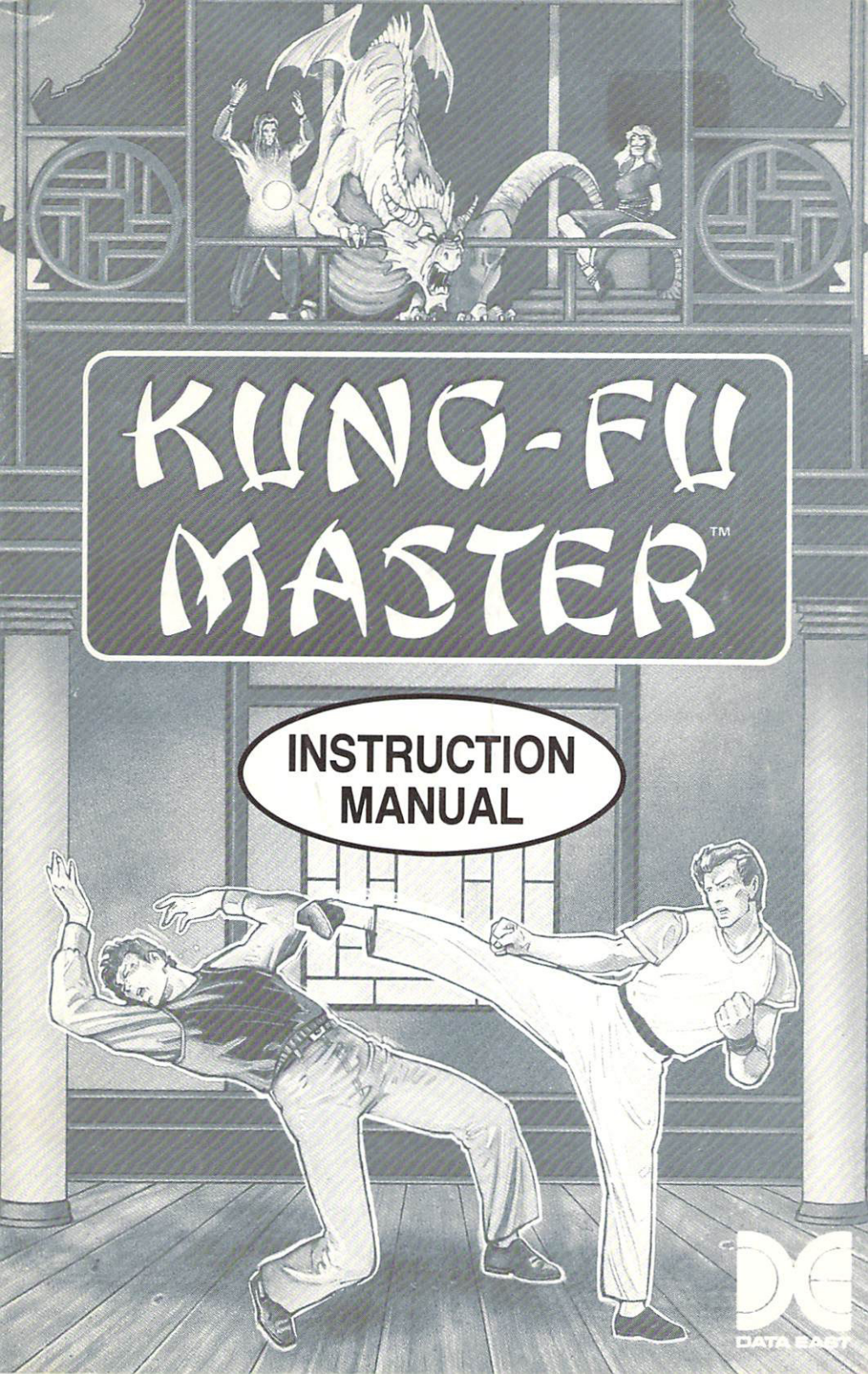
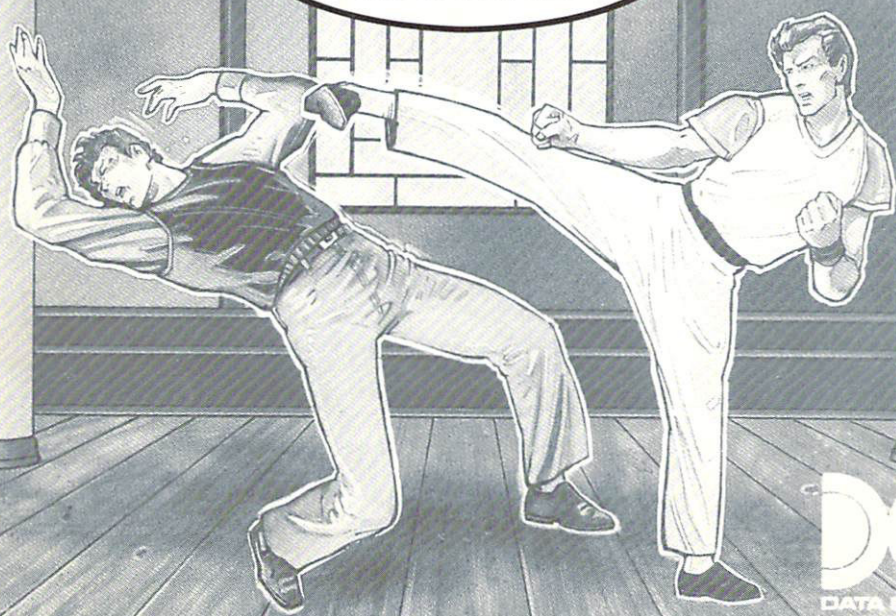




