

**AMSTRAD**

# *Yie Ar KUNG~FU*



**Magnum**

*...the name  
of the game*

# YIE AR KUNG FU

It's program code, graphic representation, and artwork are the copyright of Imagine Software (1984) Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software (1984) Limited. All rights reserved Worldwide. Yie Ar Kung Fu runs on the Amstrad 464,664 and 6124 micro computers.

## 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 10 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.

**SWORD** – Sword carrying apponent, a firesome and

# TONAMI'S 91

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

**AMSTRAD CPC 464** – Place the rewind cassette in the cassette deck. Type "RUN" and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disc attached then type ITAPE then press 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 and CPC 6128** – Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewind tape in the cassette recorder and type ITAPE then press the ENTER key. Then type RUN" and press ENTER key. Follow the instructions as they appear on the screen.

Note: Each of the two versions of the game, The Temple and The Mountain, are on alternate sides of the cassette.

**DISK** – Insert the game disc into the disk drive. Now type "I DISC" to make sure that the machine can access the disk drive. Now type RUN "KUNGFU" (type KUNGFU as one word), and press RETURN. The game will now load automatically.

## CONTROLS

Oolong is controlled as follows:

Joystick control plus FIRE button creates some of the attack moves. SPACE bar switches between KICK and PUNCH.

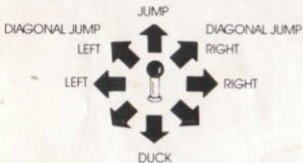
ESCAPE – Pause

ESC then SHIFT – Restart

ESC then DEL – Return to Menu

ESC then SPACE – Music ON/OFF

### JOYSTICK



### KEYBOARD

Keyboard controls in default are as follows (but can be redefined):

LEFT – 4

RIGHT – 6

JUMP UP – 8

DUCK – 2

JUMP RIGHT – 9

JUMP LEFT – 7

FIRE – Ø

# ATTACK MOVES

JOYSTICK      KEYBOARD



FIRE  
and  
8



FIRE  
and  
7



FIRE  
and  
6



FIRE  
and  
1













1



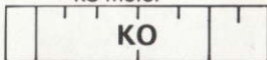
# AMSTRAD

## ATTACK MOVES

JOYSTICK    KEYBOARD

	FIRE and 2	LEG SWEEP 
	FIRE and 3	GROUND KICK 
	FIRE and 4	RISING KICK 
	FIRE and 9	HOOK PUNCH 
	3	STRIDE PUNCH 

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 5 lives to begin your task...GOOD LUCK!

## STATUS and SCORING

On screen scoring indicates your current score the high score 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	1500
LUNGE PUNCH	500
LEG SWEEP	500
GROUND KICK	1000
RISING KICK	500
HOOK PUNCH	1500
ANKLE KICK	1500
STRIDE PUNCH	1500

## **HINTS and TIPS**

- \* Seek and attack each opponent'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.

## **YIE AR KUNG FU**

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Produced by D.C. Ward

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