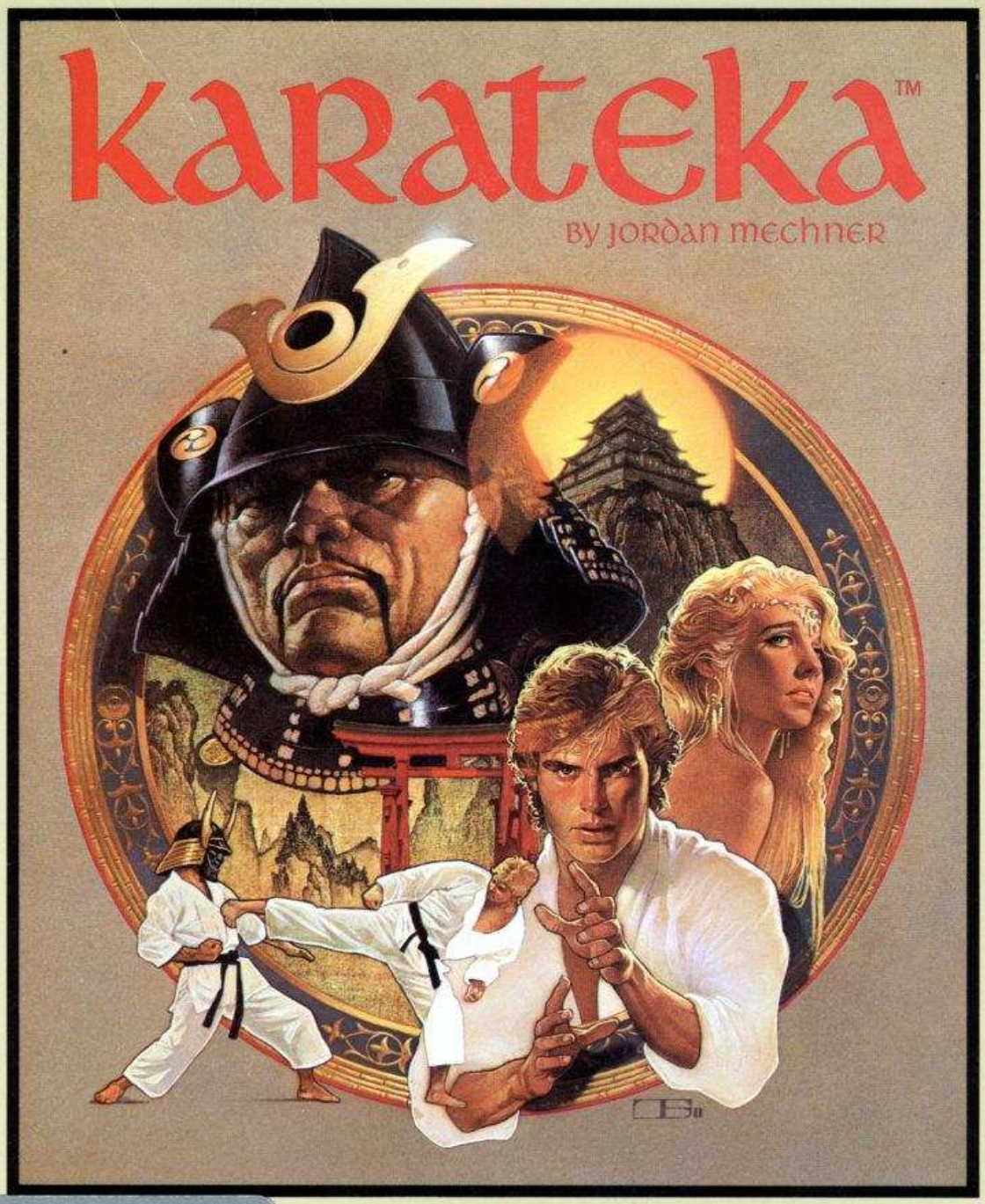
KARATEKA™

BY JORDAN MECHNER



By The Connelley Group

ION FOR **IBM PC/PC XT/PC AT/PCjr** and 100% compatibles (See Back)

MS DOS or PC DOS 2.0, 2.1, 3.0, 3.1
Graphics card required (See Back)

Keyboard or Joystick

ARCADE ACTION

Broderbund®

Karateka 1.0 By Burkess

Welcome to Kareteka.