# KUNG-FU MASTER™

INSTRUCTION  
MANUAL



DC  
DATA EAST

## ***I. SYSTEM REQUIREMENTS***

For playing on a **COMMODORE 64™**, Kung-Fu Master requires:

- Disk Drive
- Composite Color Monitor or TV (color preferred)
- 1 or 2 Joysticks

For playing on an **APPLE II® series**, Kung-Fu Master requires:

- Disk Drive
- Composite Color Monitor or TV with RF Modulator
- 1 Joystick (recommended, but not required)

## ***II. GETTING STARTED***

If you are using a **COMMODORE 64™**:

- Turn on your monitor or TV.
- Turn on the disk drive. Wait until the red light goes out.
- Insert your Karatê Champ disk into the disk drive, label side up. Close the door.
- Turn on the computer.
- When you see the READY prompt on the screen, type: LOAD "K F", 8 [RETURN]
- When READY appears on the screen again, type: RUN [RETURN]
- The title screen will appear, followed by a computer-controlled demonstration game.
- You may watch the demo game (which will recycle itself in an endless loop), or you may proceed directly to the "Select Game Options" screen by pressing any key to begin.
- When the "Select Game Options" screen appears, select your game options.

If you are using an **APPLE II® series**:

- Put your Karate Champ disk in the disk drive, label side down. Close the door.
- Turn on your monitor or TV.
- Turn on the computer. The red light on the disk drive will go on while the disk is loading. (APPLE IIe® and IIc® users must keep the **CAPS LOCK** key depressed while using the program.)
- Within five seconds, the title screen will appear.
- If you've connected a joystick to your computer, calibrate your joystick by following the instructions on the next screen. (Hitting any key aborts joystick calibration and initiates keyboard-only control.)
- If you're playing without a joystick, the title screen will be followed shortly by a computer-controlled demonstration game.
- You may watch the demo game (which will recycle itself in an endless loop), or you may proceed directly to the "Select Game Options" screen by pressing any key.
- When the "Select Game Options" screen appears, select your game options.

## ***III. SELECTING GAME OPTIONS***

To select your game options, press the SPACEBAR on the keyboard to highlight the desired game option. When your selected option is highlighted, press the RETURN key to make that choice.

After you have made all your game choices, the game will begin.

At the end of your game, the computer-controlled demonstration game will appear again. The final scores of your most recent game will be represented throughout the demonstration game.

Pressing any key will take you to the "Select Options Screen" which will now display the game options you made in your most previous game. To play the same type of game as the last one, press the RETURN key to select each highlighted item, and a new game will begin after a pause.

## IV. OBJECTIVES

You are the Kung-Fu Master. Travel through the wizard's temple to rescue the maiden held captive. Use your own martial arts skills to defeat the weapon-wielding henchman, dragons, demons and other evil obstacles which stand in your way.

## V. 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 stairs at the end of each floor before your energy or the timer runs out. If not, you are defeated and lose one life.

