

<<<<<<<<< **Kung-Fu Chivalry Guide** >>>>>>>>>

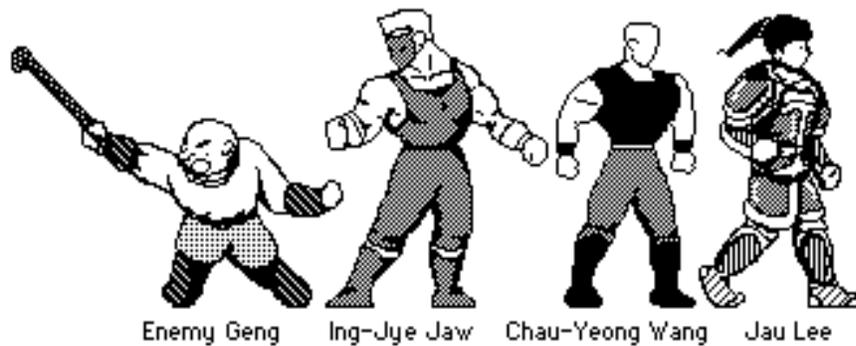
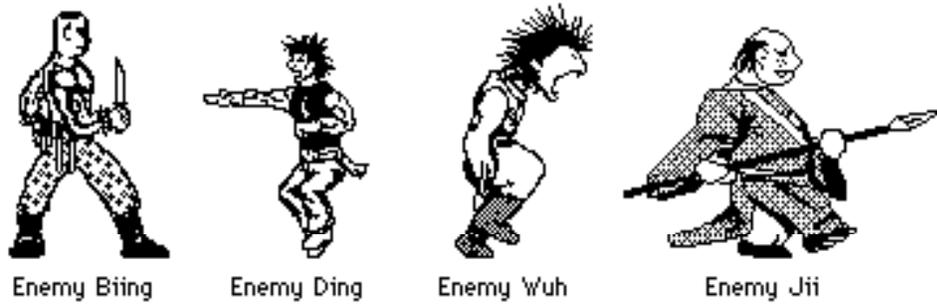
The guide for the shareware game Kung-Fu Chivalry

KFC Version 1.2
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June,1992

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1. Cast in KFC	



2. Kung Fu of Ru-Feng

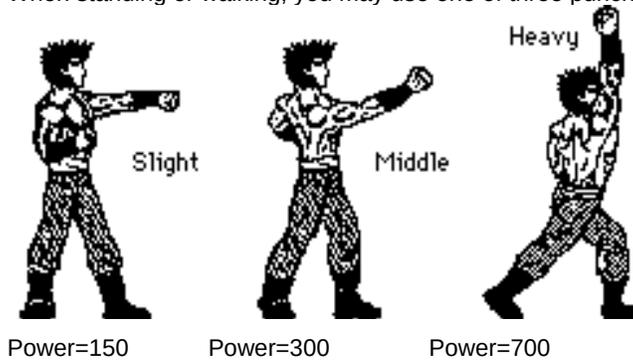
- Jump Feature

1. When Ru-Feng up-jumps in air, do 'up-jump' again, Ru-Feng will jump higher.
2. When Ru-Feng up-jumps in air, do 'jump' again, he will go back to ground as soon.

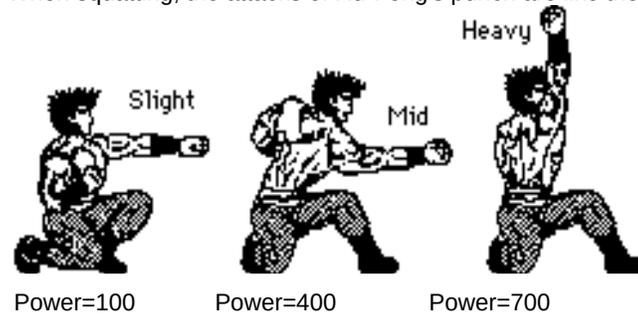
3. During the time Ru-Feng jumps,down-jumps or go-jumps, you can not do any jump-jump actions.
4. If you want to jump to the highest position that Ru-Feng can do, remember the following.
Jiuhkung longer, up-jump to the top as possible, and do 'up-jump' again.

