The Making of Karateka: Jordan Mechner

In the early 1980s, a young programmer named Jordan Mechner was working on a game that would change the face of video games forever. That game was Karateka, a groundbreaking martial arts game that featured realistic graphics, fluid animation, and innovative gameplay.

The Making of Karateka: Jordan Mechner is a fascinating look at the creation of this iconic game. Mechner's personal journey, from his early days as a self-taught programmer to the release of Karateka, is a story of perseverance, creativity, and innovation. The book is packed with behind-the-scenes details, including Mechner's inspirations, his development process, and the challenges he faced along the way.

The Making of Karateka by Jordan Mechner

★★★★☆ 4.6 out of 5

Language	: English
File size	: 996 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
Word Wise	: Enabled
Print length	: 238 pages
Lending	: Enabled

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The Early Years

Jordan Mechner was born in New York City in 1964. He became interested in computers at a young age, and he began programming in the early

1980s. Mechner's first game was a text-based adventure game called The Hitchhiker's Guide to the Galaxy. He later created a number of other games, including a role-playing game called Wishbringer and a platform game called Jumpman.

The Creation of Karateka

In 1984, Mechner began working on Karateka. He was inspired by a number of martial arts films, including Enter the Dragon and The Karate Kid. Mechner wanted to create a game that would be realistic and immersive, but he also wanted to make it fun and challenging to play.

Mechner spent over a year developing Karateka. He used a variety of techniques to create the game's realistic graphics and fluid animation. He also developed a unique combat system that allowed players to perform a variety of martial arts moves.

The Release of Karateka

Karateka was released in 1985 for the Apple II and Commodore 64. The game was a critical and commercial success. It was praised for its innovative gameplay, realistic graphics, and fluid animation. Karateka was also one of the first games to feature a female protagonist.
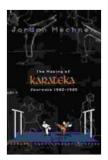
The Legacy of Karateka

Karateka is considered to be one of the most important video games of the 1980s. It helped to popularize the martial arts genre, and it inspired a number of other games, including Prince of Persia and Double Dragon. Karateka is also credited with helping to advance the development of computer graphics and animation.

The Making of Karateka: Jordan Mechner is a must-read for anyone interested in the history of video games. It is a fascinating look at the creation of one of the most iconic games of all time.

Additional Resources

- Karateka on Wikipedia

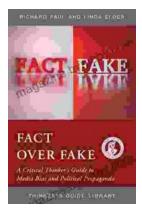- Jordan Mechner's website

- The Making of Karateka: Jordan Mechner (video)

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