

February 07, 2004:

I have completed the FAQ and have begun submitting it to different sites. The FAQ looks pretty good as it stands and I'm unsure if I will make any updates in the future.

February 05, 2004:

I have begun this FAQ on the Karate Kid. This is a pretty small game so I hope to finish it rather quickly.

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1. Introduction

Welcome. I've decided to do a FAQ on the Karate Kid because I saw the need for one and I've already completed a graphical walkthrough of this game in the past. As I said above, I'm not exactly sure what my plans are as far as updating goes, but I will most likely update whenever I have a substantial amount of new material to add. But as with all my FAQs, the latest version can always be found on my website at:

<http://smackdown.myrmid.com/smackdown/faqs/karatekid.txt>

If you have any comments or contributions feel free to email me at twitchyx@yahoo.com. I'll be happy to answer any questions I can and any contributions you make will be credited.

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Finally, if you want to read more of my FAQs or anything else I've written, please visit my NES website at:

NES SMACKDOWN GT
<http://smackdown.myrmid.com>

Thanks, and enjoy the FAQ!

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2. Overview and Gameplay

I would start off this FAQ with my review of the game. Just because I wrote a FAQ for it doesn't mean I like it.

This game is awful. If I was to make a list of the most annoying games ever made, this one would be at the top. As you play your way through four annoying levels that only get harder and more annoying, you may wonder, "why am I doing this?" For some reason I used to love this game as a little kid, so much that I even mail ordered it for \$17 six years later. The second time around I was very dissatisfied. Bottom line, this game is just not fun. I did beat the horrid fourth level, only to see the funniest ending ever. I won't give it away here, but it is so stupid I laughed 'till I wet myself!

Graphics:

Horrible, the only difference in characters is the color of the clothes they wear. The backgrounds are grainy and rocks are hard to distinguish.

Control:

Crap, crap, crap-o-rama. Words cannot describe the crappiness.

Gameplay:

What a waste of a cartridge. I could design a better game. Regenerating enemies and the bounce feature make this one sorry p.o.s.

Overall:

Incuse I didn't make this clear, THIS GAME SUCKS. That should answer all questions.

Ok now that we got that out of the way, here is a brief description of the gameplay of The Karate Kid.

The story follows the story line of the second Karate Kid movie. You begin at the karate tournament where Daniel-San beats the shit out of the Cobra Kais then move on to the Okinawa trip with Mr. Miyagi.

This is your basic beat-em-up platformer with pretty standard gameplay. The control scheme is:

B Button: Kick

A Button: Punch

Select Button: Select game mode

Start Button: Start or pause the game

There are two other special Techniques that can be learned in the bonus areas. The Drum Punch and the Crane Kick. These special techniques can be earned in the bonus stages. The higher your score, the more special techniques you earn.

Crane Kicks and Drum Punches can be used by pressing the A button and Drum Punches can be used pressing the B button, but only when you are not moving. If you are pushing the control pad at the same time, the A button will be a normal punch, and the B button will be a normal kick. In other words, the special techniques only work when you are standing still.

For tips on how to earn the drum punch and crane kick, refer to the Bonus Stages section of this FAQ.

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3. One on One

I can't imagine anyone actually playing this game mode, but I'll cover it briefly just for the sake of completeness. In this mode you can square off against a friend and compete in a psuedo karate tournament. There are very few moves. All you can do is kick and punch really, and your life drains incredibly fast.

There isn't much strategy I can give you for this mode that isn't completely obvious, but the player who controls Chozen definetly has an advantage, as his attacks deal more damage. The only other advice I can give you is to not even waste your time with One on One and go do something more fun... like mow your lawn.

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4. Walkthrough

Okay, what follows is a quick guide through this extremely short game. If you follow my advice you shouldn't have much trouble beating this travesty. However, if you do have difficulty getting through one of these levels, there is an easy trick you can use to make this game a breeze. Check out the CHEATS section at the bottom of this FAQ if you're interested.

A. The Karate Tournament

Welcome to the easiest level ever programmed for a video game. Level 1 starts where The Karate Kid movie ends. To get past the tournament you will have to beat four other karate kids. I'd like to give you a detailed strategy on all the oponents, but that really isn't necessary. All you have to do to win is stay in one place and kick. The computer will run right into your foot every time.

The only one of these four competitors you have to fight who is even slightly difficult is the last one. But even he is no match for the "stand in one place and kick" technique.

B. Okinawa

Now that Daniel-san has won the tournament, we're on our way to Okinawa. This level is also fairly easy, but alot harder than the first. There aren't too many jumps in this level, so its pretty straight forward. Walk and punch. Walk and punch. Sometimes when you kill an enemy you will see a C or a D. These replenish you energy so get as many of them as you can.

About half way through the level you will come accross Daniel's girlfriend hovering in the sky. For some reason she is a powerup, so jump at her to refill your energy.

