Black Belt

You're a BLACK BELT master — one of the best — and you'll have plenty of chances to prove it.



SEGA®

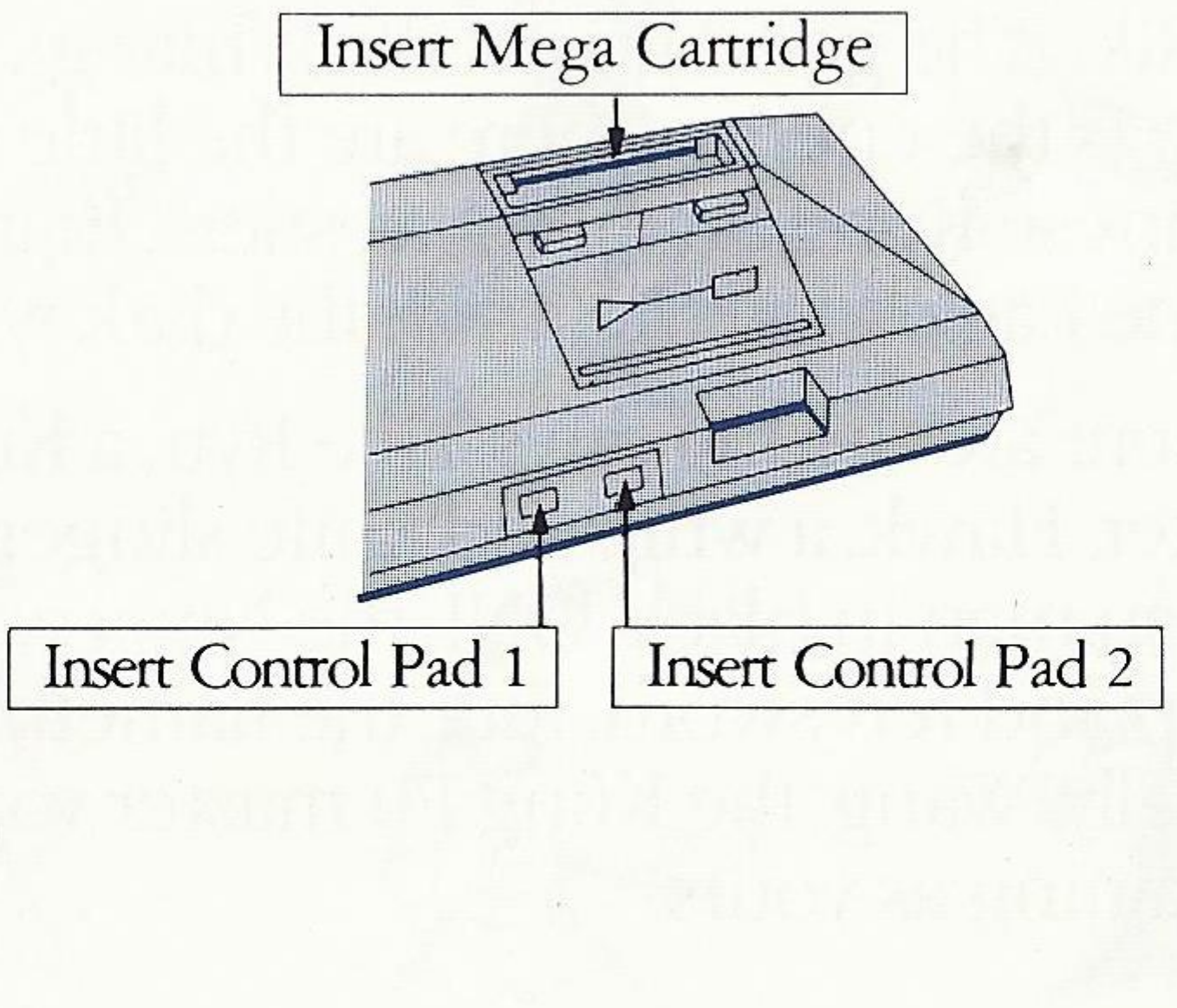
Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the BLACK BELT Cartridge as described in your SEGA SYSTEM™ manual.
3. Turn the power switch ON.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.

