



Controls and moves

A cheat sheet for the ZX Spectrum Next version of International Karate+. Three fighters on the beach at once: you, a second player or the computer. Whoever finishes a round last is out.

Keys

	Player 1	Player 2
up	Q	7
down	A	6
left	O	9
right	P	8
FIRE	SPACE	0

Instead of the keys you can play with a Kempston joystick in socket 1 or 2. Who plays with what is set in the menu.

The directions are for a fighter facing **right**, as in every picture here. When he faces left, swap left and right: "forward" is always the way he is facing.

Menu

- **up/down** picks a line, **left/right** changes it
- **PLAYERS**: 1 or 2 players; the computer fights the rest
- **PLAYER 1 / PLAYER 2**: keys **Q A O P**, **7 6 9 8** or JOYSTICK 1 / 2 (one that is not plugged in shows NOT FOUND)
- **SPEED**: game speed 1–5
- **FIGHT**: player 1's FIRE starts the match

During the game

- **1–5** change the speed: 1 slowest, 5 fastest, 3 is the default
- **S** + **E** in rounds 1 and 2 makes fighters drop their trousers when they next pick an idle action
- 20 s untouched in the menu starts a demo match; a direction or FIRE on any controller during the demo brings the menu back

Reading the cards



The lit arrow is the direction; the yellow **FIRE** button means press the direction together with FIRE. The tags say **where** the attack lands and **how many** points show over the opponent: clean hit / hit in the back.

Extra keyboard shortcuts

Secret combinations work during a fight, not in the menu or while entering a name for the high-score table. Each activates once when pressed; release it before using it again.

Pause and visuals

Keys	Action
ENTER	Pause / resume. During the pause, five fighters perform a synchronised kata.
D + O + M	Cycle through eight sky and water colour themes.
R + I + P	Cycle through four water-reflection modes: normal, reversed, faster, and slower.
SYMBOL SHIFT + B (*)	Cycle through four sun-reflection colour variations.

Pause is available during a fight, including the combat part of the demo. It cannot be used during a bonus round or while results are being shown.

Sound

Keys	Action
SYMBOL SHIFT + M	Toggle music on / off.
SYMBOL SHIFT + S	Toggle sound effects on / off.

High scores

- H** opens the Hall of Fame from the main menu or after the game has loaded.
- ENTER**, **SPACE**, **H**, or joystick FIRE returns to the menu.
- If saving scores fails, press **S** to retry.

The **S** + **E** trousers combination is listed under “During the game” on the previous page.

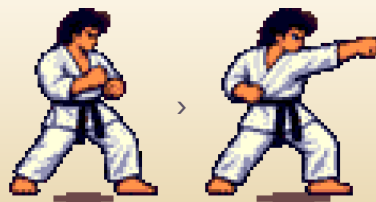
Without FIRE



Jump

A jump on the spot. Clears a foot sweep and a low kick.

1P Q 2P 7

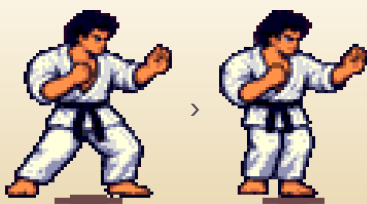


Straight punch

A punch straight ahead.

1P Q+P 2P 7+8

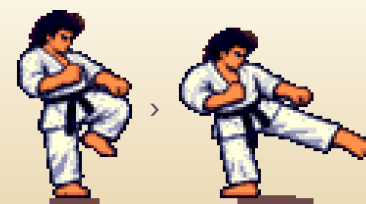
chest 400 / 200



Walk forward

A step towards the opponent.

1P P 2P 8



Low kick

A kick at the hips and knees.

1P A+P 2P 6+8

hips, knees 400 / 200



Foot sweep

From a crouch, sweeps the opponent's legs away.

1P A 2P 6

feet 200 / 100



Crouching punch

Ducks and punches from below; attacks at the head pass over him.

1P A+O 2P 6+9

head, chest 400 / 200



Walk back

Backs away. When an opponent attacks up close, blocks instead.

1P O 2P 9



Turn and punch

Turns and punches the opponent behind him; you stay turned. Blocks instead under a close attack.

