



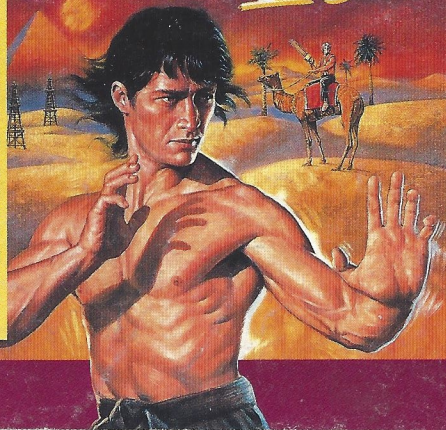
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Nintendo  
**GAME BOY™**

**INSTRUCTION BOOKLET**

# KUNG FU *Master* ★



DMG-SX-UKV

*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.*



Thank you for selecting the Nintendo® GAME BOY™ KUNG-FU MASTER\* Game Pak.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game.

### Precautions

- 1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY unit.
- 4) Do not clean with benzene, alcohol or other such solvents.
- 5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the GAME BOY unit.
- 6) Store the Game Pak in its protective sleeve when not in use.

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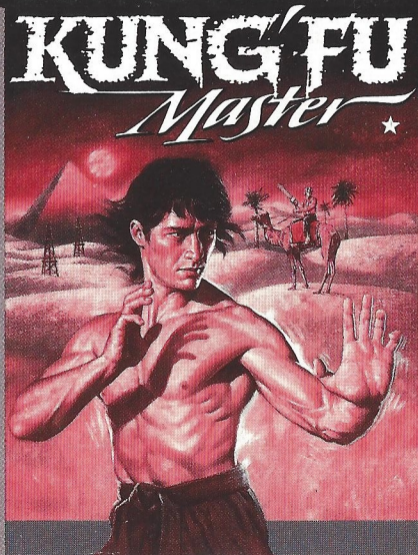
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# STORY

Alone at his mountain retreat Super Agent Bruce Leap was enjoying another day well spent. He had remained from dawn to dusk in his secluded cedar-logged dojo sharpening his techniques in the various martial arts. A strict diet of rattlesnakes and iguana stew had served to heighten Leap's confidence and replenish his soul with vigor. Then late last night Leap received the "Top Secret & Confidential" directives from Control Central which he was expecting.

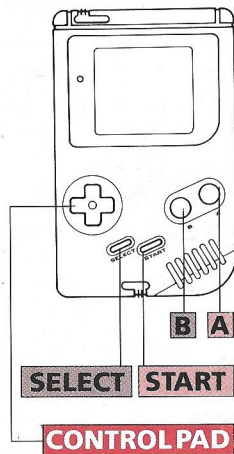
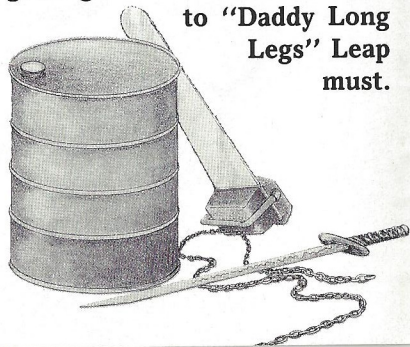
Leap broke the seal, tore into the packaging, and retrieved the papers inside — papers which, for the time being anyway, would decide his fate. Leap's hunch about the contents of the documents proved right on the money; his boss, the lieutenant-colonel, was indeed ordering him across the border deep into enemy territory where, under the hot desert sun, dangers lurked.

For this mission Leap would have to forego the luxury of

# HOW TO USE THE CONTROLLER

all automatic weapons; in fact, he'd have to rely almost entirely on his fists to punch and on his feet to kick sinister foes away. He also could not depend on motorized transportation; unless he jumped an enemy train, Leap would have to walk the hundreds of miles necessary to reach the Pyramid-shaped Factories of "Daddy Long Legs". Factories where a lethal concoction of Scorpion Juice and Petroleum was being manufactured with evil intent.

Reaching Daddy Long Legs' factory is certain to be a fight-filled task. Various bodyguards and goons will strive their utmost to prevent Leap from getting to their Master. But get to "Daddy Long Legs" Leap must.



**START BUTTON** Used to start and pause the game. It will also resume a paused game.

**SELECT BUTTON** Used to select game level, easy or hard.

**A BUTTON** Used to punch objects and enemies.

**B BUTTON** Used to kick objects and enemies.

## CONTROL PAD



Use the UP and DOWN directions to make Bruce Jump and Squat. The RIGHT and LEFT directions move Bruce forwards and backwards. The UP & RIGHT diagonal direction + B BUTTON makes Bruce flip, landing him in his starting position. The UP & LEFT diagonal direction + B BUTTON flips Bruce, landing him in the opposite direction.

# GAME SCREEN

SCORE

BOMB BAR

E: ENEMY BOSS'S POWER LEVEL

P: BRUCE LEAP'S POWER LEVEL

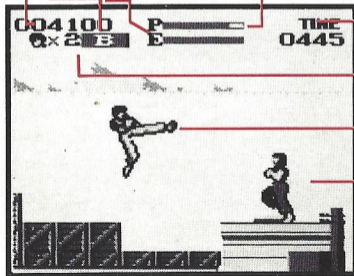
004100 P  
Qx2 E TIME 0445

TIME LEFT IN STAGE

NUMBER OF BRUCES LEFT

BRUCE LEAP

ENEMY



# ATTACKING

PUNCH



Best when you're face to face with enemy.

