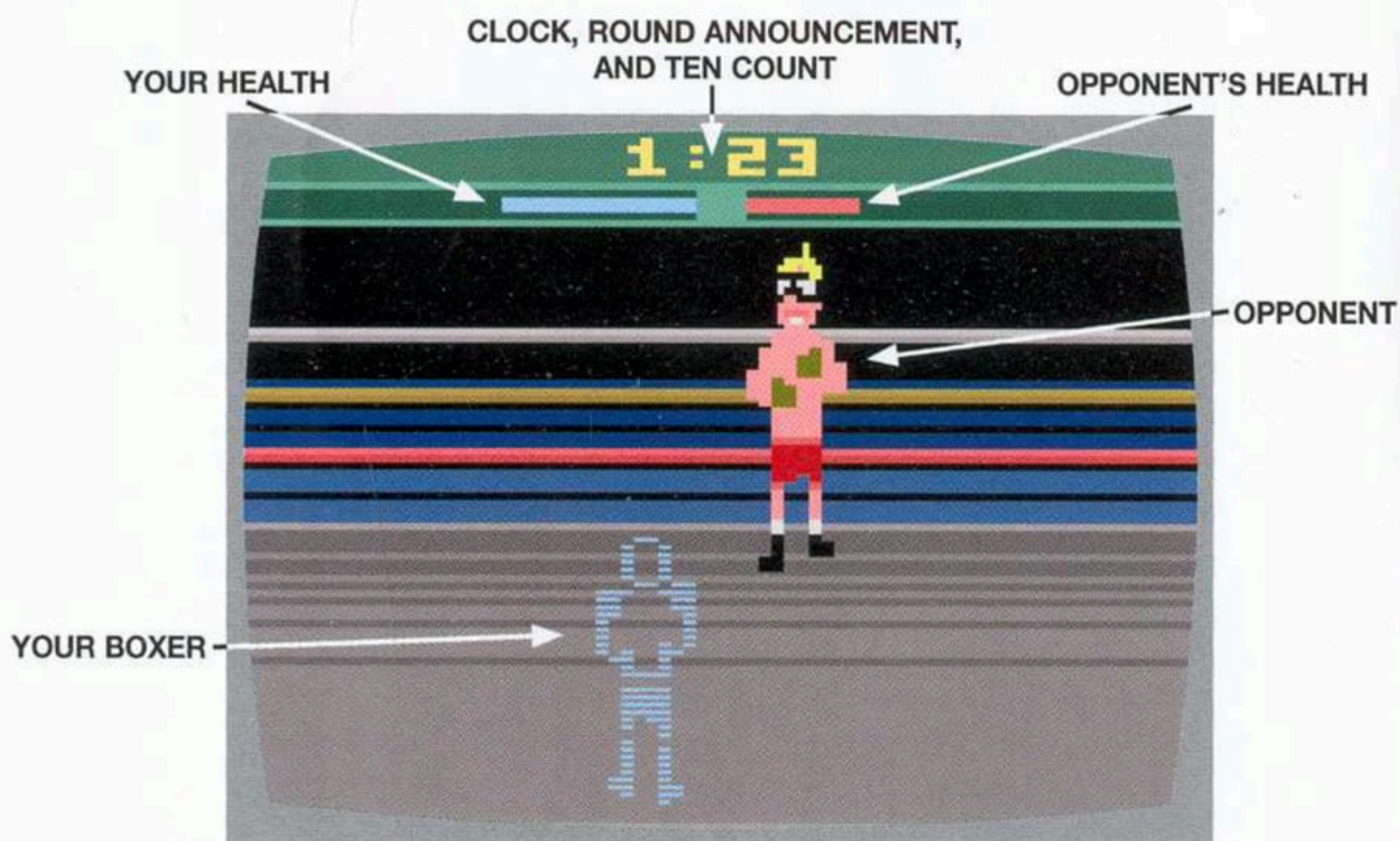
INTRODUCTION

K.O. CRUISER is a first-person boxing game that matches you against six different boxers with different strengths, weaknesses and styles. Do you have what it takes to be the champ? Is the Gold Belt within your reach? Let's find out!

