

scoring points, the opponent will lose energy or Ki. When all your opponent's Ki is gone, you have defeated him!!

6. If an opponent's technique is effective on LEE, he loses part of his own energy or Ki. When all his Ki is gone, this LEE is OUT. The level bar graph at the top of your screen shows your status; be careful when it turns from blue to red: you are getting weak and are close to being defeated!!

Controlling the action

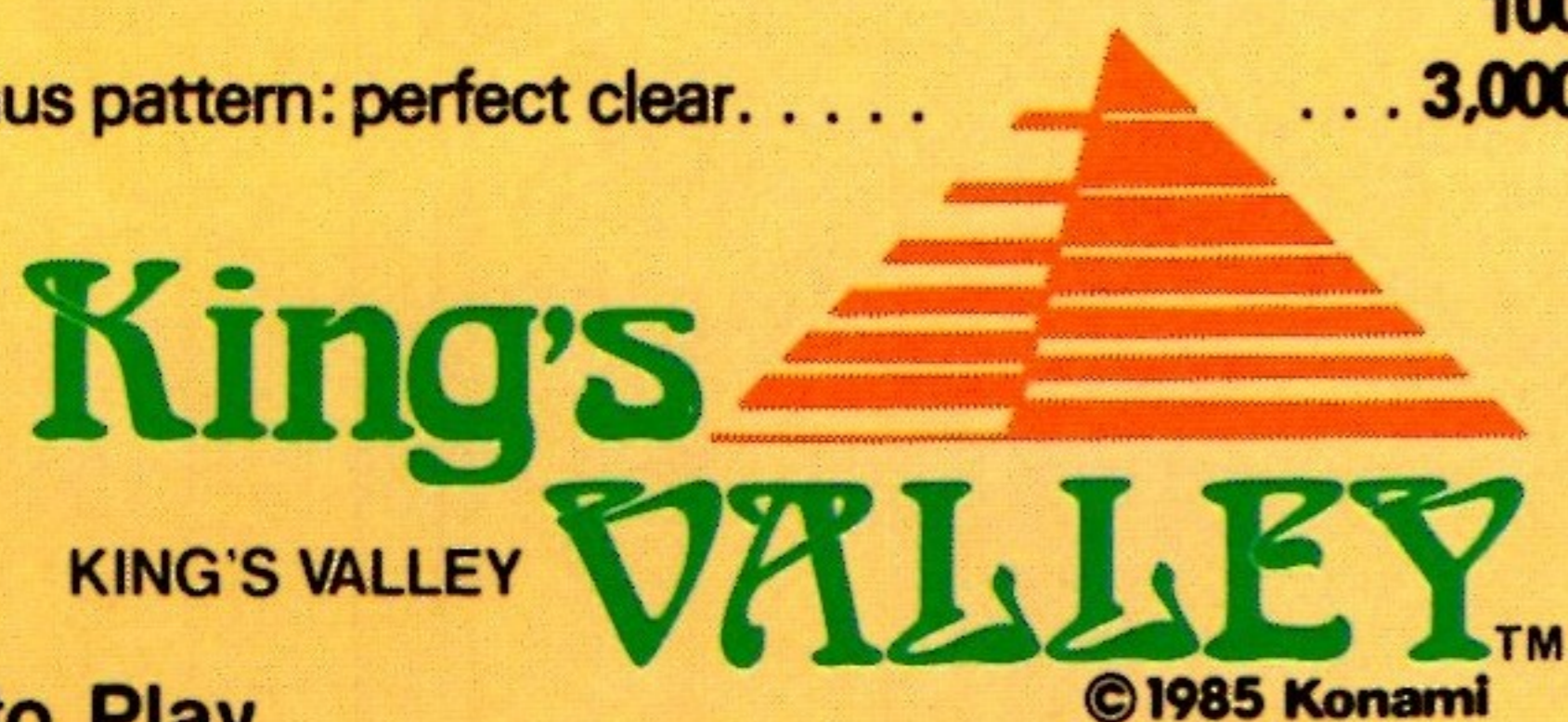
KEYS Q O ← P → A	Use joystick lever or keys	
	JOYSTICK ① ② ③ ④ ⑤	Use shot button or space bar in conjunction with joystick lever or keys
	① Vertical jump	Left or right jump Lee will do a flying kick (tobi-yokogeri) if you press the space bar (or shot button) while he is in mid-leap.
	② *High kick	
	③ Advance or retreat	
	④ *Low kick	
	⑤ Duck (squat) down	*Foot-sweep (ashi-barai)
		*Straight punch (seiken): just press shot button or space bar

