

**AMIGA CD<sup>32</sup>**

Commodore



**International**  
**Karate<sup>+</sup>**

**The Ultimate Fighting Game**





© All rights reserved  
System 3 Arcade Software Limited 1994

## **System 3 presents IK+ Players Guide for Commodore Amiga**

Please follow the instructions in your  
CD 32 Manual for loading this game.

### **Introduction**

International Karate Plus TM, or IK+ for short, is a development of the original IK game. The main difference between IK+ and IK is that there are three fighting men on the screen at once (six in pause mode!) and an enchanting fully animated landscape in which the men thump it out. However the Atari ST and Amiga versions have even more features than the Commodore 64 version. They have an all new second bonus screen, wincingly good digitised sound effects, a hypnotic title sequence as well as dozens of game controls.

There are 17 different moves that can be made, all controlled by the joypad and with practice all these moves can be executed smoothly in a flowing fight sequence without your fighter pausing momentarily between moves. The joypad system is simple enough for players to learn quickly, and after some further experience of how the moves behave, much more sophisticated control can be achieved.

Opponents can be hit in the head, chest, stomach, shins and feet from in front or behind, although an attacker receives only half the score for attacking from behind.

The game gets progressively harder up until about level 25, after which your opponents will adopt different attack or defence strategies. As your score increases, your belt will change colour. There are six belt colours, each of which has three levels, making 18 belts in all.

The computer controlled fighters adopt a variety of play strategies. For example, they might fight each other and not the human thus forcing you to get in there and fight, or else you will be out pretty quickly; or they might not fight at all but simply avoid all your attacks; or they might go just for the human player; or they might fight anyone nearby but not dodge attacks on themselves. All these strategies also vary in "viciousness" as the game gets more advanced.

At the end of each fighting round, a wise old judge appears to instruct players and announce the 1st, 2nd and 3rd ranking. If a human player is in 3rd place he is out of the game. So long as you stay in 2nd or 1st place you will stay in the game.

Each of the eight positions selects a type of move, and pressing the button gives another eight. In special cases an extra blocking move is available as detailed later. Some of the moves cause the man to make a move and turn around to face the other direction. When this happens, all the movement selections are reversed left to right. For example, when facing right a front face punch is made by pressing the joystick up to the right, but when facing left the same attacking move is made by pressing the joystick up to the left.

## **Holding and cancelling a move**

When making an attacking move, you must hold the joystick in position until your fighter has made the actual attack. Releasing the joystick any sooner will cause your fighter to return to the standing stance and therefore cancel the attack. If you hold the joystick in the same position, then that move is held until you release the joystick or you select another move. However, the actual hitting action is only effective on the initial movement - after all, seasoned opponents are hardly likely to run onto your fist!

## Sequences of smooth moves

It is possible to make a lot of moves in quick succession without the fighter pausing in the standing stance in between, thus allowing smooth, free-flowing sequences. This is done by selecting the first move, holding it just long enough for the attack to occur, then quickly selecting the next move before the man returns to the standing stance position. This will allow such actions as a series of smooth back flips across the screen (select the back flip move again), an alternating face and shin kick action (by selecting the shin kick move and holding it, and then simply pressing and releasing the fire button as often as you want) or even alternating back-free-kicks by the same method.

## Blocking move

A blocking move is also available for defence purposes. If you are being attacked at close range from in front, and you select the walk-backwards move then your fighter will stand in blocking posture for the duration of the attack and deflect all kicks to head, chest and stomach. However, it is not possible to block foot and shin kicks. The only way to avoid them is to jump or back flip out of the way, or attack back with, say, a flying kick.

## Double head kick

It is possible to knock out both opponents, score 2000 points and get 3 combat points all in one go. It is pretty tricky but immensely satisfying.

Every third round there is a bonus stage. There are two types of bonus stage, the first being the Ball mode where you have to use a shield to deflect bouncing balls from all angles, the second is the Bomb mode where you must kick away or avoid lots of little fuse bombs before they blow up. Survival of these bonus stages is worth quite a lot of extra points.