For 1 player : Push the START BUTTON on player 1's controller.

For 2 players : Push the START BUTTON on Player 2's controller.



What's Happening

KYOKO, your beautiful Japanese girlfriend, has gotten herself into a beautiful Japanese mess. In order to rescue her, you must first get through a tireless army of enemies.

They're mean. They're like machines. And some of them are armed. With whips, knives, swords, even flamethrowers. Plus, your arch rival, Wang, is as skilled a Master as you are.

Fight smart. And fight hard. Your only weapon is your well-trained, fine-tuned, martial arts body.

Who's Who

You're Riki. The good guy in the white gi. Everyone else is the enemy. There are the little guys. Like Chinese Kung Fu men, wrestlers, Jujitsu men in red, the Eagles, the Ninja and the dark women.

Then there are the big guys. Like Ryu, a Kung Fu master. Hawk, a whip and knife slinger. Gonta, the Jujitsu man in black. ONI, the Ninja with a red whip and red sword. Rita, the flamethrower. And, finally, Wang, the Kung Fu master with the same training as yours.

They all have their own special strengths. And their personal weaknesses. Try to avoid the strengths. And attack the weaknesses. To give yourself a fighting chance to come out on top.

RIKI



RIKI'S ENEMIES

RYU





HAWK

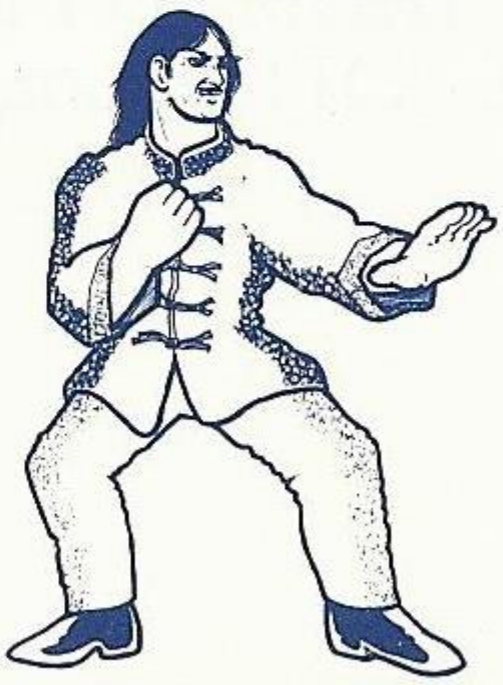


GONTA



ONI

WANG

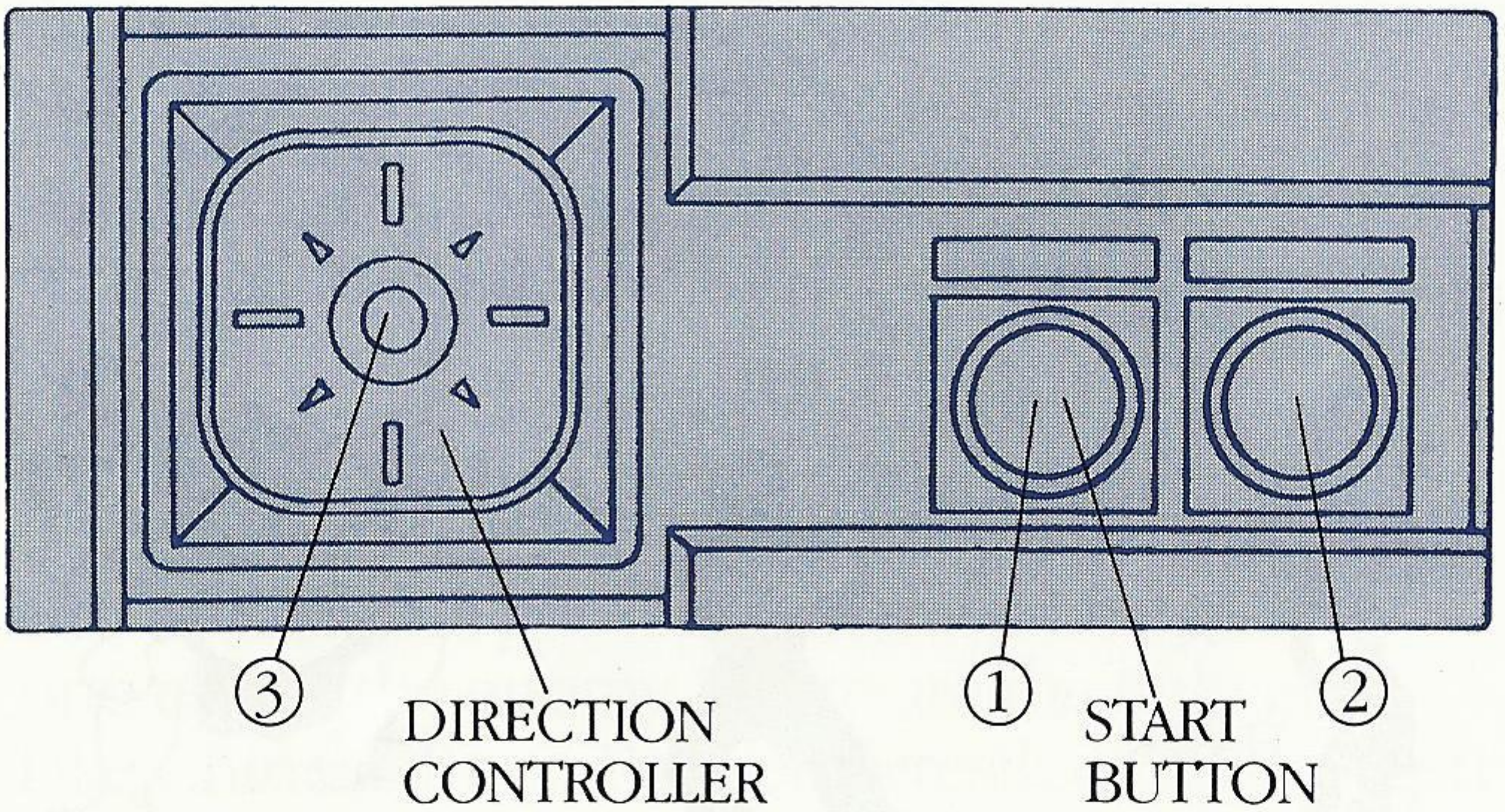




RITA

Taking Control

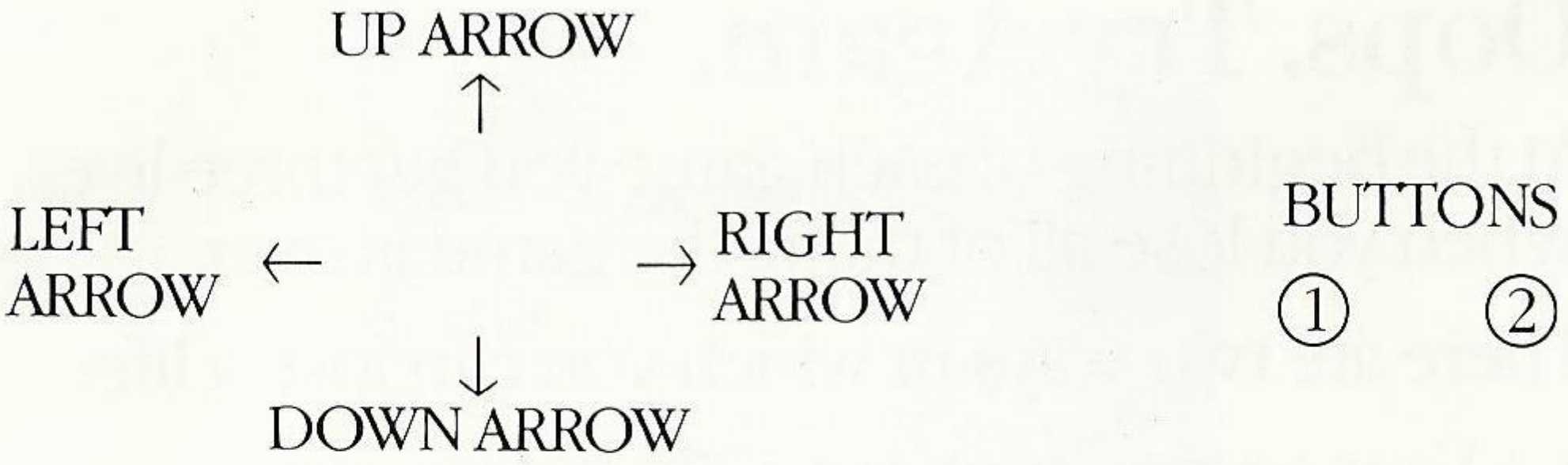
The following illustration shows you the control points on your SEGA SYSTEM control pad. Throughout this instruction book, we will refer to these controls by the names indicated in this illustration.



