

Karate Sim Online - Game guide

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Abstract

This guide is meant to those that are new to the game *Karate Sim Online*. Many aspects to get you going on your virtual karate adventure will be covered in this document. We begin by registering to the game and will address actions such as joining your first dojo, participating in leagues and cups and finally end up on how to create your own dojo to let others experience the path you have experienced on your way to the top.

You may assume that this document is sound and complete. This means that this guide states everything that is possible in the game and nothing more. Hence, if you are looking for a functionality but cannot find it in this guide you may assume that that functionality is not available.

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1 Introduction

This document is a guide on how to play the game *Karate Sim Online*. Though it is aimed at beginners of this game, advanced users are also advised to read it and, more importantly, keep it as a guideline throughout the game.

Karate Sim Online is a massively multiplayer online karate simulation game. This is quite a mouthful and some people may not be familiar with these terms. For in-depth explanations of these terms, the reader is advised to consult third party resources. One important thing to remember though is that since *Karate Sim Online* is a simulation game, it requires absolutely no interaction with its users. It does require actions from users to trigger (schedule) certain events.

In this document the reader is taken into the process of playing *Karate Sim Online* in a step-by-step manner. Hence certain sections may seem obscure or incomplete when the content of the preceding sections is unknown to the reader. [Links](#) are colored in cyan color. These links are clickable and direct the reader to sections of the *Karate Sim Online* website. Some *pdf* readers may block these links by default or prompt the reader with a confirmation box when the links are clicked. Every link in this document navigates to a section of *Karate Sim Online* and is hence not harmful. Most features of the *Karate Sim Online* website require you to be logged in, so if you are not you will not see what the document is talking about. A lot of sections are also only accessible if certain events were triggered. Again, the reader's perspective of these sections may not be what this document describes if the document is not followed step-by-step.

2 Our first account

This section will address the details on how to create your own account and use it to log into the game. Readers that already have an account may skip this section.

2.1 Registering

The very first thing we need to do is register to the game. Registering means that we once fill in a form and from to create an account thereon are able to log into the game with this created account.

First we need to navigate to the [registration form](#). Next we need to fill in three things. The *username* will be used to identify ourselves through the game and it will be the name we need to use to log in. If the username we just filled in is already taken we will receive a message saying that the registration was not successful, and we need to come up with a new username. Next we need to fill in our *password* twice. The password will also be needed when we want to log into the game. Finally we need to fill in an *e-mail address*. This e-mail address will be kept private to everyone except yourself. It only functions to send you an acknowledgement of the registration.

When we click the *Register* button, the game will try to register us with the specified details. If it succeeds we get a confirmation message. Otherwise we get an error message and we need to try again adhering to the details given in the error message.

If we get a confirmation message we have just registered ourselves to the game and we can begin logging in to start our karate experience!

2.2 Logging in

To log into the game with our already created account, we must navigate to the [main page](#) of the game. On the right side of the main page, we find the *login* box, asking us for our username and password. We simply fill in our username and password that we specified during registration here and when we do this correctly we will be taken to the *Home* section of the game.

We have now successfully logged into the game.

3 Joining a dojo

If we want to become better as a martial artist, we need to train ourselves. We can do so by joining a dojo and participate in the training sessions the sensei of the dojo has scheduled. This section explains how we can pick a dojo we like best and how to join it.

3.1 Finding a good dojo

To see a list of all the dojos that currently exist, we must navigate to the [dojo overview](#) section. Here we see a list with of the names of all the currently existing dojos. Some dojos have a *[p]* sign behind their names. This indicates that this dojo requires us to enter a password if we wish to join it. Hence, these type of dojos are not the ones we are interested in unless we actually know the password.

Now that we see the list of dojos, we can examine every single one of them by clicking on the name of the dojo we wish to examine. When we do so we get a brief summary of this dojo's properties. At the top we can find the name of dojo followed by its sensei and possibly its senpai. We can click on the names of both the sensei and the senpai to see how good their skills are. We might take this into consideration when picking our dojo to join. On the right side we see how many members this dojo can facilitate and how many it already has. If these two numbers are equal, the dojo is

full and we cannot join it. We can also see the amount of money the sensei asks for every training session you attend. This contribution is to help your sensei to pay the rent to keep his dojo open. Finally we see the fame of the dojo. The higher the fame, the better the dojo is doing in competing with others. Hence, fame is an important factor to take into account when we pick our dojo.

We also see a link titled *Click here to view training scheme for this month*. When we click on this link, we get an overview of the current month. Here we can see the training scheme that the dojo currently maintains for this month. When we want to pick our dojo we must pay particular attention to this scheme. A too crowded scheme will most likely injure or stress our sensei out, which implies less efficient training sessions. A too relaxed scheme will not help us improve. Hence we need to find a proper balance, two days in between each training is the healthiest scheme we can find.

3.2 Joining a dojo

Once we have picked out a dojo we wish to join, we can join it via two paths. We could navigate to the [dojo overview](#) section and click the *join* link that is behind the name of the dojo we wish to join. Alternatively we can click on the dojo's name so we see its brief summary (see previous section). Here we find a *join* link at the bottom of the summary.

