



User's Guide

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Installation

This manual contains information that will help you get the most out of Bikini Karate Babes. Here are important things you need to know to optimally install and run Bikini Karate Babes:

Insert the first Bikini Karate Babes CD-Rom. An installer program will run. Follow the instructions provided by the installer.

For Macintosh Users:

1. Do **NOT** increase the memory allocation to Bikini Karate Babes.
2. Do **NOT** use the virtual memory in the memory control panel with Bikini Karate Babes. If it is on, turn it off.



Main Menu

Regarding Menus: PUNCH, KICK, and SPECIAL will select an item. BLOCK and the ESCAPE key will return you to the previous menu.

Arcade Mode

This mode pits you against the computer. You will fight your way through ten opponents. Each time you win with a new character, one of the mystery characters will become available for gameplay.

Battle Babes Mode

This will pit your skills against another human player. Two players can use the same keyboard, a controller and a keyboard, or (the best scenario) two controllers. Characters unlocked in Arcade mode will appear in Battle Babes mode.



Team Fight Mode

Teams may be comprised of one to eight characters. If playing against the computer, both team will have the same number of characters. However, if two human players are competing, you may choose differing numbers of characters for each team. For example, if one player is highly skilled it may be fair to limit that team to two characters, while the opposing team has six. If you win a round, your character will play the opponent's next character until one team is exhausted. Winners regenerate some health between rounds.



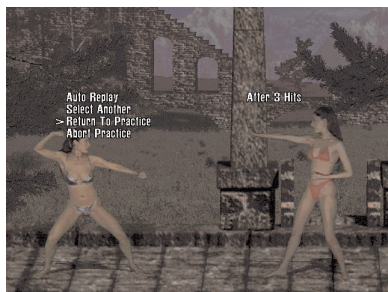
Challenge Mode

In Challenge mode, you fight a very tough computer controlled opponent to unlock her game secrets, cool moves, pictures, music, and other prizes. Select the character you wish to challenge. You will see the list of items you can challenge her for. Unlocked items will appear in the Sweet Stuff menu.



Practice Mode

Bikini Karate Babes offers a practice mode for inexperienced players to hone their skills. Select the character you want to practice with, and then select the 'punching bag' opponent. Hit the Escape key for a menu of options for this mode.



Marathon Mode

This is very similar to Arcade mode, except that you compete against all available characters. Your health regenerates a small amount between rounds.

Options Menu: Game Options

Difficulty. Choose the skill level of the computer opponents; easy, normal, or hard.

Fight Count. Sets the number of rounds needed to win a match (1-5).

Round Time. Choose how many seconds a rounds should last (30, 40, 50, 60,or infinite).

Character Change at Continue. Set the ability to choose a different character when continuing a game.

Guard Damage. Determines if damage occurs when a character blocks an attack.

Automatic Turning. Set the ability to automatically turn towards the opponent, or turn freely at any moment.

Options Menu: Display Options

Character Sets. Allows you to choose how many character movements are loaded into the game. If your system has low memory, you have the option of loading in a partial set. The partial set excludes; grab moves,counter moves, various attacks and some miscellaneous moves.

Moving Camera. A moving camera will follow the action of the combatants. If you need to increase speed performance, turn this feature off, and choose a Max Zoom setting you prefer.

Max Zoom. This sets the closest zoom factor for the camera. If the Moving Camera is off, this factor will be used to display the entire game.

Motion Quality. Controls the smoothness of the character animation. Reduce this quality if you are trying to increase speed performance.

Frames Per Second. Sets the maximum speed for the game to run. 60 FPS is the default.

Background Animations. Allows you to toggle animated elements in the background scenes. Turn this off to increase speed performance.

Particle Animations. Toggles the display of snow. Turn this off to increase speed performance.

Shadows. Allows you to toggle the shadows cast by the character images.

Reflections. Toggles the reflections cast by the characters.

Collision Animations. Allows you to turn on or off the animations that occur when characters hit or block each other.

FPS Display. This shows how many frames per second the game is running. 60 FPS is ideal.

Default Settings. This will set the display options to work with fast or slow systems. You can choose 'HIGH' (all the features turned on), or 'LOW' (many features disabled), or 'CUSTOM' (set your own preferences).

Strategy

This is a brief summary of some simple and effective rules to help you get started playing any of the Bikini Karate Babes.

Don't be afraid to be defensive. With the exception of leg sweeps, blocking reduces damage from most attacks. Usually you can block an attack, and immediately follow with a counter attack. You can also block while crouching, which means you can block an attack and counter with an uppercut to do much more damage than you sustain.

Every character has a leg sweep. Some have more reach than others, but it is still a very effective way to take control of the game. A successful sweep will usually knock your opponent down and let you take the offensive. Be careful. Some of the characters have a kicking attack as they get off the ground.

