

# Yie Ar KUNG-FU

## THE GAME

Yie Ar Kung Fu is a test of skill development in the traditional Martial Arts. It features Colong in his attempt to become a Grand Master in the ancient skills in honour of his father, a kung fu master before him.

Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with different skills and weapons and must be overcome with a combination of 10 different attack moves.

The controls are by means of joystick and the game has a one or two player option.

The fun and excitement of Kung-Fu is about to begin as you face your foe. Your honourable opponents are...

**BUCHU** - A huge kung-fu fighter who can attack by flying through the air.

**STAR** - A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN.

**NUNCHU** - Master of the NUNCHAKA - beware his reach.

**POLE** - Attacks with the art of fighting with a deadly chain.

**CHAIN** - is skilled in the art of fighting with a deadly chain.

**CLUB** - ... This fighter is armed with a shield to deflect your blows and a club to strike back.

**FAN** - Another female adversary, this time an exponent of the NINJAFAN.

**SWORD** - Sword carrying opponent, a fearsome and deadly foe.

**TONFUN** - Skilled in the art of fighting with flailing sticks or TONFUN.

**BLUES** - The Kung-Fu master himself, has all the skills and many of the moves of Colong, but faster. If you can win this final battle you truly will become a Grand Master.

## STATUS AND SCORING

On screen scoring indicates your current score, the high score and the number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows:

ROUND HOUSE KICK	500	ANKLE KICK	1000
GROUND KICK	1000	FLYING KICK	2000
LEAPING PUNCH	1500	RIISING KICK	1500
LUNGE PUNCH	1000	LEG SWEEP	500
FACE PUNCH	500	HIGH KICK	1000

## HINTS AND TIPS

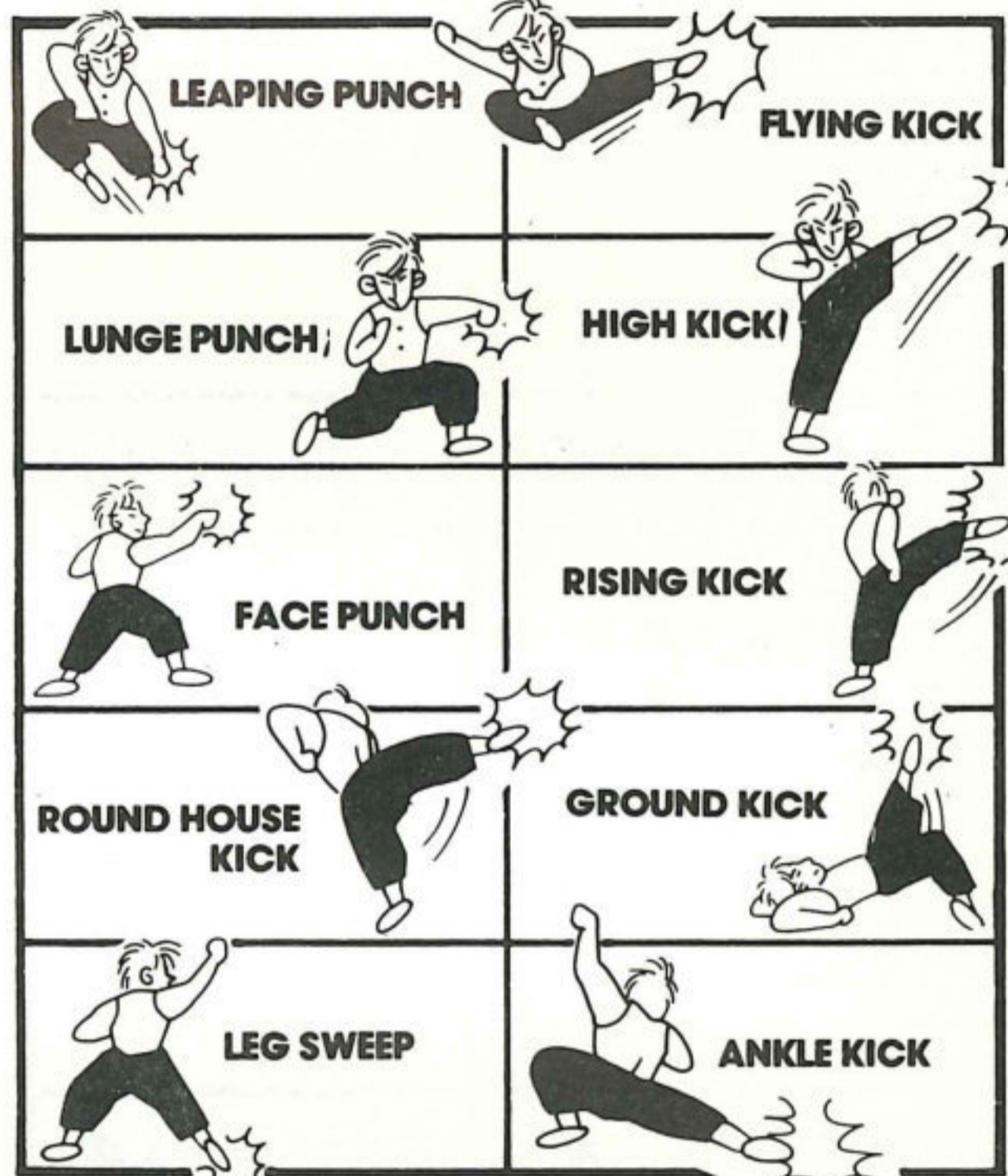
- Seek and attack each opponent's weak point.
- Remember Colong can jump over his foes and put them off guard.
- Try hit and run tactics and keep your distance from armed opponents.

