

空手マスタ-2

KARATE MASTER 2

Knock Down Blow

Karate Master 2 is a fighting game that mixes elements of RPG, simulation and arcade, in an explosive combination that will leave nothing if not enthusiastic fans of the Beat'em up genre!

Set in the 80s, KM 2 will immerse you in the life of a full contact karate fighter, friends, enemies, work, training sessions and so many fights. You will face challenges at the limit of human endurance, participate in tournaments to cover you with glory, fighting in mixing style and brutal fights with no holds barred.



KM2 uses a deliberately retro graphics to remind memories of the glorious 90s celebrating a genre and an art, Karate, who was at that time as now was a true lifestyle. The game mechanics are intertwined with elements of simulation, leaving room for playability and stimulating the competitive components, every encounter should not be underrated, each shot can be crucial.

CHARACTERISTICS



STRENGTH: Measure the power of your hits, it also increases the possibility of causing damage to the opponent (see IKKEN HISSATSU).

STAMINA: The higher this value, the greater your ability to withstand opponent's blows.

TAI KITAE: It stands for the hardness of your skin and your limbs. The higher this value, the greater the chance of causing critical hits opponent (see IKKEN HISSATSU).

SPEED: It Measures shoot speed, the more fast you are, the greater the chance that your opponent is unable to parry in time.

KI: This inner energy defines how powerful your shots are, if your KI is low, your shots will be less effective and vice versa. When you attack and receive blows KI decreases, it can be recovered taking some distance from the opponent.

FAME: This value represents your Status and how much you are respected. As your reputation increases, more the events in which you may join.

MONEY: They are useful to survive, to join some events and to buy yourself a Dojo.

FIGHT!!!



ATTACKS: In Karate there are three attack heights: High (Jodan) / Average (Chudan) / Low (Gedan)

Using the directional lever it's possible to vary these heights.

The buttons represent your fists left/right and your kicks left/right

PARRY: You can parry in two different ways:

Standing still and directing movement lever in order to parry high, medium or low.

Stepping back, the parry in this case will automatically be high and medium, you will need to parry low directing the lever.

COUNTERATTACK: While you are going to be hit you can strike your opponent back, pressing kick or punch depending on the height at which you have been hit.

IKKEN HISSATSU: The final critical hit may occur when the value of "Force" and "Conditioning" ($\text{Strength} + \text{Conditioning} / 2$), exceed the value of opponent's stamina.

Other factors affecting this hit are the "KI" level and the instant when the oppositor has fully lowered his/her guard.

COMBOS: Using proper timing it's possible to combine the attacks between them.

Other combinations are possible depending on the sequence used.

CHARACTERS

Ken



The main character, of humble origins, practice karate since his childhood, recently he has achieved the rank of black belt. He works as a forklift driver at the port, involved with Kate and has a good friend named Frank.

Ken is undergoing a turbulent period of his life, restless, stressed out from work, often in a bad mood. He feels within the desire to win, to emerge, the irrepressible desire to fight and to put himself to a test.

Kate



She is Ken's girlfriend, working in a Call Center. She is a babe and passionate about shopping. Kate is not very enthusiastic about the excessive dangers to which Ken is putting through.

Frank



He is Ken's best friend. He has practiced karate for a while but being a very quiet man, has decided a couple of years ago that Full contact Karate is not his piece of cake. Frank has an infinite esteem for Ken and deems him his hero.

Master TANAKA



Ken's Master, inscrutable, energetic figure, is adopting ideas and training methods sometimes extreme if not downright foolish. They say that he was a great fighter and to have stroke down a bull barehanded, just like the Master Matsu. The Master Tanaka teaches, pragmatically, what it takes to reach a goal and never named his style, he simply calls it Karate.

Master Matsu



Phenomenal Karate fighter, he created his own school and has worldwide spreaded his style SHINKYOKUKAI . Legend tell that in his youth he has fought on the ring in every corner of the world and to shot down more than ten bulls with his bare hands.

JIROU



He's the best student of Master Matsu's SHINKYOKUKAI. He has participated in many tournaments and won everything was on stake. Now it is dedicated to professional fights

OBORO



Mysterious figure who seems to be part of the Chinese mob, he's probably very dangerous and is wanted by the police for various offenses including rape and murder.

OMAR



He is a real estate agent who is selling a commercial location for which Ken is saving every penny hoping one day to buy it and in this way opening his own Karate school.

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