Once we clicked on the join link we will get a confirmation message asking us if we are sure we want to join this dojo. If the sensei has set a password we will be prompted to enter it here. When we click *Yes, I want this* we join the dojo and we will be redirected to the [dojo section](#), showing us the dojo we just joined.

We are now ready to start signing up for training sessions so we can improve ourselves in the art of karate.

3.3 Leaving a dojo

Perhaps we are not satisfied with our dojo, or we accidentally joined the wrong one. We want to leave this dojo. We can do so by navigating to the [dojo statistics](#) section. At the bottom of this section we find a link titled *Click here to leave this dojo*. When we click on this link we will be prompted with a confirmation message and once we confirm, we left the dojo. We must bear in mind though that leaving a dojo means that we cannot join a new dojo for 2 days due to a dojo-ban. Hence, we should not leave our dojo if we do not really want to.

4 Dojo training sessions

If we want to improve ourselves or get a higher grade, we have to train ourselves. This section explains us how we can do this after we have joined a dojo.

4.1 Viewing training sessions

To attend training sessions, we must first find out what training sessions our sensei has scheduled for us. We can do this by navigating to the [dojo training](#) section. Here we see calendar listing all the dates of the current month. Every day is a little square that can have four types of colors.

- **Green** - Days highlighted in green indicate that our sensei has scheduled a training session for that day.
- **Blue** - Days highlighted in blue indicate a training session that has already been held.

- **Grey** - Days highlighted in *light* gray indicate that no training session has been scheduled for this day that is yet to come. Days highlighted in *dark* gray indicate that no training session was scheduled on a day that has already passed.

The days highlighted either blue or green have a little icon in their lower left corner. When we hover our mouse pointer over this icon, we can get some additional information. When we then click on this icon, we get some more detailed information. This information tells us when the training session will take place, what type of training it is, how intense it will be and how long it will take (duration) and finally it lists the other dojo members that will attend this session. Note that the sensei is always listed since he is the one that has to give the training session.

4.2 Joining training sessions

Now that we can view some properties of the training sessions, we are ready to join some of them. We can only join training sessions that are yet to come and hence the days on which these sessions will take place are always colored in green. To join such a session, we click on the green *check-mark* icon located at the lower left corner of that day. We now see link titled *Participate in this training*. When we click this link we will indeed participate in this training session. Note that once this link has been clicked, a small *+* sign appears at the upper left corner of the day on which the session is held. We now have to sit back and wait for the training session to be completed.

4.3 Leaving training sessions

If we have accidentally joined a training session we did not wish to join, or if we do not want to attend the session for some other reason, we must unsubscribe ourselves to the training session. This process is much like joining a training session. We again click on the green icon of the day on which the training session we wish to unsubscribe to is held to get the training session's properties. We now see a link titled *Cancel training participation*. Note that we will only see this link if we signed up for this session. If we click this link we will unsubscribe ourselves from the training session and hence we will not attend it anymore. This may save us some money or help prevent us from incurring more injuries (more on injuries later).

4.4 Choosing training sessions

We might not want to attend every single training session but instead only participate in a selection of them. For this reason we must be wise to choose which sessions we join. We can base our choice on several aspects such as the type of training, the intensity and duration or maybe the fact that we are currently injured or suffer heavy stress.

Basically the more intense and the longer a training's duration is, the more you can improve. However, higher intensity and duration also increase the chances of gaining stress from the training and incurring injuries. Hence you should not train too intense and too long on a frequently base in order to prevent injuries and stress to occur.

Training sessions are divided into categories. In total there are 7 different categories each with a different purpose. Specialized training sessions increase your chances to improve your skills related to the speciality but decreases your chances to improve your other skills.

- **Overall** training sessions are meant to increase all of your skills with equal chances
- **Condition** training sessions target your conditional skills such as *condition* and *endurance*.
- **Spirit** training sessions target your spiritual skills such as *health* and *morale*. Among specialized training sessions, spirit sessions are the most important ones. Spirit training sessions are the only type of training sessions that can reduce your stress, whereas other training sessions will only increase (or level) your stress. Also, the lower the intensity and duration are,

the more chance you have on relieving your stress, unlike other specialized training sessions where a higher intensity and duration increase your chance of improvement.

- **Power** training sessions target your power skills such as *strength* and *endurance*.
- **Speed** training sessions target your speed skills such as *speed* and *condition*.
- **Control** training sessions target your control skills such as *precision* and *balance*. Control training sessions are the hardest of specialized training sessions and hence yield the least chance of improvement.
- **Exam** training sessions are special training sessions which do not improve any of your skills. The only thing you can gain from attending an exam training session is an *exam point*, which can increase your chance of succeeding examination. You can still incur stress and injuries from exam training sessions though, so only attend them when you want to attend an examination. The success rate of an exam training is always the same, regardless of the intensity and duration. A higher intensity and duration do give more chances of getting injured and gaining stress though, so make sure these two aspects are set to 1.

4.5 Training results

Once we signed up for a training session we will have to wait until it is held. Training sessions are held at the date at which they are scheduled and you can automatically view the results the day after. We can do this by once again navigating to the [dojo training](#) section. As we recall, days colored in blue are those days on which a training session was held. Moreover, if such a day contains a small + sign at its upper left corner, we have participated in this training session as well and hence we can view its results.