**Energy** – Your energy level is always displayed on the bar graph at the upper left hand corner of the screen.

**Timer** – The game timer starts at 2,000 and counts down. A warning sound is heard when the time runs below 200.

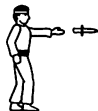
To pass through to each floor, you must successfully defeat all the obstacles and henchmen in your path. Climb the stairs to the next floor. At this point the timer and your energy will reset. Once you have completed the fifth floor, your quest is finished. You have rescued the fair maiden. (Note: In 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.)

## VI. 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. You may use a jump kick or punch to destroy the globe before it explodes or avoid the flying 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.



# VII. THE CONTROL

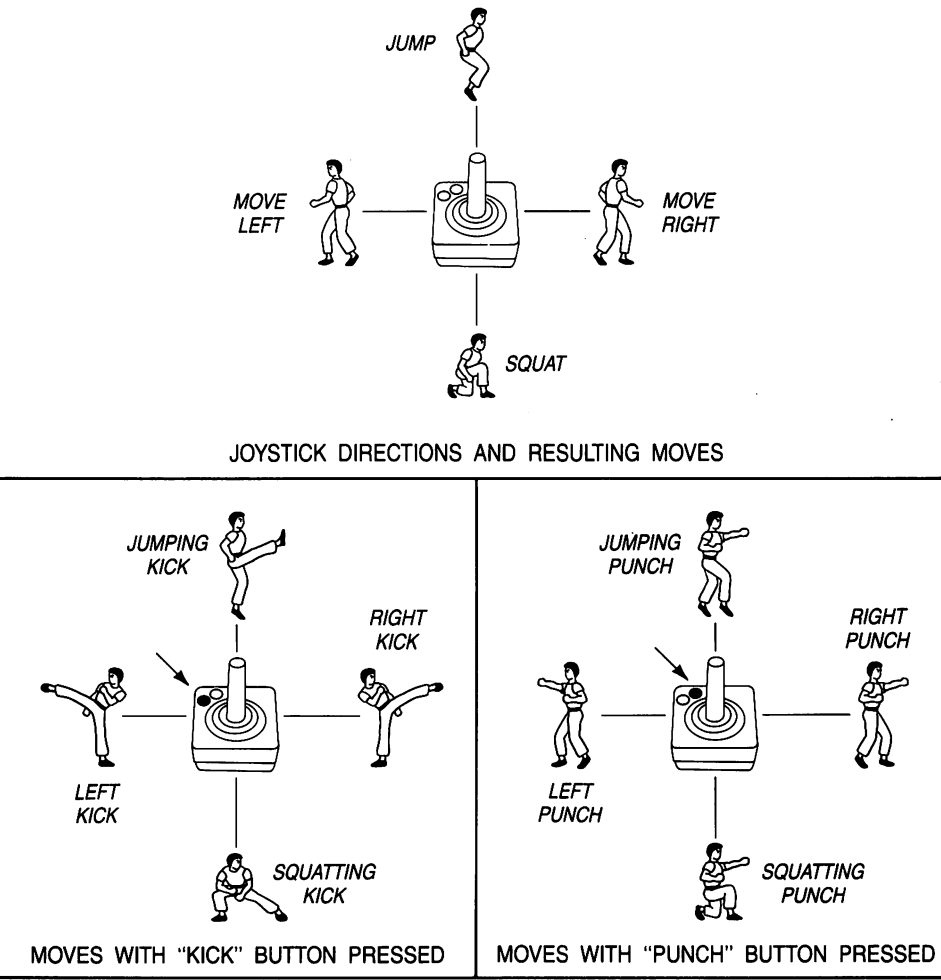
You can control your player with either a joystick or the keyboard, depending on which computer system you have.

## Apple II® series:

When playing on the Apple, the player has the option of using the Apple keyboard or joystick. (The joystick is recommended.)

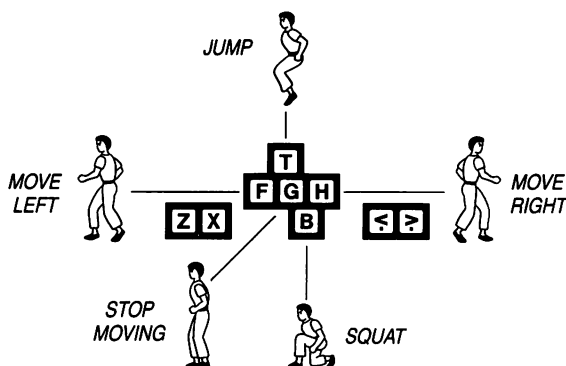
**Joystick** – As illustrated in Figure 1, a standard Apple joystick can be used to control the player. By pressing one of the two buttons on the joystick immediately after the move has been started, a jumping or punching move may be selected. Kicks or punches are made in the same direction the player is facing before the move begins.

