UCHI MATA

01769R

INTRODUCTION
BY BRIAN JACKS, 7TH DAN

Judo is an ancient and subtle Japanese art of unarmed combat. It allows for both attack and defense. In its higher form, it is a ritual combat between two opponents on a mat, but in the world outside the Judo hall, it is a perfect preparation for survival. An exponent of Judo who is attacked, even by an armed and physically stronger opponent, can use his superior knowledge, skill and ability to overcome the aggressor.

Essentially, Judo is the art of gripping and/or throwing your opponent. Punches, kicks and the like are not allowed. In Judo, you look for an opening to exploit. For example, your opponent's weight can be used to your advantage if you can catch him off balance. Using Judo, it is possible to throw a far heavier and stronger opponent. Needless to say, a strong and skillful exponent of Judo can take on the world.

Hard work, dedication and courage are essential if you are to master all of the combat techniques. Remember, the more you sweat in training, the less you'll sweat on the mat.

GETTING STARTED

Refer to the enclosed Reference Card for loading instructions, system requirements and active keys for your computer. After the program loads, a number of choices, described below, are available to you. The best place to start is Practice Mode, in which your opponent doesn't fight back.

Demo Mode: To watch a demo of some of the throws, simply wait for the demo to start after the program loads. The name of the throw just completed by one of the contestants will appear at the bottom of the screen. In addition, several throws are described in the section entitled "Some Major Throws."

Practice Mode: Press the appropriate key to activate Practice Mode according to the instructions on the Reference Card. In Practice Mode, your opponent can't fight back. Follow the instructions in the section entitled "How to Perform or Defend Against a Throw" to begin your Judo training.

Competition Modes: To compete against the computer or against another player, press the appropriate key according to the instructions on the Reference Card. It is advisable to learn some throws in Practice Mode before attempting to compete against the computer or against another player.

When you play against the computer and win, the next computer opponent will be faster and, in general, better than in the previous match. When you beat the computer, you advance your

Judo grade. In Judo, grades start at white belt, a novice, and move up through 10th Dan. You start the game as a white belt.

After a two-player match is complete, the winner takes on the computer as an opponent.

Screen Layout: STAMINA and GRIP INDICATORS for each player are located in the rectangle at the top of the screen on the left. The time remaining in the match is displayed by the CLOCK at the top of the screen. At either side of the clock are the ATTACK INDICATORS, which light up when a player attempts to attack. In the rectangle located at the top of the screen on the right, REFEREE SCORING SIGNALS are displayed, as well as FEET POSITION of the two contestants when an attack is initiated. COMPUTER SCORES are displayed beneath the main scoreboard. Computer scores determine if you qualify for the High Score Table, but do not determine the winner of the match. Regulation Judo scores are displayed on the main scoreboard. WAZA-ARI, YUKO, and KOKA refer to the quality and point value of a throw. Also on the main scoreboard, KEIKOKU, CHUI and SHIDO refer to varying degrees of illegal moves, but have no actual function on the scoreboard. See the section entitled "Scoring" for a detailed explanation of these terms and the scoring system itself.

HOW TO PERFORM OR DEFEND AGAINST A THROW

This section provides some tips about how to become an effective <u>Tori</u> (attacking player) and <u>Uke</u> (defending player).

Getting a Grip: To throw your opponent, first you must establish a good grip. To get a grip, move your player toward the opponent. When your player is in fairly close range, press the fire button. Be quick about it! If you can beat your opponent to the punch, you'll get the better grip. Check the GRIP INDICATOR for your player on the left hand side of the screen to find out how good a grip you've got. The further to the right the bar of your player's color is on the GRIP INDICATOR, the better your grip. The better the grip, the better your chances of performing a successful throw.

Activating the Attack Indicator: After establishing your grip, you can only initiate an attacking move while the ATTACK INDICATOR for your player is lighted on the screen. The ATTACK INDICATOR for Player 1 is located to the left of the clock, while Player 2's ATTACK INDICATOR is to the right of the clock.
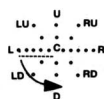
Press and hold the fire button to activate the ATTACK INDICATOR. If your grip and stamina are strong, the ATTACK INDICATOR will remain lighted for several seconds while you continue to hold the fire button, allowing you time to initiate the sequence of joystick movements required to accomplish a throw. If your grip and/or stamina aren't very good, the ATTACK INDICATOR may not light at all or may not remain lighted long enough for you to initiate the joystick movements required for a particular throw.

Some Major Throws: Study the throws that appear in Demo Mode. Watch the sequence of movements that a contestant makes to accomplish a throw. In general, you'll need to imitate the sequence of movements with the joystick while you hold down the fire button. For example, if your player faces to the left and you want to perform a move in which your player falls backward and then down to the mat, you would push your joystick to the right and then push it downward. Keep your player's perspective in mind.
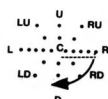
A few of the major throws of Judo are described below. However, there are more throws in the game for you to discover that are not listed. In addition to trying out the throws listed below, experiment in Practice Mode to see what you can come up with.

If a move doesn't work, keep trying. Your grip may be inadequate, your stamina may be low, or you may not have initiated the joystick movements while the ATTACK INDICATOR was lighted.

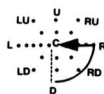### TOMOE-NAGE:

Right Facing   Left Facing

Tomoe-Nage, a sacrificial stomach throw, is accomplished when you throw yourself backwards and down onto the mat and use that transfer of weight to carry your opponent over the top.