By hovering over the blue icon located in the lower left corner of the day, we get exactly the results of our training session. If we then click on the icon, we get some information on the training session, including the type of training, its intensity and duration and participants. We see now that the results are given in graphical bars that (might) have different colors. A green colored bar indicates we had some great improvement on that particular skill. A yellow bar indicates a regular improvement. Finally a red bar indicates poor improvement. We can improve by 0 up to 5 points on almost every skill. Stress however can be reduced by 1 (-1) if we attended a spirit training session, or can be increased by 1 if we attended any other type of training session. Also, experience never yields more than 3 points. Hence, we should improve this skill via competition.

4.6 Important marks

If we train a lot, we get more chance of injury and stress. Both of these reduce our average skill. This implies a decrease in chances to win during a competitive match as well as decrease in chances to improve at new training sessions or seminars. If we do not log in for more than 5 days, we lose some skill points due to inactivity. Also, if we do log in but are not active (eg. we do not train nor compete in any form) for more than 8 days, we lose shape and hence lose even more skill points. One important thing to remember when we stress though is that when we lose skill points, there is a chance we also lose stress, but there are better ways to achieve this.

A dojo always has a sensei and might have a senpai as well. When the sensei is worse than us, based on skill, are training sessions will no longer be effective. Instead we will not gain anything and lose morale. A senpai might be able to overcome this, but only if the senpai is better than us. If this is the case we still have minor improvements. Otherwise, we still lose morality and gain no improvement on all other skills.

5 Competition

Once we have found ourselves a proper dojo and we have begun training ourselves, we can start competing with other martial artists. Even if we have not joined a dojo we can still find a few leagues or cups to join. We must bear in mind though that most people participating in leagues or cups are well trained martial artists and hence we should come prepared as well.

Both leagues and cups are pre-specified with a maximum amount of participants. This means that no more than that amount of user-based participants may enter that league or cup. If the league or cup is to begin and less user-based martial artists have signed up than the amount needed, the empty spots are filled up by so-called *bots*. A bot is a computer-controlled opponent whose skills are always slightly less than ours (unless we suffer from injuries or stress). Hence we always have slightly more chance to win, but if we lose, the impact will always be greater than average because we lost to a worse opponent.

Every match puts a burden onto our body. Therefore it is wise not to attend too many training sessions when we are also competing in a league or cup since this will greatly increase the likeliness of incurring stress and injuries. Stress and injuries will in turn greatly reduce our chances to defeat our opponents.

Leagues and cups are occupational forms of competition. This means that whenever we join a league, we cannot join another one, even if its start time is after the finish time of the league we joined. This same principle holds for cups too. We also cannot leave a cup or league whenever we signed up for it. Not before it has started and not when we are doing bad and would like to quit.

If we end up somewhere in the top three region of a league or a cup, we obtain an award and prize-money. For every match we win we can gain some ranking points and some dojo fame for our dojo, but this is not always the case. Likewise, if we lose a match we can lose some ranking points and fame. If we win an award however, we always gain a lot of fame and ranking points, but we never lose any if we do not win an award. Also, when we win an award by ending up in the top three places of a league or a cup, we win a significant amount of prize money. This amount depends on whether we came in first, second or third and the amount of participants the league or cup had.

5.1 Leagues

The most intensive form of competition *Karate Sim Online* offers to us are leagues. Leagues may consist of an even amount of participants varying from 10 up to 20 and every participant will match with every other participant exactly once.

5.1.1 Joining a league

Before we can compete in a league we must first join one. To view all the leagues from which we can pick, we can navigate to the [leagues overview](#) section. Here we can find a list of leagues from which we can pick one to join. Note how some leagues may have a *[d]* written behind it. This indicates that only dojo members can join this league. Hence we must be a member of any dojo in order to join this league. We may also observe how there are multiple leagues with similar names, beginning with *KSO Auto* then either *kata* or *kumite* then the word *League* and finally a random code. These leagues are generated by so-called *league-generators*. League-generators are automated accounts that from time to time create a league so that there is always at least one league to join.

If we want to join a league we are best off to first examine the league's properties. We can do this by clicking on the name of the league in the leagues overview section. When we do this

we see numerous things. At the top the name of the league and its organizing dojo are shown. Below that the type of the league (kumite or kata) is shown along with the start date of the league. Below that are the league properties. Here we can see how far the league is done if it already has started by monitoring the *Matches done* field. We can also see the entrance fee, the amount of money we will have to pay if we join this league. If we do not have sufficient money, we cannot join this league. Then come the maximum amount of participants and the current amount of participants. If we subtract the current amount from the maximum amount, we get the amount of bots that are in this league. Note that this amount can still change if the league has not started yet. We also see the gradation requirements this league carries. We must be in between the minimum belt and maximum belt in order to join this league. Then we see whether or not this league is for dojo members only, equal to a *[d]* sign in the [leagues overview](#) section. At the right side of the league's properties we see a bar title *Average human participant skill*. This bar is the average of all user-controlled accounts that are currently signed up for this league. We must pay specific attention to this bar and combine it with the current amount of participants to determine the level of this league, an important factor to take along when picking our league to join.

