

Kung Fu Heroes FAQ/Walkthrough

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Kung-Fu Heroes (U) and Super Chinese (J) FAQ/walkthrough (NES)

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TABLE OF CONTENTS

- 1) HOW TO PLAY
 - 2) POWER-UPS
 - 3) BONUSES
 - 4) ENEMIES
 - 5) HAZARDS
 - 6) LEVELS
 - 7) DEBUGGING
 - 8) FINAL WORDS
-

1) HOW TO PLAY

The object of the game is to clear eight castles, with four stages each, to rescue Princess Min-Min. Jacky and Lee, the heroes, must defeat 12 enemies in each stage to open the door to the next. They will be challenged by a variety of enemies which have distinct strengths and weaknesses. Jacky and Lee must collect the 10 treasures and other power-ups to attack these weaknesses.

Start

Starts the game, pauses and unpauses.

Select

Choose 1 or 2 players before starting.

D-pad

Move in the direction pressed. (no diagonals)

A button

Punch in the facing direction to attack enemies and blocks and to pick up items. The character stops moving while punching. The power and speed of the punch is denoted by the number by the fist symbol. This is increased by collecting punch power-ups. Some enemies require a minimum punch power to be defeated. If the sword is drawn, this is a sword strike instead of a punch.

B button with D-pad

Flip-kick in the direction pressed. Attack enemies or pick up items by landing on them. A kick cannot attack blocks but can reveal treasures hidden in the ground. The speed and direction can be changed with the D-pad. (diagonals allowed) While in the air, the character can jump over pits and cannot be hurt except by hazard fireballs and moving walls.

B button without D-pad

Perform a miracle kick. The number available is displayed next to the "K" symbol. Collect miracle kicks, five at a time, from treasure chests. The miracle kick is faster and longer lasting than a regular kick, and works against some enemies where a regular kick doesn't.

A+B without D-pad

Cause a P ball to be created on the playfield. This requires six \$-bags.

A+B with D-pad

Draw or put away the sword. The sword must be found first.

2) POWER-UPS

Power-ups are revealed by hitting certain blocks, and sometimes empty ground. Except for the ?-ball, which appears at random from hitting blocks, all power-up locations are fixed.

?-ball

These are created randomly when punching blocks. When collected, the ?-ball may turn out to be one of the two following items.

\$-bag

Collect five and an E-ball will be created on the playfield. When six \$-bags are collected, they can be spent to create a P-ball. The maximum number that can be stored is six.

X-ball

This causes the \$ bag count to drop to zero. Usually two or three \$-bags appear in a stage before an X-ball turns up.

E-ball

Collect five for an extra life.

G-ball

A fireball is launched in the facing direction when punching. Some enemies require more than one hit, and it doesn't work on some enemies. While the G-ball is active, enemies run away and the music stops. The effect last about 13.3 seconds.

P-ball

The character becomes invincible (except from pits, hazard fireballs and moving walls) and can kill enemies by touching them. Enemies turn blue and run away while it is active. The "open stairs" tone also plays. The effect last about 13.3 seconds.

Usually P-balls are only available by using \$-bags, but there is one in 7-1.

1-up

Grants an extra life (up to nine).

Key

Opens a stairway to a Warp or Bonus Stage. The stairs disappear if not used for about 10 seconds.

Treasure box

A treasure box may contain a punch power-up, five miracle kicks, or one of the following special treasures.

Shorin Temple Mark A (white square with brown "S")

Makes it easier to defeat Mr. Coffin.

Found: 1-2, 3-1

Shorin Temple Mark B (brown square with white "S")

Shortens the stun time of Cat mage's stun beam.

Found: 2-1, 3-1

Scroll A (white scroll)

Makes it easier to defeat Cat mage and Medusa cat.

Found: 2-1, 3-1

Scroll B (brown scroll)

"Use this to slow down Uni-Gon." (Doesn't seem to work.)

Found: 4-2, 8-4

Mirror

Protects against thunderbolts, Viper beams, and Coffin beams, if facing the attack. Does not work on Cat mage beams.

Found: 3-2, 5-1

Beads

The invisible Coffins in 8-1 become visible.

Found: 7-4

Sake

Slows down the Dragon.

Found: 5-3

Sword

Required to defeat Ware Cats, Dragon Men and Dragons.

Found: 3-2, 5-1

Crystal Ball

"Use this to weaken Golem." (Unknown actual effect.)

