SEGA

GENESIS™

ELECTRO BRAIN



BEST OF THE BEST CHAMPIONSHIP Karate™

INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

OFFICIAL SEGA SEAL OF QUALITY



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

Thank you for purchasing Electro Brain Corporation's original round em' and pound em' sock em' and rock em' international Karate extravaganza "Best of the Best Championship Karate" cartridge for your Sega Genesis. Before you step into the ring and assume your fighting position, we recommend you read the following instructions carefully. We fear that if you don't follow our advice you'll be beaten to a pulp and knocked senseless which would not be very pleasant.

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HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

WARNING TO OWNERS OF PROJECTION TVs: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.

I. INTRODUCTION

"Concentration of Spirit" . . .

"One must climb the mountain in order to determine the height of Heaven . . . One must search himself that he might find the way to reach it . . ."
Grand Master Kang Suh Chong
10th Dan

Welcome to the international sport of Karate. Called the fighting sport, Karate involves an incredibly skillful mastery of lethal movements and strikes directed from both the foot and the fist. Keep in mind that Karate is a quite recently developed, and still to be perfected, fighting sport. Its primary characteristic is the high efficiency of the landed punches, kicks and other blows. It is important to always remember the knock out is, more times than not, the final and possibly fatal, decisive issue of the fight. At an extremely young age your interests were drawn to the mystical, and almost magically mysterious, martial arts of the far away Orient. You began to train at the age of six. You ate, slept and drank the sport. Each and every day you honed your skills and worked to perfect every move. Your goal was to become the Best of the Best in the sport and to one day be able to call yourself a master. That was twenty years ago and your training is taking you to world competition and recognition.

You are the newest addition to the fighting world circuit. Your training has taken literally

I. INTRODUCTION

years and you have been instructed by the very best senseis the international sport of Karate has ever had to offer. Your training is, however, far from complete. You are still just the learner and there is still many a master. You still desire to become the Best of the Best. You want it so very badly you can almost taste it. Currently, you are ranked as the 16th best fighter in the world and you are far from achieving your goal. Everything you have learned over the course of the last twenty years is on the line—jump into the ring, take charge and keep training in between matches.

As your skills sharpen you will be asked to participate in the ultimate confrontation . . . "The Kumate." This is a full contact, no holds barred match requiring much thought and extensive training . . . think carefully before entering! Much can be gained in a Kumate victory and much can be lost! You will know inside yourself when it is best to enter and to drop out. Gain your victories in stages for the spirit must lead the body.

This game represents the essence of the art. You will meet many tough fighters just as obsessed with being the best as you are and they can't wait to see what you've got to offer in the ring!

Never forget the essence of the martial spirit, "Dedication, obedience, honor, faith and perseverance in battle." Welcome to the opportunity to be the Best of the Best. Press the Start-button to begin!

II. STARTING GAME / MENU SCREEN

Insert your "Best of the Best Championship Karate" cartridge into your Sega Genesis. Make sure the power is on.

As the title screen appears you will see yourself practicing for the up and coming matches. If you are ready to slide into the ring and face the first challenge, press the Start-button at this time.



The screen before you now is the menu screen which will enable you to become oriented with the many "options" of the game. To move from "option" to "option" on the menu screen simply move the Control Pad in the direction of the "option" you wish to enter and then press the Start, A, B or C- buttons. You will now enter the selected "option." (All of these "options" will be outlined below.) The "options" you are able to enter are:

II. STARTING GAME / MENU SCREEN



- GRADING
- PAD-VS-SEGA
  (the one or two player "option")
- SELECT HITS (both you and your opponent)
- PHYSICAL TYPE
- OPTIONS
- ALTER LOOK
- PREVIEW
- MATCH
- NEXT BOXER
- TRAINING

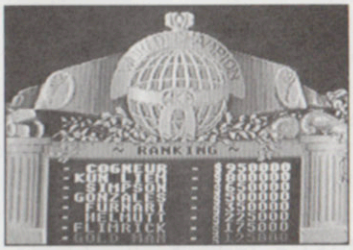
"OPTION" #1 — GRADING:

The purpose of the "Grading Option" is to display the high scores of the various players, expressed in dollars, and the prizes they won. There are two ways of rating fighters: One in dollars, reflecting the strength level of a fighter, his resistance to attack and his reflexes. The second way of rating fighters is according to the trophies

II. STARTING GAME / MENU SCREEN

owned by the individual fighter. (If you have one or several trophies you automatically appear in the trophy classification.)

