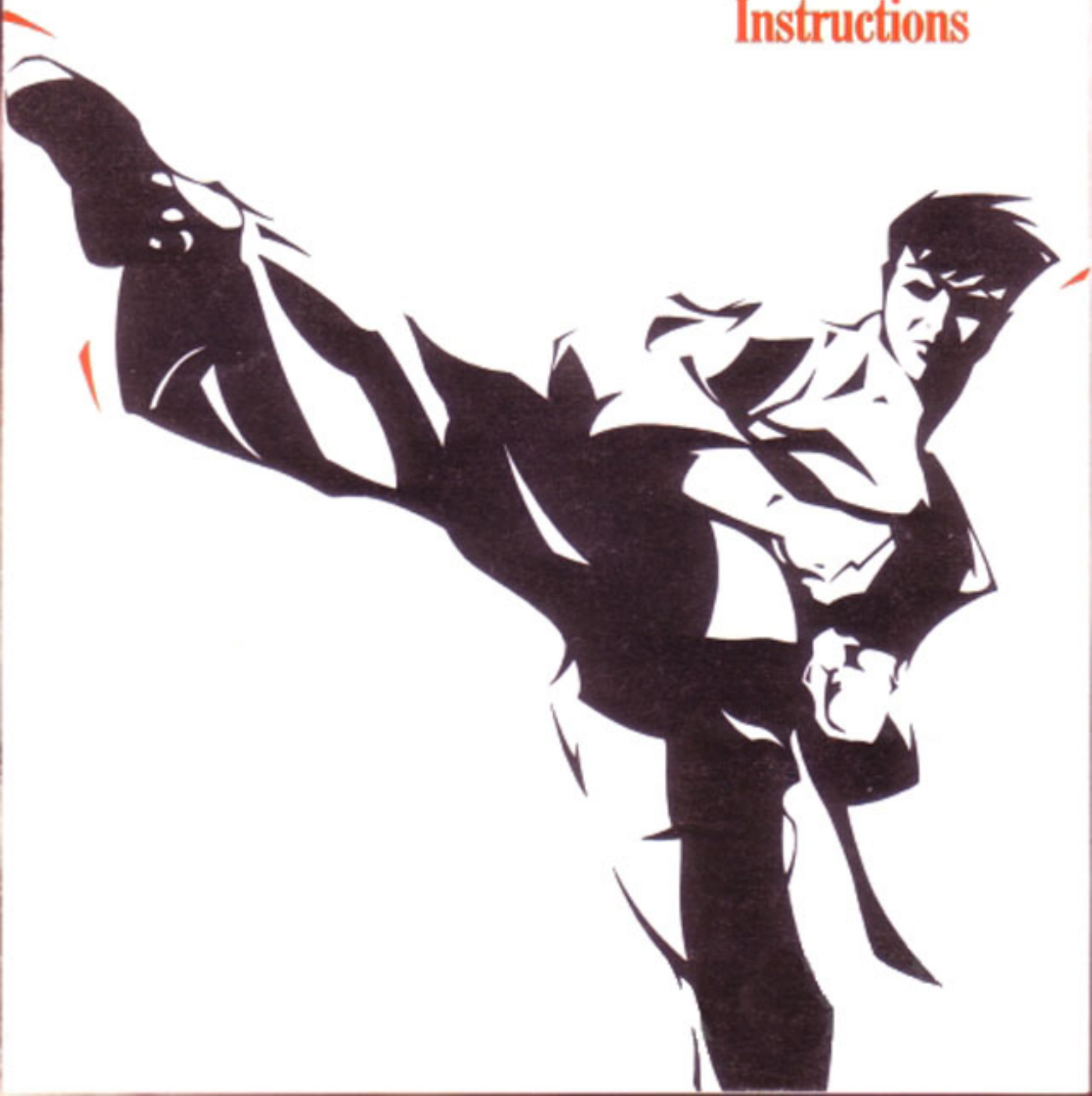


FROGGO GAMES™

Karate™

Instructions



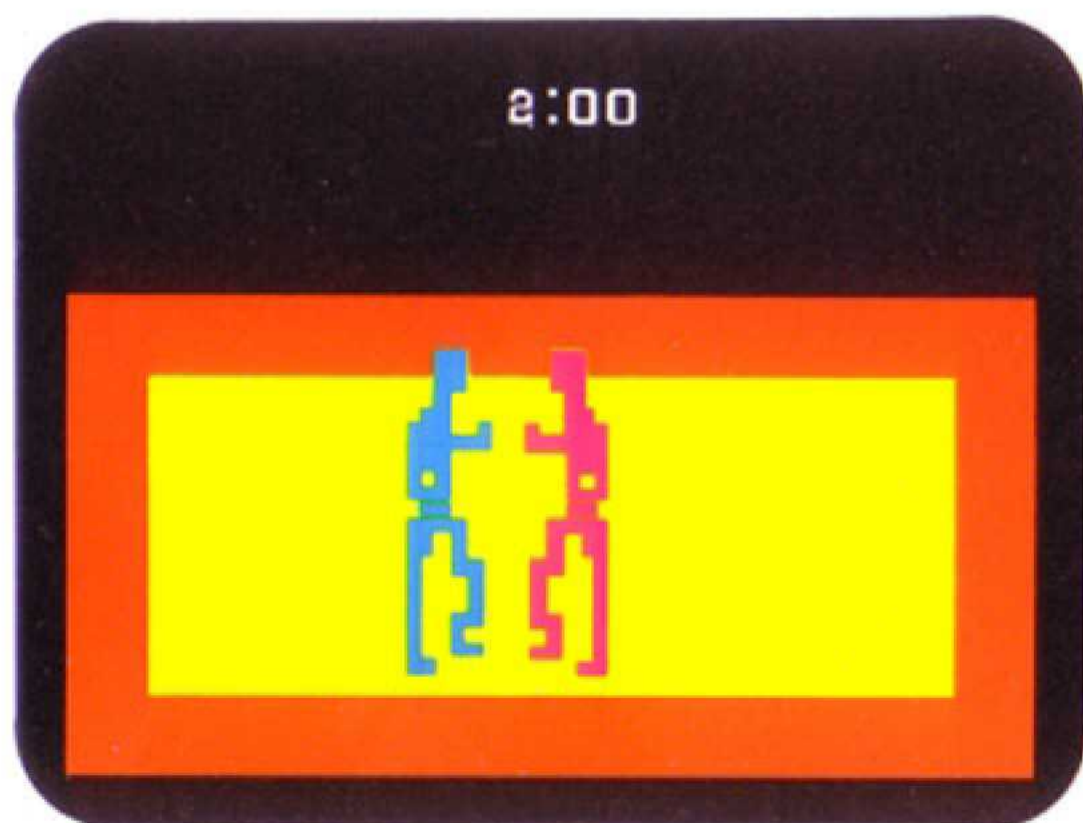
Karate

Karate is a full-color action game, for one or two players, to be played on the ATARI® Video Computer System.™

Speed, skill and guts are not enough! You must also be constantly alert and clever enough in your strategy to outfight your opponent. You start out as a white belt... the same as your opponent. But that may be the last time it's an equal match. After the first furious 2-minute round, one of you advances to red belt level while the loser stays a white belt. And it could get even more difficult after that, because **some-one** advances after each match. If it's not **you** who advances, you could be in for the beating of your life!

As a beginning white belt, you have a 'body arsenal' including straight punches and up punches, straight kicks and up kicks. But so does your opponent! While you're on the attack, you must also dodge or block your opponent's kicks and punches.

Everything happens at close quarters, and the action gets faster and more furious as you battle your way to the highest honor—**The Black Belt**. And even then, your opponent will challenge you to defend your status!



Instructions For Setup

1. Follow the manufacturer's instructions to connect the ATARI® Video Computer System™ to your TV.
2. Install only the Left Joystick control for a single player. Install both Joysticks if two players are engaging in Karate action.
3. Make certain that the ATARI® power switch is OFF, then insert the game cartridge.
4. Set the TV TYPE switch to the proper setting.
5. Set the DIFFICULTY switches to **A** (slow) or **B** (fast).
6. Set the CHANNEL 2-3 switch to the proper setting for your TV.
7. Move the POWER switch to **ON**.

Instructions For Play

1. Push SELECT to select 1 player or 2 players, and get ready!
