

Yie Ar KUNG~FU™

イー・アル・カンフー



ataricard CREATIONS

OPCODE

FOR USE ONLY WITH
COLECO VISION™

Thank you for selecting the Yie Ar Kung-Fu
game cartridge for your ColecoVision game system.

Please read this instruction booklet thoroughly to ensure maximum
enjoyment of your new game. Save this booklet for future reference.

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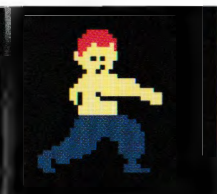


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1. THE STORY



Sure, feudal China is a place of beauty and wonder. However, with the Chop Suey Triad Gang running around, you wouldn't want to live there. They're the meanest bunch of thugs this side of the Great Wall, and they just won't rest until they've brought the peaceful Ching Dynasty to an end. Who will save China from entering a new era of nastiness?

Enter the dragon...namely, Lee, the magnificent martial artist with flying feet and fists of steel. Or was that the other way around? Anyway, Lee's not going to let the people of China

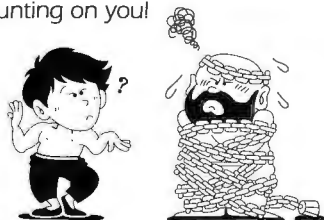
be pushed around by a bunch of belligerent bullies. He sneaks into their hideout, the Bamboo Shoot Pagoda (really, it's a lot scarier than it sounds), in the hopes of taking out the Chop Suey Triad Gang for good!

It won't be easy for Lee to deliver hot justice to these bandits, however. The Bamboo Shoot Pagoda is defended by the Chop Suey Triad Gang's most dangerous members, and they're all itching for a fight. Lee will have to dodge the mighty staff of Wicked Wang, take the heat of the action-breathing

Terrible Tao, and resist the allure of the beautiful but deadly Lady Lang before facing his final challenge, Wily Wu.

Can Lee press on to the mysterious leader of the Chop Suey Triad Gang and nail him for good? Or will he be polished off by the toughest tenants of the Bamboo Shoot pagoda? That's up to you. Pick up your controller,

punch out the opponents, and bring Lee to his final confrontation. The largest country in the world is counting on you!



2. READY . . . FIGHT!

You'll need to set up your ColecoVision™ game system before rumbling with the members of the Chop Suey Triad Gang.

- Connect your system to a compatible television set using an RF adapter. If you need help, please consult the manual included with your ColecoVision game system.
- Insert the ColecoVision power supply into an open power outlet.
- Connect your favorite controllers to your system. Most game controllers that use a 9-pin D-shell connector* will work with Yie Ar Kung-Fu. Simply insert the controller into the first port. Yie Ar Kung-Fu does not require numeric keypad input, so feel free to use the controller you like best.

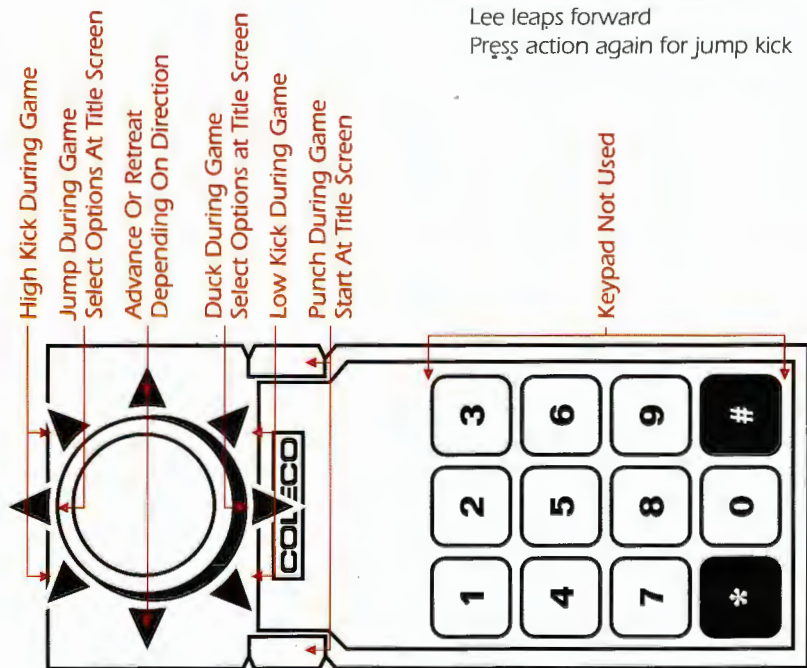
- Insert Yie Ar Kung-Fu into the cartridge port of your ColecoVision, with the label facing you. Press the cartridge down firmly to lock it into place.
- Push the ColecoVision power switch to the on position to begin playing.