1P Q+O 2P 7+9

chest 400 / 200

With FIRE

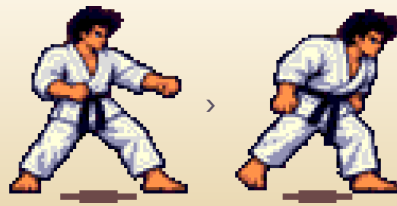


FIRE Flying kick

A jump with a kick, flying forward.

1P Q + SPACE 2P 7 + 0

head 800 / 400

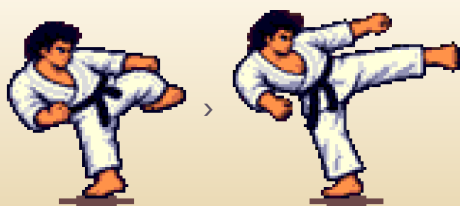


FIRE Head butt

A step in and a butt with the head. The most points, but only up close.

1P Q+P + SPACE 2P 7+8 + 0

head 1000 / 500



FIRE High kick

A side kick at head height.

1P P + SPACE 2P 8 + 0

head, chest 200 / 100



FIRE Rising kick

A swinging kick up at the head.

1P A+P + SPACE 2P 6+8 + 0

head 800 / 400



FIRE Turn and sweep

Turns and sweeps the opponent behind him. You stay turned.

1P A + SPACE 2P 6 + 0

feet 200 / 100



FIRE Spinning kick

Spins and kicks the head of the one behind him; you stay turned. Under a close attack: a crouching punch.

1P A+O + SPACE 2P 6+9 + 0

head 800 / 400



FIRE Back flip

A long leap backwards; nothing can hit you during the flip. Blocks instead under a close attack.

1P O + SPACE 2P 9 + 0



FIRE Jumping splits

A jump with the legs split: kicks forward and backward at once. Blocks instead under a close attack.

1P Q+O + SPACE 2P 7+9 + 0

head 1000 / 1000

Defence

A hit only counts if the blow reaches the body at the right height. You defend by not being where it lands at that moment.



Jump ↑

Foot sweeps and low kicks pass under your feet.



Crouch ✓

The rising kick, head butt, flying kick and splits pass over your head.



Back flip FIRE + ←

Nothing hits you for the whole flip, and you land far away.



Block

When an opponent attacks up close and you pull back, you raise an arm.

When an opponent attacks up close, the game swaps some of your moves: back and up-back (←, ↖, with or without FIRE) **block**, and **FIRE + ✓** gives a **crouching punch** instead of the spinning kick. So there is no back flip, splits or turn and punch under a close attack.

The block looks like a defence but stops nothing: the hit test ignores it, just as on the original C64. Against a close attack ✓ is better: you duck under an attack at the head and punch from below.

Turning round

Your fighter never turns to face an opponent by himself. For one behind you there are three attacks that leave you turned round: **turn and punch** ↖, **turn and sweep** FIRE + ↓ and the **spinning kick** FIRE + ✓. The splits **FIRE + ↖** kick forward and backward without turning.

Rounds and points

- A round lasts **30 seconds**, or until someone has **6 points**. The points are top left: white, red, blue; the time left is top right.
- A **clean hit** on an opponent facing you scores **2 points**, a hit in the back **1 point**.
- The value of the blow (100–1000) appears over the fighter who is hit, and stars until he recovers.
- A fighter who is lying, falling or getting up cannot be hit.
- At the end of a round: first **WINS**, second **STAYS IN**, last **IS OUT** and leaves. The winner gets the time left as a time bonus.
- When you are out (with two players, both of you), the match ends: **MATCH OVER**. The computer gets better round by round.

Tips

- **Distance decides.** A blow has to reach into the opponent's body; from where it only touches him it does not count. Stand too close and it goes past him, which does not count either.
- The rising kick, head butt, flying kick and splits aim only at the head, so they miss an opponent who is crouching. A foot sweep or a low kick misses one who is jumping.
- Opponent behind you? Turn and punch ↖ is the quickest answer, just not while he is attacking you up close.
- The back flip FIRE + ← is the safest escape, as long as nobody is attacking you up close.
- The head butt FIRE + ↗ and the splits FIRE + ↖ score the most.