• Punch Feature

1. When standing or walking, you may use one of three punch keys. The results will be as following.



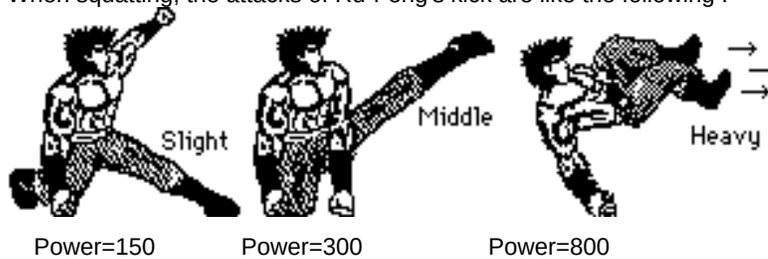
2. When squatting, the attacks of Ru-Feng's punch are like the following .



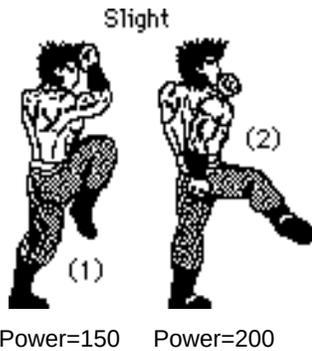
3. Ru-Feng can not punch when he jumps.

• Kick Feature

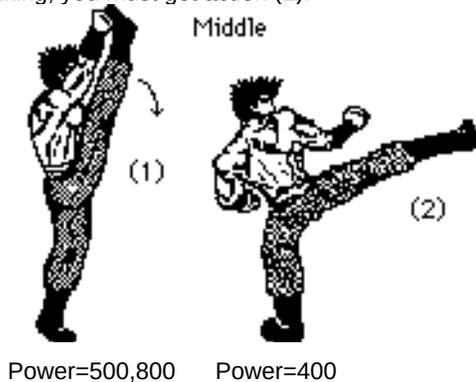
1. When squatting, the attacks of Ru-Feng's kick are like the following .



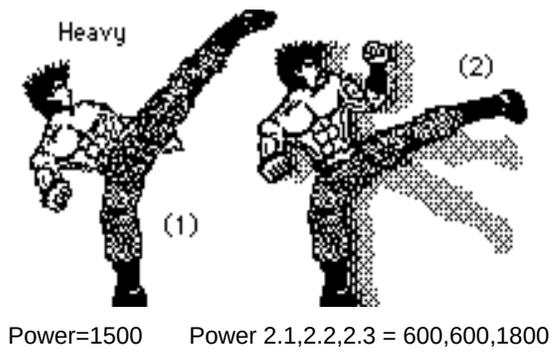
2. Press Slight Kick Key, either (1) or (2) will be seen . It depends on the distance between Ru-Feng and the enemy. If there's no enemy, (1) and (2) will be done at random. Well , you must get action (2) if you press Slight Kick Key when Ru-Feng is walking (Hold Go-Right or Go-Left) .



3. Press Middle Kick Key, either (1) or (2) will be done . Just like Slight Kick, it depends on the distance between Ru-Feng and the enemy. If there's no enemy,(1) & (2) will be done at random. Certainly, you can specify the action by yourself. Hold Up-key and press Mid Kick, you must get action (1). Press Mid Kick when walking, you must get action (2).

