



COLOR DREAMS, INC.  
CUSTOMER SERVICE DEPARTMENT  
2700 E. IMPERIAL HWY., BLDG. B  
BREA, CA 92621



INSTRUCTION  
MANUAL

MASTER CHI  
AND THE  
DRUNKARD HU



## MASTER CHU AND THE DRUNKARD IN CONTROL, SUMMARY

### Control

Left and Right Arrows:

Move Master Chu in the indicated direction.

Up Arrow:

Push the Arrow to jump.

Down Arrow:

Push Master Chu to the

Left Arrow:

Reverse the turn or the lock to block shots from enemies.

Right Arrow:

Start the game. Also restart the game.

Ctrl + Arrow:

Restart playing on the screen.

### Special Effects

Control of Gameplay:

Control is available to complete each word.

Pressing Key of Freedom:

After drinking the beer between words, select the key to enter the next word.

Control of Knowledge:

After drinks or wine drinking capabilities.

Press of Power:

Replenishes the force by 2 minutes.

Control of Gameplay:

Replenishes the force completely.

Control of Knowledge:

After Master Chu's introduction for several seconds.

The Control Bar:

Check you are into the



## MASTER CHU AND THE DRUNKARD HU I. Introduction

Return to a mythical time in the Far East, when the legendary Chinese Taoist Shou, God of Instruction, cursed your village with fearsome evil spirits. Despaired by repeated failures to drive out Shou's evil demons, your best friend, Master Hu, has turned into a drunkard. You, Master Chu must search through hidden places and temples to find and destroy the last great incarnation of Shou. If you would like, just ask your teammate, the Drunkard Hu to help out. Playing together can be a lot of fun!

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## PRECAUTIONS

- 1) Store at room temperature. Do not subject to environmental extremes.
- 2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo<sup>®</sup> system.
- 3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
- 4) Do not try to open or disassemble the cartridge.
- 5) Do not sit too close to your television.
- 6) Do not clean the cartridge with chemical agents.

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## B. GAME CONTROLS

**Left and Right Arrows:**

Move Master Digi in the indicated directions.

**Up Arrow:**

Push Up Arrow to jump.

**Button A:**

Push Button A to fire a shot.

**Button B:**

Press the Pad or the Stick to block shots from enemies.

**Select Button:**

Select either one or two player mode. Also allows the player to continue a new game from the current world. You are only allowed to continue 3 times. If you pass beyond the 3rd world, selecting continue will always put you back to the 1st world.

**Start Button:**

Start the game. The Start Button is also used to freeze the game during play.



## III. GAME MECHANICS

There are a total of 10 worlds and you are allowed 3 lives per player per game. In the first 7 worlds you must find and collect the 8 Symbols of Harmony. When the symbol counter reaches 8, you will be able and empowered to deal with the boss in that world. You must defeat the boss and find the key which will open the door to the next world. World 8 and 9 permit you to challenge the bosses directly. World 10 is where you will encounter the infamous Twin Dragon Boss.

Master Cho and his partner (an optional second player), the Drunken Ho, each starts with 10 units of life force. Every time the Master is hit or comes in contact with an enemy, the life force is reduced by 2 units. If the life force is fully depleted and the Master is hit again, you loose a life.

## IV. DOUBLE PLAYERS

This game features simultaneous play for two players. If you are playing a double player game and one player loses all three lives, he must wait for the other player to finish. Upon the end of a double player game, both players will be given the option to continue. When the players are far far apart from each other, the screen will stop scrolling until one player moves away from the edge of the screen. This way both players will always remain on the screen.

## V. SPECIAL ITEMS



SYMBOL OF HARMONY

Try to find these items by shooting into dark holes or directly at them.

**Symbol of Harmony** - When you have collected a total of 8 symbols, you will then earn your right to challenge the boss. The symbol counter is at the bottom of the screen.



SYMBOL OF KNOWLEDGE

**Symbol of Knowledge** - Allows double or triple shooting capability.



AMULET OF INVULNERABILITY

**Amulet of Invulnerability** - Makes you invincible for several seconds.

## V. SPECIAL ITEMS (Continued)



PEARL OF POWER



LIVING GINSENG



THE SACRED BEE



FLAMING KEY OF FREEDOM

**Pearl of Power** - Regenerates your life force by 2 units.

**Living Ginseng** - This hot-curve belongs to a rare and valuable species which can fully regenerate your fading life force. Catch them before they get away.

**The Sacred Bee** - Collecting this treasure will get you an extra life. See which player can get to it first.

**Flaming Key of Freedom** - Unlocks the secret passage to the next world.

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## VI. ENEMIES



GREEN SERPENT

**Green Serpent** - One life from the poisonous snake will decrease your life force by 2 units.



TARANTULA

**Tarantula** - Hanging from the ceiling, these ruthless predators often catch you by surprise.



KILLER BEE WORM

**Killer Bee Worm** - A whole procession of these killers can drain your power quickly. Watch them before they rob that precious gem from you.

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V. DIVERS (Continued)



DRAGON

Dragon - Feed its weakness and you can double its firepower.



EDGE OF STEEL

Edge of Steel - Anticipation is the only way to avoid the last moving thing.



DEVIL'S TAIL

Devil's Tail - Be on your toes, for their flying motion can easily catch you off guard.

VI. DIVERS (Continued)



GRUMPY CAT



DUCKY DUCK



ARROW



FIRE DRAGON



GRUMPY



GREAT BALL OF FIRE



GRUMPY GRUMP



FLOWER DETECTOR



FLYING SPARK

## WE BOTHER

Here are the toughest enemies that you will encounter in the adventure.



STEAM DRAGON



GIANT



GORGON MEDUSA



GOLEM



TROLL



TROLL (HORNED) HEAD

## COMPLIANCE WITH FCC REGULATIONS

The equipment generates and uses radio frequency energy and if not installed and used properly, it may, in accordance with the manufacturer's instructions, cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If the equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the FCC Part 15 device or the receiver.
- Move the FCC Part 15 device from the receiver.
- Plug the FCC Part 15 device into a different outlet or the FCC Part 15 device use an different circuit.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: FCCING TO INTERFERENCE AND HOW TO AVOID IT: FOR COMPUTERS AND PERIPHERALS (FCC) (4-730012). This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20540, Stock No. 284-333/334-4.

How: FCC's the abbreviation for Federal Communications Commission?







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