5.1.2 Viewing rankings

Our purpose in a league is of course to win. To know if we are heading for the right direction we hence need to know how we are doing. We can do so by navigating to the [league rankings](#) to see a list ordered by rank. This means that the martial artist listed at the top is doing best in this league. We can see the names of the participants, the dojo which they are part of (if any), the amount of matches this martial artist has played and how many he has won, lost or ended up in a draw. Finally there are some averages of each participant. We can use this to determine the strengths of our opponents.

5.1.3 League schedule

Of course we also want to know when we will come into action and against who. For this reason we must navigate to the [league schedule](#). Here we see a list of matches to be held for each day. We see that every participant will have to come into action twice on almost all of the days on which matches are scheduled. For every match we see at which time it will take place and who will face who.

If a particular match has already been held, we see either a green *[W]* or a red *[L]* sign behind the name of those who matched up. A *[W]* behind a name means that person won. Likewise, a *[L]* indicates a loss. We can also click the *view* link behind an already held match to view its results (see section 5.5).

The [league results](#) page is simply a redirect to your last held match. And the [next matchday](#) shows us a more detailed schedule on the current match day, which we can also find in the [schedule](#) section.

5.2 Cups

Next to leagues, we can also join cups. Cups follow a knock-out system which means that whenever we lose, the cup is over for us (unless we lose in a semi-final after which we still need to match up for third place. Cups may consist of 8, 16, 32 or 64 participants and apart from a different functional scheme, they are identical to leagues.

5.2.1 Joining a cup

Joining a cup is very much like joining a league. This time however, we need to navigate to the [cups overview](#) section, where we a list of cups. This list has the same semantics as the leagues overview.

To join a cup, we should first check out its properties again. We can do this by clicking on the cup's name. Again we see some properties of this cup, almost identical to the league properties. The only difference here is that we now see the amount of rounds that have been held so far, not the amount of matches.

5.2.2 Cup schedule

To see the times at which we will come into action, we must navigate to the [cup schedule](#). This schedule is also very similar to that of a league. However we now see that every participant has only one match each day. We see the time at which each match will be held and we see the name of the round we are currently viewing. We can click on each participant's name (provided it is not a bot) to see some more details on that particular participant. Likewise we can click on the *view* link to view some more details on the match, provided that it has already been held. The [results section](#) is again a shortcut to the latest match in which we participated (see section 5.5). Keep in mind that whenever someone loses, he or she will be knocked out of the cup and will hence not come into action anymore thereafter unless the loss was a semi-final.

5.3 Duels

Next to cups and leagues, we can also compete with other martial artists via direct duels. We do this by challenging someone for a duel. This person then has some time to respond, but it is also possible that he or she does not react. In either way, duels are an effective way to gain some ranking points to increase our rank or to get our dojo some more fame.

Duels are scheduled in such a way that both parties (the challenger and the challenged) never have more than one duel within a time period of three days. Whenever we challenge someone or when we are challenged we have exactly until the start time of the duel to respond. If this does not happen, the challenged automatically loses. When this occurs, the challenged person loses 6 *KSO Ranking Points* and the dojo the challenged person is a member of (if any) loses 1 fame point. The challenger then gains 4 *KSO Ranking Points* and his or her dojo gains 2 fame points. Hence it is often not wise not to respond.

Once a duel has been simulated, we can view its result. This result will be available to us for three days. If we wait longer than three days before viewing the result, the result will have been deleted and we are too late. Hence, we should make sure we log in and check the result within this time period after a duel has been held.

The points we gain when a duel gets accepted and then held depend on a number of factors.

- The difference in skill points (average)
- The difference in dojo fame
- The difference in ranking points

The precise rules for when you get how many points are not public, but it is straightforward that whenever we beat someone that outclasses us in one or more of the three factors listed above, we gain more ranking points.

5.3.1 Challenging someone

If we want to duel someone else we must first challenge them. We can do this by following several paths. We can either click on the name of the person we wish to challenge wherever this name occurs. We will now follow a more practical path however. First we must navigate to the [KSO ranking](#) section. This section shows us a list of martial artists and their *KSO Ranking Points*.

We can challenge anyone to a duel as long as they have more ranking points than us or the same amount of points. We see that everyone with more ranking points than us has a link behind their name titled *Duel*. We can click this link directly to continue to the challenge section. We can also first view the opponent's statistics by clicking on his or her name rather than the duel link. We then again see a link titled *Duel* at the bottom of the page, if we decide we do indeed want to challenge this person, we click this link.

Once we have clicked on the *Duel* link we get to the duel overview page. Here we can basically see the summaries of ourself and our opponent. Since we are the challenger, we are listed first. We can weigh our own skills against those of our opponent with this summary. We can also compare our dojo's properties with that of our opponent. We should be wise enough not to challenge a much stronger opponent since we will most likely lose. We should also be wise enough not to challenge a too weak opponent since beating a weak opponent gives little ranking points and fame. Even worse, if we would lose to a weaker opponent, our loss is much greater than we could ever gain.

The overview section shows us at which time the duel will be scheduled. This time is computed automatically and we cannot change it. It is always the maximum of:

- The time of our latest scheduled duel plus three days
- The time of our opponent's latest scheduled duel plus three days

Hence, a newly scheduled duel will always give at least three days of response time to our opponent. Finally, when we are convinced we actually do want to challenge our opponent to a duel, we must pick the type of match we prefer. This can either be *kata* or *kumite*. Once we have set our preference for match type, we click the *Challenge* button and our opponent will be challenged.