First, get a good grip on your opponent. Start with the joystick in its center position. Then, in one continuous motion, press and hold the fire button, push the joystick left or right in the direction opposite the direction that your player faces, and then rotate the joystick back (down) without returning to center position.
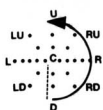
O SOTO GARI:
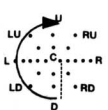
Right Facing   Left Facing

O Soto Gari combines a push with a leg sweep to drop your opponent.

Get a good grip on your opponent. Start with the joystick in its center position. In one continuous motion, press and hold the fire button, pull the joystick back, rotate the joystick left or right in the same direction that your player faces, then move the joystick back toward its center position.
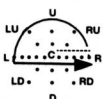
DE ASHI BARAI:
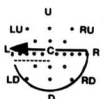
Right Facing   Left Facing

De Ashi Barai is an advancing ankle sweep.

Get a good grip on your opponent. Start with the joystick in its center position. In one continuous motion, press and hold the fire button, pull the joystick back, then rotate the joystick to the left or right in the same direction that your player faces and continue to rotate the joystick to the "up" position.

UCHI MATA:

Right Facing   Left Facing

Uchi Mata is an inner thigh throw.

Get a good grip on your opponent. Start with the joystick in its center position. In one continuous motion, press and hold the fire button, push the joystick to the left or right in the same direction that your player faces, rotate the joystick through the down (if left-facing) or up (if right-facing) position, and continue to rotate the joystick to the right or left in the opposite direction that your player faces. Then push the joystick across its center position all the way to the left or right in the direction that your player faces.

Defenses Against a Throw: There are two methods to defend against an attempted throw by your opponent. To defend before your feet leave the ground, make your player lean forward or backward by pushing the joystick to the left or right. If you act quickly enough, you may be able to block the throw. Once your feet leave the ground, your only defense is to rotate the joystick repeatedly. You may be able to twist out of the attack and land on your feet to prevent your opponent from receiving points. Successful defense requires speed and strength. As your stamina decreases, so does your ability to defend yourself against the opponent's throw.

SCORING

In Judo, points are awarded according to the quality of a throw.

When you throw your opponent, a referee appears in the upper right of the screen to give a hand signal that indicates how many points the throw is worth. The various grades of throws and referee hand signals are explained below.

IPPON —
A perfect, winning throw worth 10 points. Although the word "IPPON" doesn't appear on the scoreboard, you'll know if you've achieved it when your player raises his arm in victory after a throw. The referee extends his arm straight up over his head to indicate an Ippon.

WAZA-ARI —
A near-perfect throw worth 7 points (2 WAZA-ARI throws equal 1 IPPON). The referee extends his right arm straight out to indicate a WAZA-ARI.

YUKO —
A good throw worth 5 points. The referee indicates a YUKO by extending his arm downward.

KOKA —
A small advantage gained — worth 3 points. The referee extends his right arm, bent at the elbow with hand held upward, to indicate a KOKA.

Unlike scoring in most sports, Judo scoring is not cumulative. Only the first throw of each grade earns points. For example, a player receives five points for the first throw that receives a Yuko grade, but any ensuing throws of Yuko grade by that player do not earn any points. If time runs out and neither player has achieved an Ippon, the player who has achieved the highest grade of throw is declared the winner. If both players have the same highest grade of throw, the player who has initiated the most attacks is the winner.

Computer Scores: The sole purpose of the computer scores that appear below the main scoreboard is to determine High Score Table qualifiers. Computer scores are not used to determine the winner of a match. As a result, conceivably you can lose a match while receiving a higher computer score than your opponent.

Illegal Moves: Several other Judo terms appear on the main scoreboard. KEIKOKU, CHUI and SHIDO refer to varying degrees of illegal moves. However, these terms have no actual function on the scoreboard. In the game, any illegal move disqualifies a player. When a contestant is disqualified, the Judo term HANSOKU MAKE appears on the screen and the opponent is awarded the victory.

High Score Table: If your computer score is high enough, you'll be prompted to enter your name into the High Score Table. Consult the Reference Card for instructions about the High Score Table.

UCHI MATA

Commodore 64™/128™ Reference Card

What You Need

- Commodore 64™ or 128™ (in 64 mode) computer
- Single disk drive
- Monitor or TV (color recommended)
- One or two joysticks

Loading Instructions

1. Plug your joystick(s) into either game port.
2. Turn on your monitor or TV, the disk drive, and then your computer.
   (Note to C128 users: Run <u>Uchi Mata</u> in 64 mode.)
3. Carefully slide the <u>Uchi Mata</u> disk, label side up, into your disk drive and close the drive door or latch.
4. Type **LOAD "*",8,1** and press **RETURN**.

Game Options

After the program loads, the <u>Uchi Mata</u> demo automatically begins. From Demo Mode, use the following keys to select a Competition or Practice Mode:

f1 — Competition Mode: Player 1 (game port 1) vs. Computer
f3 — Competition Mode: Player 2 (game port 2) vs. Computer
f5 — Competition Mode: Player 1 vs. Player 2
f7 — Practice Mode: Opponent won't fight back

While the game is in Demo Mode, the following keys are active:

M — Toggles music on/off
N — Toggles the names of the throws that appear at the bottom of the screen on/off

To exit Competition or Practice Modes and return to Demo Mode, press the **RUN/STOP** key.

To exit the game altogether, press the **RESTORE** key. Be careful not to press the RESTORE key unless you want to return to the C64 "READY" screen.

High Score Table

You will have the opportunity to enter your name in the High Score Table if your score is good enough. To do so, move the joystick left or right until the letter of your choice is displayed. Press the fire button to select the letter. Repeat the procedure for the next letter, and so on.

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