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Before you can jump into the action (which most people tend to do), there's some important background information you should know about Kung Fu. Different moves can be performed, along with point totals, and descriptions of characters. Understand each of these elements to perfection, and you'll be set to complete the game.

/Controls/

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A - punch
B - kick
UP - jumps
DOWN - crouches
LEFT - moves Thomas to the left
RIGHT - moves Thomas to the right
SELECT - pick which type of game you want to play at the main menu
START - pauses game
UP + A - flying punch
UP + B - flying front kick
DOWN + A - crouched punch
DOWN + B - crouched kick

- By combining jumps and crouches with punches and kicks, you may extend Thomas's range on attacks. Certain enemies can only be hit with certain attacks. The height of each attack varies. The crouched kick gives you the lowest possible attack, with the jump kick being the highest available one. Punches reward you with more points per kill, because of their shorter range, and tougher resistance to toss during a battle. Kicks have more range, and give half as many points.

/Gameplay Modes/

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There are actually four different gameplay modes you'll encounter throughout Kung Fu. Each of them vary, although they are pretty much the same game type for the most part. Mode A is designed for beginners, while B was created for experts. There are more enemies, who have quicker reaction times, on mode B.

+ 1P Mode A

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_Easiest mode in the game. Enemies aren't as quick, agile, or strong.

+ 1P Mode B

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_Very tough as you'll face more opponents, with tougher abilities.

+ 2P Mode A

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_Players alternate turns to see who can score the highest total points.

+ 2P Mode B

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_Same as above except you'll face a ton of more enemies.

/Characters/

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Every action game usually deserves a solid plot, but fail to produce on game day. It's not to say that most plots suck, but they're perhaps a tad

overwhelmed with emotional details. Kung Fu's ideal storyline is just enough to get it over the hill, but nothing worth printing in a manual. You basically have a man named Thomas whose girlfriend is kidnapped by an evil karate gang. He decides to go rescue her from the holding grounds of the enemy's fortress. I'd like to give credit to the Kung Fu instruction manual for these descriptions.

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{([Thomas])}

>> A steely Kung Fu expert, he has mastered the art of powerful punches, sharp kicks, and well timed jump kicks. The player must decide which techniques to use and when.

— —
{([Sylvia])}

>> Captured by the mysterious gang "X", she is being held captive at the top of their castle. She feverishly awaits her rescue by Thomas.

— —
{([Stick Fighter])}

>> This is the first boss you will encounter during the game. Fairly dangerous to approach as he rapidly rotates a powerful stick around his body.

VALUE: 2,000 points

— —
{([Boomerang Fighter])}

>> This is the second boss you will encounter during the game. Tosses a boomerang at you with two ranging patterns.

VALUE: 3,000 points

— —
{([Giant])}

>> This is the third boss you will encounter during the game. Gigantic fighter who uses brute strength to overcome your martial art skills.

VALUE: 3,000 points

— —
{([Black Magician])}

>> This is the fourth boss you will encounter during the game. This fellow can perform death-defying tricks, and a variety of illusions.

VALUE: 5,000 points

— —
{([Mr. X, the Gang Leader])}

>> This is the last boss you will encounter during the game. The master of all martial arts and strongest opponent in the castle. Your true nemesis and rival to overcome.

VALUE: 10,000 points

— —
{([Gripper])}

>> One of the most common enemies encountered throughout the game. They will run up to you and attempt to grab on you, which gradually lowers your life.

VALUE: Kick <==> 100 points

Punch <==> 200 points

Jump Kick <==> 300 points

— —
{([Knife Thrower])}

>> A fairly uncommon enemy that tosses knives at you. Usually dressed in blue clads.

VALUE: Kick <==> 500 points

Punch <==> 800 points

Jump Kick <==> 1,000 points

— —
{([Tom Toms])}

>> Martial artist midgets that can attack by running up to you, or performing aerial assaults.

uniform. Approach him, and he should raise his stick as if he's about to hit you. Strafe back to avoid it, then rush in, crouch, and double low kick. Retreat back out, wait for him to strike, and repeat the process. As long as you lay down two hits or less, and repeat the strategy, you should do fine. Takes about 8-10 hits to take him out.

^"| FLOOR #2 |"^

Start off by going right. The difference in difficulty is much more noticeable on this floor. Right off the bat, you'll face three new enemies. When you see a green jar fall from above, you can try to crouch kick the snake that is released from the jar. However, I prefer to jump over them. If a yellow ball hovers in mid air, jump kick it to destroy it. If it has stayed up there too long, start sprinting away, and watch out for explosive debris. If you see a green tall dragon plop from above, duck under its flame, and kick/punch it for a devastating blow. About halfway into the level, you'll start to encounter normal grapplers and midget ones. Be careful for the midgets. Even if they're in the back of the group, crouch kick to defeat them all.

The boss basically tosses boomerangs at you with rise and fall patterns. Dodge the boomerang, run up, and keep attacking him. Retreat out, avoid it, lay down a hit or two, and repeat the process. This boss can be easier than the first boss if you let him toss both boomerangs rendering him defenseless.

A cutscene will then show Sylvia tied up in a chair, with Mr. X laughing in the background. Thomas screams for Sylvia, and his rage continues to rise.

^"| FLOOR #3 |"^

Start off by going left. You'll soon run into a large grouping of common grapplers, midget grapplers, and eventually knife throwers. The hardest part is that you'll face more condensed groups, and about 3 more knife throwers than the previous level. This can prove to be a problem since you'll be forced to crouch to nail off the midgets, and this means you'll have to be weary of more knife tosses near the ground. Make sure you take out the knifers, otherwise, they can be your downfall late in this floor. You'll know you've reached the boss when you see a big brownish man that's bald.

The easiest way of defeating him is to perform a jump or jump kick at him, then crouch, and lay down two blows. Retreat out, and repeat the process. You have to be careful since his attacks are powerful, and can usually crush your life bar down by halves. The idea is to leave as much ground as possible between you and him before you lay down a combo. If he senses you running towards him, he'll raise his fist (for an upper attack), or leg (for a lower attack).

^"| FLOOR #4 |"^

Start off by going right. You'll soon see some engraved holes in the wall. Be careful as poisonous moths will pop out and attempt to hurt you. If the hole is high up on the wall, you can usually duck under the moth, or run under it. Use normal kicks for the moths coming down at you diagonally, and do a normal punch for the moths that come from the lower. Here's what I usually do:

- Sprint forward. When you reach the second hole, kick the moth, run by to the third hole near the floor. Punch the first moth, and jump over the hole. Continue forward.