## YIE AR KUNG FU

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The attack moves are illustrated above and the KO meters for you and your opponent indicate the state of play at each level. You have five lives to begin your task... GOOD LUCK!



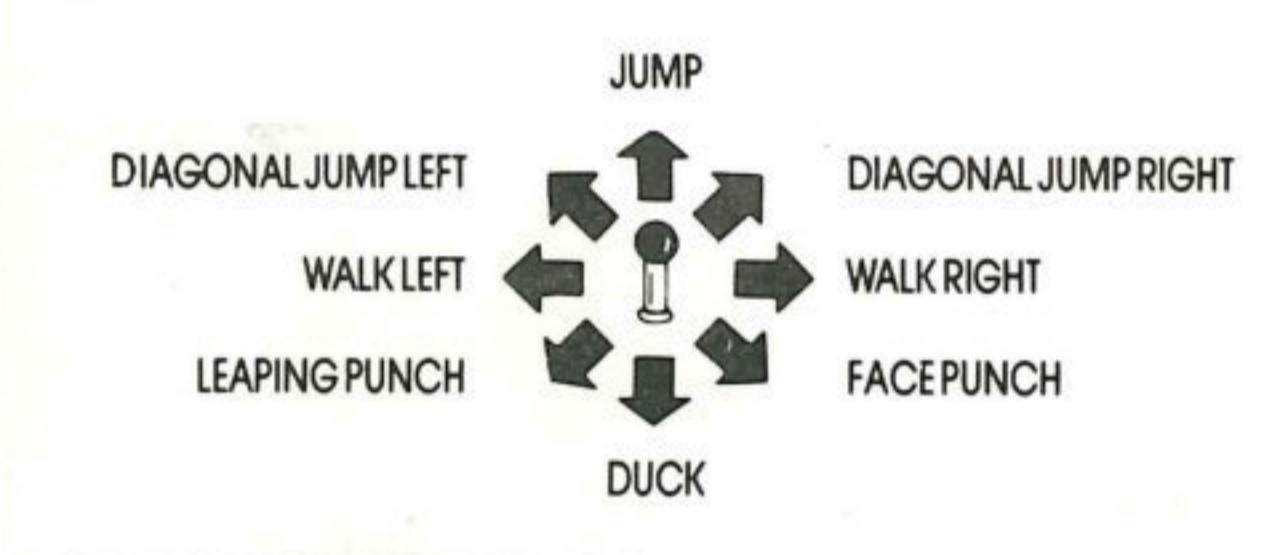
## LOADING

**CASSETTE** - on the C128 type Go 64 (return) and continue. Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow: Press PLAY on tape.