NOTE: Always turn the console power switch off when inserting or removing an ATARIAGE Game Program cartridge. This will protect the electronic components and prolong the life of your ATARI® Video Computer System™ game.

GAME PLAY

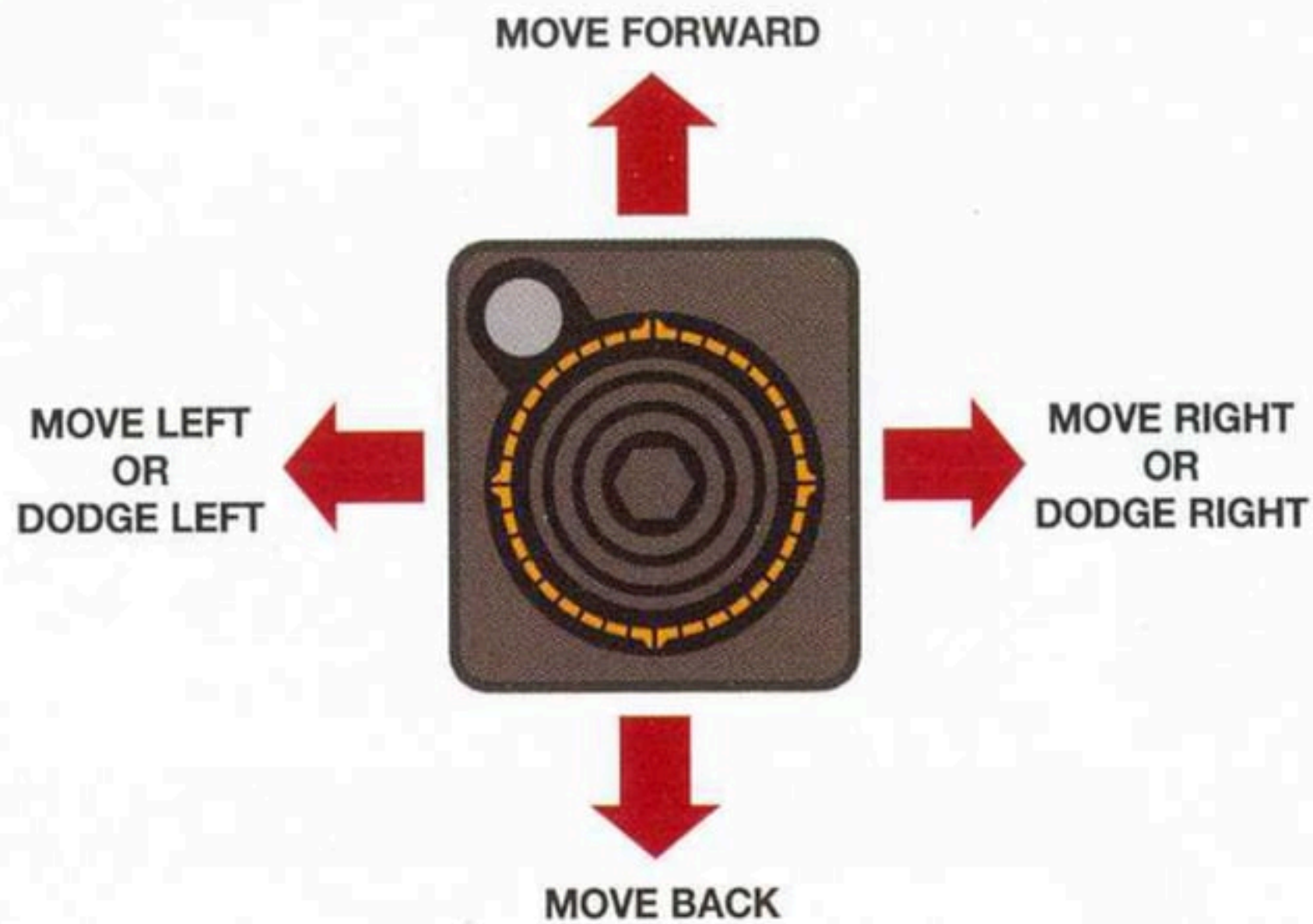
The main screen displays your boxer and your opponent as well the clock, your health, and your opponent's health.