Found: 4-3, 6-3

Candle

Reveals the hidden traps in 6-2.

Found: 5-2

3) BONUSES

Item pickup

All power-ups are worth 300 pts when collected.

\$ bag bonus

Gain an additional 1000 pts if a ?-ball turns out to be a \$ bag.

Dodge bonus

Jump over a projectile launched by an enemy and gain 1,000 or 3,000 pts upon safely landing.

Flying block

Blocks may randomly fly off in the direction they are punched, killing any enemies they hit for increasing point values up to 3000. (500, 1000, 3000, ...) Some enemies are not hurt by flying blocks.

P-ball bonus

Increasing point values up to 3000 are granted for every enemy defeated with a

P-ball, (500, 1000, 3000, ...) instead of the regular point values.

Bonus stage

Collect bonus apples and E-balls for 30 seconds. The E-ball count in the bonus stage is separate from the count in the main game. Unlimited miracle kicks are available here, which help for moving around quickly. Getting hit by the bullets does not cost a life but ends the stage.

Apple

In the bonus stage, apples are worth 1000 pts when collected and an additional 1000 pts at the end of the stage.

Warp

Skip to the first stage one or two castles ahead by going down either well. Wait 10 seconds or jump in the pit to be returned to the current stage.

Break time

Upon breaking the block, the character immediately goes to a break room and gains 500,000 pts. Press start to avoid waiting the full 30 seconds.

Moving platform

Jumping onto a sinking or moving block grants 1,000,000 pts, and one or more E-balls appear. It's best to immediately jump off after landing.

4) ENEMIES

The names are from the manual. Enemies with nondescript names have descriptions to help identify them. Some enemies appear in more than one type, with different attack patterns. These types are detailed below. Other enemies appear to have different types because of different colors, but do not otherwise have distinct properties.

Kung-Fu Commando (500 pts)

Attacks

Brown type: punches

Red type: kicks

Purple type: punches and kicks

To defeat: any attack

Viper (1000 pts)

Looks like: a moving bear trap

Attacks

Floating type: death touch

Hopping type: death touch and death beams

To defeat: any kick

Spearman (1000 pts)

Attacks

Yellow type: spear extension

White type: rapid-fire bullets

To defeat: any attack

Gunman (1000 pts)

Attacks: bullets

To defeat: any attack

Mr. Coffin (1000 pts)

Looks like: a brown paper sack with arms and legs

Attacks

Capture type: stun touch

Killer type: death touch, death beam

Invisible type: death touch

To defeat: miracle kick

kick; requires Shorin Temple Mark A

punch; requires Shorin Temple Mark A and power 3

Cat Mage (5000 pts)

Looks like: a witch

Brown: shoots stun beams

To defeat: miracle kick

kick; requires Scroll A

punch; requires Scroll A and power 3

Bison Commando (1000 pts)

Looks like: Kung-Fu commando with a horned helmet

Attacks

Brown type: punches

Red type: kicks

Purple type: punches and kicks

To defeat: miracle kick

punch; requires power 2 (2-4, 3-3, 6-1, 6-3)

punch; requires power 3 (3-1, 3-2, 3-4, 6-2, 6-4, 8-1)

Dragon Man (3000 pts)

Looks like: Kung-Fu commando with a Dragon Head

Attacks: bullets

To defeat: sword strike

Ware Cat (5000 pts)

Looks like: a disembodied witch's head with fangs

Attacks: pushes the character and turns him around

To defeat: sword strike

Dragon Head (5000 pts)

Looks like: a disembodied Dragon Head

Attacks: death touch

To defeat: any kick; requires any five of the 10 special treasures

invincible/can't defeat with standard attacks (7-4, 8-4)

Medusa Cat (5000 pts)

Looks like: a disembodied Medusa head

Attacks: death touch, bullets

To defeat: miracle kick

kick; requires Scroll A

punch; requires Scroll A and power 3

Will o Wisp

Looks like: a flame surrounding a small skull

Attacks: death touch

To defeat: jump over it (not on it) three times for 3500, 4000 then 9000 pts

Will o Wisp appears if too much time is spent in any one stage.

Dragon

Attacks: death touch with lower body

To defeat: sword strike; requires any 5 of the 10 special treasures

The dragon must be hit five times in the midsection to be defeated. It is worth 3000 pts per hit, plus 10,000 pts for defeating it.