2. The match starts automatically after a few seconds. You can restart the game at any time by pushing RESET. This returns both fighters to white belt status and restarts the 2-minute clock.
3. The Joystick moves each fighter up/down and right/left across the screen. The fighters can rotate positions, so each one can fight from either the right or left side of the screen.
4. **Punches & Kicks:** Pushing the red button while holding the Joystick in various positions delivers punches and kicks as follows:

Joystick:

NEUTRAL	+	BUTTON	=	UP PUNCH
UP	+	BUTTON	=	UP PUNCH
DOWN	+	BUTTON	=	STRAIGHT PUNCH
RIGHT	+	BUTTON	=	STRAIGHT KICK
LEFT	+	BUTTON	=	UP KICK

5. **Scoring:** Each fighter scores points for delivering punches and kicks to the opponent's body:

UP PUNCH	=	10 POINTS
STRAIGHT PUNCH	=	10 POINTS
STRAIGHT KICK	=	15 POINTS
UP KICK TO SIDE OF HEAD	=	20 POINTS
UP KICK TO FACE	=	25 POINTS
KNOCKDOWN	=	60 POINTS
6. Knockdowns occur only when you deliver a perfect up kick to your opponent's head. To deliver a knockdown blow, you must be in exactly the right position to strike your opponent with maximum force.
7. **Advanced Belts:** The fighter with the most points at the end of each 2-minute match earns the next higher belt. A fighter also earns the next higher belt when he/she scores 900 points.
8. **Training Technique:** If you want to practice your punching and kicking techniques before facing a serious fighter, use SELECT to set Karate for 2 players but operate only your own Joystick. This gives you an opponent who does not kick or punch.

Want to be the first to know when our next new Froggo video game becomes available? Just send us a card with your name and mailing address, so we can put you on our Special Customer Mailing List. Also, watch for new Froggo video games wherever you buy game cartridges.

FROGGO GAMES CORPORATION
2685 Marine Way, Bldg. 1219
Mountain View, CA 94043