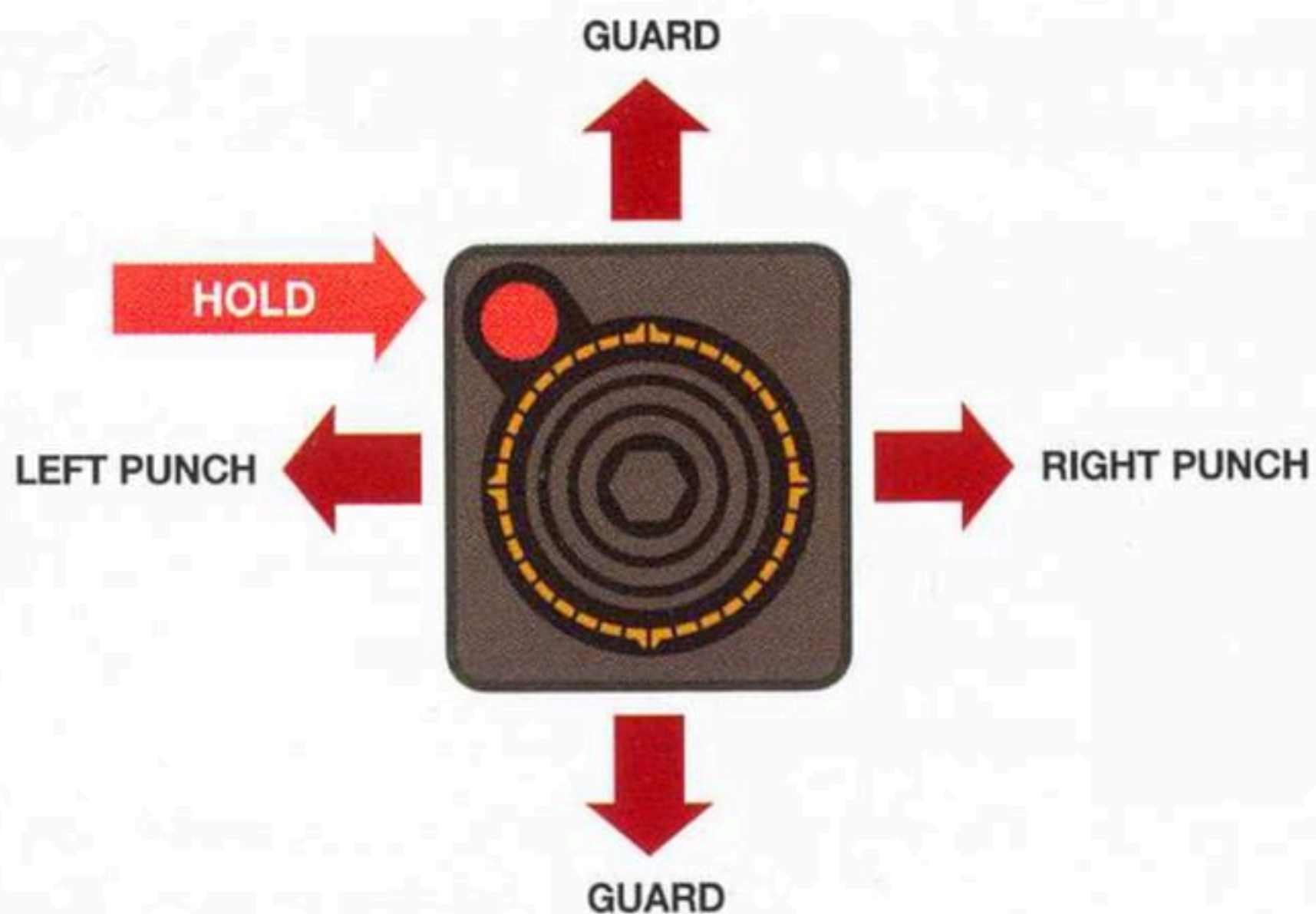
USING THE CONTROLLERS

To move your boxer, use the joystick plugged into the LEFT CONTROLLER JACK on your Atari Video Computer system.