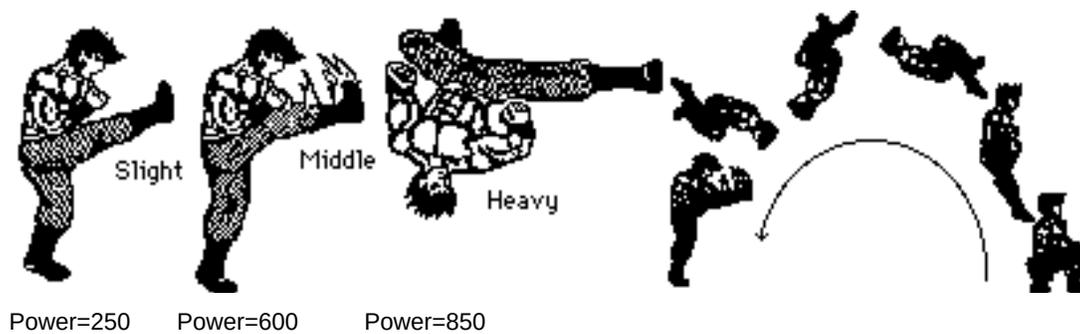


4. Press Heavy Kick Key, either (1) or (2) will be seen . It also depends on the distance between Ru-Feng and the enemy. If there's no enemy, action (2) will be done always. Anyway, you can specify the actions definitely. Hold Up-Key and press Heavy Kick, you will get action (1) . The Heavy Kick when walking must be action (2) which will attack three times. When doing (2), you may determine how far Ru-Feng moves by hold/release the Go-Left/Go-Right keys.

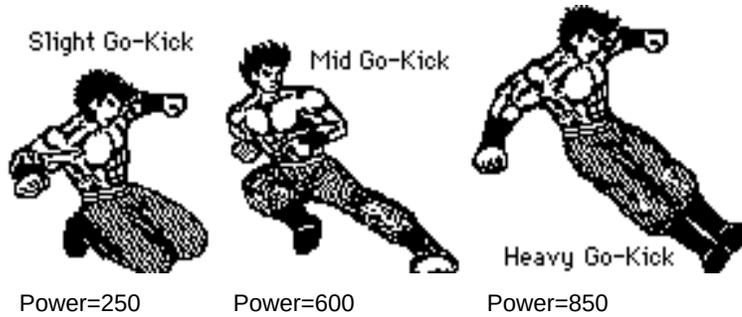
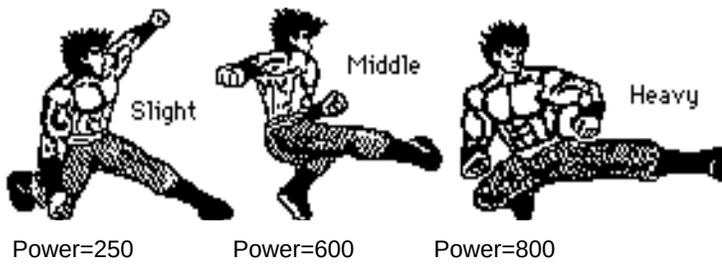


• Air Power

1. Ru-Feng can not use his hands to attack when he is in air.
2. Press 'Kick' when you down-jump, the actions will be as following.



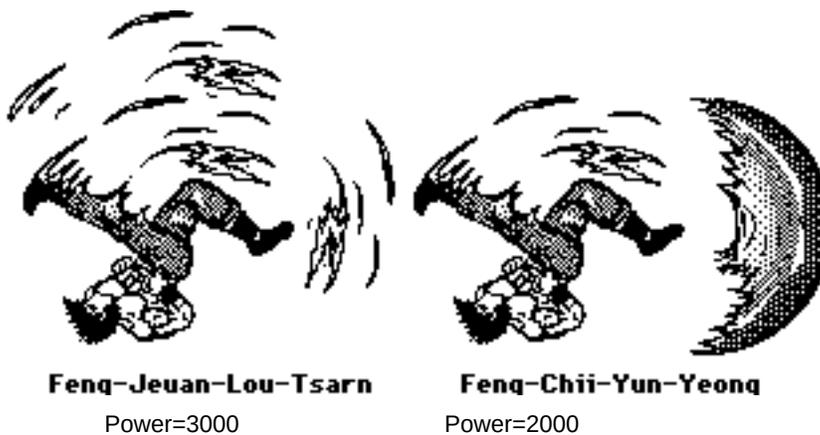
3. When you jump,up-jump,go-jump or jump-jump, you may press Kick Keys or do 'Go-Kick'.
Go-Kick is the action which you hold Go-Left/Go-Right and press Kick Keys. By using different Key combinations at different time, you'll get different attack actions.