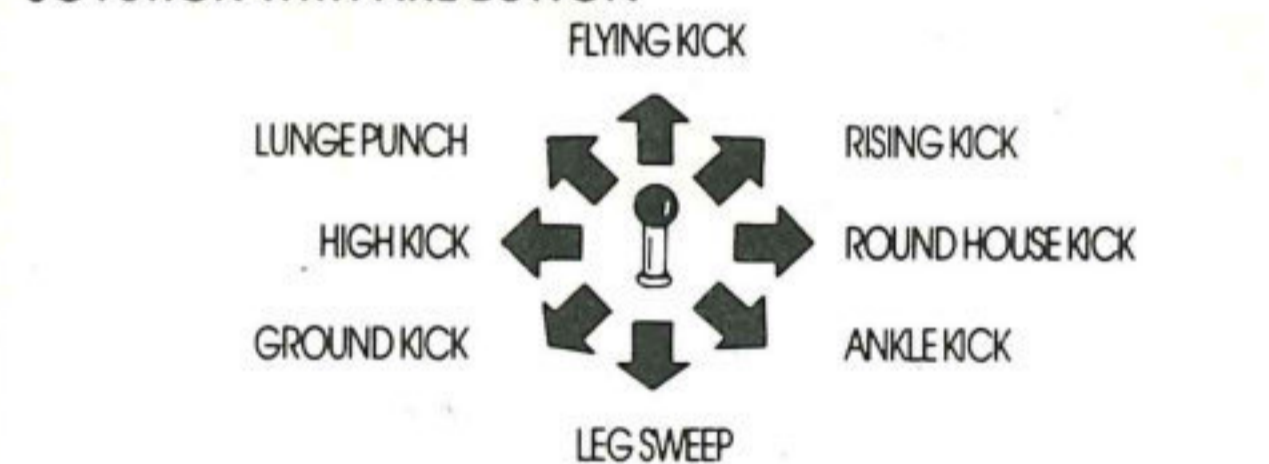
This program will load automatically. When loading is complete press FIRE BUTTON and select 1 or 2 Player option using joystick.

## CONTROLS

### JOYSTICK



### JOYSTICK WITH FIRE BUTTON



# HYPER SPORTS



Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should appear, press PLAY on tape. This program will now load automatically. When loading is complete follow screen instructions.



The target moves across your field of vision and you must judge wind speed and the angle of your shot to hit bullseye. First press the fire button for wind speed/direction, then press fire again to shoot one of your eight arrows at the passing target. (Keeping the fire button pressed increases the height of the arrow. Hint: try to get as close to a 5° angle as possible.



Keyboard:  
LEFT SHIFT OR ? - LEFT  
RIGHT SHIFT OR Z - RIGHT  
SPACE BAR - FIRE  
JOYSTICK - PORT 1 OR 2  
Note: In the case of any difficulty experienced in joystick control the keyboard controls may be used at any time during play, even if joystick has been used.



Co-ordination is the key to success in this event, approach speed is automatic, press the fire button as close to the take off line as possible. For each part of the jump keep the fire button pressed to increase the angle of the trajectory and release as close to 45° as possible. Your score is a combination of the correct speed, angle and distance.



Pit your skills and agility against the computer and the clock - in order to progress to the next event you must qualify (ie achieve game - scoring hints are as follows and we would be interested to hear from any player with high marks. (100,000 and up is good).