FIGURE 1: FOUR-DIRECTION JOYSTICK CONTROL

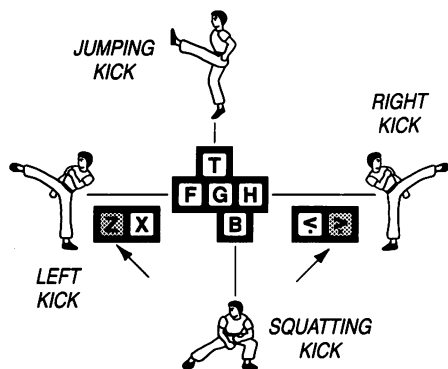


**Keyboard** – As illustrated in Figure 2, the Apple II, II+, IIe, and IIC computer keyboards can be used to completely control the player. The four-key group: T, F, H, and B are used to indicate a direction, and then immediately afterwards, Z or > is pressed to indicate a kicking move, or alternately, X or < is pressed to indicate a punching move. The direction originally selected will be in effect (even through several punch or kick actions) until the G key is pressed, causing the player to stop. The only exception to this is the jumping move, which is momentary, as it cannot be held or continued. Thus after pressing T to jump, it is not necessary to press G to stop.

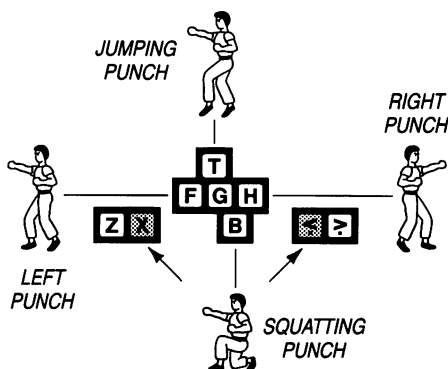
**FIGURE 2: APPLE CONTROL KEYS**



**CONTROL KEY DIRECTIONS AND RESULTING MOVES**



**MOVES WITH "KICK" KEY PRESSED**



**MOVES WITH "PUNCH" KEY PRESSED**

### **Commodore 64™:**

You can control your player(s) with a standard Commodore joystick(s). The 8-way joystick is more than adequate to indicate which direction to move. The button will alternate between serving as a kick and a punch button. As the play starts, the button serves for a kick control. By pressing the Space Bar on the keyboard, the button then becomes a punch control. The joystick directions and resulting moves are identical to those illustrated in Figure 1 for the Apple Joystick, but remember that the Commodore joystick only has one button. Keyboard control is not supported for the Commodore.

## VIII. TWO-PLAYER GAME

Both the Apple and 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.

## IX. SCORING

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

| Enemy                | Defeating with<br>Left, Right,<br>or Squatting Kick | Defeating with<br>Punch, Squat punch,<br>or Jumping Kick |
|----------------------|-----------------------------------------------------|----------------------------------------------------------|
| Henchman             | 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                                                      |
| Bat (From Monster)   | 2000                                                | 2000                                                     |
| Guardians            | ?                                                   | ?                                                        |

## X. KEYBOARD CONTROLS

On **COMMODORE 64™**:

**PAUSE** game play.

To pause game play, press F7. To re-start the action, press F7 again.

**QUIT** game play.

To quit (end) the current game, press F1 of your function keys. Quitting a game returns you to the demo game. From there you can proceed to choose new game options.

**SOUND OFF/ON.**

To turn off the sound, press F5. To turn the sound back on, press F5 again.

On **APPLE II® series**:

**PAUSE** game play.

To pause game play, press ESCAPE. To restart the action, press ESCAPE again.

**QUIT** game play.

To quit (end) the current game and return to the menu selection screen and choose new game options, press CONTROL + Q.

**SOUND OFF/ON.**

To turn off the sound, press CONTROL + S. To turn the sound back on, press CONTROL + S again.

## ***LIMITED WARRANTY***

Data East USA warrants to the original purchaser only that the diskette provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the diskette to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the diskette, free of charge to the original purchaser (except for the cost of returning the diskette) is the full extent of our liability.

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

# **KUNG-FU MASTER**

**Data East brings you arcade realism at home!**

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

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

**Adapted by:**  
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**Manual designed by:**  
Beeline Products



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