• Special Attacks

1. How to use Special Attack? See 'Easy Help' of Kung-Fu Chivalry. And I think you need some practices to use it well. Special Attacks are quite powerful, but not necessary. You should be able to kill all of them without using Special Attacks.

2. The powers of Ru-Feng's Special Attacks are shown below.



• Some Attributes

1. The strength of Ru-Feng in the beginning is 8500 (Easy Game)
6500 (Standard Game)
5000 (Advanced Game) .

You may lose a lot of strength in the combat. But some items will recover the lost strength.

2. The jiuhkung ability of Ru-Feng is 3 (Easy Game)
2 (Standard Game)
1 (Advanced Game) .

However you get hurt, the jiuhkung ability will not be changed. It will increase/decrease if you drank some liquid.

3. Kung Fu of Yuh-Yun

- Jump Feature

1. When Yuh-Yun up-jumps in air, do 'up-jump' again, Yuh-Yun will jump higher.
2. When Yuh-Yun go-jumps in air, do 'go-jump' again, Yuh-Yun will jump farther.
3. When Yuh-Yun jumps, up-jumps or go-jumps in air, you can use 'go left' or 'go right' to move him.
4. During the time Yuh-Yun jumps or down-jumps , you can not do any jump-jump actions.
5. If you want to jump to the highest position that Yuh-Yun can do, remember the following.
Jiuhkung longer, up-jump , and immediately do 'up-jump' again.

- Catch-Throw Feature

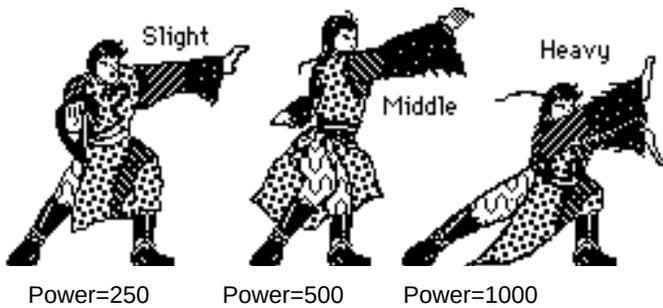
1. Don't try to catch the guy who are attacking you. You know, most enemies are not stupid.
2. The following is 'Catch Range'. You may catch and throw anyone in the Catch Range.



