

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 Grandmaster 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 opponants each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 16 different attack moves. The controls are by means of joystick or keyboard (which is user definable) 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 NUNCHAKU - beware his reach.
POLE - Attacks with the ancient rod or BO.
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 apponant, a firesome and deadly foe.
TONFUN - Skilled in the art of fighting with flailing sticks or TONFA.
BLUES - The Kung-Fu master himself, has all the skills and moves of Oolong, but faster. If you can win this final battle you truly will become a Grand Master.

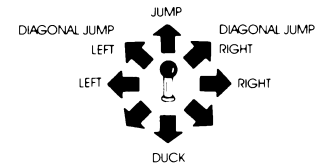
LOADING

Type LOAD ""<ENTER> (Note there is no space between the two quotes). The " is obtained by pressing SYMBOL SHIFT and the P key simultaneously. For further instructions consult chapter 6 of your manual. Now press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone controls up until loading takes place.

CONTROLS

Oolong is controlled as follows:
Joystick control plus FIRE button creates the attack moves. SPACE bar switches between KICK and PUNCH.

JOYSTICK















KEYBOARD

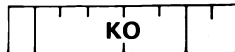
Key controls without the FIRE key pressed emulate the joystick controls. The keyboard control substitutes are indicated on each move as the KEY LETTER, but can be redefined if required. The S key represents FIRE.

CAPS SHIFT - Pause
BREAK - Return to Menu
SPACE - Restart

ATTACK MOVES

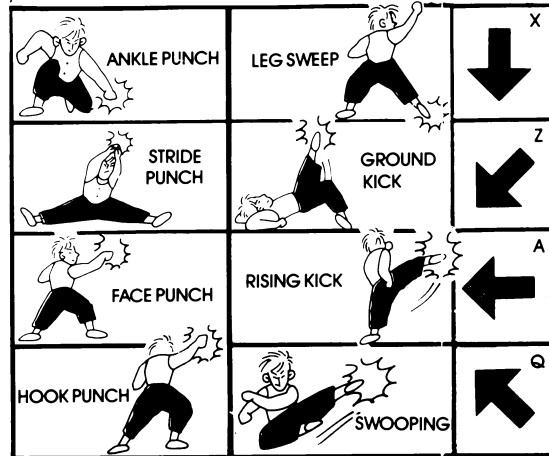
W 	 FLYING PUNCH	 FLYING KICK
E 	 LEAPING PUNCH	 HIGH KICK
D 	 LUNGE PUNCH	 ROUND HOUSE KICK
C 	 LUNGE PUNCH	 ANKLE KICK

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 opponant indicate the state of play at each level. You have 5 lives to begin your task...GOOD LUCK!



STATUS and SCORING

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

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

HINTS and TIPS

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

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Produced by D.C. Ward

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