Whenever our opponent already has three duels scheduled, we cannot challenge him or her anymore. Likewise, if we already have three duels open, we cannot challenge others nor be challenged by others. We can also not have more than one scheduled duel against a single opponent. Hence, if we wish to challenge the same person twice, we will have to wait until our first duel is held before challenging the opponent again.

5.3.2 Being challenged

We know how to challenge others. But what if someone challenges us? The answer to this question is given in this section. Whenever we are being challenged for a duel, we automatically receive a message. This message can be read on the [Home](#) section when we just log in, under the header *The following events happened*. We can click this message to go the [duel overview](#) section, or we can navigate to this section ourselves.

Once we are at the duel overview section we see two pieces of text and possibly two lists of duels. Just after the first piece of text is the first list of duels. This list shows us all the duels where other people challenged us, and to which we still have to react. We can see the name of our challenger, the type of match we are challenged to and the date at which the duel will be held. We also see a drop-down box under the column titled *Action*. This is where we can state our response to the duel. We can either choose to *Accept* or *Reject* the duel. If we accept it, the duel is scheduled as accepted and will be held at the specified time. It will be a regular kumite or kata match as is the case in league or cup matches. When we reject however, we lose four ranking points and the challenger gains two. We also lose one dojo fame whereas our challenger's dojo gains none. We should only reject if we are quite certain that we cannot win, since we most likely lose more ranking points if we accept and then lose then when we simply reject.

VIP members have two more options on how to respond to a duel challenge. As a VIP member we can either change the type of the duel from kata to kumite or vice versa. This costs no

VIP points and will have the same effect as a regular accept plus the bonus that the type of the match is changed. We can also choose the option *Reject, no rank change*. This option does what it says. It allows us to reject a duel without losing any of our own ranking points and not letting our challenger gain some. This option costs one VIP point and hence we should be careful when using this powerful response.

5.3.3 Duel results

Once one of our duels has been held, we of course wish to view its results. We can view the main result (eg. win or loss) by logging in and checking out the *The following events happened* header at the [Home](#) section. When a duel was accepted (eg. it was indeed held and not canceled due to lack of response) we can click on the corresponding message to view the its results. Alternatively we can navigate to the [duel overview](#) section. Here we see the list beneath the second piece of text showing us the duels where we were either the challenger or where we were challenged and have already responded to. We also see duels that have already been held. When this is the case, a link title *View* will show up at the very end of the duel entry in this list. We can click on this link to view the detailed results of our duel (see section [5.5](#)).

5.3.4 Other duels

Perhaps we are interested in how much our dojo members are being challenged or how much we are challenging others. To monitor this, we must navigate to the [duel list](#) section. Here we can see the complete list of currently scheduled duels or challenges as well as duels held within a time period of three days ago.

We see a list of names as well as times at which the duels will be held or were held and we see the duels' statuses. Whenever a duel involves one of our colleagues, a member of our dojo, all details of this duel will be highlighted. Whenever a duel involves us, all details of this duel be highlighted even stronger.

5.4 Setting tactics

One of the most difficult and influential parts in competition is setting up good tactics. We can choose from a variety of tactics, each having a different effect on every different martial artist. Most of the tactics' effects are not even based on our own skills and tactics, but also on the tactics our opponent set and his skills. A select amount of tactics even rely on the fame and ranking points of ourselves and that of our opponent.

Though every tactic has a pre-defined effect with every combination of skill, opponent tactics and opponent skill, the precise details of tactics are not public. We will address every tactic on itself and explain superficially what they mean and what aspects they rely on.

Though every tactic has different effects, there is one slightly general thing to say about tactics. If both we and our opponent set all of our tactics to *neutral* or the most neutral possible (eg. by not setting tactics at all), the tactics will not have any effect. This is a general statement and some exceptions are made to it, but it holds on most tactics. The problem here is though, we cannot tell what tactics our opponent set, so if we take our chances and try to neutralize the tactics is a risky thing to do. Since neutral tactics bring no effect to the matches, they are not addressed in the following sections.

It is important to know that once we set our tactics for a certain match in either a league or a cup, these tactics will remain in place in the following fights, they are not set back automatically. We can of course change our tactics after every match to be as well prepared as we can be for every single match.

5.4.1 Kumite

Kumite is a form of competition where two opponents face and try to score points on each other by applying correctly executed karate techniques. Kumite is the part of karate that most resembles a fight.

Fighting position

The fighting position is of course crucial in a kumite match. We can choose from three different fighting positions; *offensive*, *defensive* or *neutral*.

As the name says, a *defensive* fighting position requires us to have quite a good defense. Also, if we choose to stand defensively, we must also be able to last long enough. Hence a proper condition is useful as well. Because we choose to stand defensively, our opponent is more likely to strike first and hence we also need to be fast enough to counter this strike.

An *offensive* fighting position means we are willing to take more initiative. Because we do not want to be sped out by our opponent we need to be quick for this tactic. Apart from that we also need to be fit enough to keep up our pace during the entire match.

Preparation

Before a match starts we are to prepare ourselves both mentally and physically for it. We can emphasize either the mental or the physical aspect or choose to stay neutral. We can choose between four options; *meditate*, *intimidate*, *stretch* or *neutral*.