Now for the final test - a test of strength and stamina. Select the weight, type and then use the LEFT/RIGHT controls to increase the weight lifter's power. Press the fire button when WEIGHTS flashes to give the "Powerlift". Continue with power until all three judges acknowledge the feat. Your points score is based on weight. Congratulations you've completed all the events now check your score and see if you can do better next time - Good luck.



Wait for the starting gun - racing dive into the pool (by pressing fire button). Your swimming speed is determined by continuous left/right controls, but remember in order to swim you must breath so wait for the prompt and then press the button. If you breathe at the wrong time you'll swallow water and if you forget to breathe you'll gradually slow and stop. Your opponents have differing swimming skills and are controlled by the computer if you can beat them all you're on the way to becoming a true champion.



Computer controlled sights home in on the skeet and marksmanship depends on fast reaction on the left/right controls. Good shooting gives bonus skeets with higher points but as your shooting improves the rate goes up! Good shooting.



Now test your ability as a gymnast - press the fire button to run the springboard, then again when you're on it - Now when you reach the hand stand position press it again to launch into the Somersaults (these are controlled by the left/right movement). The total score is made up of the distance you get up the springboard, the length of time on the horse, the number of Spins you can achieve and the perfection of your landing. Like the real event you must perform well right through for maximum marks!

# Mikie

Help Mikie get the message to his Girlfriend. Join him in high-jumps at school and outwit the Teacher, Maniac Janitor and Chef. Loads of fun and excitement in this computer arcade game!

## CONTROLS

the game is controlled by joystick only.

Fire Button = SHOUT

Fire plus Direction = ZAP CONTROL

i.e. for HIP-ZAPPING stand either to the left or right facing the stool and keep pressing that direction until your school mate falls off his chair.

## LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY on TAPE. This program will load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions. When loading is complete press FIRE BUTTON to start.

## STATUS and SCORING

On-screen scoring shows current score, lives, message status and what room you are in. Hire-score is displayed at the end of the game.

Hearts	200 points
Hip-Zap	600 points
Chicken/Ball throw	200 points
Bonus hearts	1000 points
Kissing	100 points
Door-Trap	100 points
2000 Bonus points for each room completed.	
Mystery bonuses too numerous (can you find them?).	

## THE GAME

Move Mikie through the school by collecting all the hearts in each section (Classroom, locker room, canteen, gymnasium and finally in the schoolyard).

Each heart collected represents a letter in Mikie's message to his girlfriend at the top of the screen and when the message is complete he can move on to the next area.

There are two types of hearts to collect

- (1) Single hearts - To be found on the floor and under stools. To collect these you must walk over them. (You can bump your classmates off their seats to obtain the hearts with "HIP-ZAP").
- (2) Triple hearts - Placed inside lockers and on the top of tables. To collect these, face the hearts and press "SHOUT" (FIRE) three times. N.B. Flashing hearts give bonus points.

When the message is complete and the bell rings Mikie can move on through the door marked "OUT".

Now you must negotiate the hallway which is full of doors and surprises and find the right entrance marked "IN" to continue. You have five lives to begin, but be careful as you are constantly being hassled by those in charge, the Teachers, Chef and Maniac Janitor who get very annoyed when they can't catch you!

# GREEN BERET

## LOADING

**CASSETTE** - on the C128 type Go 64 (return) and continue. Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow: Press PLAY on tape. This program will load automatically. When loading is complete press FIRE BUTTON to start.