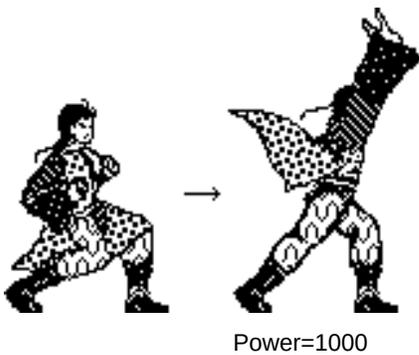


• Punch Feature

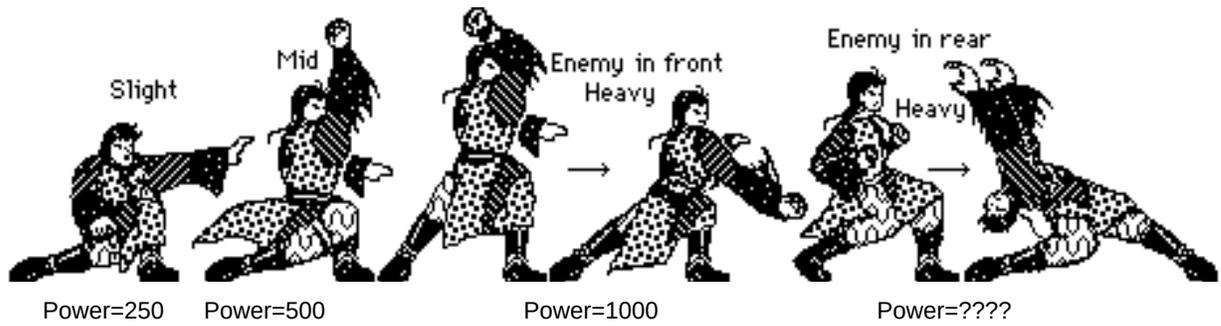
1. When standing , you may use one of three punch keys. The results will be shown as following.



2. When standing , you may hold the 'Up' key, and hit 'Heavy Punch'. You'll get such a action.



3. When squatting, the attacks of Yuh-Yun's punch are shown as the following .

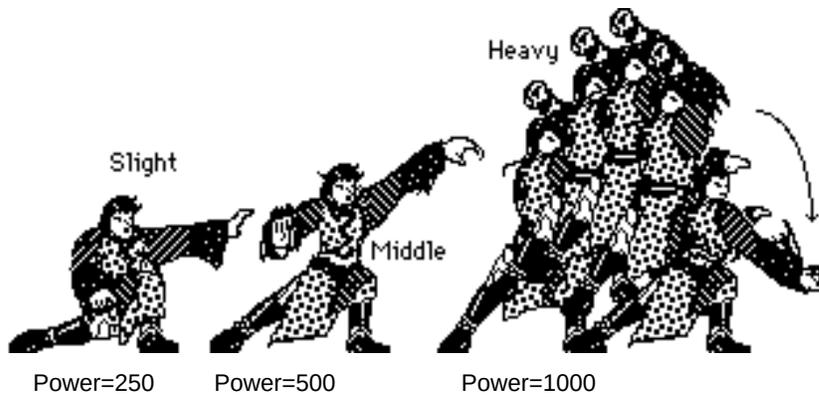


4. When walking, the attacks of Yuh-Yun's punch are shown as the following .



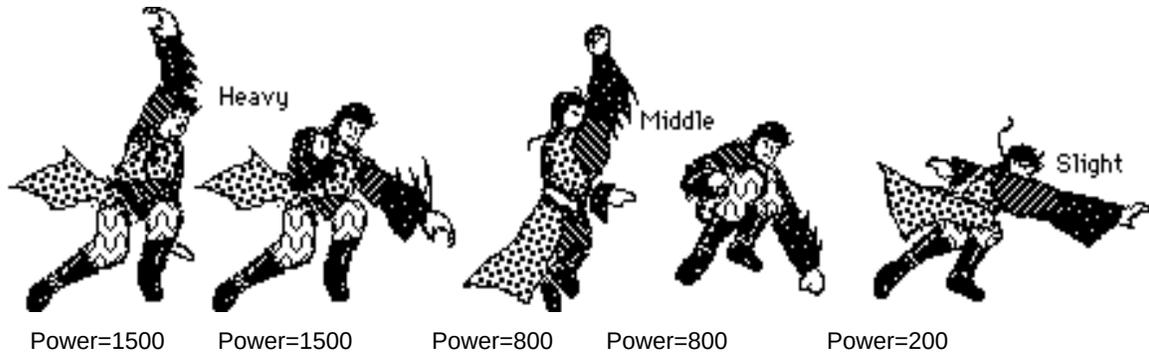
• Down-Jump Attacks

The powers of Yuh-Yun's Down-Jump Attacks are shown below.