*** indicates attacking techniques
2 = 1 + 3 pressed at the same time (keys)
4 = 3 + 5 pressed at the same time (keys)

• Since LEE always automatically fights facing his opponent, attacks made by pressing (2) (high kick) or (4) (low kick) will always automatically be aimed at the opponent. However, when you reach the BONUS STAGE you will have to distinguish between left attacks and right attacks.

Scoring

- Straight punch (seiken) 100 points
- High kick 300 points
- Low kick 300 points
- Foot sweep (ashi-barai) 500 points
- Flying kick 500 points
- Hit a throwing knife or fire ball 100 points
- Knocking down an opponent remaining energy x 200 points
- Defeating your opponent without him touching you 5,000 points
- Bonus pattern: pressure points, lamps, or blocks. 100 points
- Bonus pattern: perfect clear. 3,000 points





How to Play

- (1) This game is designed to be played by one person; you compete with the computer.
- (2) You can control the action using either your computer keyboard or with a joystick,
- (3) Start the game by pressing either the SPACE bar on your computer keyboard or the SHOT button on the joystick.
- (4) You control the actions of Vick the Adventurer. At the beginning of the game you have five Vicks. For each 20,000 points you score, you get another Vick.
- (5) If you can get all the Mystery Jewels in the pyramid, the secret door to the next pyramid will appear.
- (6) If the mummy touches Vick, he is out!!
- (7) If you want to stop the game midway, press the **F-1** key. This will stop the image. Press the **F-1** key once again to re-start game.
- (8) If you can no longer proceed in the game as the result of mistakes you have made in play, press the **F-2** key. This will start you once again at the beginning of the same pyramid in which you stopped. You will lose one "Vick" by doing this, however.

Controlling The Action

Your controlling action	Vick's movement	
KEYS Q O ← P → A JOYSTICK ① ② ③ ④ ⑤	②	Walks to the left
	④	Walks to the right
	①+②	Goes UP the stairway to the left
	①+④	Goes UP the stairway to the right
	③+②	Goes DOWN the stairway to the left
	③+④	Goes DOWN the stairway to the right
	What Vick is doing at the moment when you press either the SPACE bar or the SHOT button on the joystick	Vick's movement when you press either the SPACE bar or the SHOT button on the joystick
	Vick is not holding anything in his hands	Vick jumps
	Vick is holding a pickaxe	Vick digs a hole
	Vick is holding a sword	Vick throws the sword

- whenever he passes one
- ② Once you have dug a hole, you lose your pickaxe (), but the swords () may be used over and over.
- ③ When you come across a door, jump and touch the lever beside the door. If you make it, the door will slide open.

Hints for Skillful Play

- There are four different type of mummies living in the pyramids: Type A, Type B, Type O, and Type AB. Each type of mummy has a characteristic type of movement. Figure out as quickly as you can how each one moves!!
- You can pass through the revolving doors in one direction only: from the white color to the green (Weird folks, these "Royal Families"!!). The mummies cannot pass through the revolving doors. Take advantage of this!!
- If Vick the Adventurer falls into a hole, he is too short to get out of it merely by jumping! So, be very careful to remember all the places you have dug holes and the order in which you dug them. Otherwise you might end up being trapped in a hole!
- Be careful! There are certain places inside the pyramids where you cannot dig! Places you cannot dig include: at the foot of each staircase, directly above and below revolving doors, underneath a sword, and directly underneath the places where pickaxes are left lying.

Scoring

- Knocking down a mummy with a sword 100 points
- Getting the Mystery Jewels 500 points
- Clearing one pattern and 2,000 points progressing to the next stage



How to play

- Select the number of players and the method of controlling the game.
- (a) 1 PLAYER WITH JOYSTICK.....Press key number "1" on your computer keyboard
 - (b) 2 PLAYERS WITH JOYSTICK.....Press key number "2" on your computer keyboard
 - (c) 1 PLAYER WITH KEYBOARD.....Press key number "3" on your computer keyboard
 - (d) 2 PLAYERS WITH KEYBOARD.....Press key number "4" on your computer keyboard
- If you do not make a selection at this stage, a demonstration will appear on your screen.