If your opponent has pulled back his glove (and is ready to punch) you can press left or right and automatically dodge. If you are not in danger, left and right will simply move your boxer.



To either guard against the computer or throw a punch, hold down the button and move the joystick.

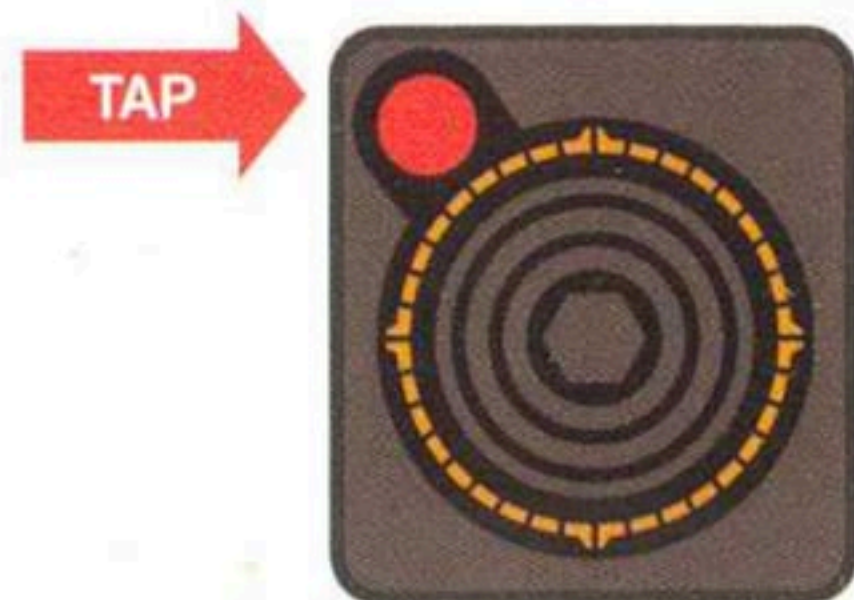


GETTING UP

If you are knocked down during the fight, you have to get up before the referee counts to ten.

To get up, rapidly tap the joystick button. When you are close to getting up, your character will shake.

Depending on how well the fight is going, it might be easy to get up, or impossible.



DIFFICULTY

There are three difficulty settings. Depending on the challenge you want, you can select level 1, 2 or 3. Level 1 is the default level. Level 2 plays the same, but the speed of your opponent's combos doubles. Level 3, in addition, doubles the power of their punches.



Level	Opponent Combo Speed	Opponent Punch Power
1 (Bronze)	Normal	Normal
2 (Silver)	Twice as fast	Normal
3 (Gold)	Twice as fast	Twice as powerful

BOXING RULES

- Each round is three minutes long.
- You CANNOT be saved by the bell.
- The three-knockdown rule is in effect. If you knock down your opponent three times in a round, you will win by technical knockout. Of course, you can also get TKO'd.
- After three rounds, the judges will decide the match.
- You can have one rematch per opponent.



TIPS

- Wait for the opponent to throw a punch, and then counter-attack.
- When you block a punch, your guard is broken. You need to guard again to stop the next punch.
- Most punches can be blocked. However, some final punches are too powerful to be blocked. Get out of the way.
- For better control, hold down the button and then move the joystick to punch and block.

OPPONENTS

Tomato Ken

Sacramento, California

A computer programmer by trade, Tomato Ken used his skills to write a boxing video game. Now, for some strange reason, he thinks he knows how to box. What is wrong with this guy?

Specials

- *Back-off and Ketchup* – Ken moves back, runs forward, and then throws a less “terrible” punch.

