



for the GBA, it would be better for the GBC. I'm sure you could even do a direct port to the GameBoy Color without hesitation, of course you'll just need to change the header files to the GBC headers.

=====  
----- 2. Game Basics -----  
=====

=====  
- 2.1 Controls -  
=====

-----D-Pad  
Move in the direction pressed.

-----A Button:  
Menus: Select  
In-game: Nothing

-----B Button:  
Menus: Cancel Selection  
In-Game: Nothing

-----L Button:  
Change game Speed

-----R Button  
Change game Speed

-----Start/Pause Button:  
Press the B Button to resume.  
Press the A Button to quit.

-----Select  
Nothing

=====  
- 2.2 Menus -  
=====

-----New Game  
This will allow you to start your game.

-----Password  
Enter a password for some special things to happen.

-----Options

- Music Volume  
Here you can change the music volume up or down.

- Sound Volume  
Here you can change the sound volume up or down.

- Invert Y Axis  
I suggest you keep it OFF or else it will play much differently and much worse, if you can believe that!

- View Credits  
View the credits of the people who made the game.

-----Start/Pause

Brings up a menu, you can choose to do a few things here.

- Quit

Press the A button to quit the game.

- Resume

Press the B button to continue playing.

```

=====
-                2.3 HUD                -
=====

```

Otherwise known as the on-screen display.

```

=====
-                Standard Display        -
=====

```

This is the area you usually play in.

2. #	2. #	2. #	3. LV	4. SPEED = -----
000000	000000	000000	##	5. TIME = ##
1.				

Not to Scale

1. Area of Play.
2. Displays the amount of points obtained.
3. Displays the current level you are on.
4. Displays the speed of the game. Press L or R to change the speed.
5. Displays the time taken during the game.

```

=====
----- 3. Walkthrough -----
=====

```

```

=====
-                3.1 Overview          -
=====

```

Your aim is to be the final winner and get to level 100 (well the end of level 99 anyway), I haven't been able to achieve it, but that's just what I assume, it's either that or the room and

variables will just restart, meaning you'll restart the game.

=====  
- 3.2 Strategies -  
=====

- Train, keep training, build up your skills as an International Karate person. Better skills means a better player.
- Watch what the enemies are doing, you'll eventually notice a pattern, I pattern is different but they're all basically the same throughout each of the levels.
- If the game is getting too hard, change the speed to BORING which will make it go very slow, during this speed type you can see exactly what each enemy is about to do.
- If the game is too easy, change the speed to TURBO, lets see how long you will last now!
- Keep using the same attacks (well there aren't many anyway), this will make the enemy move back and possibly fall to the ground.
- The game is very repetitive, so just pay attention to the patterns and you should be able to win quickly.

THE END

=====  
----- 4. Move List -----  
=====

Move	Buttons	Description
Walk backwards or block	Left (D-Pad)	Walk backwards or walk, anything else?
Reverse Face Punch and turn around.	Left & Up (D-Pad)	A back punch. You can also turn around while doing this move.
Jump Up	Up (D-pad)	Hmmm... I wonder...
Front Face Punch.	Up & Right (D-pad)	Front punch. And turn around.
Walks Forwards	Right (D-pad)	Walk to the right.
Shin Kick	Down & Right	A kick to the shins, ha ha!
Foot Sweep	Down (D-pad)	Yes, clean the ground up (not)
Crouching Stomach Punch	Left & Down (D-pad)	Crouch, then punch, repeat!
Back Flip	A + Left	Flip backwards?
Double Face Kick	A + Left & Up	Kick to the left and right
Flying Kick	Up & A	A kick that can fly!



	42		EDD		White 1		5900	
	43		GUY		White 1		5800	
	44		MRK		White 1		5700	
	45		ADE		White 1		5600	
	46		DLS		White 1		5500	
	47		AGS		White 1		5400	
	48		KEL		White 1		5300	
	49						5200	
	50						5100	

~~~~~

- Theory

I think each name on the score board is a member of the Ignition Entertainment staff, except the name's have been (almost) tripled.

And I think I might be right, so yeah, explode with joy or whatever.

=====  
 ----- 6. FAQ -----  
 =====

If you have any questions e-mail me (The link is at the bottom and follow The guidelines)

1. I don't understand your guide, what do I do!?

A: Sometimes I might have gone a little bit further, just try to go on with the game, if you still don't know what to do, e-mail me and I'll revise the section(s).

2. What's wrong with the graphics?

A: If you have knowledge of programming then you will probably understand this; if you check the credits they don't have any design team, the only programming language (that comes to mind) that doesn't need any of those fancy designers, just programmers is OpenGL, I've used this before and the graphics look similar (even though OpenGL can do much better).

It's sad really, they should've really got a small design team, at least that way it would look better.

3. Why are there 2 names missing in the Scoreboards?

A: I could never find out who they were, I went through that thing like a million times to get it all, but the last 2 went by too fast for me to see who they were. So call them blanks for now.

=====  
 ----- 7. Guide Disclaimer -----  
 =====

=====  
 - Sites That Are Allowed -  
 =====

Sites that are allowed to use my guide are:

- <http://www.gamefaqs.com>
- <http://www.ign.com>
- <https://www.neoseeker.com>

This FAQ may not be referenced or altered without permission from myself.

This FAQ is an exclusive to the above website(s) and may not be hosted elsewhere. Alteration of this Copyright is punishable under Title 17 Chapter 5 Section 506(d) of US Copyright Law for a fine of up to \$2,500.

=====  
-                   Reproduction                   -  
=====

I don't mind if this guide is posted somewhere. But please include the copyright, and read the warning in the previous section.

Copyright (c) 2003 Oscar C. - <http://pub82.ezboard.com/bbirdbrainsboard>

Or The HTML version (make sure you get rid of the asterisk's \*)

<\*a href="http://pub82.ezboard.com/bbirdbrainsboard"\*>  
Copyright (c) 2003 Oscar C. <\*/a\*>

=====  
-                   E-Mailing Me                   -  
=====

- No Spam/flaming/pathetic hacking attempts.
- Must not be answered in the Guide already (Make sure you look carefully)
- Make sure it's about this game. I have enough Spam as it is.
- Using proper grammar and spelling might enhance your chances of being answered.
- Comments/Criticism/Something that should/needs on the guide be changed are allowed.

Please include the games name in the Subject for a better chance of been replied to, otherwise it might be considered as spam.

My E-mail: [Devis0r@hotmail.com](mailto:Devis0r@hotmail.com)

=====  
-                   Credits                   -  
=====

- Ignition Entertainment for making the game.

This document is copyright Devis0r and hosted by VGM with permission.