## Game controls

### Button Functions

Top Left Button  
Top Right Button

- One player start
- Two player start  
(must be done from joypad 1)

#### Coloured Buttons:

Green -  
Red -  
Yellow -  
Blue -

- Music on/off
- Action button
- Sound fx on/off
- Pause game

#### Fighting moves (with action button not pressed):-

Up  
Up Right  
Right  
Down Right  
Down  
Down Left  
Left  
Up left

- Jump up
- Front face punch
- Walk forwards
- Shin kick
- Footstep kick
- Crouching stomach punch
- Walk backwards or block
- Reverse face punch

#### Fighting moves (with action button pressed):-

Up  
Up Right  
Right  
Down Right  
Down  
Down Left  
Left  
Up left

- Flying leap kick
- Head butt
- Stomach kick
- High face kick
- Backwards foot sweep
- Back face kick
- Back Flip
- Double head kick

## Game display

The score and game information is display at the top of the screen and comprises of three sets of 6 combat points and three sets of accumulative score displays. All active human controlled players are indicated by a coloured clenched fist to the right of each fighter's score. The white jacketed player is controlled by the right joystick port, the Red is controlled by the other. On the right hand side of the screen is shown the level number or round you are on, the 30 second round count-down timer and below that, the game's speed.

## Game object

A match consists of sequences of two fight rounds followed by a bonus stage. In the one player game, there are two computer controlled opponents out to get you. The match ends when you come in 3rd place in a fight round. The two player game starts with two human controlled fighters and only one computer controlled man. Any human controlled players that come in 3rd place go out of the game leaving one person to fight it out with two computer controlled fighters.



You must fight on for as long as possible. As the score builds up you are awarded one of six belt colours with a further 3 levels of each colour. If, at the end of a match, your score is high enough you will be given the chance of entering your initials, score and belt colour in the IK + Hall of Fame.

## Scoring

During a fight round, if a man successfully hits an opponent whilst facing him, he gets two combat points (shown as two bright coloured discs above your score) and a numerical score depending on the difficulty of the move. Attacking from behind earns only one combat point and half the normal score. A fight round can last a maximum of 30 seconds, or will stop earlier if one of the players gains 6 combat points. In this case, the player who gets the 6 combat points also gets a bonus time score of 100 times the remaining seconds left in the round.

At the end of each fight round, the judge decides who is 1st, 2nd and 3rd (or in equal positions), based initially on the combat points won during the round, and then in the case of a tie, on the numerical score obtained during that round (and not based on the accumulated score).

When a player is hit he falls down and is momentarily dazed, as shown by the twinkly stars above his head. When these disappear he can decide to wait on the ground for a few seconds or instantly get up and attack by selecting a move. Otherwise, after a few seconds he will be forced to stand up anyway.

The length of time a fighter is knocked out depends upon the type of blow sustained, and as the game advances the wait time allowed after being knocked down is decreased - but remember, you can't get hit until you are actually standing up again, so it's best to get up selecting and attacking a move.

Move	Scoring Frontal Hit	Hit from behind
Front face punch	800	400
Shin kick	400	200
Footsweep	400	200
Stomach punch	400	200
Reverse face punch	800	400
Flying kick	800	400
Head butt	1000	500
Stomach kick	200	100
Face kick	800	400
Reverse footsweep	400	200
Back face kick	800	400
Double head kick	1000	1000

## Bonus Stages

If a player stays in for two consecutive fight rounds, he then enters one of the two types of bonus stages. The first to occur is the Ball stage which is later followed by the Bomb stage.

When the Ball mode starts you will be shown standing in the centre of the screen holding a small shield with which you must deflect balls that come bouncing towards you. You can hold the shield in seven different positions. You will only ever have to deflect one ball at any one time, but their speed gradually increases, and you also get flashing balls whose bounce height alternates which makes it even harder. But if you can survive all 64 balls you will get a massive 5,000 point bonus in addition to the 100 points for each ball deflected, which means that highly skilled players can add over 10,000 points to their score thus get to black belt status more quickly.

In the Bomb stage you can move across the screen as normal. But all around you, small time bombs will appear with a fuse which will fizzle down to nothing. After that, they might blow up immediately, or be delayed by a second because the fuse hasn't quite gone out. But you must not get hit

by any parts of the bomb as it blows up. Your aim is to kick all the bombs off the screen for 100 points each before they blow up, or even avoid them altogether. You can still get hit by a bomb's bit if it explodes whilst bouncing off the screen. You can use a footsweep kick or a shin kick to get them off the screen. If you survive all the bombs you will get a 5,000 point survival bonus.

## **System 3 Arcade Software**

Thank you for buying IK+.

We have been producing quality entertainment software for over ten years and in that time we have created some of the most exciting and original games.

By combining the talents of the best programmers, graphic artists, musicians and game designers we strive to provide you with the highest quality games and the maximum in entertainment value.

We hope that you will enjoy playing IK+ and look forward to entertaining you again with our other great games.

**Mark Cale**  
**Managing Director**





**System 3 Arcade Software Limited**  
**18 Peterborough Road, Harrow, Middlesex, HA1 2BQ**