KANG FU © 1994-96 by **GRE**AT **E**FFECTS **D**EVELOPMENT **Enschede, Holland**

Starting Kang Fu:

CD32: Open door, turn on CD32. Insert CD but WAIT with closing door till the music has played. Close door and game will boot automatically. Otherwise it will not boot due to a bug in the CD32 which will not free the memory as it should.

SX32/ 4 MB : *Execute CD0:SX32* [return]

A1200/2 MB Chip only: Reset Amiga, and hold down both mousebuttons. Now disable all diskdrives and harddisks except your main partition Select Boot without startup-sequence, mount your CDROM, and type the following lines:
mount CD0: [return]
execute CD0:Lowmem [return]

A1200/4 MB & A4000 : Click on CD icon and then click on 'KangFu'

Kang Fu uses a higher resolution and more colors than any Amiga game has ever used before. Therefore it may look unclear if your Amiga/CD32 is connected to a TV via CVBS. We recommend a monitor, connected via RGB, VGA or SCART.

Kang Fu automatically detects if a Joypad or Joystick is connected.
We recommend playing with a Joypad.

Kang Fu controls:

CD 32 Joypad   **Standard Joystick**
                                                 (1 button)

        jump up   **jump up**

jump left | **jump right**   **jump left** | **jump right**
         \ | /   \ | /
          \|/   \|/
walk left --- --- **walk right**   **walk left** --- --- **walk right**
         /|\   /|\
        / | \   / | \
          | **change weapon** / | \ **change weapon**
                                     when facing right| **when facing left**
     duck / pick up objects/ |
         kangaroos   **duck/pick up kangaroos/objects**

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        CD 32 Joypad                    Standard Joystick
                                          (1 button)


Left black button: Kick           Activate weapon: button
Right black button: Jump          Up + button : High throw (eggs/boomerang)
                                  Down + button : Low throw
                                  Kick: When facing left, button + right
                                        When facing right, button + left
Red: Fire weapon                  Space = Change weapon
Blue: Change weapon               Return = Throw bomb
Green: High throw (eggs/boomerang) P = Pause
Yellow: Throw Bomb                Quit: Pause and then ESC
Down + red : low throw
Pause = Pause
Quit: Pause and then press both
black buttons at the same time
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You play Klont the Kangaroo.
The aim of the game is to collect as many little kangaroos as possible, kill
the enemies, collect the bonusses and find the exit to the next level.

During his quest, Klont is harassed by all sorts of animals and objects which
normally harass Kangaroos. They will do their best to sent Klont to Kangaroo-
heaven as quickly as they can.

Jumping: Klont jumps as long as you hold the joystick/joypad up or diagonal,
but he can only jump to a certain height. During his jump you can steer with
left and right.

Enemies can be crushed by jumping on them. Some need multiple hits, but some
enemies can't be crushed at all!

Klont can kill enemies by using weapons like eggs, bombs, boomerangs, guns and
boxing gloves. Weapons are hidden throughout the levels. You pick them up by
ducking. You only have a limited amount of eggs and bombs, for every egg
Klont picks up he can throw eight eggs, but bombs come in smaller packages,
only one at the time. When a bomb is thrown, it kills all the enemies on the
screen. Klont keeps his weapons when he goes out to kill the big end-of-level-
monsters. But when he kills it and is transported to the next level, the
weapons mysteriously disappear, with the exception of eggs and bombs, which can
be saved up throughout the game. Some enemies need more hits from a weapon then
others.

The Gun:

Low damage, but high range. It has unlimited ammunition.

Eggs:

Medium damage and very handy for enemies above you.

Boomerang:

Good damage and homes back to Klont!

Boxing Glove:

High damage but only at close range.

Bombs:

Kills all enemies on screen, but bombs are very limited !
Come in handy in difficult situations with lots of enemies.

For every 10 little kangaroos Klont catches (joypad/joystick down when they
jump by), you are awarded with an extra life.
If you rescue ALL the kangaroos in one level, without killing anyone, you get
an extra life at the end of the level. Every 100 diamonds you have saved up
Klont will trade into a bomb.

Not all the platforms Klont can jump on can be seen. Many of them are hidden
in objects like trees, statues and buildings. Klont can not jump through
platforms from beneath, he must jump at the edge to reach the higher platforms.

Now and then, Klont's way is blocked by locks. Of course he has to find the key
with the corresponding color to open them. Look carefully, some of them are
very well hidden.

The statusbar:

The number left to Klont's head are his remaining lives. The bar right from
his head represents his current life. Anytime Klont is hit, his life will drain
away faster or slower depending on how dangerous the enemy is who is hitting
him. If Klont's life bar is very low, it will turn red.

Then there is the number of caught joey's which will be reset to 0 when you
have collected 10 of them and have been awarded an extra life. Next is the
number of diamonds, which will be reset every 100 diamonds when an extra bomb
is awarded. In the space between the diamond and the eggs Klont will put his
collected keys, the number next to the eggs and bombs are the remaining numbers
of them. On far right is your score and left of that is the space where the
weapons Klont carries will be represented.

The menu:

Use up/down on your joypad/stick to select item. left/right to change it.

There are 3 difficulty levels:

Practice: Practice the movements in a small demo level.
Beginner: Start with 8 lives, X bombs and X eggs. You can only play the first
        5 levels.
Normal : The standard mode.

CD audio ON/OFF : if you get tired of the music you can switch it off.

Enter Password:

At certain times, you will get a password which will allow you to start at a
higher level. Use up/down to select a letter, left/right to position it. Press
fire if you are done.

Tips:

- When ducking and pressing fire/red button with gun or gloves active,
  it is easier to hit small enemies.
- Little kangaroos cannot be killed by a bomb, but can be killed by any
  other weapon. Killing little kangaroos gives you negative points.
- Pick up bottles to replenish your energy.
- You can hold the left black button to get into kicking position and then
  release it when the enemy is in range.
- Kicking kills all enemies you hit in one go, but is only useful at very
  close range.
- Some of the end-of-level enemies can only be harmed at certain places.
- When playing with a joypad, it is easier to jump by using the right black
  button.
  Move Klont during his jump by keeping the black button pressed and steer
  with the left/right direction.
- For jumping large distances, it is better to walk and then (while keeping
  the left or right direction) jump by choosing a diagonal direction.
- There are more ways to find the exit. Often you can take a long route with
  more weapons, bonusses and enemies or a short route with less of it.
- Look out for hidden treasures. They are invisible but you can hear a bonus
  sound when you pick them up.

Memory notes:

- Kang Fu needs ALL your Amiga's memory that is installed. Don't run any
  utilities/ commodities in the background, especially Enforcer.
- Kang Fu needs at least 1.8 MB of free Chipmem in the workbench, preferably
  in one block.
- Don't use more than 8 colors on your workbench screen if you don't have a
  graphics card. Use Screenmode in your Prefs dir to decrease the colors in
  your wb.
- Disable any diskdrives in your startupmenu.
- If your controller adds buffers for your CDROM in ChipRAM, decrease the
  amount in the mountlist.
- Remove any expansions on your CD32 that take up memory.
- If you have only 2MB and trouble executing 'lowmem' it is better to rename
  your startup-sequence to for example 'startup-sequence-old' and then make
  a new one with 2 commands:

  ----
  mount cd0:
  execute cd0:lowmem
  ----

  if you reset your amiga it will run immediately. When finished, just rename
  your startup-sequence back again. Don't try this if you have no experience
  using AmigaDos.
- Kang Fu expects Lowlevel.Library in LIBS: on your harddisk.

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