When you get to the end of the level, you have to fight one of Chozen's croanies. Just use the same strategy as you used in level 1. Stand there and kick him over and over again. He'll be dead before you know it.

C. Typhoon

This level is very frusterating. The typhoon has just struck Okinawa, and Daniel-san is trying to get through all the wreckage to rescue his girlfriend. There are several jumps you will have to make in this level, which are very difficult. Whenever a jump is coming up, make sure there are no enemies around, because if they hit you, you'll bounce into the water and die. Jumping is probably the hardest part of this level.

Once again, a little before the halfway mark of the level is another powerup. Depending upon whether or not you got stuck between two enemies, you may really need it.

When you come to the end you'll have to rescue your girlfriend from Chozen's gang. You have the choice of either climbing up the steps and rescuing her immediately or fighting the boss of the level to save her. I always just climb the steps really fast before the boss even appears. It makes things a lot easier. I suggest you do the same.

D. Final Battle

This is by far the hardest level in the game. The enemies in this level run at you with spears and are extremely hard to kill. I've found that the best strategy is to immediately kick them as soon as they appear. Most of the time your foot will go straight through the spear and hit them. Most enemies in this level also require two hits to kill, which further adds to the difficulty of this insane level.

When you reach the end your enemy will appear. It's all come down to this. The final battle. Daniel-san vs Chozen. Mano-e-Mano. Don't worry though. If you've made it this far then the hard part is over. Chozen really isn't much harder than any of the other bosses. Just don't let anything happen to the girl, or you'll have to start over.

Now rejoice as you have beaten one of the worst games ever made for the NES. You can now go on with your life, never wondering how the ending to The Karate Kid video game was :D

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5. Bonus Stages

If you do well in the bonus areas you'll earn more special techniques to use in the game. These stages can be confusing sometimes because the game doesn't give you any indication of what the hell you're supposed to do. Here are some tips.

A. Break the Ice

This bonus stage is the easiest. Daniel-san will begin doing his gay breathing thing and the life meter will start rising. Wait until the life meter is at its highest then hit either A or B to break the ice. The more blocks you break, the more special techniques you earn. You should be able to break at least four without a problem.

B. Catch the Flies

Press A or B to catch the flies. This bonus stage is also pretty easy and in my opinion, the most fun. The flies don't move too fast, so you should be able to catch them all if you're quick about it. More flies equals more special techniques.

C. Dodge the Swingin Hammer

This is definitely the most challenging bonus stage. It might take you

some practice to get down the rhythm of the hammer, and depending upon how much you rely on the special techniques, it might not be worth it. As the hammer swings down press either A or B to dodge it. Just make sure to time your movements correctly.

The number of special techniques you earn is based upon the results of each bonus stage. The scoring is as follows:

- 0 Blocks/Flies/Dodges: None
- 1 Block/Fly/Dodge : None
- 2 Blocks/Flies/Dodges: None
- 3 Blocks/Flies/Dodges: 1 drum punch, 1 crane kick
- 4 Blocks/Flies/Dodges: 2 drum punches, 1 crane kick
- 5 Blocks/Flies/Dodges: 3 drum punches, 2 crane kicks
- 6 Blocks/Flies/Dodges: 4 drum punches, 3 crane kicks

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6. Cheats

Here are some cheats and codes I've found and discovered for The Karate Kid.

No More Enemies:

Jump in front of two enemies and keep them behind you, but in sight, the whole level. No other enemies will attack and the two behind you will give chase the entire level. This strategy is particularly beneficial in level four where the enemies are especially hard to kill.

Game Genie Codes:

The Karate Kid isn't a very hard game, but for the sake of completeness I've decided to include some Game Genie codes in this FAQ.

Infinite Lives.....SZOEKAVG
Infinite Crane Kicks.....SSEXLYVG
Infinite Drum Punches on Pick-up.....SZNXAYVG

Start with 1 Life.....PENEZTLA
Start with 6 Lives.....TENEZTLA
Start with 9 Lives.....PENEZTLE

8 Crane Kicks in 1-player game.....AAKVUGGE
8 Crane Kicks in 2-player game.....AAKVKGGE

Start on stage 2, 1-player game.....ZAKVVGPA
Start on stage 2, 2-player game.....ZAKVNGPA
Start on stage 3, 1-player game.....LAKVVGPA
Start on stage 3, 2-player game.....LAKVNGPA
Start on stage 4, 1-player game.....GAKVVGPA
Start on stage 4, 2-player game.....GAKVNGPA

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7. Credits

Here is a list of people/companies I would like to thank:

God - For letting me be born so I could write this faq.

LJN - For making The Karate Kid and for writing the manual, which
actually helped me understand this game better.

www.gamegenie.com - For the Game Genie Codes.

Gamefaqs - For hosting my previous FAQs.

www.ign.com - For hosting my previous FAQs.
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8. Disclaimer

This FAQ is copyright twitch 2004. The Karate Kid is
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