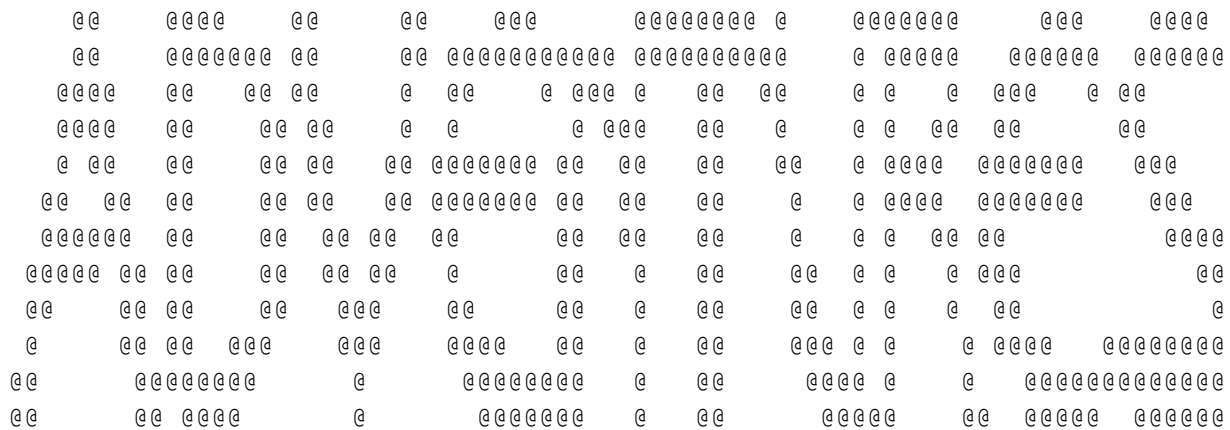
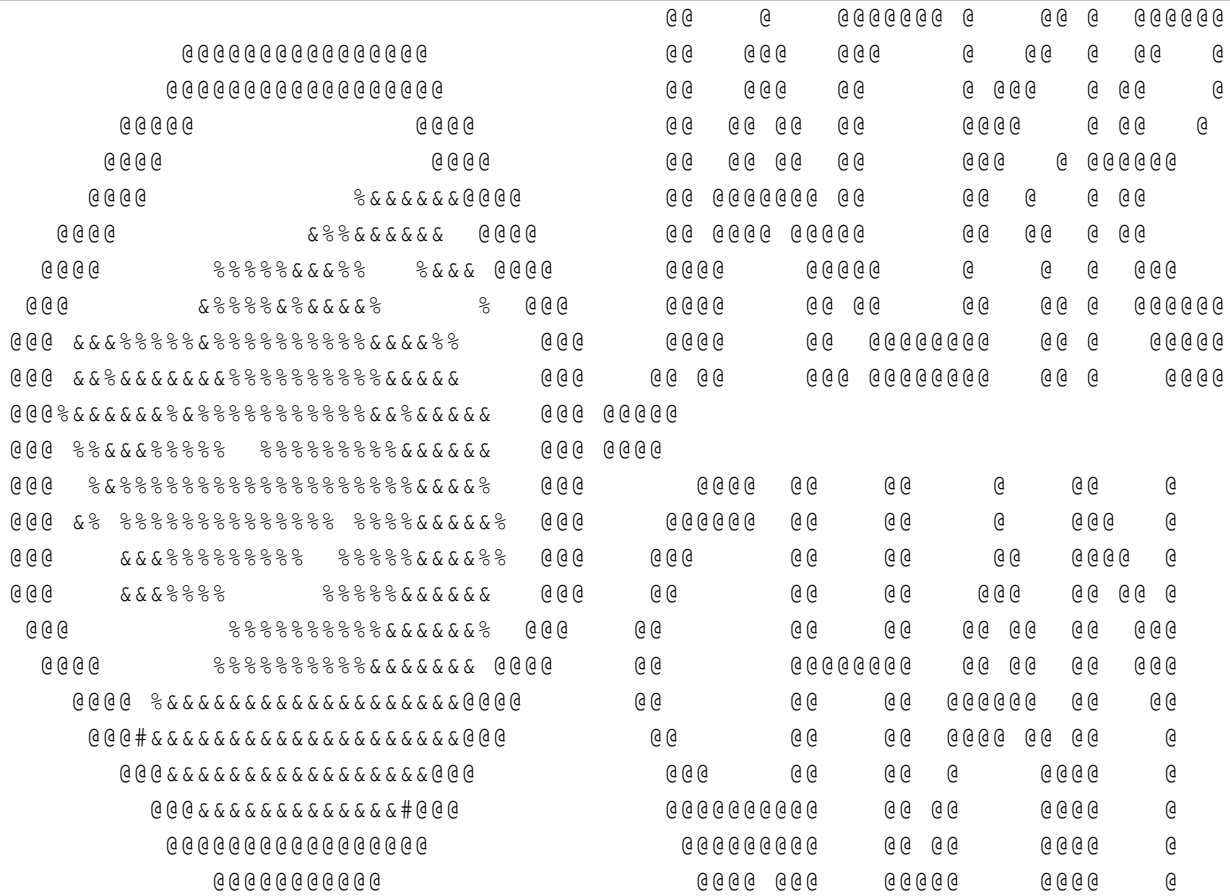


