

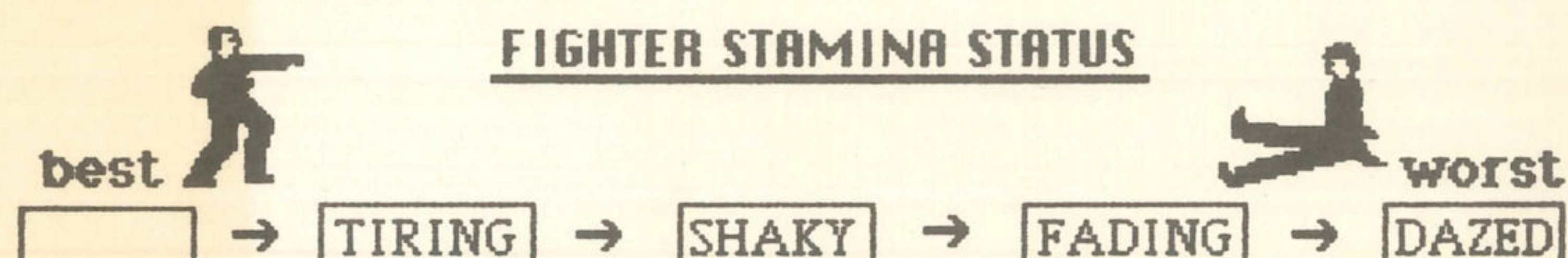


QUICK REFERENCE CHART

 ACTION	PADDLE	 TARGET AREA
ARMS	PUNCH 1	HEAD / BODY
	BACKFIST 2	HEAD
	LUNGE 3	MOSTLY BODY
DEFEND REST	WATCH ARMS 4	DEFENSE - ARM STRIKES
	RETREAT 5	RETREAT
	WATCH LEGS 6	DEFENSE - LEG STRIKES
LEGS	FRONT KICK 7	MOSTLY BODY
	SIDE KICK 8	HEAD / BODY
	SPIN KICK 9	MOSTLY HEAD



LEFT TEAM

RIGHT TEAM

Paddle 0


Paddle 1


Dial to select martial arts combat actions

Button 0

Button 1

Player with advantage initiates action by pressing

 key

 key

Press to gain instant advantage and go into desperation attack



Appears by fighter's name to indicate advantage

IMPORTANT:

DO NOT AFFIX A WRITE PROTECT TAB TO THE GAME DISK OR ANY COMPETITION KARATE DATA DISKS.

NEVER PRESS [CTRL-C] OR THE [RESET] KEY WHILE THE GAME IS IN PROGRESS - CERTAIN GAME FUNCTIONS MAY BE PERMANENTLY DAMAGED.

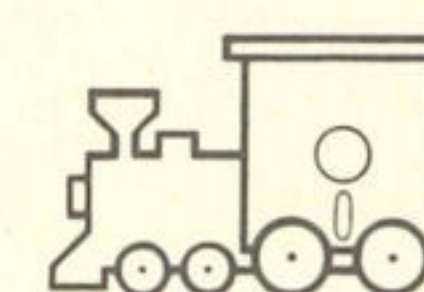
COMPETITION KARATE SEQUEL:

Once your students achieve the rank of red belt, one of two fates immediately await them: either they become instructors, or are permanently retired, and can no longer participate in the game. Even students who are instructors eventually retire when another student challenges and wins.

To provide further action and adventure for these retired martial arts experts, a sequel program to Competition Karate is in the works at Motivated Software. Retired red belts are the only characters eligible to participate in the sequel, which will place them in a world of danger, adventure and plenty more martial arts action.

Your characters will traverse treacherous country in search of a personal quest. Along the way they will encounter temples of learning, where they can gain more martial arts knowledge as well as mystical, and even magical, training.

This is a small glimpse of what lies ahead for those who have entered the unique world of Competition Karate.



MOTIVATED SOFTWARE, INC.