① PUNCH

② KICK

③ MOVES RIKI



TO PUNCH – press BUTTON 1

TO KICK – press BUTTON 2

TO MOVE RIGHT OR LEFT – press the RIGHT or LEFT ARROW

TO JUMP VERTICALLY – press the UP ARROW

TO JUMP DIAGONALLY TO THE RIGHT OR LEFT – press *in between* the UP ARROW and RIGHT or LEFT ARROWS.

TO SQUAT – press the DOWN ARROW

TO SQUAT FACING THE RIGHT OR LEFT – press *in between* the DOWN ARROW and RIGHT or LEFT ARROWS.

TO MAKE A VERTICAL HIGH JUMP – press the DOWN ARROW, then the UP ARROW.

TO MAKE A DIAGONAL HIGH JUMP – press the DOWN ARROW, then *in between* the UP ARROW and RIGHT or LEFT ARROWS.

TO KICK TO THE LEFT OR RIGHT – press the LEFT OR RIGHT ARROW and BUTTON 2 simultaneously

Oops. Try Again.

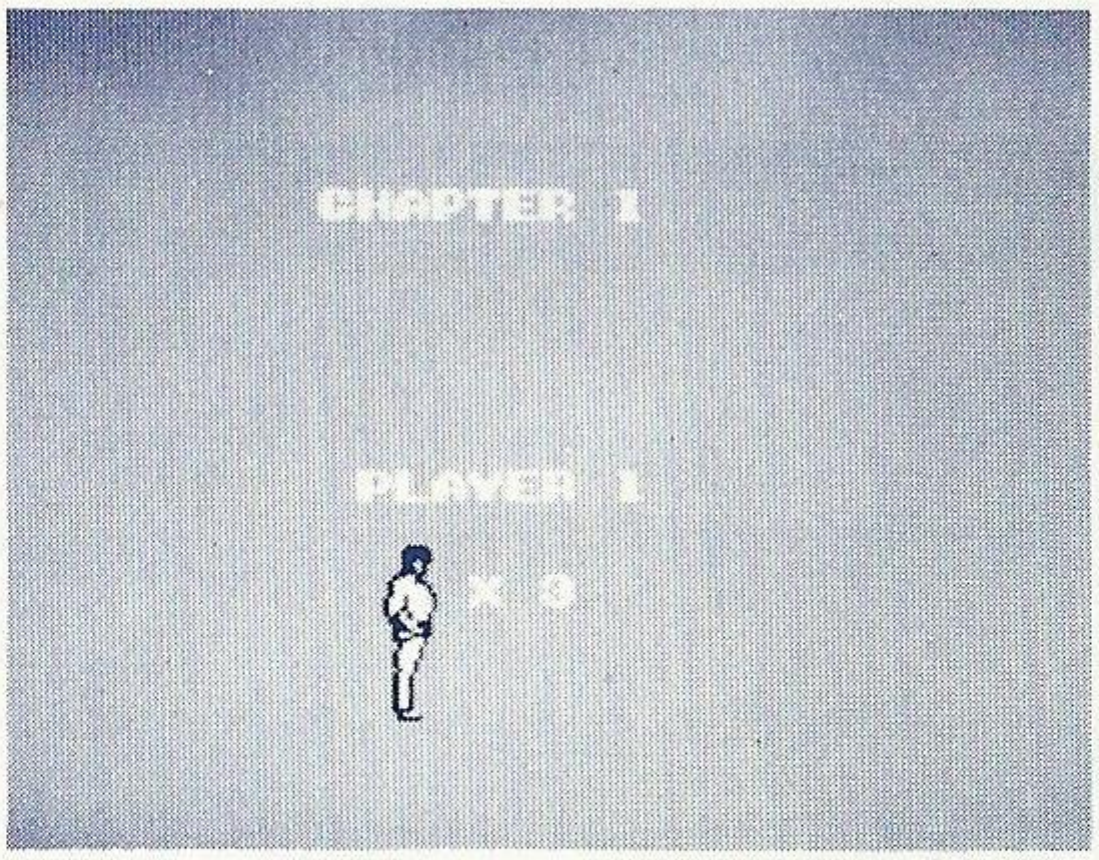
At the beginning of each game you get three lives. When you lose all of them, the game is over.