REMEMBER! Always turn the ColecoVision off before removing or inserting game cartridges. Also, never turn on the system without inserting a cartridge first.

***CAUTION!** We recommend controllers designed for the Atari 2600, ColecoVision, or Sega Genesis. Opcode is not responsible for damage resulting from the use of controllers not specifically designed for the ColecoVision game system.

3. USING THE CONTROLLER

- **JOYSTICK UP –**
Lee jumps upward
Select options at title screen
- **JOYSTICK DOWN –**
Lee ducks down
Select options at title screen
- **JOYSTICK LEFT/RIGHT –**
Lee advances toward or retreats from his enemy depending on which direction he is facing
- **JOYSTICK UP DIAGONAL –**
Lee high kicks
- **JOYSTICK DOWN DIAGONAL –**
Lee low kicks
- **ACTION BUTTON –**
Lee punches
Starts game at Title Screen
- **JOYSTICK DOWN + ACTION –**
Lee performs a foot sweep
- **JOYSTICK UP + ACTION –**
Lee leaps forward
Press action again for jump kick



4. BATTLING TO THE TOP

Your mission is to defeat the members of the Chop Suey Triad Gang, stationed on each floor of the Bamboo Shoot Pagoda. When you beat an enemy, you'll ascend to the next floor where another, more difficult foe awaits. After you've defeated every enemy, you'll reach the top floor of the pagoda and the mysterious leader of the Chop Suey Triad Gang.

Each battle begins with Lee on the left side of the screen and his current opponent on the right. Both characters are given a life bar, displayed at the bottom of the screen. These bars are full at the start of the fight, but when Lee and his enemy are hit by punches, kicks, and weapons, their bars will deplete. When the enemy's life bar is empty, he or she will fall and Lee will be declared the winner of the battle.

However, if Lee loses all the energy in his own life bar, he loses one chance to defeat the Chop Suey Triad Gang. You receive three chances at the beginning of the game...lose them all and the game is over. Fortunately, more chances can be earned with high scores. Lee will receive an extra chance after scoring 30,000 points, then one more after 50,000 points.

To beat your enemies, you'll need to observe their methods of attack, then strike them when they are most vulnerable. You have five different attacks...the high kick, the punch, the low kick, the foot sweep, and the jump kick. Each attack strikes a different part of the opponent's body...the high kick targets the head, the punch targets the chest, the low kick hits the legs, and the foot sweep strikes the ankles.



The jump kick is a variable attack... it can strike either the head or chest of your opponent depending on your timing.

Lee can also evade his opponent when necessary, although he cannot block. Pressing back on the controller (left if Lee is facing right) will make Lee retreat, putting him at a safe distance from his foe. Pressing up

will make Lee jump, helping him to avoid thrown weapons like fireballs and shuriken. Pressing down will make Lee duck, dodging attacks aimed for his head. Finally, Lee will jump toward his opponent when you hold down the action button and press up. Release the button and press it again to jump kick...this attack is difficult to land, but even harder to counter.

5. TWO PLAYER ARE BETTER

Now you can test your skills against friends in the versus mode, exclusive to the ColecoVision game system. At the title screen, push down on the first player's controller to select TWO PLAYERS, then press the action button. The character select screen appears. The first player will always be Lee, but the second player may choose any member of the Chop Suey Triad Gang, including Wily Wu.

Use the second controller to select a character, then press the action button to confirm your choice.

Each fight is a best of three match, with no time limits and no scoring. When a player's energy is reduced to zero, the other player wins that round and the circle under his life bar is lit. The first player to win two rounds is the winner of the match.



6. THE BAD GUYS FIGHT BACK!

The Chop Suey Triad Gang control a little differently than Lee. They cannot jump...but they can confuse the hero by walking from one side of the screen to the other. How do they do it? Let's just call it an ancient Chinese secret.

