

INSTRUCTION MANUAL

GETTING STARTED

Kung-Fu Master will operate on either the Amstrad CPC 464, 664/6128 computers.

Cassette

Amstrad CPC 464

Place the rewound cassette in the cassette deck. Type RUN" and then press the ENTER key. Follow the instructions as they appear on the screen. If there is a disc attached then type :TAPE then press the ENTER key. Then type RUN" and press the ENTER key. In case of difficulty refer to chapter two of the user instruction booklet.

Amstrad CPC 664/6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type :TAPE and press ENTER key. Then type RUN", and press ENTER key. Follow the instructions as they appear on the screen.

Disc:

Amstrad CPC 464

Switch on Disc Drive then the Computer. Insert the disc into the disc drive with the label facing upwards. Type RUN"KUNG" and press ENTER key. Follow the instructions as they appear on the screen.

Amstrad CPC 664/6128

Switch on the Computer. Insert the disc into the disc drive with label facing upwards. Type RUN"KUNG" and press ENTER key. Follow the instructions as they appear on the screen.

SELECTING GAME OPTIONS

When the programme has loaded the Hi-Score table is shown. By pressing any key the game options will be displayed. You can select Keyboard or Joystick with K/J. You can select separate Punch and Kick keys by pressing 'Y'. Any other key will select combined.

CONTROL OPTIONS

	SEPARATE	COMBINED
Up	I	I
Down	K	K
Left	J	J
Right	L	L
Kick	Q	Q
Punch	A	Space toggles between kick/punch

GAME PLAY

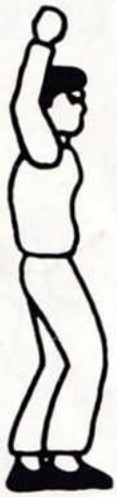
You begin your quest on the first floor and must battle your way to the fifth floor to make your rescue. As you start you have three (3) lives; each score of 40,000 points awards you with an additional life. You must reach the lift at the end of each floor before your energy runs out. If not, you are defeated and lose one life.

Energy – Your energy level is always displayed on the bar graph in the top half of the screen.

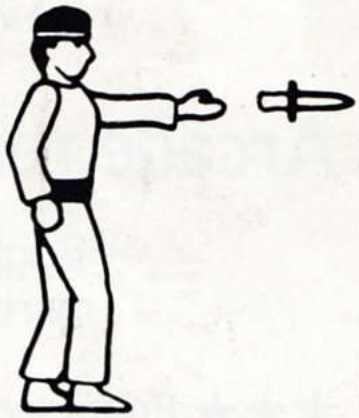
To pass through each floor, you must successfully defeat all the obstacles and henchmen in your path. Go to the lift and press the button for the next floor. At this time you energy will reset. Once you have completed the fifth floor, your quest is finished. You have rescued the fair maiden. (Note: In order for the game to continue after this point, you are placed back at the beginning of the first floor. Re-establish your quest, but beware: in this round all enemies and obstacles are stronger, faster and more abundant).

ENEMIES

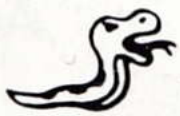
Henchmen will approach you from either side and will attempt to grab you, depleting your energy. You need only kick or punch each of them once to defeat them. Note: if the henchman grabs you, move your joystick (or keyboard controls) rapidly left to right to shrug them off.



Knife Throwers approach you from either side wielding sharp knives. Duck or jump to avoid the knives. To defeat them, you must kick or punch them twice.



Snakes appear from falling vases as they hit the floor. You may destroy the vase as it falls with a skillful punch or kick, but you cannot kill the snake. These snakes are small and fast as they scurry by your feet. Avoid their harmful contact by jumping as they pass under you.



Fire Breathing Dragons appear from falling balls as they hit the floor. You may destroy the ball before it hits the floor or defeat the dragon with a single mid-punch or kick, but beware of the harmful flames.



Mystic Globes hover at your head and will soon after, burst into dangerous fragments.



Dwarfs will approach from either side to somersault onto you. Stand or use a single squat kick or punch to defeat them.