There are two ways in which you can lose a life:

1.) Your energy runs out. (The only way to replenish it is to destroy 10 little guys and one big guy.)

2.) Your time runs out before all the enemies in the round are destroyed.

You'll receive an additional life at 100,000 and 300,000 points.



THE NUMBER OF RIKI'S REMAINING

TYPES OF ENEMIES

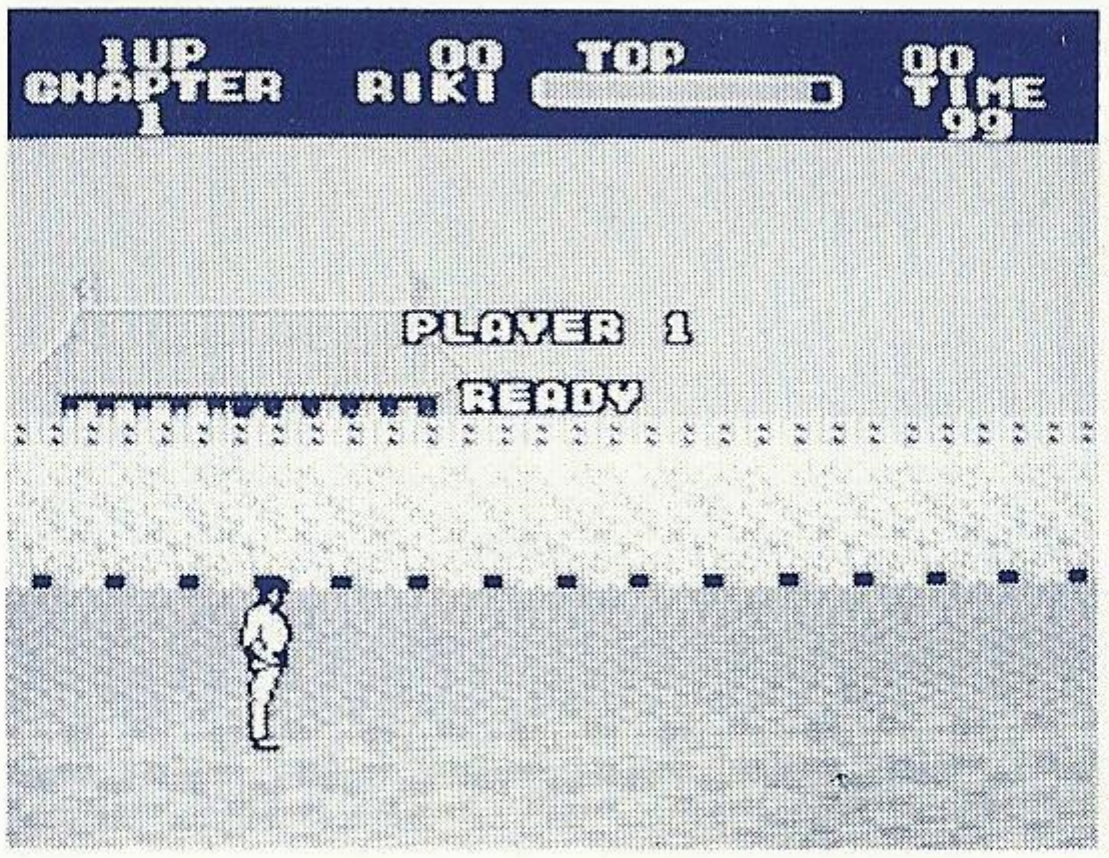
The types of enemies are as follows:

	SMALL ENEMIES
CHAPTER 1	Chinese Kung Fu men
CHAPTER 2	Wrestlers
CHAPTER 3	Jujitsu men (in red)
CHAPTER 4	Eagles. Ninja (in black).
CHAPTER 5	Black women
CHAPTER 6	—

MEDIUM ENEMIES	BIG ENEMIES
KungFu masters (4)	Ryu
Wrestler with whip. Wrestler with knife.	HAWK
Jujitsu man (in black)	GONTA
Ninja with red whip. Ninja with red sword.	ONI
Women carrying a flamethrower	RITA
—	WANG

ENERGY METER

ENERGY METER



When attacking your opponents, the energy meter gradually decreases. When it becomes zero, one RIKI is lost.

To replenish the energy, destroy 10 SMALL and one MEDIUM ENEMY.

1 UP (Score of Player 1)
2 UP (Score of Player 2)
TOP (High score to date)
TIME (Specified time limit . . . . . 99 → 0
Time expires at 0)

When time is up before all of the foes are destroyed, one RIKI is lost.

Know The Score

The points you earn for punching, tripping or high-kicking different enemies are added together to produce your final score.

Here's what earns what:

RIKI'S KICK	100 points
RIKI'S PUNCH	200 points
RIKI'S JUMP KICK	300 points
DESTROYING A	
LITTLE GUY	200 points
AN EAGLE	500 points
MASTER (the first 3)	2,000 points
MASTER (4th one)	3,000 points
WRESTLER (whip or knife)	3,000 points
JUJITSU MAN	3,000 points
WOMAN (with flamethrower)	3,000 points
NINJA (with red whip)	4,000 points
NINJA (with red sword)	5,000 points
RYU	10,000 points
HAWK	15,000 points
ONI	20,000 points
GONTA	20,000 points
RITA	30,000 points
WANG	100,000 points

Time Bonus

You earn extra points for destroying all the enemies *before* your time runs out. A TIME BONUS will appear on the screen like this:

(REMAINING TIME) X 200 points.

Helpful Hints

Don't use PUNCHES and KICKS thoughtlessly. Skillful players will learn to apply them at just the right moment.

Try to figure out which technique—punching, kicking or high-kicking—works best against which enemies. Most enemies, like RYU, HAWK and GONTA, have definite weak points. Try to find them.

When fighting ONI, look for the perfect moment to catch him off guard.

Keep in mind that RITA's weak point is a moving target.

Learn how to handle WANG. He has no weak points. And he's tirelessly persistent.

If you learn to destroy the flying enemies by JUMPING, you'll be in for a special treat.

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Handling The Sega Card™ And The Mega Cartridge™

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA SYSTEM.

— For Proper Usage —

Don't bend, get wet, disfigure or subject to thinners, benzine and violent impact.

Don't expose to direct sunlight or temperature source.

Be especially careful not to stick anything on the SEGA CARD.

When wet, completely dry before using.

When dirty, carefully wipe only with a soft cloth dipped in soapy water.

After use, put it in its CASE.

90-Day Limited Warranty
Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA
Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.
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573 Forbes Blvd.
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Limitations On Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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