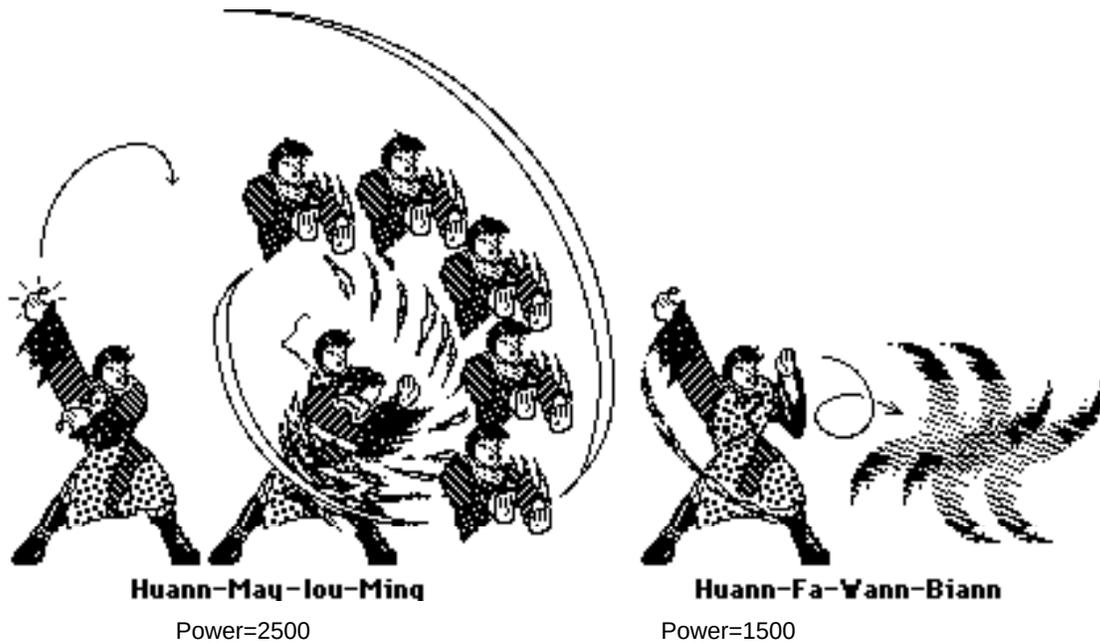
• Air Power

When you jump,up-jump,go-jump or jump-jump, you may do 'Punch','Go-Punch' or 'Up-Punch'. By using different Key combinations at different time, you'll get different attack actions.



• Special Attacks

The powers of Yuh-Yun's Special Attacks are shown below.



The power of Huann-May-lou-Ming is lower than Feng-Jeuan-Lou-Tsarn, but the duration and the scope are better.

• Some Attributes

1. The strength of Yuh-Yun in the beginning is
 - 7500 (Easy Game)
 - 6000 (Standard Game)
 - 4500 (Advanced Game) .

You may lose a lot in the combat. But some items will recover the lost strength.

2. The jihukung ability of Yuh-Yun is 2 (Easy Game)
1 (Standard Game)
1 (Advanced Game) .

However you get hurt, the jihukung ability will not be changed. It will increase/decrease if you drank some liquid.

4. The Power of Evil

- **Chau-Yeong Wang**

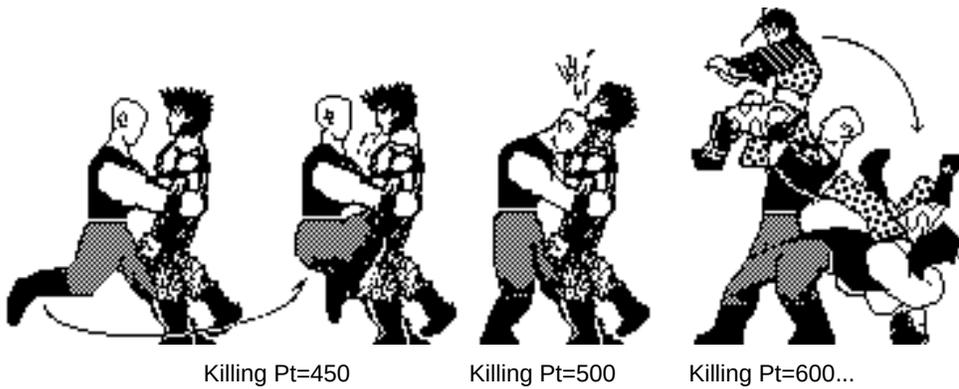
Strength: 4000(Easy),8000(Standard),12000(Advanced)