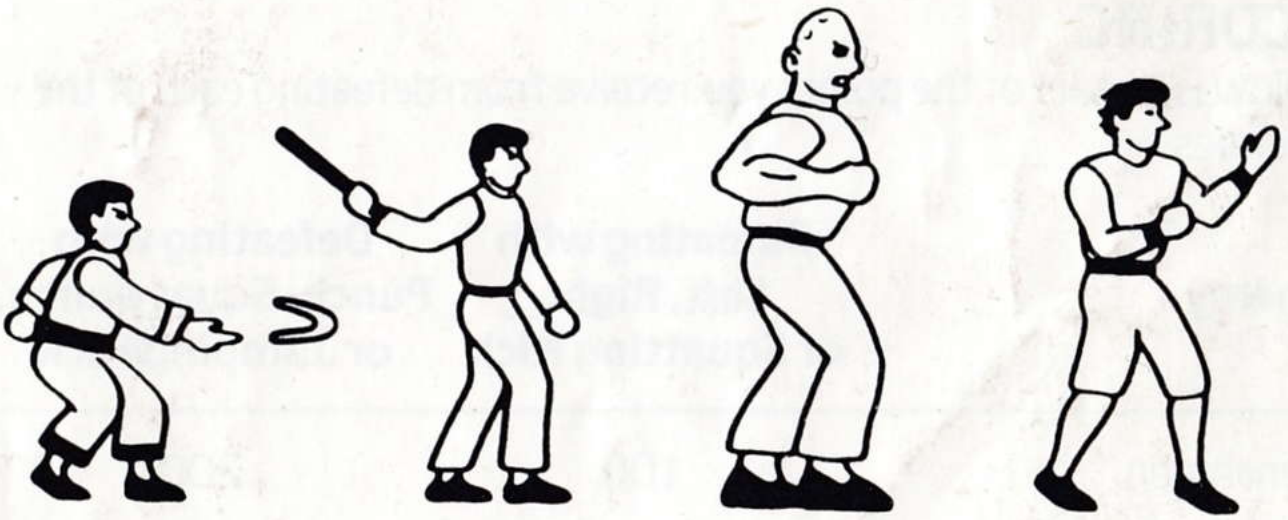


Killer Bees will emerge from various heights on either side to sting you. Kick or punch them once to defeat them.



Guardians on each of the floors obstruct your path to the stairs for the next level. You must defeat the guardian before advancing, by kicking or punching several times until his energy is depleted.