KEYS A ↓ Q ↑ O ← P → USE SPACE BAR TO FIRE

By pressing more than one key simultaneously and varying the length of time the keys are held down, you can use the four keys to get the plane to move in sixteen different directions.

In this game your fighter plane travels through various time zones and has to ward off attacks from airborne enemies in the Biplane Era, the Monoplane Era, the Helicopter Era, and finally the UFO Era.

First Stage.....You will be attacked by biplane fighters. Shoot down as many as you can. During this Stage parachutes will drop into the scene of the action. Pick up as many of these as you can: you score points for getting parachutes. Shoot down any blimps you see. If you can shoot down a blimp then you can pass into the Second Stage through the time slip.

Second Stage.....Now you are in the age of the single-wing fighter. Their attack capabilities are different from the older biplanes; you can still score points by picking up parachutes just as in the First Stage, however. Shoot down any bombers that come within your range. If you make it successfully through this era, you can pass on to the Third Stage.

Third Stage.....This time the enemy attacks with helicopters. Sophisticated missiles will home in on you; try to shoot them down. If you can shoot down a double-engined helicopter, you will pass on to the next—and final—Stage.

Fourth Stage.....TOP SECRET!!

Rules

You are out if you collide with an enemy aircraft or are hit by enemy projectiles or missiles. You get three planes to start the game with. You may increase the number of your planes by scoring enough points.

Hints for skillful play

Enemy aircraft and the background of the battle scene will move in the opposite direction to that which you have aimed your fighter plane, that is, the action always comes to meet you and does not sneak up on you from behind. You need more than a single shot to destroy the large enemy craft—blimps, bombers, and double-engined helicopters. Keep firing at them until they disappear off the screen.

Scoring

- Downing an enemy plane 50 points
- Making it through a time slip 1,000 points
- Shooting down a missile 500 points
- Picking up a parachute 500 points
- Shooting down a UFO 500 points

The hero of this game is Joe the Baker. The mischievous RACCOON DOGS are always causing Joe trouble by shutting off the automatic baking and conveyer machines so they can steal the bread. To prevent this, Joe tries to hit the racoon dogs with his hypnotic ray gun and put them to sleep; then he has to run and get the baking machinery started up again so he can get the bread done on time.

This game involves you in the entire bread-baking operation, and you have to complete four separate baking processes. Keep an eye on the schematic diagram of the whole operation which is located in the upper part of your screen. It is important that you know what progress you are making in the overall baking process.

The factory is open only from 9:00 AM to 5:00 PM; try to get as much bread baked as you can during these working hours.

How to play

Select the number of players and the method of controlling the game.