The first of the two "Grading" screens shows the current ranking of the top eight fighters in the world circuit. The dollar amount to the right of each name reflects the attributes of each fighter. All fighters, including yourself, are measured in competition by the amount of cool cash they are worth. The more matches you win, the more money you'll be worth! Press the Start, A, B or C-button at this time to view the sixteen trophies available to a successful challenger and, who possesses what.



The screen before you now displays the lower eight prizes and who currently possesses them . . .

II. STARTING GAME / MENU SCREEN



Press the Start, A, B or C- buttons to view the top eight contender trophies and more importantly, who's got em'! (Press any button to return to the menu screen.)



II. STARTING GAME / MENU SCREEN

"OPTION" #2 — PAD-VS-SEGA:

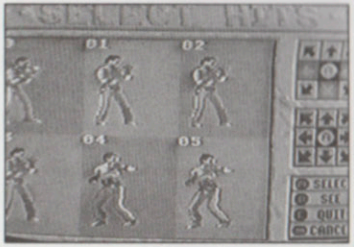
This "option" allows you to determine the configuration of the commands available to you during the game. With the Control Pad move the "option" to the "Pad-vs-SEGA" block and press the Start- button to cycle through the choices. Several commands exist:

- "Pad-vs-SEGA": Selecting this command will mean that you select the left fighter on the screen as yourself and you play against the Sega Genesis.
- "SEGA-vs-Pad": This is the same as above apart from the fact that you select the right player as yourself.
- "Pad-vs-Pad": Selects the two player mode. In a two player game, player one is always the fighter on the left. Player two is always the player on the right.

"OPTION" #3 — SELECT HITS
(both you and your opponent):

There are 55 different hits and you are able to select 13 of these. This unique limitation to 13 blows allows an immediate access to the technique you wish, which means more rapidity in striking and higher precision in your performances.

II. STARTING GAME / MENU SCREEN



The icons on the screen reflect the following:
To select the hits press:

- The A- button: To validate the hit selected and its position.
- The B- button: To select the hit position on the pad.
- The C- button: To visualize the hit selected.
- The Start- button: To return to the main menu.
- The Control Pad: Up, down, left or right to select your hits and press the pad left or right, in combination with the A- button, to cycle through the possible "pages" of selections.

II. STARTING GAME / MENU SCREEN



Move the Control Pad to the movement you wish to preview and watch to see if it is a movement you desire to add to your 13 shots. Move to the A- button, press it, and look for the illuminated arrow on the grid squares to the right of the screen. Move the arrows around the grid squares to program the control of each move. When you have made your selection press the A- button to enter it. Remember in the match what your designed control was and press the programmed direction on the Control Pad plus the A- button. Now you can perform just about any move, that is if you programmed it in your "arsenal!"

"OPTION" #4 — PHYSICAL TYPE:

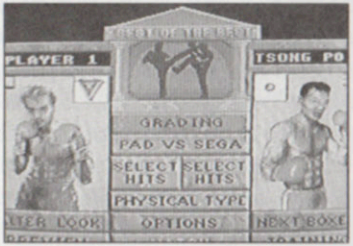
To enter this "option" it is necessary to not only depress the A, B, or C- button, but to hold it down as well.

II. STARTING GAME / MENU SCREEN

This "option" will let you view the characteristics of the player you intend to select as an opponent or to represent yourself . . .

. . . his statistics (reflexes, strength and resistance.) The prizes and money he has won are also able to be seen.

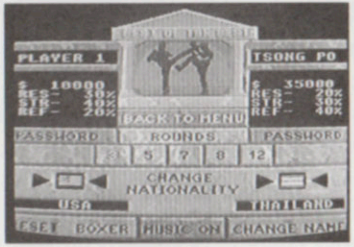
(In the upper corners of the screen you will be able to see the nationality of the fighter and the trophy currently in his possession.)



"OPTION" #5 — OPTIONS:

This "Options" mode displays an entirely new menu screen which allows you to customize the game even further! In this mode you can:

II. STARTING GAME / MENU SCREEN



- **Change the fighter's name** (yours or your opponent's — only in the two player mode): To do this move the Control Pad to the "Change Name Option" and press the B-button. Select whether you are changing the name of the fighter on the left or the right and then press the B- button again on the pad. When this is completed move the Control Pad up or down to change the letter or number and left or right to change the letter or number's position. When this is completed press the B-button and wham, your name is changed!