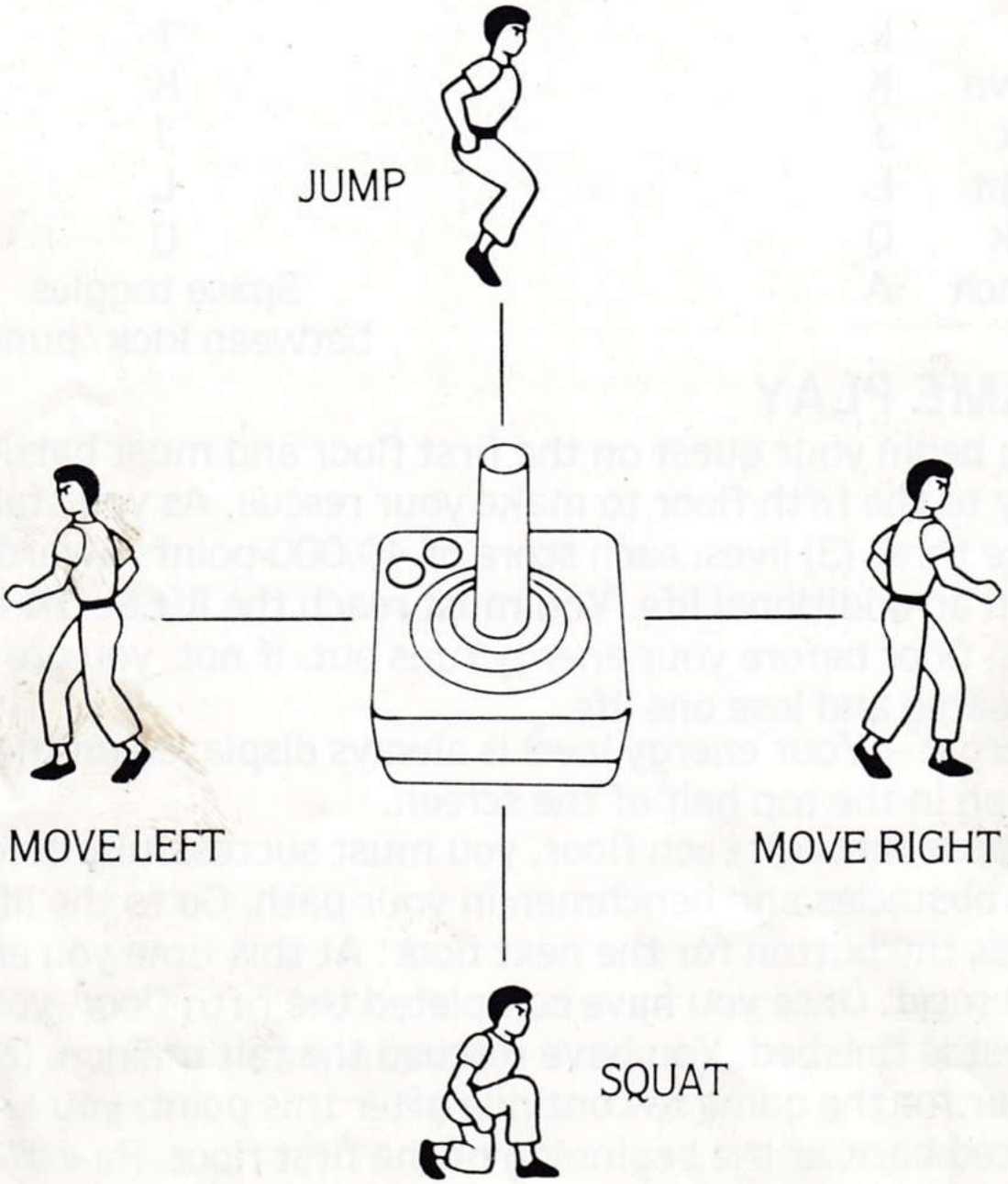


CONTROL

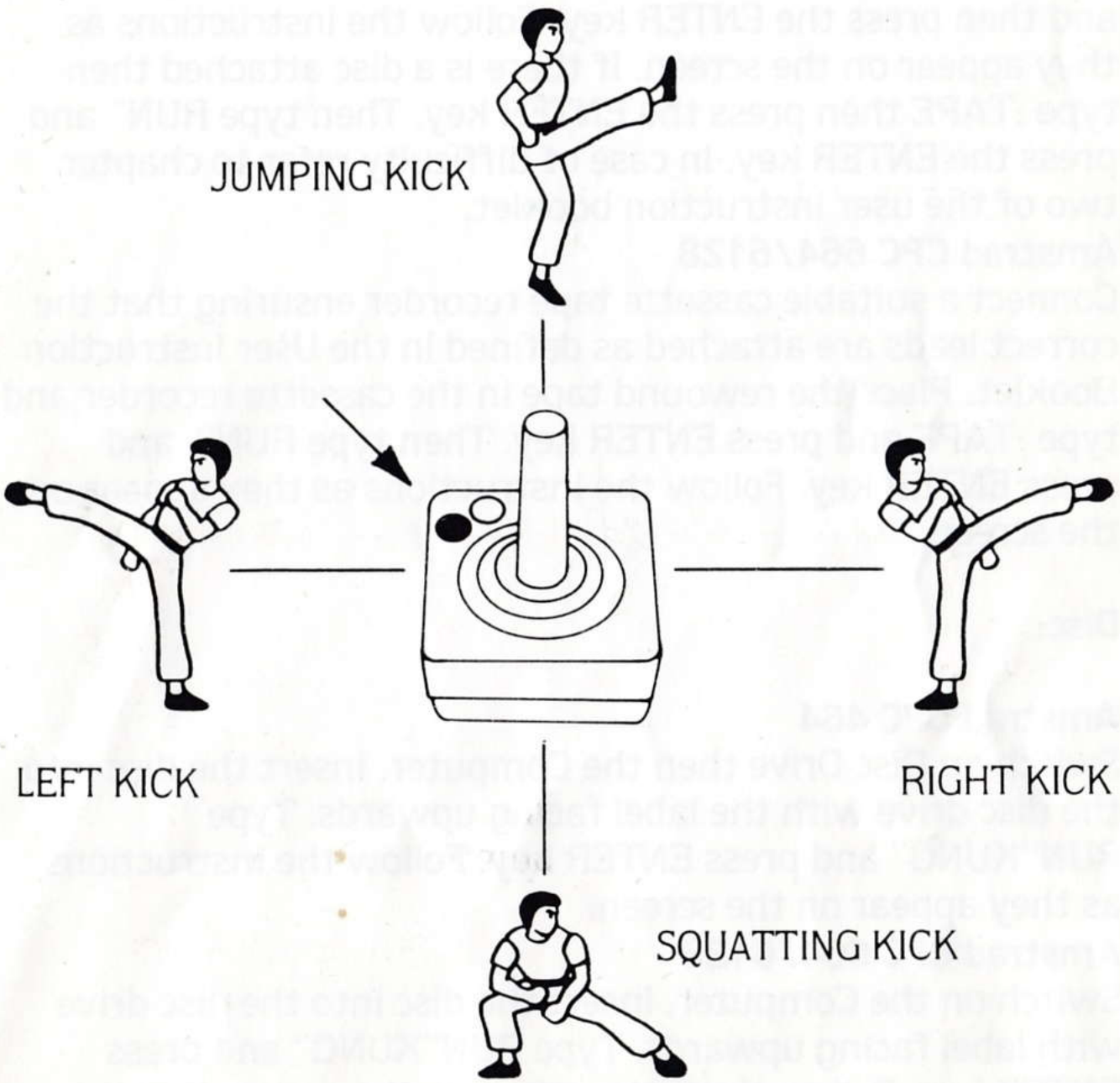
You can control your player with either joystick or keyboard. Select K or J when you are asked.

If combined punch/kick or joystick is selected then the fire button serves as a kick control. By pressing the Space Bar on the keyboard the button then becomes a punch control.