Movement Level: C(Usually),A+(Suddenly)

Jumping Level: Nil

Catch Ability: B

Chau-Yeong attacks his opponent by catching him. After series of hitting, the poor guy will be thrown into the cool ground. Notice that Chau-Yeong is so sly. When being dangerous, he might release the toxic fart.



- **Jau Lee**

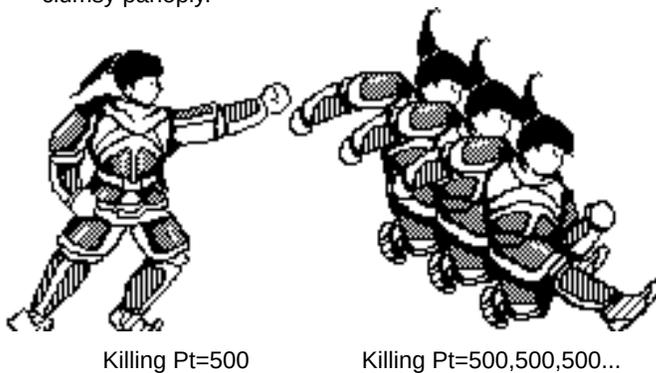
Strength: 4000(Easy),8000(Standard),12000(Advanced)

Movement Level: D(Armored),A++(Non-Armored)

Jumping Level: D

Catch Ability: Nil

Jau always wears a heavy armor. No flaw, except his head. He moves very slow because of his clumsy panoply.



- **Ing-Jye Jaw**

Strength: 4000(Easy),10000(Standard),15000(Advanced)

Movement Level: A

Jumping Level: Nil

Catch Ability: Nil

Ing-Jye's fisting is threatening. Sometimes he shoots a terrible flame. Luckily he can not jump. However, be careful of his amazing speed.



Killing Pt=500

Killing Pt=1000

Killing Pt=1500

- **Tzyy-Haur Song**

Strength: 4000(Easy),10000(Standard),18000(Advanced)

Movement Level: A

Jumping Level: B

Catch Ability: Nil

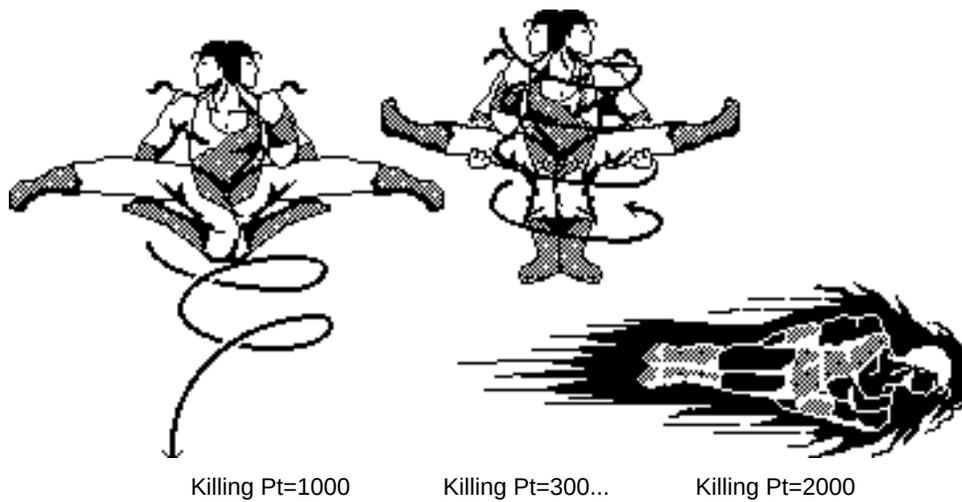
Tzyy-Haur is the most fierce killer in Sheng-Long Castle. People against Sheng-Long were almost killed by Tzyy-Haur. Don't stop attack until he's dead dead.