- **Reset Boxer:** This will enable you to return the fighter's name to what it was before you changed it. Move the Control Pad to "Reset Boxer option," press the B- button, select which fighter's name you are returning to normal and press the B- button. Look, your name is back to normal.

II. STARTING GAME / MENU SCREEN

- **Change Nationality:** Do you want to change where you came from? If so, move the Control Pad to the "Change Nationality" block and press the B-button. Select which fighter you wish to change, press the B- button, wait to see the white arrows illuminated alongside the flag and press the Control Pad either left or right to change the flag. When you have made you selection press the B- button and you're a whole new dude!

Note: All of these changes described above are always applied to player numero uno (and player two if and only if, you are jumping into a two player simultaneous game).

- **Rounds:** You can change the amount of rounds for each match you fight. Press the B- button after moving the Control Pad to "Rounds." Move the Control Pad left or right to select either 3, 5, 7, 8 or 12 rounds. When you are satisfied with your selection press the B- button to escape.

- **Back to Menu:** Press the B- button after moving the Control Pad to this block and you'll be returned to the main menu.

II. STARTING GAME / MENU SCREEN

- **Password:** If you have built up an incredible fighter and you wish to either save him or recall him when you stop or resume playing follow these instructions. If you wish to save your game's character, find your way to this second menu screen, move the Control Pad to the "Password" block corresponding to the side of the screen that represents you. Copy down the exact code listed above and save it, by writing it down, for future reference. If you are resuming play and you wish to enter your password press the B- button after you have moved with the Control Pad, to the "Password" block on the side of the screen that represents you. Press the Control Pad either up or down to change the letter or number and right or left to scroll from one letter or number to the next. To enter your password press the B- button. If you have entered the password correctly the screen will progress to the newly entered characteristics of the fighter. If you have failed to enter the correct password, the screen will read "Error!" At this time press the Control Pad to the "Back to Menu" block to escape. The "Password option" does not record the name of your fighter and any "Select Hits" that you have preprogrammed your fighter to use. Be sure to copy down your favorite hits and

II. STARTING GAME / MENU SCREEN

reprogram them in each and every time you resume game play. The "Password option" will record your progress in the "Kumate" as well.

- **Music:** As can be imagined, this "option" allows you to turn the music on or off. Move the Control Pad to this block and go to town with the B- button. This shouldn't be too hard for you!

"OPTION" #6 — ALTER LOOK:

This special "option" will allow the player or players, in the case of a two person simultaneous game, to alter the look of your prize fighter. Move the Control Pad to the "Alter Look" block and press the B- button to cycle through the choices. When you are satisfied with your selection, move out of the "Alter Look" block by moving the Control Pad in any direction. (Your facelift looks swell!)

"OPTION" #7 — PREVIEW:

This "option" will enable you to preview the fighting styles of both you and your opponent. Watch the screen carefully because if you know your opponent's moves you should be able to decide what moves in the "Select Hits" mode

II. STARTING GAME / MENU SCREEN

will be most effective in the ring! (Press any button to escape.)

"OPTION" #8 — MATCH:

This is it! The moment we have all been waiting for! Press the B- button to begin the fight. (More on this will be discussed in Section IV of this booklet.)

"OPTION" #9 — NEXT BOXER:

This "option" allows you to cycle through all of the opponents you'll face in the ring. Here's a tip: If you have already fought someone and won, don't fight em' again, advance to the next contender. Here's how: Press the Control Pad to the "Next Boxer" block and press the B- button to cycle through the choices. Let it be known that you cannot fight every fighter immediately. If your ranking is too low you will not be able to fight the top notch fighters of the world circuit until your ranking is improved. How do you do this? Keep training and fighting. Patience is a virtue!