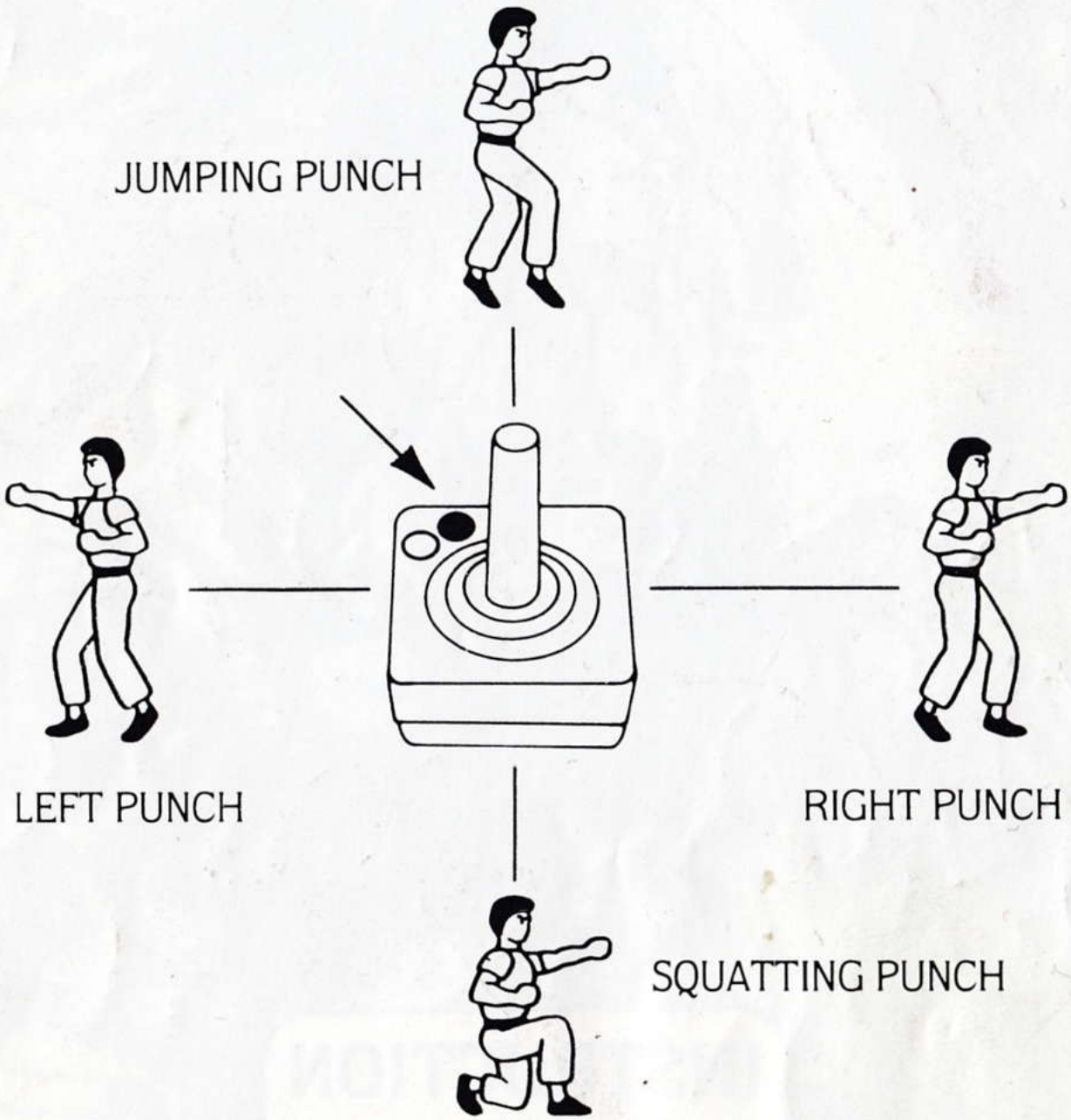
FIGURE 1: FOUR-DIRECTION



JOYSTICK DIRECTIONS AND RESULTING MOVES



MOVES WITH "KICK" BUTTON PRESSED



MOVES WITH "PUNCH" BUTTON PRESSED

TWO-PLAYER GAME

The Commodore Kung-Fu Master games offer one-and-two-player modes. Note that since play alternates in a two-player game that only one player is actually playing at any one time. Play alternates between the two players every time a player loses a life. Should one player lose all his lives before the other player, the remaining player is allowed to play all of his lives out (without alternating to the other player) until the game ends.

SCORING

Below is a chart of the points you receive from defeating each of the enemies.

Enemy	Defeating with Left, Right or Squatting Kick	Defeating with Punch, Squat punch, or Jumping Kick
Henchmen	100	200
Knife Thrower	500	800
Falling Vase or Ball	300	200
Dragon	2000	2000
Floating Globe	1000	1000
Dwarf	200	300
Jumping Dwarf	400	400
Bee	500	600
Guardians	?	?

KEYBOARD CONTROLS

On **AMSTRAD CPC 464, 664/6128**

OTHER CONTROLS

QUIT game play.

To quit (end) the current game, press (ESC). Quitting the game will return you to the Hi-Score Table.

ENTERING HIGH SCORE

To enter your name into the High-Score Table use Left, Right and Punch/Kick controls.

Prepare for the fight of your life... You are the



Arcade realism brought to your home

"Bright, inventive... clearly the 'master' of martial arts games." – Replay Magazine.

★★★ Endorsed by the U.S. National Video Game Team ★★★

Adapted by: Berkeley Softworks
Amstrad version produced by Jon Woods.
Programmed by Choice Software.

DATA EAST

U.S. GOLD
All American Software

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