Uni-Gon

Looks like: a hulking red or green monster

Attacks: death touch with lower body, fireballs from head

To defeat: miracle kick

punch; requires power 3

Uni-Gon must be hit five times in the upper half to be defeated. It is worth 3000 pts per hit, plus 300,000 pts for defeating it. Additionally an E-ball appears after it dies.

Uni-Gon always makes other enemies disappear and appears by itself. If not defeated, after awhile it leaves and the other enemies come out.

5) HAZARDS

Hazards can kill the character but, unlike, enemies cannot be eliminated. Hazards have no effect on enemies.

Pits

Wells, pools and black gaps may be jumped over.

Thunderbolts

A trio of bolts sweeps sideways across the screen. Jump or reflect them with the mirror to stay safe.

Fireballs

Some pits launch arcing fireballs periodically. These can kill even a jumping character.

Golems

The Buddha figures in some stages periodically shoot bullets from the top to the bottom of the screen.

Moving wall

These look like moving platforms but are over solid ground. Like fireballs, they can kill a jumping character.

6) LEVELS

The level guide is presented in the following tabular format.

Top line: Level number

Block 1: Non-random power-ups

Block 2: Non-random bonuses

Block 3: Enemies

Block 4: Hazards

For detailed maps, including treasure locations, check the author's maps on gamefaqs.com or vgmaps.com

/	1-1	\ /	1-2	\ /	1-3	\ /	1-4	\	
G-ball			G-ball			G-ball			Punch power-up
1-up			Punch power-up			Punch power-up			Miracle kicks
Punch power-up			Miracle kicks			Miracle kicks			
Miracle kicks			S. Temple Mark A						
Bonus stage			Warp to 2-1 or 3-1			Bonus stage			
Brown Kung-Fu Com.			Brown Kung-Fu Com.			Red Kung-Fu Com.			Floating Viper
Red Kung-Fu Com.			Red Kung-Fu Com.			Yellow Spearman			Spearman
			Floating Viper			Capture Coffin			Capture Coffin

	Yellow Spearman		Uni-Gon
Pits			

/ 2-1 \ / 2-2 \ / 2-3 \ / 2-4 \

G-ball	G-ball	G-ball	Miracle kicks
Punch power-up	Miracle kicks	1-up	
Miracle kicks		Miracle kicks	
S. Temple Mark B			
Scroll A			

Bonus stage	Bonus stage		
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Red Kung-Fu Com.	Purple Kung-Fu Com.	Purple Kung-Fu Com.	Gunman
Gunman	Floating Viper	Gunman	Purple Bison Com.
	Gunman	Capture Coffin	Uni-Gon
	Cat Mage		

Pits			Pits
			Thunderbolts

/ 3-1 \ / 3-2 \ / 3-3 \ / 3-4 \

G-ball	G-ball	G-ball	Miracle kicks
Punch power-up	Punch power-up	Miracle kicks	
Miracle kicks	Miracle kicks		
S. Temple Mark A	Mirror		
S. Temple Mark B	Sword		
Scroll A			

Bonus stage	Warp to 4-1 or 5-1	Break time	
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Brown Bison Com.	Gunman	Floating Viper	Spearman
Purple Bison Com.	Capture Coffin	Purple Bison Com.	Red Bison Com.
	Purple Bison Com.	Dragon Man	Uni-Gon

Pits	Pits	Pits	Pits
			Fireballs

/ 4-1 \ / 4-2 \ / 4-3 \ / 4-4 \

G-ball	G-ball	G-ball	Miracle kicks
1-up	Miracle kicks	Miracle kicks	
Punch power-up	Scroll B	Crystal ball	
Miracle kicks			

	Bonus stage	Bonus stage	
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Brown Kung-Fu Com.	Hopping Viper	Capture Coffin	Cat Mage
Red Kung-Fu Com.	Cat Mage	Ware Cat	Ware Cat
Brown Ware Cat	Uni-Gon	Medusa Cat	Medusa Cat
			Uni-Gon