You don't need to knock someone out to win a round. If your health is greater than your opponent's when time runs out, you win the round. Sometimes running away from your opponent as the few remaining seconds tick away is a safer bet than trying to knock the other out. This is especially true when both players are low on health.

With few exceptions, jumping forward or backward is faster than moving forward or backward on the ground.

Timing is crucial in a game like this. Bikini Karate Babes allows you to input your next move while you are still executing another move. This way you will begin your next move as soon as your first move is completed. Chaining your moves in this fashion can make the difference between victory or defeat.

Basic Moves

Bikini Karate Babes offers four basic action categories: Attacks, Blocks, Grabs, and Positionings. Attacks are divided into kicks, punches, and special attacks unique to each character. Blocks allow you to defend against an attack from your opponent. Grabs will allow you to manipulate your opponent for a brief moment in time. Positionings are jumps, moving towards and away from your opponent, and turning around. For the purposes of these moves it is assumed that the character is facing to the right. For left facing moves, simply invert the left and right direction arrows.

***NOTE:** Items are performed in sequence unless in parentheses, in which case they are simultaneous. For example:*

Punch, then move right, then tap kick: P + → + K

Punch and Kick Simultaneously: (P + K)

Punch, then move right and Kick simultaneously: P + (→ + K)

Attacks:

Attacks can be either kicks or punches.
Leg sweeps can not be blocked.

Simple Punch: P

Crouching Punch: (↓ + P)

Uppercut: (↓ + S)

Simple Kick: K

Leg Sweep: (↓ + K)

Counter: (B + S)

Blocks:

You may block standing or crouching.

Simple Block: B

Crouching Block: (↓ + B)

Grabs:

Use the Special button to grab your opponent when you are at close range. Some grabs cause damage, others simply put distance between the two characters.

Positionings:

If you find yourself facing away from an opponent, tap twice in their direction to turn around.

Left: ←

Right: →

Crouch: ↓

Jump: ↑

Jump Left: (↑ + ←)

Jump Right: (↑ + →)

If in the course of fighting you sustain a serious hit or a sequence of hits, your character will fall down. If you do not try to get back up, your character will remain on the ground. Tapping any button gets her back on her feet. Some characters will incorporate an offensive attack as they get up, some are simply vulnerable as they get up.

Characters



TienWu

Bounce Axe: (K + S)

Jiggle Kick: (P + K + S)

Babe Beater: → + → + K



Athena

Hottie Hammer: (← + P)

Dainty Dukes: (→ + P)

Bounce Kick: (P + K + S)



Voluptas

Power Punch: (→ + P)

Stomp Kick: (K + S)

Bust Thrust: (P & S)



Thalia

GoofyGirl: (← + P)

Danger Ditz: ← (→ + K)

East West Kick: (→ + K)



Zaria

Cheek Check: (← + P)

Tight Twister: (K + S)

Stinging Rain: → + → + K

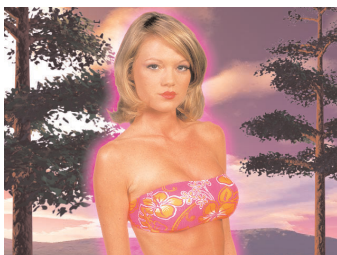


Isis

Melon Masher: P + P + P

Power Pump: (P + K + S)

Skin Spin: → + → + P



Lucina

Feminine Fists: (→ + P)

Angry Axe: (K + S)

Mighty Mounds: (← + S)



Persephone

Baby Back Attack: (← + P)

Cradle Kick: (→ + K + S)

Rattle and Roll: (P + S)

Credits

Producer: Travis Riggs
Programmer: Danny Espinoza

The Cast:

Aphrodite: Mira Popova
Venus: Cynthia Okula
TienWu: Phuong Tran
Athena: Laura Macinnis
Voluptas: Claudia Zaborsky
Thalia: Erica Newport
Isis: Crystal Nelson
Lucina: Tiffany Pruitt
Ayida: Krystle Mobayeni
Persephone: Miriam Finch
Zaria: Becky Tome
Kupala: Allie Strickland
Kakia: Olivia Vien
Sedna: Corinne Olson
Nemesis: Olivia Sheldon
Kadi: Kelli Church
Colleda: Mary Libenson
Gemini: Samantha Redmond
Pinga: Nora Morris

The Crew:

Director: Travis Riggs
Production Manager: Celeste Spade
Production Assistant: Michelle Sarson

Choreography:
Travis Riggs
Mallory Woods
Celeste Spade
Michelle Sarson

Continuity:
Celeste Spade
Marshall Cannon

Graphic Designers:
Marnie Montgomery
William Dempsey
Andy Sikorski
E.W. Swan

Graphic Artists:

David Mazanec
Celeste Spade
Jeff Livesay
Douglas A. Vazquez
John Sporgitas
Charlotte Yakovleff
Kelly Knight
Ledgardo D.Lacson
Jeremy Bustos
Derek Webb

Public Relations:

Jeff Little
Travis Riggs
Celeste Spade

Music License Coordinator:

Brian Nern

Makeup Artist:

Bobbie Edgar

Still Photography:

Matt Mendelsohn
Panos Trivoulides

Extras:

Kaleigh Showers
Rebecca Menso
Jessica Olympia
Juliette Fusiarska
T. Moe Imjaiharn
Krista Vitagliano
Celeste Spade

Special Thanks to:

Frank Stopak
Marshall Cannon
Cindy Hesson
Magnus Helin
Mallory Woods
Brian Swanson
Bill Jackie
Harry van Horen
Vincent DeOcampo
Harry Carter

Soundtrack

Aphrodite - "Praying To Different Gods" Ikarus
Written and Produced by: Wolfgang Stindl
(c) 2002 Wolfgang Stindl
Website: www.mp3.com/ikarus

Athena - "Nu Skool Elektro Big Beat Breaks" Orchard
Written and Produced by: Daniel Barnes
(c) 2000 Orchard
Website: www.mp3.com/orchard

Ayida - "Trouble With The Girlie" Kooz
Written and Produced by: John Kuzma
(c) 2002 John Kuzma
Website: www.mp3.com/kooz

Colleda - "Khartoum" Digital Motion
Written by: Torti and Little
Produced by: Digital Motion
(c) 2002 Digital Motion
Website: www.geocities.com/digital_motion/

Gemini - "Dance Machine" Fusion45
Written and Produced by: Chris Ziegler
(c) 2002 Chris Ziegler
Website: www.mp3.com/fusion45

Isis - "Spider" Xorcist
Written, performed and recorded by
Peter Stone (aka Bat)
(C) 2002 The CyberDen [ASCAP]
Website: www.cyberden.com/xorcist

Kadi/Pinga - "Insecticide" Xorcist
Written, performed and recorded by
Peter Stone (aka Bat)
(C) 2002 The CyberDen [ASCAP]
Website: www.cyberden.com/xorcist

Kakia - "Spiderpussey" Pornosonic
Written by: Donald Argott
(c) 1999 Virgin Monk Music - BMI
Website: www.pornosonic.com

Lucina/Nemesis - "Outer Heaven" OMNIbOX
Written by: Brandon Jerwa/Mike Lewis
Produced by: Brandon Jerwa
(c) 2002 OMNIbOX
Website: www.omniboxnet.com

Persephone/Zaria - "Can I Take You Higher?"
A Future Time
Written by: Niraj Tolia
Produced by: A Future Time
(c) 2000 Niraj H Tolia, A Future Time
Website: www.afuturetime.com

Sedna - "Dr. Nerdo (Speedo Mix)" OBE
Written and Produced by: BTM
(c) 2001 ExtraTerrestrial
Website: <http://obetv.com>

Thalia - "Insect" Boom chr Paige
Written by: Boom chr Paige
Produced by: Boom chr Paige / Thinktank-oh-two
(c) 2002 Boom chr Paige
Website: www.mp3.com/boomchrpaige

TienWu - "Buzz Lightning" Travis Riggs
Written and Produced by: Travis Riggs
(c) 2002 Creative Edge Studios, Inc.

Venus - "The Fastbreaks Of Champions" Trancenden
Written by: Tal M. Klein
Produced by: Tal M. Klein
(c) 2001 Tal M. Klein - ASCAP

Voluptas/Kupala - "Quick Fix" Travis Riggs
Written and Produced by Travis Riggs
(c) 2002 Creative Edge Studios, Inc.

Main Menu - "VENUS" dSx!, featuring Rachel Panay
Produced by: Andy Sikorski, Travis Riggs, Brian Nern
Written by: Robert Van Leeuwen
Administered by Dayglow Music, Inc.
(c) 2002 Creative Edge Studios, Inc.

Character Select "Goddess Groove" dSx!
Written and Produced by: Andy Sikorski
(c) 2000 Andy Sikorski

Character Load - "Ultimate Badass" Digital Motion
Written by: Torti and Little
Produced by: Digital Motion
(c) 2002 Digital Motion
Website: www.geocities.com/digital_motion/

Credit Sequence - "Little Closer" KATLO
Written and Produced by: KATLO
(c) 2001 Katlo
Website: www.mp3.com/katlo

Opening Sequence - "Crazy Train" dSx!
Written and Produced by: Andy Sikorski
(c) 2000 Andy Sikorski