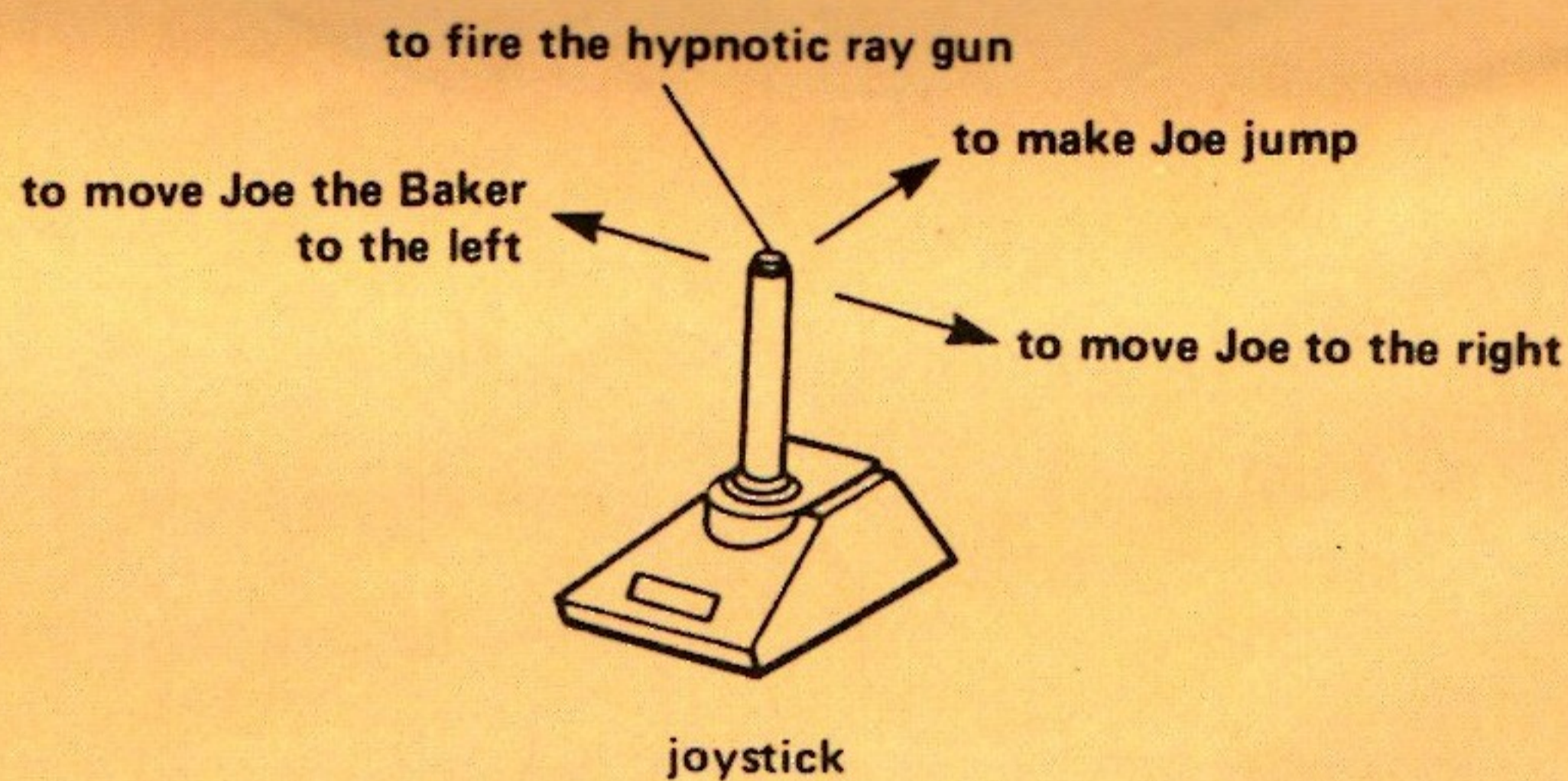
- 1 PLAYER WITH JOYSTICK
- 2 PLAYERS WITH JOYSTICKS
- 1 PLAYER WITH KEYBOARD
- 2 PLAYERS WITH KEYBOARDS

Move the hand indicator to your choice by using the UP Q and DOWN A keys on your computer keyboard.

When the indicator points to the selection you want, start the game by pushing the space bar.

If you do not make a selection at this time, a demonstration game will appear on the screen.