An evil warlord named Akuma has kidnapped Princess Mariko. She's being held in his fortress, guarded by a legion of soldiers and trained hawks.

Akuma himself stands as the final obstacle for anyone who manages to get past all of his defenses. There, he will face any challengers in intense single combat to the death.

A lone, unnamed hero rises to the challenge and makes his way to Akuma's fortress, intent on rescuing the princess.

You'll need these.

1000 Karateka Points.

Locations:

1. Warlord Akuma's Castle.
2. Anywhere else in the world.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Karateka Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Silent Film: Free! Convey emotions without needing a single word, like the people in this world. You never need to speak, and neither does anyone else. Anyone you interact with will be able to read your heart, and you theirs when using this ability. There are no misunderstandings. Everything is clear and obvious.

Karate Skills: You're a black belt in karate. You have what it takes to go toe to toe with strong fighters in this world. Whenever you find a fighting system that calls itself karate or is based off karate, you'll quickly be able to learn and master it.

Karateka Body: Like the people in this world, you can go from being beaten nearly to death to fully healed within minutes. This extends to your stamina, which recovers at the same rate. In combat, you'll experience a noticeable boost in the speed of your regeneration, as your body prioritizes keeping you alive.

Your body is also able to take significantly more punishment than a normal human's, and your bones are far more resistant to being broken or fractured.

Eidetic Fighting Memory: You're able to memorize anything you see very briefly, and recall them instantly. This allows you to quickly memorize an opponent's moves, and grasp new fighting techniques as quickly as you see them.

Appeal To Greed: You're able to inspire loyalty in followers with offers of power, special privileges and things they'd want. If someone has a price that they'd sell their servitude or time for, you'll know of it, and how to best phrase your offer to attempt to recruit them.

Warlord Devil: Grants a superior, stronger body. You're significantly faster, stronger, and more durable than most of the people in this world, being the equal of Warlord Akuma. You have a natural mind for strategy in waging war, and skill at taking hostages.

Flexible Morality: You're able to put aside your morals and ethics and focus on just what you want. If you make a decision or take an action, then you can choose what you feel about it.

Your conscience and inner voice is under your control, and you decide what is right and what is proper.

Domain Awareness: Receive notifications of things that are happening at properties you own. If a guard of yours was defeated at your castle, you'd instantly know about it. If someone sneezed in the break room, you'd also be informed. You can dial in the sensitivity of the alerts you receive and specify what you'd like to learn about and what you want to ignore. There's a mental log of all previous alerts you can peruse at your liking.

Karateka Philosophy: You have a zen-like acceptance of your own potential death and a willingness to die fighting. This allows you to acknowledge any fears you may have of injury and dying, but they'll have no effects on your performance. You can enter a state of intense and total focus at, all worries and concerns forgotten. No thoughts, doubts, nerves, feelings or any other sensations that would make you worse at what you're doing will creep in.

Seeking Perfection: Enables you to immediately realize flaws in your technique or training while going through the motions. You're also able to examine other people's techniques and training to learn of weaknesses and ways it can be improved.

Perfect Discipline: Grants iron discipline. When you set out to accomplish a task, you'll be able to drag yourself to do it. If that means doing hard training, you'll take care of it. If there are things you've been putting off, you'll have the will to take care of it. In any area where will power or discipline is needed, you have enough to motivate you to act and see it through to the end.

Startup Routine: Enables you to create reactions that your body will automatically go through in response to certain situations. For example, you could create a series of attack patterns your body will automatically execute at the start of a fight, and then adjust your strategy from there. To force your body to always go for a block if it sees a certain attack. This doesn't just work for fighting.

Reading And Watching: You're skilled at reading someone's intent and body language to predict their next move. Studying someone makes it faster to learn what they'll do next, especially if they repeat the same attacks. You'll be able to bait people into using certain moves in a fight, making them more predictable and easier to beat.

Ultimate Sucker Punch: On a target that isn't expecting you to attack them, you can charge up and launch an attack that does over 5 times more damage than it normally would. This is best used to ambush someone, start a fight, or nail someone who would never expect it.

A True Prince(cess): Once per jump, you can gain blood relations to a royal family, even an extinct one, to become the equivalent of a prince or princess. This will retroactively create documents that prove your heritage, and you can also pass DNA tests. You can optionally choose to have your looks change to match your new family relations.

Fighting For Love: Any action you perform in the name of love makes you stronger. You'll tap into hidden reserves of strength, that will give you a second wind, making you faster, smarter, and let you hit far harder.