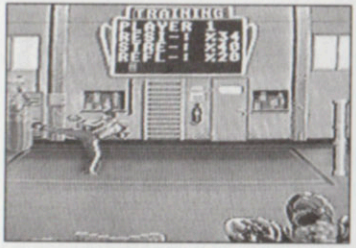
II. STARTING GAME / MENU SCREEN

"OPTION" #10 – TRAINING:

This is the best way for you to build up your strength, resistance and reflexes. There are three types of "Training" you can participate in:

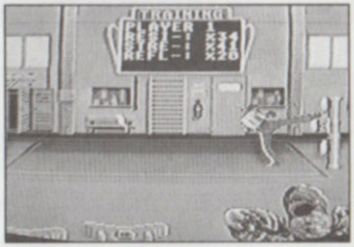


Sparring



"The Bag"

II. STARTING GAME / MENU SCREEN



Kick Pads

Each fighter has a "physical shape" capital. At the beginning of the game all of the fighters reserved for you have the identical capital. This capital is made up of three rubrics that define a fighter's characteristics. The more value a rubric has the better your fighter is. These rubrics are:

- Strength: The stronger a fighter is, the more efficient his blows are.
- Resistance: The more resistant a fighter is, the tougher it is to knock him out.
- Reflex: The more reflexes a fighter has, the better his parries are.

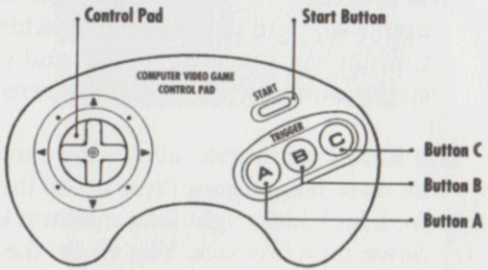
As shown above, there are three "Training" modes:

II. STARTING GAME / MENU SCREEN

- **The Sparring mode:** allows the player to hone his skills and build up his resistance to attack.
- **"The Bag" mode:** allows the player to build up his strength by using the punching bag. Constantly press the C-button and you'll start to wail on it. See what happens!
- **The Kick Pad mode:** allows the player to increase his reflexes. Press up on the pad for a high kick; right for a medium kick; down for a low kick. You've got the greed for speed!

III. HOW TO PLAY

Now that we have covered all of the "options" of "Best of the Best Championship Karate," let's jump into the basic controller functions:



The Control Pad: This bad boy will move the fighter around the screen (press it either left or right to advance or retreat, up or down and diagonally to strike). The Control Pad will also take you from "option" to "option" on the menu screen and "Select Hits" modes.

The Start- button: Pauses and unpauses the game play. The Start- button can be used to cycle through all selections in any given "option," allows the player to escape from any "option," fight or training sequence.

The A- button: This is the fire button. Use this button in coordination with the Control Pad to execute your moves.

III. HOW TO PLAY

The B- button: Use this button in the "Select Hits" mode to program your hits and strikes.

Here's an extra tip: Press the B- button in combination with up on the Control Pad and you will strike a "Smart Hit." You have 3 "Smart Hits" to use each round. Use them sparingly. If you use them up early in a round and you find yourself in trouble later on you'll be hurting . . . badly. (You can never say we didn't tell you anything.)

The C- button: Use this button to operate the VCR mode as well as the "Kick Pad" mode in the "Training" mode.

IV. THE MATCH

The time has come for you to enter the ring! The name of the game is pound or be pounded!

To start the fight move the Control Pad to "Match" and depress any button. After a few seconds the fight begins. Press the B- button and you are ready to rock. As was mentioned in Section II of this booklet, if there is too much of a difference between the two fighter's levels the fight will be refused! Before the fight, a Pom Pom girl shows you the round number. As can be guessed she shows up in between rounds as well. (To erase her from the screen press the B- button.)



Before you now lies the ring. The information board is situated above the ring and consists of a chronometer and two rows of footlights. The chronometer indicates how long you have to fight before the end of the round. Each round lasts one minute. Each footlight strand is located above the corner of each fighter. The row with the brighter lights indicates which fighter is

IV. THE MATCH

leading the match. (This is a good clue as to why the brightness of the light strands will vary, according to the landed blows, during the fight.) There are four projectors on each footlight strand and each projector has three different intensities of lighting:



Yellow: Maximum lighting which reflects maximum physical shape.

Orange: Medium lighting which reflects medium physical shape.

Black: Null lighting which reflects null physical shape.

(When the four projectors above a fighter's corner are black, it means that the fighter is knocked out and loses the fight.)

