IMPORTANT
PLEASE DISREGARD THE INSTRUCTIONS FOR YIE AR KUNG FU IN YOUR INSTRUCTION MANUAL. SEE BELOW.

REVISED INSTRUCTIONS FOR YIE AR KUNG FU

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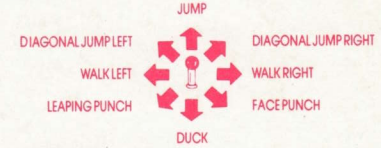
THE GAME

Yie Ar Kung Fu is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grand Master in the ancient skills in honour of his father, a kung fu master before him.
Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with different skills and weapons and must be overcome with a combination of 10 different attack moves.
The controls are by means of joystick and the game has a one or two player option.
The fun and excitement of Kung-Fu is about to begin as you face your foe. Your honourable opponents are. . . .

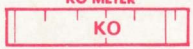
BUCHU – A huge kung-fu fighter who can attack by flying through the air.
STAR – A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN.
NUNCHA – Master of the NUNCHAKA – beware his reach.
POLE – Attacks with the ancient rod or BO.
CHAIN – Is skilled in the art of fighting with a deadly chain.
CLUB – . . . This fighter is armed with a shield to deflect your blows and a club to strike back.
FAN – Another female adversary, this time an exponent of the NINJAFAN.
SWORD – Sword carrying opponent, a fearsome and deadly foe.
TONFUN – Skilled in the art of fighting with flailing sticks or TONFUN.
BLUES – The Kung-Fu master himself, has all the skills and many of the moves of Oolong, but faster. If you can win this final battle you truly will become a Grand Master.

CONTROLS

JOYSTICK

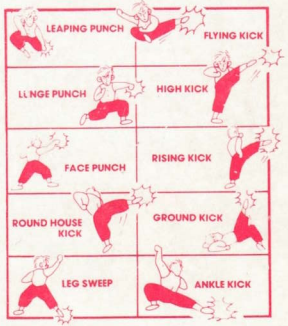


KO METER

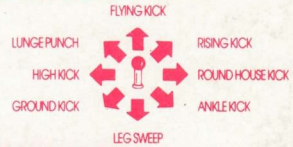


When KO meter reaches 0 player is knocked out.

The attack moves are illustrated above and the KO meters for you and your opponent indicate the state of play at each level. You have five lives to begin your task . . . GOOD LUCK!



JOYSTICK WITH FIRE BUTTON



STATUS AND SCORING

On screen scoring indicates your current score, the high score and the number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows:

ROUND HOUSE KICK	500	ANKLE KICK	1000
GROUND KICK	1000	FLYING KICK	2000
LEAPING PUNCH	1500	RISING KICK	1500
LUNGE PUNCH	1000	LEG SWEEP	500
FACE PUNCH	500	HIGH KICK	1000

HINTS AND TIPS

- Seek and attack each opponent's weak point.
- Remember Oolong can jump over his foes and put them off guard.
- Try hit and run tactics and keep your distance from armed opponents.

YIE AR KUNG FU

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IMPORTANT PLEASE NOTE THE FOLLOWING AMENDMENTS

SPECTRUM

JACKAL

UP = K
DOWN = M
FIRE = L
QUIT = 1

AMSTRAD

NEMESIS

M = Toggles between music/sound effects.
P = Pause

JAILBREAK

DOWN = \
UP =]

JACKAL

UP = +
DOWN = ?
FIRE = SP/BAR

MIKIE

SPACE BAR = SHOUT

COMMODORE

YIE AR KUNG FU

Please see overleaf

NEMESIS

UP = ;

JAILBREAK

This game is controlled by joystick only

IMPORTANT ATTENTION AUX CORRECTIONS SUIVANTES

AMSTRAD

JAILBREAK

BAS = \
HAUT =]

MIKIE

BARRE D'ESPACEMENT = CRIER

COMMODORE

JAILBREAK

Ce jeu est commandé par levier seulement

IMPORTANTE SI PREGA DI NOTARE LA VARIAZIONE SEGUENTE

COMMODORE

JAILBREAK

Questo gioco è controllabile solo tramite joystick