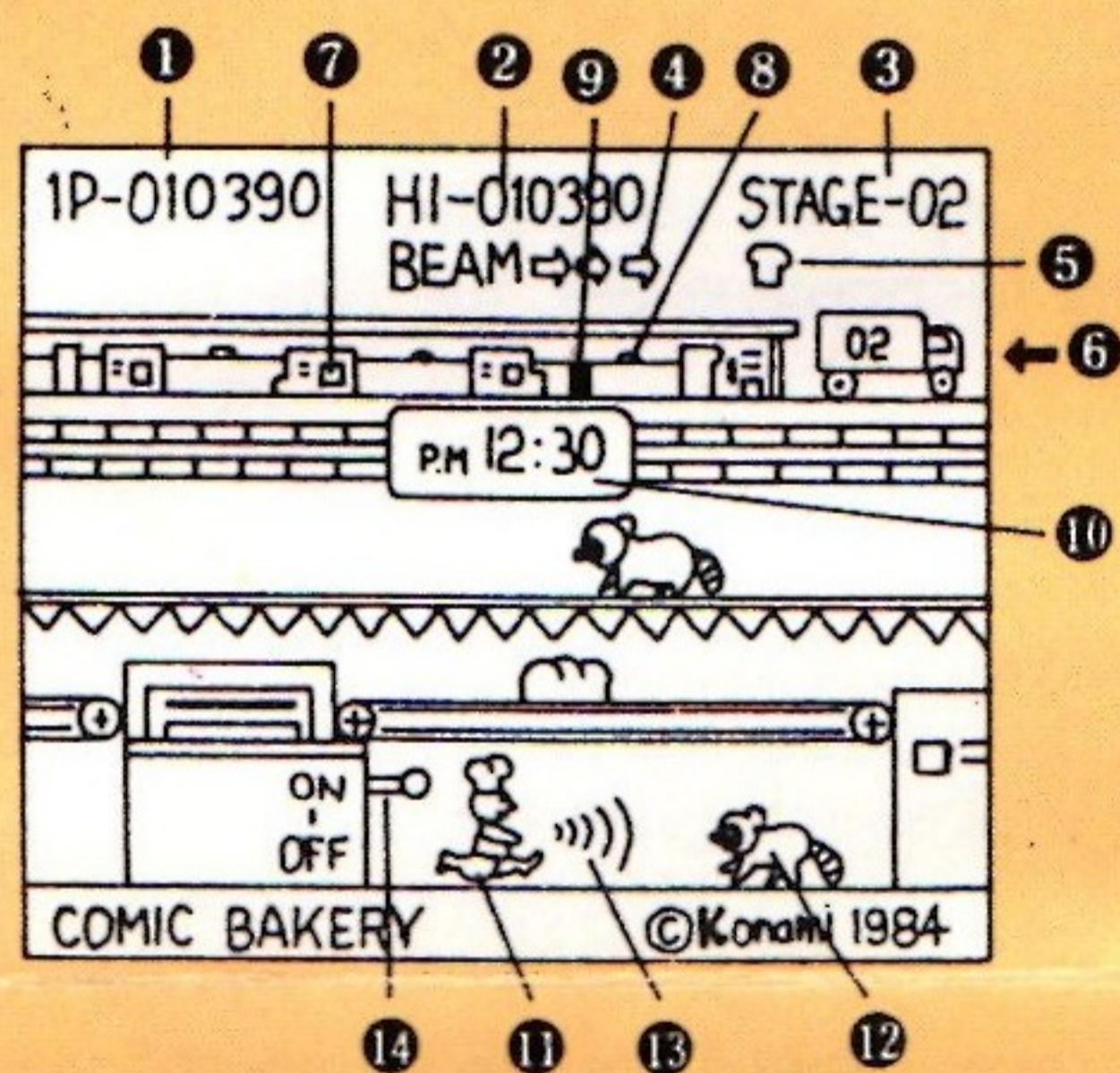
The action is controlled as follows:



KEYS

- Q - Jump
 - O - Left move
 - P - Right move
- Press space bar to fire the hypnotic ray gun.

Elements of the game



- 1 Score
- 2 High score
- 3 Stage number
- 4 Energy level remaining in hypnotic ray gun
- 5 Number of "Joes" remaining in game
- 6 Schematic drawing of the entire baking operation
- 7 Baking machine ON-OFF indicator (red light flickers when power is OFF)
- 8 Indicates location of bread
- 9 Indicates location of Joe the Baker
- 10 Time indicator
- 11 Joe the Baker, controlled through your computer
- 12 Trouble-making racoon dogs
- 13 Radiating lines indicate that the hypnotic ray gun is being fired
- 14 Baking machine ON-OFF lever

Rules

You start the game with three "Joes." As your score increases by predetermined increments, you get more and more "Joes" to keep going in the game.

You will lose one your "Joes" if you cannot manage to bake at least four loaves of bread within the time limit imposed by the working hours.

You will lose a "Joe" every time he bumps into one of the moving racoon dogs.