If we choose to *meditate*, we emphasize the mind rather than the body. For this tactic we need to be rather experience (though not extremely) to get a calm mind. Being in good health is a plus too.

We can also choose to *intimidate* our opponent. Though this tactic may not follow the harmonious ways of karate, it can be a useful tactic to mentally unbalance our opponent. One of the main aspects here is that we do not want to be overwhelmed by our opponent by rather overwhelm him or her. A high morale hence comes in handy. Some firm ranking position and fame may also be intimidating to our opponent.

If we wish to emphasize our body more than our mind, we can choose to stretch our muscles so that we are well prepared when the match starts. This tactic is useful when our body is a bit stern, eg. our agility is not too well developed.

Origin of strength

There are several ways to perform and place our techniques. We can choose to mainly use our *muscles* or to let the technique come from our *hara*. Alternatively we can choose to use a balance between the two and set the *neutral* tactic.

When we mainly let our techniques come from our *muscle* we had better make sure that we enough strength to do this. Since we also continuously use our muscles we need to have a proper condition to keep this up.

We can also choose to let our techniques mainly come from our *hara*. Since the concept of *hara* is not a well-known concept, this tactic is probably not for us when we are beginners. When we have enough experience to properly use our *hara* and apply it into our techniques, this tactic can be very useful.

Movement

Next to how we make our stance in kumite, we can also define how we move in battle. We can be withholding and choose either a *passive* or *defensive* movement or we can be initiating and

choose *offensive* or *aggressive* movement. If we do not wish to define our movement, we choose the *neutral* movement.

When we move around *passively*, we let our opponent take every initiative and try to drain his energy resources. Hence we need a very well developed condition for this movement to keep it up.

We can also choose *defensive* movement which is similar to passive. We let our opponent take initiative but now we also try to counter his techniques or when we see an opportunity, we take it. More than anything, we need to be quicker than our opponent, both with our legs and our arms.

The opposite is the *offensive* movement. Here we take initiative and try to persuade our opponent into errors which we can then abuse to our own good. For this type of movement we need to be quick enough to strike as soon as an opportunity arises and we need to strike precise.

A somewhat obscure movement tactic is *aggressive* movement. Here we not only persuade our opponent into errors, we try to force them. Because this can be an exhausting process, we need some well developed condition and our body needs to be strong and healthy.

Techniques

The techniques tactic is the most important one in *Karate Sim Online*. Especially the combination with the other tactics can bring us a great advantage or even a great disadvantage when we set a very stupid combination of tactics. For example, it would be foolish to aim at the *gedan* region with our arms. The techniques tactic allows to specify if we focus either on using our *arms*, *legs* or both equally; *neutral*. Of course the most important for using either arms or legs is that they are developed well.

When we mainly use our *legs*, we also need to have a good precision so we do not get penalty points and a good balance so that we are not too vulnerable to sweeps such as *ashi barai*.

When we intend on using mainly our *arms* we need to make sure we are fast and healthy enough to beat our opponent in this game. Blocks are mainly done with the arms so our opponent is probably well prepared to us getting on him with our arms. Because our opponent might get over exaggerated and block us to fiercely, we also need strength to support us.

Attack Zone

This tactic is strongly related to the *techniques* tactic. Here we can choose whether we mainly wish to attack at the *jodan*, or high, area, the *chudan*, or center, area or the *gedan*, or low, area.

When we focus on *jodan* techniques we risk infracting penalty points. Hence we need to be rather experienced to know what we are doing. We also need a very good precision in order not to hit our opponent to fiercely.

Focusing on *chudan* requires to have a bit of everything. We need to be able to block well but also to strike well. This is the most all-round attack zone and is probably best for beginners.

Focusing on the *gedan* attack zone means we need to be very experienced. In kumite, karate attack techniques below the waste are not allowed and penalized. Hence we really need to know what we are doing here. When we choose *gedan* as attack zone, we mainly use the *ashi barai* technique, which means we utilize our legs a lot.

5.4.2 Kata

Kata is a part of karate where a martial artist performs a successive series of techniques. The art is to execute these techniques perfectly. In competition form, two karatekas both run a kata af-

ter which referees grade both of the katas individually. The karateka with the highest grading wins.

Focus

We can choose on what aspect we wish to focus ourselves during the kata. We can choose to pay more attention to our body rather than our mind or vice versa. The choices we have are *elegance*, *balance*, *strength* or a combination of these; *overall*.

When we choose to focus on *elegance*, we will try to astonish the referees with smoothly transitioned techniques, performed to a level of perfection. To be able to do this we need to have a lot of experience and we need to be fast. We also need to be agile enough to perform the smoothness of a kata correctly.

If we choose to focus on *balance*, we are pursuing a firm kata with no flaws. This means we keep our weight down when we both our legs are on the ground and we will show utter control when executing high kicks or the likes. For this to happen we of course need a very good balance and also some strength to make sure we do not lose our balance.

Finally, we can focus on *strength*, expressing our explosiveness. This requires us to have significant strength but we need to have some good condition too since this type of focusing can be exhausting. Therefore, a properly developed health is also useful.

Preparation

Since we have no opponent but ourselves in our kata, the way we prepare for it is crucial. We therefore have the opportunity to set some tactics on this point. We can choose a mental preparation and *meditate*, we can also choose a physical preparation by *stretching* up our muscles or controversially we can take a confrontational point and *intimidate* our opponent.