Jackie Chan Adventures: Legend of the Dark Hand FAQ

by Omega DragoonX

Updated to vFinal on Mar 15, 2003



- L E G E N D O F T H E D A R K H A N D -

ASCII Art By Atom Edge

- Jackie Chan Adventures FAQ -
- For Nintendo Gameboy Advance -
- Written By: Andy Pham -
- GameFAQs Username: Omega DragoonX -

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===== [I. Version History] =====

Version Final: 3.15.03

- Again fixed errors
- Changed other things

Version Final: 2.22.03

- Fix all errors...I hope

Version 1.3: 2.16.03

- Finish Walkthrough
- Changed ToC
- This might be the last update

Version 1.2: 2.8.03

- Did some more of the Walkthrough
- Changed ASCII.

Version 1.1: 2.7.03

- Did more of the Walkthrough
- Added more kick moves

Version 1.0: 2.6.03

- Started FAQ 2/1/03
- Finished: 2/6/03

=====[II. Introduction]=====

Welcome to my second FAQ. This FAQ is for Jackie Chan Adventures-Legend of the Dark Hand. It is a FAQ about the whole game. If you have any questions you can e-mail me at andypham007@yahoo.com. If you find a mistake or want to contribute please e-mail me and I will add you to the credit section of this guide.

=====[III. Game Basics]=====

+-----+
| Controls |
+-----+

- L Button - Block
- R Button - Jump
- A Button - Punch Moves/Select an option on a menu
- B Button - Kick Moves/Go back on an option menu
- Select Button - Pause/Option Menu
- Start Button - Pause/Option Menu
- Control Pad - Move

+-----+
| Game Menu |
+-----+

M A I N M E N U

Use the control pad to move through the menu options. The A button is used to select an option. The B button is used to go back to a previous menu. There are four options to choose from. They are New Game, Training, Options and Continue.

N E W G A M E

This is the first option on the main menu. If you choose this you will start a new file. Then you can choose the difficulty level; Easy, Normal or Hard.

T R A I N I N G

This is the second option on the main menu. You will enter a dojo and you can train against a robot. You can use any moves and you can also use any scroll moves even if you don't have it. When you're done press the Start button to go

back to the main menu.

O P T I O N S

This is the third option on the main menu. You can adjust the sound, view the high scores or look at the credits.

S O U N D & M U S I C

This option is used to turn on the music or turn off the music.

H I G H S C O R E

This option is used to view the high scores of all the levels in the game.

C R E D I T S

This option is used to view the credits for the game. Press any button to the title screen.

C O N T I N U E

This is the fourth option on the main menu. If you select this then you will be where you last saved.

P A U S E M E N U

You can press the Select or Start button while you're playing the game. You can choose Back to return to the game, Sound to turn the music on or off and Quit to quit the game.

S A V E G A M E M E N U

At the end of each level you can save. You can select either Yes or No. If you say Yes then you will save your progress and go to a new level. If you say No then you will not save and go to the next level. Remember only one game can be saved on the Game Pak at a time.

=====[IV. Basic Moves]=====

These are all the basic moves in this game.

+-----+
| Legend |
+-----+

A - Punch
B - Kick
R - Jump
L - Block

Up - Move upward
Down - Move downward
Right - Move right
Left - Move left

DT - Double Tap
OD - Opposite Direction
FD - Facing Direction

+-----+
| Punch Moves |
+-----+

A = Punch
A + A = Two Punches
A + FD = Slap Punch
A + OD = Back Punch
DT + OD + A = Hand Flip with a Back Punch
DT + FD + A = Flip with a Punch

+-----+
| Kick Moves |
+-----+

B = Front Kick
B + B = Two Kicks
B + OD = Back Kick
B + FD = Thrust Kick
DT + OD + B = Hand Flip with a Back Kick
DT + FD + B = Roll with a Front Kick
R + B = Flying Kick
Hold R + B then press Down = Spinning Roundhouse Kick

+-----+
| Other Moves |
+-----+

R + Up = Jump Up
R + Down = Jump Down
R + Right = Jump Right
R + Left = Jump Left

DT + OD = Backflip
DT + FD = Roll Forward

R + L = Pick Up Weapon
A = Attack With Weapon

B = Throw Weapon

===== [V. Walkthrough] =====

This is the walkthrough section of the guide. It will explain how many enemies there are and explain how to beat the bosses of the level.

