

# 空手マスタ

## KARATE MASTER

### *Knock Down BLOW*

**KARATE MASTER Knock Down Blow, is an explosive fighting game of full contact karate (kakuto Karate), which will involve you not only in fierce fights, but also in the preparation and training needed for a Karateka to strengthen body and spirit.**



#### **MINIMUM REQUIREMENTS**

**Windows Xp / Vista / 7**

**512 MB di Ram**

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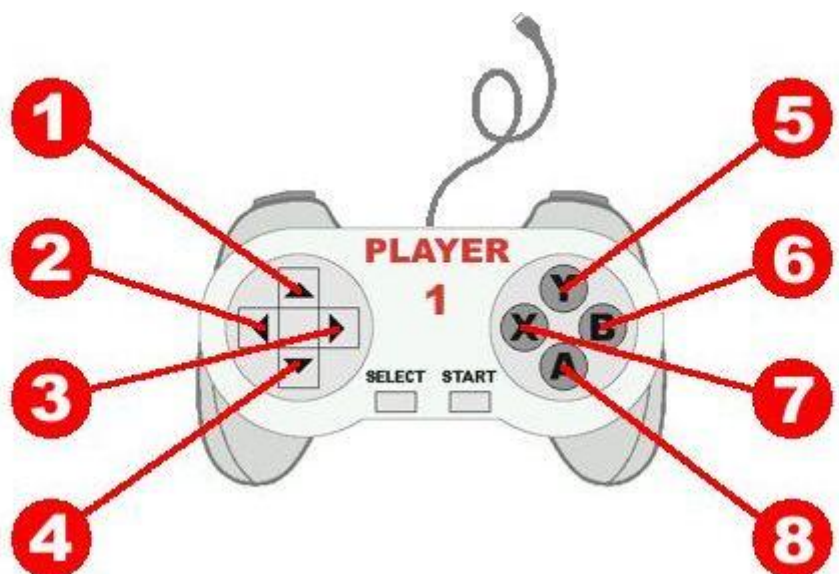
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## CONTROLLER

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**1 Up.** Raises the guard and directs a strike up (Jodan).

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**2 Left.** Moves the character left, middle guard position and directs a middle strike (Chudan).

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**3 Right.** Moves the character right, middle guard position and directs a middle strike (Chudan).

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**4 Down.** Lower guard position and directs a strike down (Gedan).

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**5 Left punch .** Launches left punch's techniques, fast but light.

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**6 Right punch.** Launches right punch's techniques, slow but heavy.

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**7 Right kick.** Launches right kicking techniques, slow but heavy.

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**8 Left kick.** Launches left kicking techniques, fast but light.

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## SCREEN



**1 Score.** In case of tie it determines the winner at the end of the match.

**2 Time indicator.** Indicates the remaining time to the end of the match or round.

**3 Head judge's indicator .** Proclaims the beginning, the end or the suspension of the match.

**4 Damage status.** Head, arms, legs, change color, gradually from green to red depending on how much they are damaged.

**5 KI level of Karateka.** The higher this level is, and more damage will be inflicted on the opponent. Also, if there is a high level KI, it will be a greater chance of encountering a critical hit.



## MAIN CONTROLS

**Launches punches and kicks:** It depends if you're using the left or right side of the body (on keys), and from the direction of the strike (Jodan, Chudan, Gedan).

**High level Techniques:** They must be first learned in the "Waza", within the "Dojo". However they are available in the mode "Versus".

**Block:** It depends on the direction in which pressing the direction pad, if up direction guard will be set **Jodan**. Right, left, or neutral direction, the guard will be set **Chudan**. Down direction, the guard will be set **Gedan**.

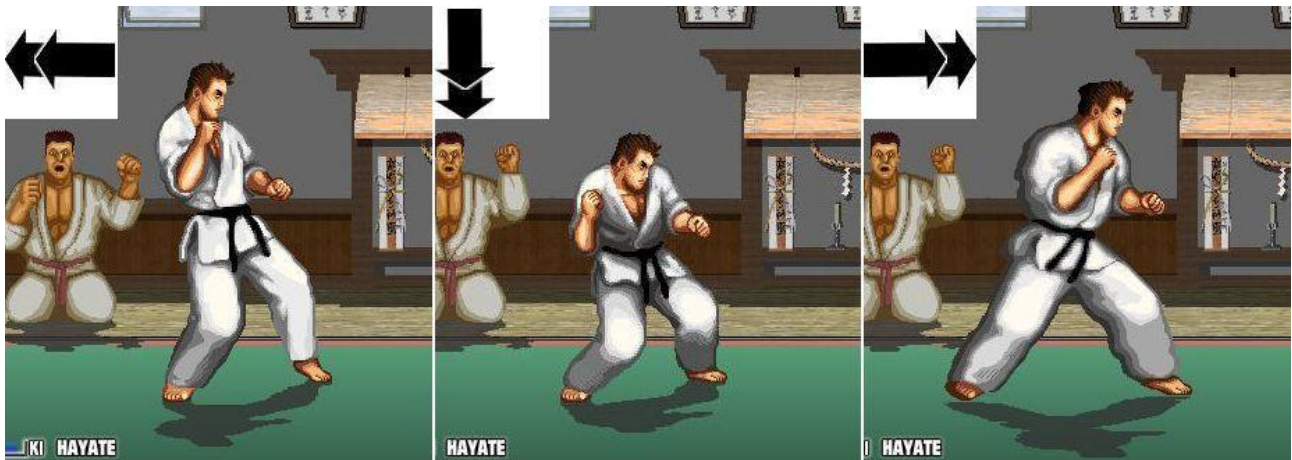


**Block with counterattack:** These are much more difficult to perform, these types of techniques not only block the opponent's attack but prepare for the counterattack, these are: **Age Uke**, **Soto Uke** and **Gedan Barai**.

Hold the pad in the desired direction and press contemporary the two punch buttons.



**Sprint / Dodge:** By moving twice quickly the direction pad, the karateka will move the chest back, it will go down, or it will perform a sprint forward.



**Clinch :** To execute a clinch move the pad making a half moon from down to right. Once gripped the opponent you can launch a knee (**Hiza Geri**) or a **Shuto**.

**Critical Hit:** The critical hit depends on several factors, the Karateka's fatigue, the KI level of the attacker and also casualty.



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