KICK



Defeat enemies before they have a chance to inflict damage.

FLIP



The most powerful attack. Defeat three enemies at one time.

SQUAT



Useful against Kung Phooeys.

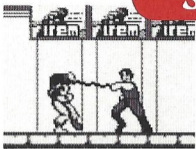
JUMP



Hit the enemy where it does the most damage.

# DOWNTOWN

## STAGE 1



Beware of the steel chain, it can do damage!

You have to pass Ninjas and Chain Whippers before confronting Chain-saw Freddy.

Not strong, but vast in numbers.



# PYRAMID PORT

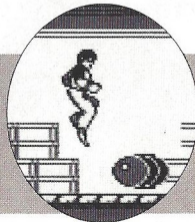
## STAGE 2



Use the crates to attack with the power flip technique.

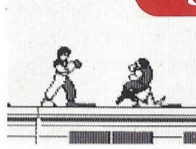
Pugsly Ugsly runs this port. Beware of Oil Drums and Pugsly's henchmen.

Oil Drums inflict serious damage. Kick them out of your way or jump!



# TRAIN RIDE

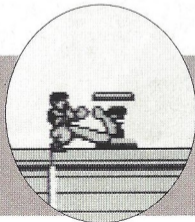
## STAGE 3



Bombs are helpful against Abdul's henchmen.

Fight your way to the front of the train. Abdul awaits on the engine with his FireBomber.

Ninja gunners will suddenly appear. Get them with a squat kick!



# PYRAMID MFG. LTD.

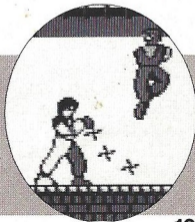
## STAGE 4



Spurting oil is a dangerous thing.

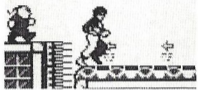
You've gotten inside, but Daddy Long Legs is on the top floor, and Starburst guards the elevator.

Flickeroo likes to throw stars.



## HEART OF FACTORY

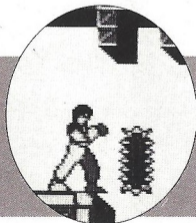
### STAGE 5



Conveyor belts rush you in a direction. Be sure not to get "nailed."

One more elevator to reach the top. But many obstacles block your way, and Starspike guards this elevator.

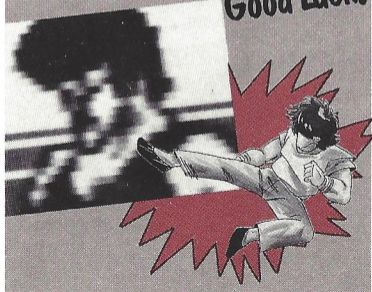
Jump diagonally over the moving spikes.



## LONG LEGS' HEADQUARTERS

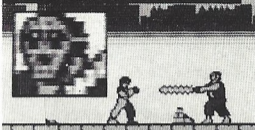
### STAGE 6

Now it is just you and Long Legs, one on one. Good Luck!



## ENEMIES

### CHAINSAW FREDDY



Roams the city streets with mask and saw.

### PUGSLY UGSLY



Boss of the Port area. Throws oil barrels and kicks with heavy boots.

### ABDUL



Defends Long Legs' train shipments of oil with his Firebomber.

### STARBURST



Quick and agile, leaping constantly. Has throwing stars and katana.

### STARSPIKE



Starburst's twin brother. Has all the skills his brother has.

### LONG LEGS



Tyrant of the Pyramids. His flying kick is deadlier than any weapon.

# ITEMS

Some of Leap's enemies carry concealed items which will assist him. He can only acquire them by defeating the enemies and grabbing any item left behind before they disappear.

## OIL POTION



Replenishes one life unit on power bar.



## HEART



Totally replenishes life units on power bar.



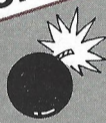
## CIA MEDAL



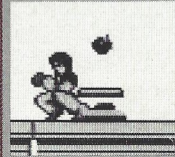
Gives Leap an extra life.



## BOMB



Powerful, but only one can be carried at a time.



## 90 DAYS LIMITED WARRANTY Nintendo GAME PAKS

BANDAI UK LTD. warrants that this Game Boy Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90 days limited warranty period, BANDAI UK will repair or replace the defective pak, at its option, free of charge. To receive this warranty service, contact either your NINTENDO GAME BOY dealer or return the product, postage prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase to:

BANDAI UK LTD.  
P.O. Box 104  
Fareham, Hants  
PO16 8UR England

Be sure to include your name, address and phone number, plus a brief description of the fault. Game Paks returned without proof of the date of purchase or after the 90 days warranty period, will, at BANDAI UK option, be repaired or replaced at the service charge then in effect for out-of-warranty repair. (Repair done after acceptance of the quotation).

This warranty shall not apply if the Game Boy Game Pak has been damaged by negligence, accident, unreasonable use, modification tampering or by other causes unrelated to defective materials or workmanship.

For all information on this Game Pak or other Game Boy Game Paks, call the Nintendo "Hotline" at: (0329) 822662