Your growth rates will accelerate the more dire the situation is for you and those you care for. If a loved one needed you to become a person who can fight an army, this would give you the potential to do that.

Finding True Love: There's always a number of true loves for you in every world you visit, and you'll be able to find them if you start looking. You and any true loves you find are linked, and you can follow a red string of destiny to get to them, no matter where they are.

Estimate Condition: Enables you to understand the state of your opponent's health and know how much you've got. You can also catalog any and all injuries you or another person has with a brief assessment.

Animal Tamer: Grants animal training abilities that let you teach martial arts and fighting tactics to any animal willing to listen. As you train them, they'll gradually become smarter to better grasp the knowledge you're sharing with them, and their inner potential for violence will be unleashed. This grants the animal an intuitive understanding of the best ways they can use their body to harm others.

Cinematic Cutscenes: You're able to view cutscenes that show you stuff far away and make things more cinematic. You could run at a guy and then see him running at you, and then get a wide screen view as you both jump kick at each other. Or see the state of your friend and what your enemy is doing while you storm the castle. This will default to show you things that are relevant to you, or foreshadow a future event that's coming up soon.

Leveling System: Winning a battle will earn you development points. You can allocate points you earn to improve your body and techniques you know. You can upgrade your speed, the damage you deal, your durability, and many other traits.

Every opponent you defeat will earn you points, but ones who are challenging or strong give you more. This allows for rapid development in your skills and conditioning by winning against powerful foes.

Items:

Karate Gi: An endless supply of martial arts clothing. They customize themselves to the person who picks one up, and you can totally alter the design and appearance. While being worn, they enable someone to fight at their best and feel like wearing nothing.

Warlord Helmet: A strong samurai style helmet with great defensive value. It attracts mooks to you like moths to a flame. They're people who want to follow someone and will respect your strength and ability to teach and protect them, and in return, they'll do your bidding.

The vast majority of these people will be of average strength, but you'll also sometimes collect stronger fighters who function as mini-bosses.

Attack Birds: 10 birds that exist on Earth of your choice, each of which is skilled in combat. When wounded, they'll disappear in a burst of feathers and reappear near you shortly after. They're very well-trained and are as smart as humans.

The Castle: A replica of Warlord Akuma's castle. It's a nearly impregnable fortress, filled with rooms on the top of an enormous mountain. It restocks with supplies to maintain an army of any size, and can fit a vast number of minions within it.

Mook Army: A band of roughly 100 fighters who swore loyalty to you. You get to customize their looks and uniforms. They're all skilled in karate and are willing to fight, die, and conquer to fulfill your ambitions. Successful campaigns as a warlord will cause the number of fighters you have to swell. They'll also recruit from any locals who respect your strength and want to join, and will teach them karate as well.

Mariko's Flowers: This is an effect that applies to your equipment and things you own. People gain strength from your personal artifacts, based on the power of the feelings you have for them. This can also provide a healing effect in those you love. You can ensure people get them.

A Black Belt: A black belt. Wearing it and training with it will teach you the ways of karate and improve any of your skills at martial arts. Diligent practice and repeated sparring will remove the limits on your progress in learning martial skills, and speed up your development the longer you wear this belt.

Wishing it so will cause people within the setting to spontaneously learn karate, develop a healing factor, and everyone gets several potential true loves that they're destined to find. The

ability to communicate without speaking and entirely through body language is also something people learn.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Karateka tokens, same as you got.

Your True Love: This person is your true love and is perfectly matched to you. Their strength scales with yours. As one of you becomes stronger, the other does as well to compensate until they equal the other. They're able to teach you any abilities they know of or have access to, and you can do the same for them.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Be The Main Character: You are Princess Mariko's true love. Your goal is to rescue her from Warlord Akuma.

Longer Stay: You'll spend 10 more years here.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

A Suitor Scorned: Upon rescuing Mariko, you'll be forced into battle with a spurned suitor who also came to rescue her but arrived too late. This opponent equals Akuma in strength. If you choose not to rescue Mariko, you'll instead encounter this person after they failed to save Mariko and want to take their anger out on you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Karateka points as you spent. They don't like you and want to defeat you.

The Mariko Treatment: You begin the jump having been captured by Akuma and are in the same location as Princess Mariko. He plans to keep you both imprisoned forever as trophies. Your goal is to escape Akuma's fortress with Mariko.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?