Killing Pt=500...

Killing Pt=500...

Killing Pt=500...



- **Shing Koong**

Strength: 16000(Standard),20000(Advanced)

Movement Level: A

Jumping Level: A+

Catch Ability: A+

Shing is another killer of Sheng-Long. He is like a gentleman. Few knows him as a murderer. He usually killed chivalry secretly. Now, expose it !

- **Ing-Ger Wur**

Strength: 20000(Standard),20000(Advanced)

Movement Level: B(Usually),A++(Suddenly)

Jumping Level: C(Usually),B(Sometimes)

Catch Ability: A-

Some of Ing-Ger's attack are so frightening. One is his super-power punch. Another one is the super-power throw.



K.Pt=300

K.Pt=300

K.Pt=350

K.Pt=????

K.Pt=????

- **Sheng-Long Chyi**

Strength: 25000(Standard),25000(Advanced)

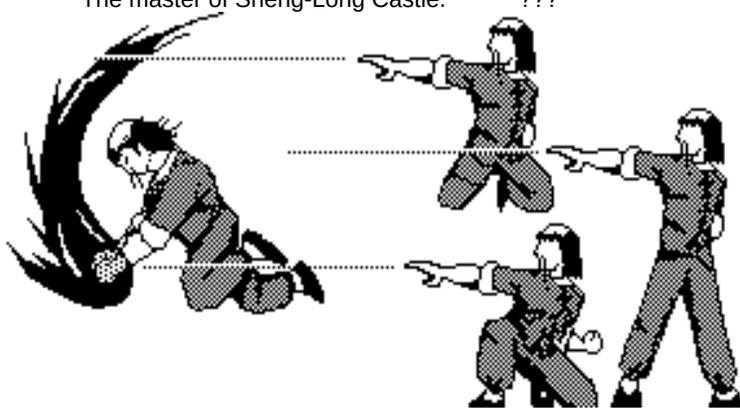
Movement Level: A+

Jumping Level: A

Catch Ability: A++

The master of Sheng-Long Castle.

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5. Distribution Notes

- (1) Anyone may not modify the files of Kung-Fu Chivalry. All distributions must be kept complete.
- (2) All BBSs, Information Services and Nonprofit User Groups are permitted to copy and distribute Kung-Fu Chivalry for non-commercial use with no restrictions.
- (3) Furthermore, any Profit Shareware Distributor (such as CD-Publisher) may include KFC on his products without my grant. But I have some advices as following.
 - a. Donate Charity Organizations as you like.
 - b. If possible, give me a copy of the product including KFC.
 - c. Let me know.

6. Registration Notes

I will undergo military service at July 16. During future two years I hardly have time to contact with Kung Fu lovers. That is I must say in the beginning. The following are several ways to register.

- (1) Help Charity Organizations with US\$20. Then send the receipt and \$2 cash to me. You will receive the Password by AIR MAIL.
- (2) Make a \$20 Charitable Donation, send the receipt to me. Simultaneously, contact with Yir-Jang Wur, my friend, thru internet (mr804324@cs.nthu.edu.tw). Ask him the password.
- (3) If you were a poor student... Just let me know. Write me a letter enclosing \$2 and then wait the password. (If possible, give me your E-MAIL address)

If you had any registration problem at this moment, just ask Yir-Jang (mr804324@cs.nthu.edu.tw). And I have to say, the receipt is not necessary enclosed. Because the most important thing of donation is our spontaneous Chivalry.