Scoring

- For putting a racoon dog on the floor to sleep 200 points
- For putting a racoon dog on the ceiling to sleep. 300 points
- For getting a loaf of bread completely baked 600 points
- For switching the baking machinery back on after the racoon dogs have turned it off 50 points

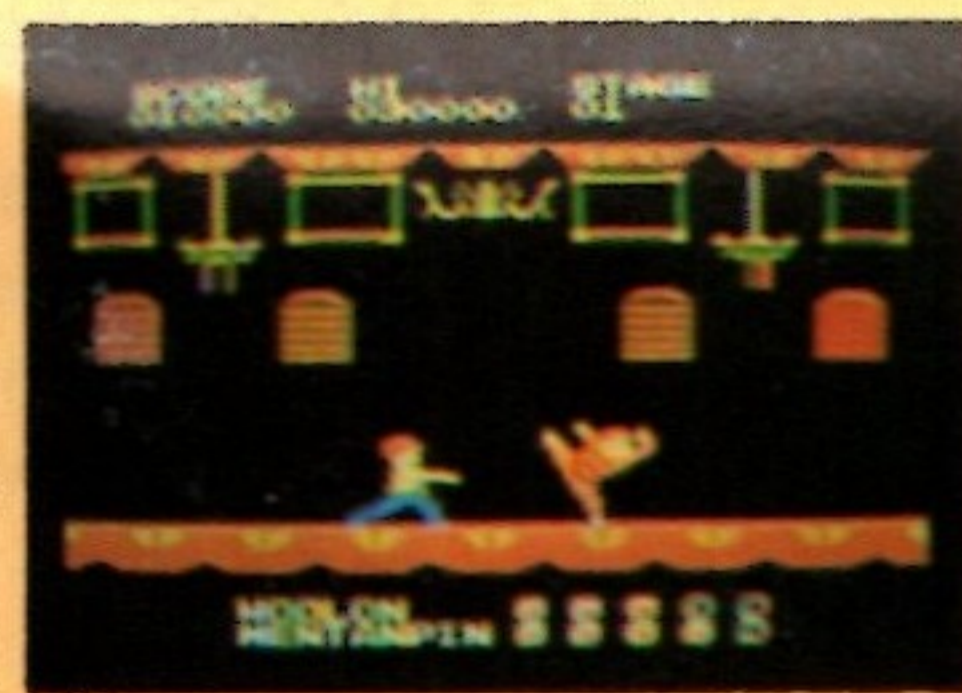
Konami SOFTWARE

4 game. **4 DISC ARCADE**

Yie Ar Kung Fu
King's Valley
Time Pilot
Comic Bakery

Einsoft 'APPROVED'

Konami 4 GAME ARCADE



YIE AR KUNG-FU

The iron fists of Lee the Kung Fu Master challenge the evil martial arts experts of the dreaded Chop Suey Triad Gang!!



KING'S VALLEY

Ancient Egypt in the time of the Pharaohs...when the royalty used to bury uncountable mysterious jewels with them in their graves! An archaeological adventure trip to the King's Valley (Valley of the Pharaohs) in search of hidden Mystery Jewels in the Royal Tombs!!



COMIC BAKERY

Here we are in a completely automated bakery. But what's this?!?! A bunch of tricky RACCOON DOGS hanging around trying to sneak off with the bread! Can you get Joe the Baker to guard his bread from the rascally racoon dogs?



TIME PILOT

Your time fighter plane is faced with air combat in various eras of aerial warfare. Shoot down and destroy the enemy aircraft that come after you! The enemy's strategy and combat techniques change from era to era as you pass through the Biplane Era, the Monoplane Era, the Helicopter Era, the UFO Era, and more!

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Konami SOFTWARE

4 game. **4 DISC ARCADE**

TO START THE GAME make sure your computer and monitor are connected correctly. To start the game, insert the disc and press CTRL: BREAK. Press CTRL: BREAK to end any game and return to the opening menu.

YIE AR KUNG-FU

Yie Ar KUNG-FU™

©1985 Konami

How to play

1. This game is designed to be played by one person; you compete with the computer.
2. You can control the action using either your computer keyboard or with a joystick.
3. Start the game by pressing either the SPACE bar on your computer or the SHOT Button on the joystick.
4. You begin the game with three "LEEs." If you score 30,000 points, you get one more "LEE" to fight with. Score another 50,000 points and you get one more. The number of remaining "LEEs" you have is shown on your video screen after the indicator "REST;" for example, "REST 2" means you have two more tries left.