## THE GAME

### RESCUE THE CAPTIVES!

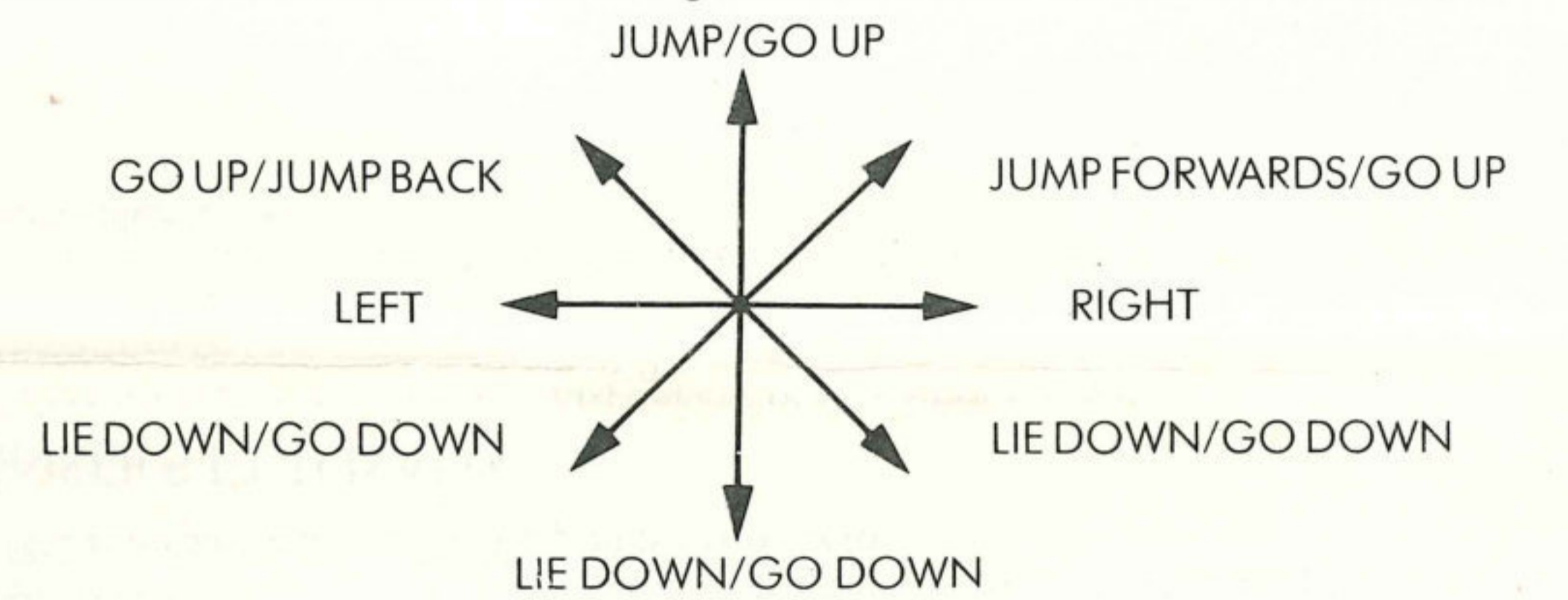
You are THE GREEN BERET, a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations - you are alone, against immeasurable odds, have you the skill and stamina to succeed?

## CONTROLS

The program is controlled by joystick and keyboard.

### JOYSTICK

The Green Beret is moved as follows using a combination of up, down, left and right.



Fire Button - KNIFE FUNCTION

### KEYBOARD

Press the SPACE BAR to activate the "SHOOT" weapon.

## PLAYING

### RED ALERT!

Use the platforms and ladders to advance through four defence stages:-

Missile Base; Harbour; Bridge and Prison Camp. Use your knife to attack the defenders who will jump, kick, shoot and bite! to stop you.

Watch your step - you may become a human "Mine Detector". Dodge the bullets missiles and mortar attacks along the way. Collect your weapons systems by killing the commandant.

Weapons are:

- Flame Thrower
- Rocket Launcher
- Grenade

Beware! At the end of each stage the enemy will launch a major offensive using all the means at their disposal.