IV. THE MATCH

If you focus your attention to the top of the screen you will see three yellow circles next to your name and your opponent's as well. The filled circles represent "Smart Hits" that have not been used and empty circles represent "Smart Hits" that have. (The stronger opponents have devastating "Smart Hits!")

The VCR mode allows you to review your performance after each and every round. This mode will show you not only the strengths and weaknesses of your technique but it will show you where changes should be made to your style as well. To start the VCR press the C- button at any time during the match. (You will know that you have activated the VCR mode when, on the bottom right end side of the screen, you see the VCR icon.)



IV. THE MATCH

At the end of the round, the VCR stops itself and awaits your instructions. (Move the Control Pad either left or right to operate the features of the VCR mode.
The different commands are represented by the following icons on the screen):

COMMAND	ICON
Fast forward	>>
Rewind	<<
Play	>
Slow speed play	|>

Note: To return to a command in the VCR mode you previously exited press the Control Pad in the opposite direction. To resume normal game play press the Start- button.

STRIKING A BLOW:

To strike a blow, just move the Control Pad in one of the 13 available positions (in coordination with the A- button for some moves.) The blow corresponding to the chosen position is automatically stricken. (To see the different available positions refer to the "Select Hits" mode description in Section II of this booklet.)

IV. THE MATCH

HITTING YOUR OPPONENT:

To make sure that your blow hits your opponent, your attacking zone (fists, feet, etc.) must touch a non-protected and sensitive part of your opponent (head, torso, thigh). If you are too close to your opponent, or too far from him, your strike will miss its target.

A circular kick will hit your opponent if he stands in the blow trajectory. For example: if you are behind your opponent (closer to the ropes than he is) and you strike a circular kick (aiming at the back ring) your circular kick will certainly not touch your opponent. On the other hand, if your circular kick is aimed in your opponent's direction (in the front of the ring), the chances are your kick will hit him. For your blow to hit your opponent you must stand in the correct position when you begin your attack.

PARRY AND DODGE:

To parry a blow you must move the Control Pad in the down position without pressing the A-button. Depending on your fighter's reflex percentage he will then choose a more or less efficient parrying position. If there is no attack he automatically chooses the parry position.

BLOW:

When you strike a blow, some parameters will define its quality:

- The strength of the attacker.
- The resistance of the opponent.

IV. THE MATCH

- The power of the blow.
- The part of the body hit by the blow.

All scoring is kept according to these parameters. The variations in the projector's lighting reflects a fighter's vitality. When all of the projectors of a fighter are turned off or black, that fighter loses the fight. (It is also possible that, after a blow to the head, a fighter could fall to the ground and lose some vitality.) After a blow to the body such as this the victim will become noticeably dizzy when he returns to his feet. At this time his strength will INCREASE and his reflexes will DECREASE! Watch for this!

RECOVERY:

This happens automatically at the end of each round. Recovery time is 30 seconds and allows the fighters to regain lost strength / vitality. Recovery is also possible during a fight when there is no attack or when the opponent falls to the ground (eats the canvas).

CLINCH:

When two fighters fight too close to one another sometimes they clinch. The referee must then separate them.

HALF TURN:

It may happen that after receiving a blow you find yourself turned around with your back to your opponent. It is essential that you make a

IV. THE MATCH

half turn in order to go on fighting and not go down with the ship. You have two ways of executing this half turn:

- Totally release all Control Pad buttons which will automatically take a neutral position and turn the fighter to face the opponent.

- Secondly, move the Control Pad in the down position without pressing the A-button. The half turn will be automatically executed!

UMPIRING:

The referee's job is to oversee the match and the behavior of the two fighters. He stops the fight when one of the fighters strikes the same blow three times in succession. (Varying your blows is one of the essential parts of a quality fight.) When a fighter falls to the ground the referee stops the fight to allow him to get up. If a fighter is knocked out, the referee counts to eight to give him time to regain consciousness. If the fighter is unable to fight again within the required time, the referee counts up to ten and proclaims the other fighter as the winner.

END OF THE FIGHT:

At the end of the last round the fighter with the more lit projectors wins the fight. If the loser has one of several trophies the winner gets the smaller of the trophies. If the fight was not easy to win, the strength, resistance and reflexes of the

IV. THE MATCH

winner will be increased. In this fashion the fighter is progressing in the ranking and another title is added to his prize list. The Pom Pom girl shows the trophy to the winner. The loser's parameters will automatically decrease. The beautiful Pom Pom girl will show the victor his prize at this time.

