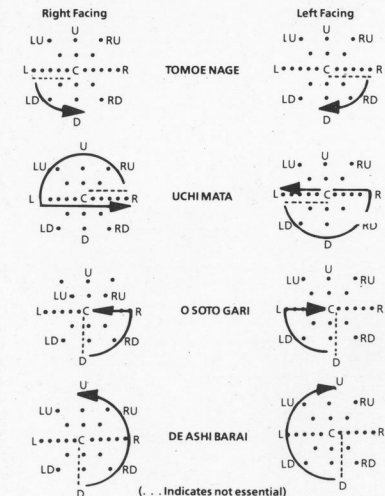


Do it all in one continuous movement. Naturally if you are facing right, backwards means left—like in this diagram.

(b) Right facing Tomoe-Nage.

Remember—an attacking move must be initiated whilst your ATTACK INDICATOR is on the screen. The Attack indicator is a red or white coloured box which appears next to the clock.



There are more moves within the machine, you may find them by accident or by hard work in the practice hall. Remember the referee will take a dim view of illegal moves. Now go take on the world.

GENERAL INFORMATION AND TERMS USED IN THE GAME

TORI—the attacking player regardless of red or white
UKE—the defending player
GRADES—In Judo people are graded from white belt, a novice, up to 10th Dan. In the game UCHI-MATA, you will start as a WHITE BELT and work your way upwards.

Brian Jacks is an elite 7th Dan. He is the youngest person in the world ever to achieve this status whilst still participating in international competitive Judo.

IPPON—this is the winning perfect throw worth 10 points.

WAZA-ARI—a near perfect throw worth 7 points.

Two WAZA-ARI throws equal one IPPON.

YUKO—a good throw worth 5 points.

KOKA—only a small advantage gained. Worth 3 points.

KEIKOKU CHUI SHIDO—Varying degrees of illegal moves leading to penalty points against the offender or even

HANSOKU MAKE—disqualification.

SOME MAJOR THROWS

TOMOE-NAGE—sacrificial stomach throw

O SOTO GARI—major outer reaping

DE ASHI BARAI—advancing ankle sweep

UCHI MATA—inner thigh throw

(There are more throws in the game for you to discover).

Joystick controls:—A Judo throw is a combination of moves and actions performed to construct an attack. You will need to learn these sequences to throw your opponent.

Grip:—Before you can attack an opponent you need to take a grip on his jacket (JUDOGI). To score big points you need good grip (better than his). As you approach your opponent, stab the fire button and if you're in range, you'll get first grip (best).

Attack:—To attack, press FIRE, and keep it pressed while moving the joystick through your chosen attack sequence. If successful your opponent will fly through the air and land flat on his back (you win). For a perfect attack the referee will award you 10 points (Ippon) and your opponent goes home.

You meet the next contestant. The referee will award less than 10 points if your opponent does not land flat on his back. (Maybe you needed better grip or more strength or maybe he twisted out of your attack).

Defence:—There are two main defences against being thrown and losing;

1. Defend against the attack very quickly (before your feet leave the ground) by pulling back or leaning forward (joystick right or left depending on the way you are fighting).

If you choose the correct defence for the attempted attack and do so quickly enough, you may block the throw.

2. If you are being thrown, try twisting the joystick. You may twist out of the attack and land on your feet so your opponent scores nothing. A successful defence requires speed and strength, therefore, it becomes more difficult as your stamina decreases.

SUMMARY

These instructions are merely a guide to the game. As you play the game, and if you practice hard, you will discover many useful techniques to outwit your opponent. There is much for you to learn and discover. GOOD LUCK!

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SPECTRUM

Joystick controls player one.

KEY

Q

A

O

P

SPACE

"S" always jumps to Demo Mode.

Option Keys

1 PL1 vs Comp.

2 PL2 vs Comp.

3 PL1 vs PL2

4 Practice

Keys control player two.

ACTION

↑

↓

←

→

FIRE

CBM64/128

Joystick port 1 controls player one (white)

Joystick port 2 controls player two (red)

Function keys: F1 PL1 vs CBM

F3 PL2 vs CBM

F5 PL1 vs PL2 Winner takes on computer.

F7 Practice Mode.

RUN/STOP jumps to Demo Mode.

When in 'Demo' mode: M toggles Music on/off

N toggles named moves on/off

K toggles Sound effects on/off game

AMSTRAD

Joystick port controls player one.

Cursor keys control player two.

Copy or space is fire.

Escape always jumps to Demo Mode.

Option Keys

F1 PL1 vs Comp.

F3 PL2 vs Comp.

F5 PL1 vs PL2

F7 Practice

MSX

Joystick control player 1.

Cursor keys control player 2.

Space is "Fire".

"S" always jumps to demo mode.

F1 PL1 vs Comp.

F2 PL2 vs Comp.

F3 PL1 vs PL2

F4 Practice