

## INSTRUCTIONS

### LOADING

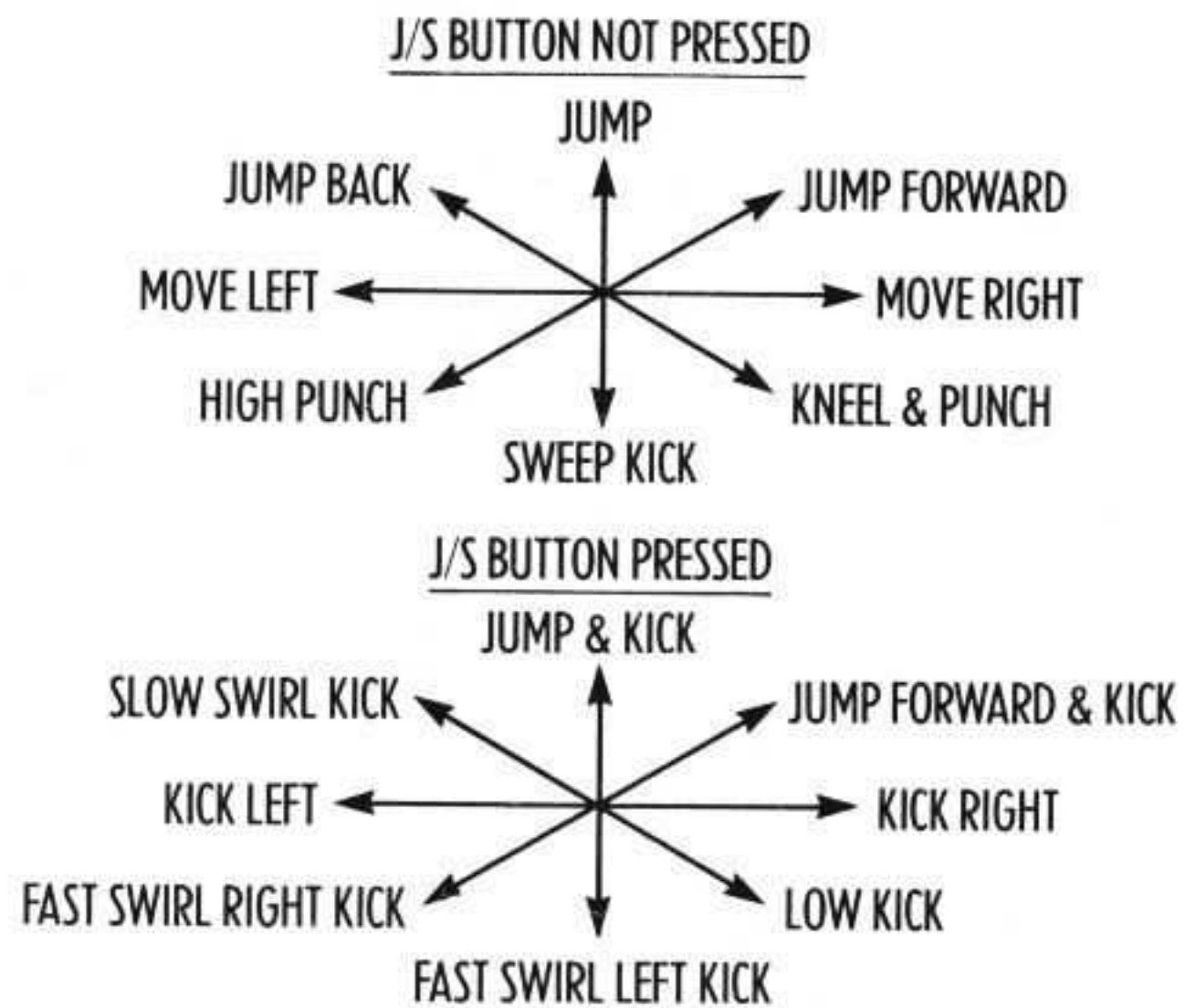
Ensure that your disc is not write protected. When the computer asks for the WORKBENCH, insert the KARATE KING disc. The program will load and run automatically. AMIGA 1000 requires loading of KICKSTART (version 1.2) beforehand. When the title screen appears, press the joystick button in Port 2 to load ONE player version or the joystick button in Port 1 to load TWO players version.

### PLAYING

The joystick in Port 2 controls the WHITE fighter. The white fighter has to defeat the RED fighter in each bout to progress to the next location. If the white fighter wins, he is set an extra task. White stones at various level are thrown at the fighter. He must smash these stones. The first location requires smashing of only one stone. The number of stones to be smashed increases by one for each subsequent level. If the Red fighter wins, the bout starts again but at the same level.

The Red fighter has the advantage over the White fighter as he has higher HIT points. Also at the higher levels, Shuriken, Darts etc, are thrown at the White fighter and if he gets hit by them, he loses a hit point. The speed and skill of the Red fighter increases as the bout progresses and at higher level his fighting qualities are fearsome.

### CONTROLS (WHITE FIGHTER)



© 1987 KINGSOFT/ANCO

Published in the U.K. by ANCO SOFTWARE LTD

**WARNING:** All rights reserved. This software, artwork and documentation are copyright of the publisher. No part of this software may be copied, transmitted in any form or by any means, lent or hired without the express permission of the publisher.