===== [San Francisco] =====

Level 1 - San Francisco
Number of Enemies: 44

This level isn't very hard. There are lots of items to throw. There are also lots of healing items. Remember don't let the thugs get on both sides of you at the same time. Near the end you'll find the Yin Scroll.

Boss Battle: Hak Foo

First you must get rid of the two thugs in your way. Jump on the van and do a flying kick to get rid of them. Another way is to grab them and throw them at Hak Foo. Once that is done go after Hak Foo. You can start throwing items at him. If he gets too close roll in front of him. There are two mystical potions; one on the roof and another inside the black orb. This is my strategy. When he walks close roll towards him. Then you should roll towards him again. Quickly do a backflip and you should hit him. You can also give him a few more punches or kicks if you want. Repeat these steps and he should go down.

=====[Section 13 Training Area]=====

Level 2 - Section 13 Training Area
Number of Enemies: 46

This level is very easy. All there is to fight are robots. It only takes three punches or kicks to knock them out. You should watch out if they get on both sides of you. You can either roll or do a backflip to avoid this.

Boss Battle: None

=====[Mayan Temple]=====

Level 3 - Mayan Temple
Number of Enemies: 35

This level is also easy. There are lots of holes in this level so you can push your enemies inside if you want. Watch out because there are also traps. There are also lots of throwing items here.

Boss Battle: None

=====[Bermuda]=====

Level 4 - Bermuda
Number of Enemies: 41

In the first part of the stage you'll be outside which isn't hard. In the second part you'll be inside a building. There are holes in here so you can throw your enemies in.

Boss Battle: Wind Demon

This battle shouldn't be very hard. Stand in front of him. It will inhale in

about 2 or 3 seconds. You should time a roll. Quickly roll past him and you should be behind him. Use the Mao Scroll attack. If you repeat this process then he should be gone.

=====[Mt. Fuji]====

Level 5 - Mt. Fuji
Number of Enemies: 87

Even though there are eighty seven enemies here it's not that bad. You will be riding on a train. You can either go on top of the train or inside the train. If you are inside the train you have disadvantages. You can't jump very high and you can't grab your enemies. If you go on the top you will not have any disadvantages. You'll find plenty of healing items here if you need them.

Boss Battle: Valmont

Since there are two thugs in your way use the Xu Scroll until they're gone. Now for Valmont. You could do the Xu Scroll but keep your distance. You could roll when he comes near and kick or punch him. If you are in trouble you can keep doing a flying kick on him. This battle isn't very hard if you keep your distance.

=====[Forbidden City]====

Level 6 - Forbidden City
Number of Enemies: 52

In this level all there is to fight is Shadowkahns. This isn't very hard. If there are too many try to get them all on one side and use the Xu or Mao scroll. Also you should watch out for the Shadowkahns with the red belt because they can chop you and if there are too many you can lose a lot of health.

Boss Battle: Moon Demon

This battle can be hard. It's harder because there are Shadowkahns in the way. There are around six to eight of them. Stand near the moon demon and block so the Shadowkahns can't hit you. As soon as the moon demon fires at you roll away. You should repeat the process use clouds cover the moon. Quickly attack it until it's gone.

=====[Great Wall of China]====

Level 7 - Great Wall of China
Number of Enemies: 78

This level pretty easy. There are holes so throw your enemies if you need too. Don't let them get on both sides of you or you might get pushed into a hole.

Boss Battle: Hak Foo

This battle should be easy. First use the Xu Scroll on get rid of the thugs. Then whenever Hak Foo gets near kick him. Quickly roll and then do a backflip.

If you need to there is a mystical potion in a box. Repeat these steps and you should be fine.

=====[Victoria Harbour]=====

Level 8 - Victoria Harbour

Number of Enemies: 72

This level can be difficult if you let your enemies get on both sides of you at the same time. The thing you should watch out for is the Shadowkahns with the blue belt. Since they can shoot things at you, I would get rid of them first. You can lose a lot of health just because of them. If you need more health, break the baskets or boxes and they might have tea potions. Other than that everything else is fine.

Boss Battle: Air Demon

This battle is very easy. If you want it to be easier get rid of the Shadowkahns first. Next move up and down until the demon stops. Wait until he fires and then roll towards him and kick. If you don't roll then you won't be able to hit him. You shouldn't stand near the edge because if you get hit you will lose a life so be careful. Repeat this until he is defeated.