V. THE KUMATE

Once you have won (?) matches in the tournament an invitation to the Kumate appears on the screen. You then have the chance to fight against (?) opponents.

The Kumate offers a special menu screen all of its own.



Within the menu screen you are given the following "options" to enter. They are:

- QUIT
- PAD-VS-SEGA
- ALTER LOOK
- MATCH
- SELECT HITS
- TRAINING

All of the "options" work as described in Section II of this booklet.

V. THE KUMATE

The Kumate consists of one round. There are several opponents but you cannot choose them as you could before in a normal match. All of the opponents arrive in a specific order. You take on the first one and then comes the second and so on and so forth!

Ah, the Kumate! This is a no holds barred battle and there is no referee! Let's rumble!



VI. FIGHTING TIPS

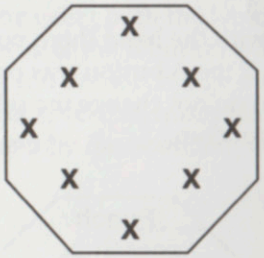
- All blows don't have the same impact.
- Watch out for your distance when you attack.
- Vary your blows as much as you can.
- If you hit a non-reacting opponent your fighter will shrug his shoulders wondering what is going on with his opponent. Shrugging the shoulders indicates a non-motivated fighter which decreases the power of both your strike and reflex percentages during the round.
- Don't let yourself get caught in a ring corner. It will keep you from using your techniques.
- If two fighters are equal in points at the end of a fight, the winner will be the one who tried the most varied blows. Don't forget it!

VII. THE ACTIVATOR

Best of the Best Championship Karate is now Activated! Plug Sega's new Activator peripheral into your Genesis. Now you are ready to take on challengers in a whole new way . . . with your body!

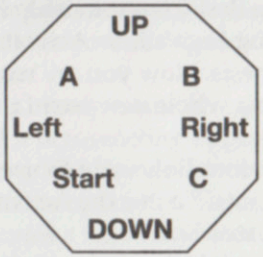
The Activator allows you to use your body to defeat opponents. To use the Activator, follow the instructions listed below.

The Activator is divided up into two levels of eight sections. The lower level of eight sections are accessed with your feet while the higher level of sections are accessed with your hands. The shape of the Activator is as follows:



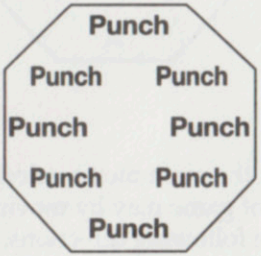
While in the main menu, select your options and modes of game play by moving your hands or feet in the following directions. When the name of a button appears on the Activator models below, moving your hands or feet in that direction is the same as pressing the button.

VII. THE ACTIVATOR



During a fight there are three types of attacks you will be able to use with the Activator. You will be able to attack with the hand, the feet or both at the same time. The controls for these attacks are as follows:

To attack with the hand (high position) is the same thing as if the A button was pressed on the joystick. If you do not change the selection of the hits, you get punches.

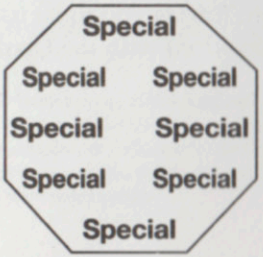


VII. THE ACTIVATOR

To attack with the feet (low position) is the same as if no button was pressed on the joystick. If you do not change the selection of the hits, you will be able to attack with kicks.



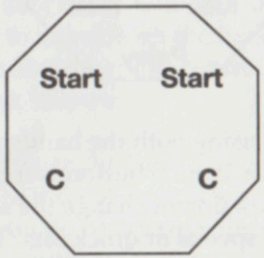
To attack by using both the hands and the feet is the same as if the B button was pressed on the joystick. If you do not change the selection of the hits, you get special or quick hits. The type of hit is determined by the hand, not by the foot.



VII. THE ACTIVATOR

If you put your two hands towards the Up position on the left and right sides of the Activator you will be able to pause the game. This is the same as pressing Start.

If you put your two hands towards the Down position on the left and right sides of the Activator you will activate the VCR mode. This is the same as pressing the C button during a fight.



In the training mode of Best of the Best Championship Karate you must use your hands (in the high position) with the Up direction of the Activator.

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