Quotes

- “I wrote a boxing game... so... I should be able to box! I’ll be the champ!”
- “Don’t hit so hard!”



K.C. Nova

Brasília, Brazil

K.C. Nova arrogantly believes that he is “God’s gift to women”. He entered boxing to show the World how handsome and stylish he truly is... and to make the ladies swoon.

Specials

- *I am so Great!* – Nova backs off and chuckles over his looks. In the process, he recovers some life.



Specials (continued)

- *Disco* – Nova dances around and delivers some “stylish” punches.

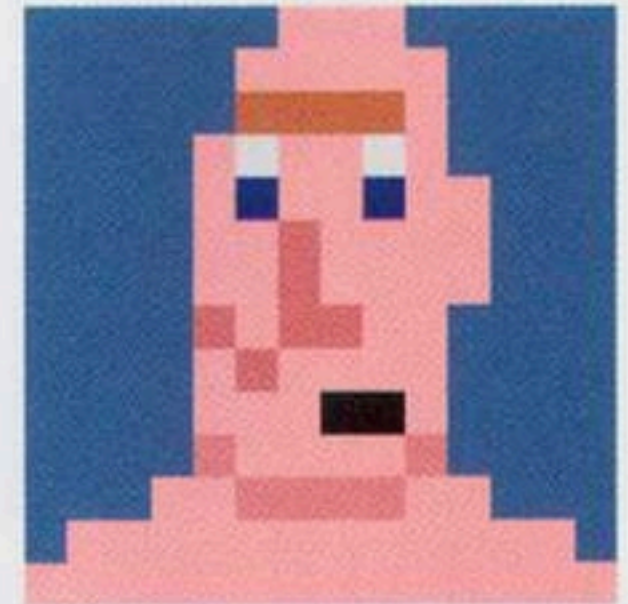
Quotes

- “I’m not afraid of you hitting me. Even if you break my nose, I will still be a specimen.”
- “I know... that you wish... that you were me.”

Wally B.

Canberra, Australia

Wally honed his boxing skills by starting fights in outback pubs. Once, while quite intoxicated... really intoxicated... he challenged a kangaroo and was promptly kicked in the head. Ever since he has acted a tad strangely...



Specials

- *Southern Cross* – Wally hops around the ring and finishes with a devastating blow.

Quotes

- “Well, boomer, I believe you are going to lose this one. Sorry, mate.”
- “Listen little joey, let’s try this bare-knuckle. Meet me out back.”

Rod Ickle

London, Britain

Rod Ickle is part of the punk music scene in downtown London. He’s not a man of many words. As a result, not much is known about him except he’s considered quite “cool”.



Specials

- *Knock ten bells* – Rod flies back and forward and delivers a fast combo.

Quotes

- When the reporter asked for a comment, he simply adjusted his sunglasses.
- When asked again, he sneered and walked off.

Russ owns and operates a farm in rural Kansas. He disdains the common, and negative, stereotypes of people living in rural areas. Unlike that stereotype, he is educated and articulate. He started boxing, basically, to beat these elitists senseless.



Specials

- *Smack Down* – Russ starts to shake violently and delivers a series of random left and right blows. Better get out of the way.

Quotes

- “Did you expect me to say something obtuse? I can repair my truck and speak Latin ... and you pay three dollars for a cup of coffee. Ha!”
- “This fight reminds me of one particular section of the Art of War - unfortunately for you.”

The Major works for the U.S. Marine Corps training military cadets in hand-to-hand combat. He is good natured, but likes humbling over-confident cadets. Some say that he doesn't need gloves - the nails that he eats for breakfast have turned his fists into iron.



Specials

- *Machine Gun* – Concussion jumps back and delivers a barrage of quick punches.
- *Cannon Punch* – The major runs to the back of the ring, chuckles and then delivers a massively powerful blow.

Quotes

- (chuckles) “Drop soldier and give me ten!”
- “I would like to introduce you to my two gloves: Weapon and Mass Destruction” (chuckle)

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