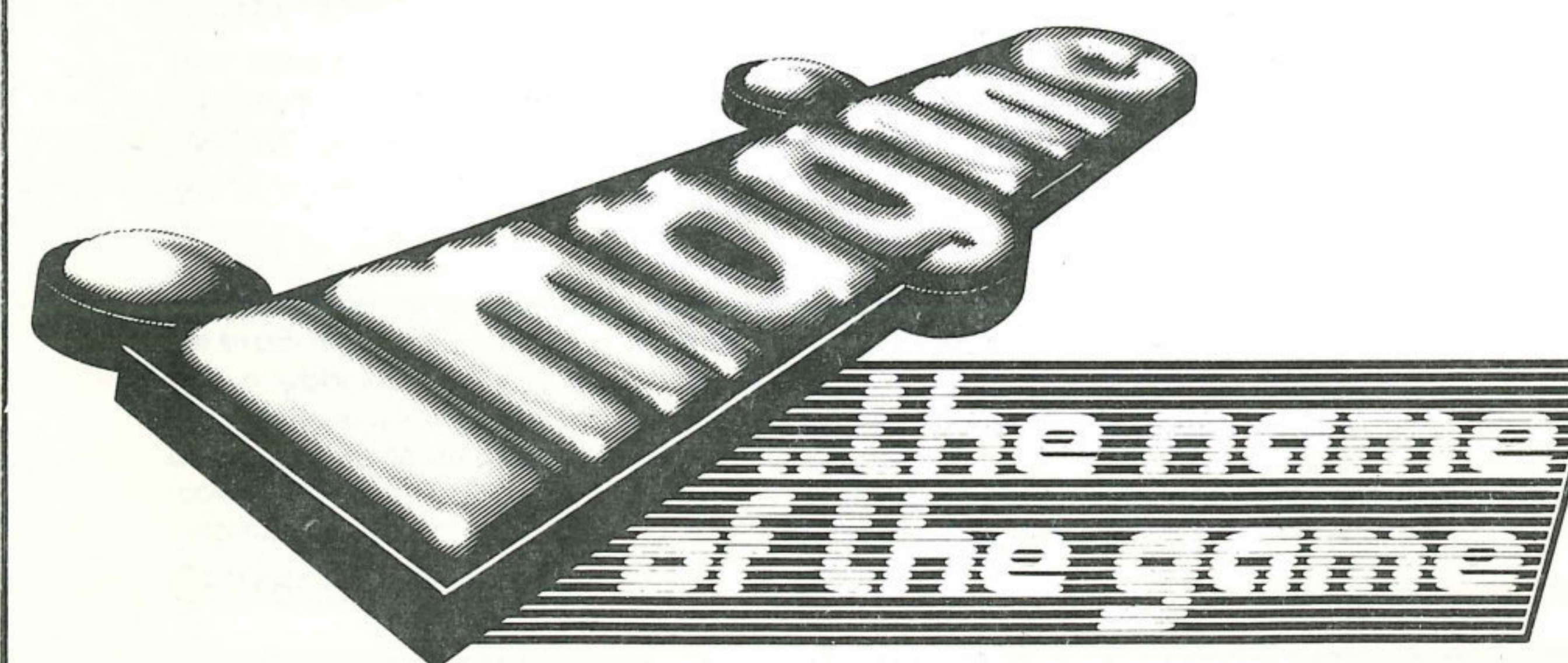
## STATUS AND SCORING

On screen information show current score and lives remaining at the top left of the screen and high-score and current stage at the top right.

Any weapons that you may be carrying are graphically displayed at the top left of the screen. You begin your mission with three lives and gain bonus lives at 30,000 points and every 70,000 points thereafter.

## HINTS AND TIPS

- Avoid the bullets/missiles by lying down or jumping.
- Weapons can be used to destroy more than just the enemy.
- Keep moving or you may have a lot of company.
- Try to save weapons for the end of each stage.
- Watch the skies!



**COMMODORE**  
**KONAMI**  
**COIN-OP**  
**HITS**

English

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# PING PONG

## The Game

Ping Pong is a realistic simulation of table tennis for one player. The screen displays a three dimensional view from above a ping pong table with the players depicted as bats. The game can be played at five different skill levels against the computer.