=====[Siberia]=====

Level 9 - Siberia

Number of Enemies: 82

This level isn't very hard. You should keep your distance because there will be lots of thugs here. I recommend using the Xu scroll so you don't have to get too close to fight. You can also try to knock some of them off the train. Sometime in this level Uncle will say there is a "puzzle to solve." Basically all you have to do is kick the lever. If you do not "solve" the puzzle, you will not complete this level.

Boss Battle: None

=====[Alcatraz]=====

Level 10 - Alcatraz

Number of Enemies: 94

This is the final level. There are alot of enemies here but you should be able to handle it. Near the end you must face Valmont again. Remember to keep your distance. I would use the Xu Scroll and when he comes close roll or jump away. There is a mystical potion at the end of the room if you need it. Once you've beaten him you must face Shendu.

Boss Battle: Shendu

This is one of the hardest battle of the game. This may go fast or slow. He has three attacks. First he does an earthquake, next he creates a tornado that spins around him and finally a fireball. Make sure you keep your

distance otherwise you'll get hit. You can start attacking him until you see a Japanese symbol appear which mean he will do an earthquake. Once that it over you can start attacking again. You'll see that same symbol again which mean he will create a tornado. Start attacking again but watch out for the tornado. Finally he shoot a fireball at you so to dodge it you must roll in front it. If you are low on health check the boxes because some of them have mystical potions. Repeat these steps until you beat him.

----- Congratulations you have beaten the game! -----

=====[VI. Scroll List]=====

These are all the scrolls and where to get them.

1. Fu Scroll
Level Received: FORBIDDEN CITY
2. Shen Scroll
Level Received: GREAT WALL OF CHINA
3. Xu Scroll
Level Received: MT.FUJI
4. Chou Scroll
Level Received: SIBERIA
5. Mao Scroll
Level Received: BERMUDA
6. Wu Scroll
Level Received: MAYAN TEMPLE
7. Yin Scroll
Level Received: SAN FRANCISCO
8. Zi Scroll
Level Received: VICTORIA HARBOUR

=====[VII. Scroll Attacks]=====

These are all the scroll moves.

- | | | |
|-------------|-----------------|-------------------------|
| Fu Scroll | - A + B | = Spinning Scissor Kick |
| Shen Scroll | - B + R + Up | = Back Flip off a wall |
| Xu Scroll | - B + Up | = Head Sweep Kick |
| Chou Scroll | - A + R + Right | = Headbutt |
| Mao Scroll | - A + Up | = Flurry Punch |
| Wu Scroll | - B + B + B | = Three Kicks |
| Yin Scroll | - A + A + A | = Three Punches |
| Zi Scroll | - R | = Higher Jump |

=====[VIII. Power-Ups]=====

These items will heal you in the game.

Tea Cup Potion - Recovers 10 Life Points of Health.

Mystical Potion - Recovers 30 Life Points of Health.

===== [IX. Weapons] =====

These are all the weapons that you can use.

= Weapons Held -

- Belt
- Broom
- Fish
- Plank
- Rope
- Umbrella

= Weapons Thrown =

- Belt
- Box
- Briefcase
- Broom
- Chair
- Crate
- Chest
- Enemy
- Fish
- Fish Basket
- Plank
- Plants
- Rope
- Statue
- Stone
- Table
- Umbrella
- Vase

When hold a weapon that can be thrown you are not able to jump

This excludes weapons you can hold

===== [X. Code] =====

If you want to have all the scrolls and go to any level you wish there is a code for it. This is a cheap way. At the screen that says Press Start, hold the R button down and then press B, A, Left, Down, Up, Right. Then it will take you to a menu with all the scrolls option and all the levels.

===== [XI. Tips/Tricks] =====

-
- 1) If there is some kind of hole try to knock your enemy in to save you time.
 - 2) If you can stand on something that will protect you from being hit (i.e a roof) you can just do any type of a attack to knock your opponents down.
 - 3) Don't ever let your enemies get in front of you and the back of you at the same time. Try to jump, backflip or roll until they are all on one side. Then you can use the Mao Scroll attack to knock them down.
 - 4) If there are multiple enemies try to throw a weapon at them.
 - 5) Always keep you distance. If you come to close to an enemy, they will most likely attack you. Using the Xu Scroll will always help.
 - 6) Never stand on the edge of a hole because if the enemy hits you, there will be a chance of you falling in.

=====[XII. Legal Disclaimer]=====

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=====[XIII. Credits]=====

CJayC for making this great website!
Activision and TORUS for making this great game!
Atom Edge for the ASCII!
Phoenix 1911 for telling me what to fix!
Yoshi1234 for telling me what to fix!
You for reading this FAQ!

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