Meditating allows us to clear our mind and focus on what matters in our kata. This helps when our morale and experience are low. However, meditation achieves optimal effect when we have peace. Something that can be disturbed when our opponent decides to intimidate us.

If we are not that agile, *stretching* up before a kata is a good preparation. This improves our agility and balance during the kata to get more out of our physical performance.

Intimidating our opponent is a controversial preparation, something not thought to be homed in martial arts spirit. However, it may give us a significant mental advantage over our opponent when we can break his preparation. Intimidation however, works only when our reputation is high. Hence, a well developed experience and a nice position in the KSO Rankings give us a head start when preparing in this way.

Movement

Along with focus, movement defines the style we will pursue when executing our kata. It makes only sense to combine the focus tactics with the movement tactics. We can either move *smoothly* or *firmly* or a bit of both.

Moving *smoothly* combines well with a focus on elegance. We need superior precision to achieve perfect smoothness and not mess up our techniques. Agility may help us here too since certain techniques require agile execution to remain as smooth as possible.

On the other hand, moving *firmly* matches a focus on strength well. Here we need of course some good strength to keep our techniques and we need to be able to endure the stress that comes with it well enough.

Speed

Katas can be executed in different speeds. Though no speed is better than the other, we may find that one pace matches us better than the other. Hence we can either choose to *haste* ourselves or to *pause* in between techniques, emphasizing our techniques.

When we move *hasty*, we can hide certain parts of the kata that we do not control well or we can show off our knowledge on the kata. When our morale and precision are relatively low, it is probably best to hide this and haste ourselves, emphasizing our stronger points.

On the other hand, we may also want to execute our kata *with pauses*. This way the referees can see every single technique we execute in full detail and evaluate it at once. We must not pause too long though as this may seem as insufficient knowledge on the kata and its techniques. When our condition and endurance are low, pausing may help us catch a breath. We do need experience and precision to keep our techniques accurate and precise enough though.

Origin of technique

We can let our techniques originate from different sections of our body. Firstly, we can choose to let them originate from our *hara*. Secondly, we can let them originate from our *muscles*. Alternatively, we can choose a neutral origin.

Letting our techniques find their origin in our *hara* is not easy. We need to be quite experienced to do this correctly. We also need to be in good health to let it function correctly.

Opposite to the *hara*, we can let our techniques originate from the *muscles*. This allows a more direct but also more exhaustive execution of our techniques. Therefore, we need to have a proper condition and endurance to keep it up. Since we use our muscles, strength also plays an important role.

5.5 Match results

Once a match has been held, we of course would like to see how we did, what the results were. In the previous sections, references to this section have been made so to let us know where we can find the match results. Here we will get to know what these results mean and how we should interpret them. Since there are two types of matches, we will investigate them both separately.

5.5.1 Kumite results

When we view the match results of a kumite match we can obtain a lot of information. First of all, we see a big scoreboard indicating the final score between the two participants. We also see a main referee whose decision is final in deciding the winner. Hence, the martial artist on the side where the main referee holds up his hand wins. Next to this main referee, there are also four corner referees. These referees will always appoint the martial artist with the most points scored as winner. If there is a draw, eg. both karatekas scored the same amount of point, the corner referees will decide a winner. The karateka with the majority of referees on his side will win the match.

To view some more details on the match and its results, we can hover over the referees to see their decision in textual format. More important information shows up when we hover over one of the two participants. We now see a list of scores (if any) that karateka made during the match. These scores are separated into wazaris (half points, one point in this game) and ippons (full points, two points in this game). Furthermore, we can see exactly at what time during the match this point was scored and what technique was used. Next to wazaris and ippons, a karateka can also sustain penalty points. These are shown as well. We should note that obtaining one penalty point has no influence on the score, but a second penalty point means a regular point for the opponent. A third adds one more to that and so forth.

Kumite matches last at most three minutes. Whenever someone reaches a score of three points, the match is halted and this karateka wins the match.

5.5.2 Kata results

As said before, in a kata match two people run a kata separately and the referees will give a grade of quality to it. Hence, the person with the highest grade gained will win the match.

In the kata results overview, we see a scoreboard indicating the final scores of both ourselves and that of our opponent. We can also see that every referee is holding up a board with two grades on it. The left grade is for the *Shiro* (white, left on the page) player and the right grade is for the *Aka* (red, right on the page) player. We can also hover our mouse pointer over every referee to see the score in a little more detail. Likewise, we can also hover over one of the participants to see the kata they ran as well as the grades they got.

6 Rankings

Yet to come.

7 Seminars

Yet to come.

8 Degrees

Yet to come.

9 World Cup

Yet to come.

10 VIP

Yet to come.

11 Miscellaneous

Yet to come.

11.1 Examination

Yet to come.

12 Terms

12.1 A

- aka – The color red, used to discriminate between parties in a match.

12.2 B

- barai – Japanese for block.

12.3 C

- chudan – Literally: middle. Chudan is used to address anything meaning center or middle.

12.4 D

- dan – A higher grade, applicable to those with black belts.

12.5 G

- gedan – Literally: lower-level. Gedan refers to something low or beginning, possibly the lower body.
- geri – Japanese for kick, executed with the legs.