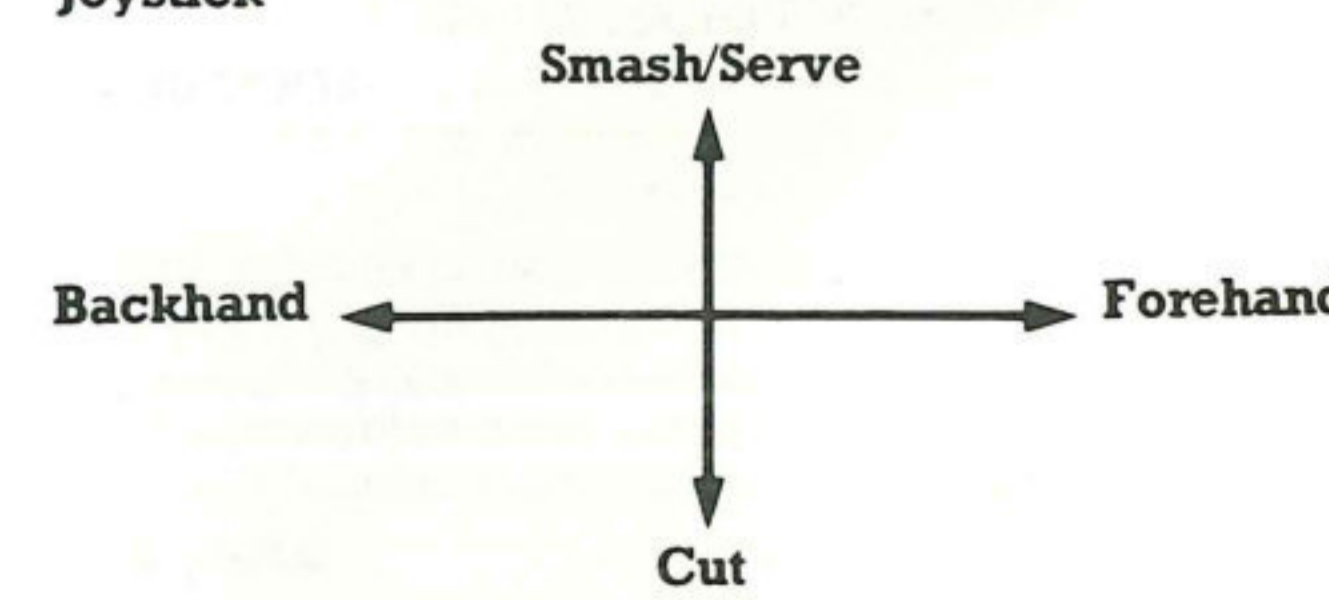
## Loading

**Cassette** Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should appear, press PLAY on tape. This program will now load automatically. When loading is complete follow screen instructions.

## Controls

The game is controlled by joystick in Port 1 or Port 2.

### Joystick



Drive Press fire button.

## Serving

Toss up the ball for the serve by using the serve control.

Move the joystick left or right to select either forehand or backhand respectively. Use cut or drive to hit the ball.

## Playing

Each game is played to 11 points. The winner is the first to reach 11, however he must win by at least two clear points unless the score reaches 15, in which case the game will terminate.

The service changes after every five points scored, however if a tie score of 10-10 is reached the service changes after every point from then on.

In a game is the player wins then a new game is started on the next highest difficulty level.

## Status and Scoring

### Entering your name on the High Score Table

Select the desired letter by moving left or right and press the fire to make your selection.

A score of ten points is awarded each time a player manages to hit the ball. 500 points are awarded for a successful, point-winning smash.

At the end of each level, 1000 points are awarded for each point of the winning margin, as a bonus.

If a player's score is large enough he will be given the opportunity to enter his name in the high score table at the end of his game.

# KONAMI COIN-OP HITS

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