Each member has their own favorite attack. Here's how to perform them:

WICKED WANG

- **UP + ACTION** –
Swing pole at head
- **LEFT/RIGHT + ACTION** –
Swing pole at torso
- **DOWN + ACTION** –
Swing pole at feet
- **ACTION BUTTON** –
Straight kick

TERRIBLE TAO

- **UP + ACTION** –
Spit fireball at head from a distance
- **LEFT/RIGHT + ACTION** –
Spit fireball at torso from a distance
- **DOWN + ACTION** –
Spit fireball at feet from a distance
- **ACTION BUTTON** –
Straight kick
- **UP DIAGONAL** –
Face punch

CHEN THE CHAINFIGHTER

- **UP + ACTION** –
Throw chain at head from a distance
- **LEFT/RIGHT + ACTION** –
Throw chain at torso from a distance

- **DOWN + ACTION** –
Throw chain at feet from a distance
- **ACTION BUTTON** –
Straight punch
- **UP DIAGONAL** –
High kick
- **DOWN DIAGONAL** –
Low punch
- **UP DIAGONAL + ACTION** –
Double kick

LADY LANG

- **UP + ACTION** –
Throw shuriken at head from a distance
- **LEFT/RIGHT + ACTION** –
Throw shuriken at torso from a distance
- **DOWN + ACTION** –
Throw shuriken at feet from a distance
- **ACTION BUTTON** –
Straight punch
- **UP DIAGONAL** –
High kick
- **DOWN DIAGONAL** –
Foot sweep
- **UP DIAGONAL + ACTION** –
Punch and kick combo

WILY WU

- **UP + ACTION** –
Full force flight at head from a distance
- **LEFT/RIGHT + ACTION** –
Half force flight at torso from a distance
- **DOWN + ACTION** –
Light force flight at torso from a distance
- **ACTION BUTTON** –
Midsection kick
- **UP DIAGONAL** –
High kick
- **DOWN DIAGONAL** –
Foot sweep
- **UP DIAGONAL + ACTION** –
Double strike

7. SCORING

YIE AR KUNG-FU SCORE TABLE


PUNCH	100 PTS
COUNTER PROJECTILE	100 PTS
HIGH KICK	300 PTS
LOW KICK	300 PTS
FOOT SWEEP	500 PTS
JUMP-KICK	500 PTS

8. BONUSES

BONUS ROUND OBJECT (LAMP, BLOCKS ETC.)	100 PTS
DEFEAT AN ENEMY (X LIFE REMAINING)	200 PTS
PERFECT BONUS ROUND PERFORMANCE	3,000 PTS
PERFECT FIGHT (0 DAMAGE)	5,000 PTS

9. CHARACTER TABLE

YIE AR KUNG-FU CHARACTER TABLE

LEE THE KUNG-FU MASTER		CHEN THE CHAINFIGHTER	
WICKED WANG		LADY LANG	
TERRIBLE TAO		WILY WU	

10. LESSONS FROM THE MASTER

- Some enemies attack with projectile weapons in addition to punches and kicks. These projectiles fly in a straight path toward Lee, and can be aimed at his head, chest, or legs. Duck the high projectiles and jump over the others...it is unwise to try to counter them with punches or kicks.
- A skilled martial artist makes every punch and kick count. Before you attack, be sure that the end of your fist or foot will connect with the opponent. If you're not precise, you will miss, and worse yet, make yourself vulnerable to the enemy.
- It can be tough to get near your opponent without being attacked. Your best bet is to distance yourself, then leap toward them and hit them with a jump kick. After you land, you'll be close enough to the enemy to land more blows without needing to worry about a counterattack.
- There may be an extra surprise hidden in the game. We don't want to give anything away, but it's worth the effort to find.

11. CREDITS

PROGRAM: Eduardo Mello (MSX version by Konami Industry Co., Ltd., Japan)

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VERY SPECIAL THANKS: Albert Yarusso and AtariAge

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GAME CARTRIDGE NINETY DAY LIMITED WARRANTY

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Opcode Games, Customer Service
CP 17, Mairinque -SP, Brazil, 18120-970

If your cartridge is found to be defective up to ninety days after its purchase, it will be repaired or replaced at no cost to you. If the cartridge is found to have been abused or damaged by its owner it will not be covered by the warranty and you will be informed in advance of the cost to repair or replace it.

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The logo for Opcode Games, featuring the word "OPCODE" in a stylized, blocky font. The letters are primarily green with a yellow outline, and the "O" and "P" are slightly larger than the other letters.

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