12.6 H

- hara – Literally a point of focus. In karate the term *hara* usually means letting your force or spirit come from within, centered from the stomach area.

12.7 I

- ippon – One whole point that can be acquired in kumite by an advanced technique.

12.8 J

- jodan – Literally: upper- or high-level. Jodan may also refer to the upper body.

12.9 K

- karateka – A practitioner of karate.
- kata – A series of techniques that are to be executed after one another. In competitive kata, the karateka performing the techniques best (graded by judges) will win.
- kumite – A form of fight, bounded by karate techniques. In competitive kumite, the person scoring the most points will win.
- kyu – A lower grade, applicable to those without black belts.

12.10 S

- seminar – A specialized training possibly given by more than one sensei. The effects of a seminar are usually greater than that of regular training sessions.
- senpai – Usually the most capable student of the dojo. A senpai's role mimics that of an assistant. In *Karate Sim Online* a senpai is automatically signed in for training sessions.

- sensei – A teacher in martial arts. In *Karate Sim Online*, every sensei owns a dojo and every dojo has a sensei.
- shiro – The color white, used to discriminate between parties in a match.

12.11 T

- tsuki – Japanese for a punching movement, executed with the arms.

12.12 W

- wazari – A half-point that can be acquired in kumite by creating a score unworthy of an ippon.

13 Appendices

13.1 A - Gradation

The following table lists the gradation maintained in the game. The first entry is the lowest grade, from which everyone will start. The last entry is the highest grade.

Belt color	Grade
White	-
White	9° kyu
White	8° kyu
Yellow	7° kyu
Orange	6° kyu
Green	5° kyu
Blue	4° kyu
Brown	3° kyu
Brown	2° kyu
Brown	1° kyu
Black	1° dan
Black	2° dan
Black	3° dan
Black	4° dan
Black	5° dan
Black	6° dan
Black	7° dan
Black	8° dan
Black	9° dan

13.2 B - Katas

Below all katas used in *Karate Sim Online* are listed in gradual order. This means that the kata listed first is for the lowest grades and the kata listed last for the highest grades. Note that when you have a certain grade, you may execute any kata of lower grades as well, but never those of higher grades.

White	-	Taikyoku Shodan
White	9° kyu	Heian Shodan
White	9° kyu	Heian Nidan
White	9° kyu	Heian Sandan
White	9° kyu	Heian Shodan
White	8° kyu	Heian Yondan
Yellow	7° kyu	Heian Godan
Orange	6° kyu	Tekki Shodan
Green	5° kyu	Bassai Dai
Blue	4° kyu	Kanku Dai
Brown	3° kyu	Jion
Brown	2° kyu	Empi
Brown	1° kyu	Tekki Nidan
Black	1° dan	Tekki Sandan
Black	1° dan	Jitte
Black	1° dan	Hangetsu
Black	1° dan	Gankaku
Black	1° dan	Bassai Sho
Black	1° dan	Kanku Sho
Black	2° dan	Gojushiho Dai
Black	2° dan	Gojushiho Sho
Black	2° dan	Chinte
Black	3° dan	Sochin
Black	3° dan	Nijushiho
Black	3° dan	Unsu
Black	> 3° dan	Ji-in
Black	> 3° dan	Meikyo
Black	> 3° dan	Wankan

13.3 C - Techniques

Listed below are all the kumite techniques that are defined in *Karate Sim Online*. The techniques are ordered by the body to which they can be applied along with whether they will gain a wazari or an ippon on correct execution. Note that the Japanese word *tsuki* means a punch or something similar whereas the word *geri* is a kick. The word *barai* means block, *ashi barai* is a block used to unbalance others (like a sweep).

Jodan	
Choku Tsuki	wazari
Gyaku Age Tsuki	wazari
Gyaku Tsuki	wazari
Jun Tsuki	wazari
Kizami Tsuki	wazari
Oi Tsuki	wazari
Uraken	wazari
Mae Geri	ippon
Mae Tobi Geri	ippon
Mawashi Geri	ippon
Tobi Geri	ippon
Tobi Ushiro Mawashi Geri	ippon
Ushiro Geri	ippon
Yoko Geri Keage	ippon
Yoko Geri Kekome	ippon
Yoko Tobi Geri	ippon
Chudan	
Choku Tsuki	wazari
Gyaku Age Tsuki	wazari
Gyaku Tsuki	wazari
Jun Tsuki	wazari
Kizami Tsuki	wazari
Mae Mawashi Empi Uchi	wazari
Oi Tsuki	wazari
Tate Tsuki	wazari
Teisho Uchi	wazari
Uraken	wazari
Mae Geri	ippon
Mae Tobi Geri	ippon
Mawashi Geri	ippon
Tobi Geri	ippon
Tobi Ushiro Mawashi Geri	ippon
Ushiro Geri	ippon
Yoko Geri Keage	ippon
Yoko Geri Kekome	ippon
Yoko Tobi Geri	ippon
Gedan	
Ashi Barai - Oi Tsuki	wazari
Ashi Barai - Gyaku Tsuki	wazari
Ashi Barai - Ushiro Mawashi Geri	ippon
Ashi Barai - Ushiro Ura Mawashi Geri	ippon
Ashi Barai - Yoko Geri Kekome	ippon