Pits		Pits	Thunderbolts
			Golems

/ 5-1 \	/ 5-2 \	/ 5-3 \	/ 5-4 \
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G-ball	G-ball	G-ball	Miracle kicks
Mirror	Miracle kicks	Miracle kicks	
Sword	Candle	Sake	
Bonus stage	Warp to 6-1 or 7-1	Break time	
Hopping Viper	Brown Kung-Fu Com.	Brown Kung-Fu Com.	Purple Kung-Fu Com.
Capture Coffin	Floating Viper	Floating Viper	Hopping Viper
Killer Coffin	Capture Coffin	Gunman	Capture Coffin
	Dragon Head	Dragon Man	Dragon
Pits		Pits	Pits

/ 6-1 \	/ 6-2 \	/ 6-3 \	/ 6-4 \
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G-ball	Miracle kicks	Miracle kicks	Miracle kicks
1-up		Crystal ball	
Punch power-up			
Miracle kicks			
Moving platform	Bonus stage	Moving platform	
Yellow Spearman	Purple Bison Com.	Yellow Spearman	Purple Bison Com.
Cat Mage	Ware Cat	Purple Bison Com.	Medusa Cat
Purple Bison Com.	Uni-Gon	Medusa Cat	Dragon
Pits	Thunderbolts	Pits	Pits
	Hidden traps		Fireballs

/ 7-1 \	/ 7-2 \	/ 7-3 \	/ 7-4 \
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P-ball	Miracle kicks	Miracle kicks	Beads
Punch power-up			
Miracle kicks			
Moving platform		Bonus stage	
Dragon Man	Cat Mage	Hopping Viper	Dragon Man
Dragon Head	Dragon Man	Ware Cat	Super Dragon Head
	Dragon Head	Dragon Man	Dragon
			Uni-Gon
Pits		Pits	Thunderbolts
		Moving wall	Golems

/ 8-1 \	/ 8-2 \	/ 8-3 \	/ 8-4 \
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	1-up		G-ball
			Miracle kicks
			Scroll B
-----+			
-----+			
Gunman	Killer Coffin	Hopping Viper	Dragon Man
Invisible Coffin	Cat Mage	White Spearman	Super Dragon Head
Cat Mage	Medusa Head	Ware Cat	Dragon
Purple Bison Com.	Uni-Gon	Dragon Man	Uni-Gon
		Dragon	
-----+			
Pits	Pits	Pits	Pits
	Fireballs		Thunderbolts
			Fireballs
-----+			

7) DEBUGGING

Address	Value determines
0012	time left until stairs close
0016	time left for P-ball effect
0017	time left for G-ball effect
002a	E-balls
002b	\$-bags
041c	exit door status (4c = open, cc = shut)
006b	number of enemies defeated in the current stage
0073	number of treasures found
0074	punch power (strange effects if > 3)
0075	Shorin Temple Mark A status (0 = miss, 1 = have)
0076	Shorin Temple Mark B status (0 = miss, 1 = have)
0077	Scroll A status (0 = miss, 1 = have)
0078	Scroll B status (0 = miss, 1 = have)
0079	Mirror status (0 = miss, 1 = have)
007a	Beads status (0 = miss, 1 = have)
007b	Sake status (0 = miss, 1 = have)
007c	Sword status (0 = miss, 1 = have)
007d	Crystal ball status (0 = miss, 1 = have)
007e	Candle status (0 = miss, 1 = have)
04c0-7	Player 1 score (one byte for each of the eight digits)
04d0	Player 1 lives
04d1	Player 1 miracle kicks
04d7	Player 1 G-ball status (0 = off, 1 = on)
04dd	Player 1 grace period invincibility
04e0-7	Player 2 score (one byte for each of the eight digits)
04f0	Player 2 lives
04f1	Player 2 miracle kicks
04f7	Player 2 G-ball status (0 = off, 1 = on)
04fd	Player 2 grace period invincibility

8) FINAL WORDS

The game is less difficult and more fun with two players.

Each player has his own score and supply of lives and miracle kicks. Other power-ups are shared.

Losing a life does not cause any power loss; Punch power-ups and treasures are permanent.

To continue after Game Over, hold A while pressing start at the player select. Gameplay resumes at the beginning of the current castle. Score, E-balls, \$-bags and miracle kicks are reset to zero.

After losing a life and coming back, the character has a grace period of invincibility lasting 3 seconds or until an attack is made.

Use the quick passages (box-like structures) at the sides of most levels to escape enemies. The enemies can use the quick passages as well, to escape you.

Save \$-bags and P-balls for difficult stages.

Avoid collecting ?-balls when you already have six \$-bags, since you will lose them if an X-ball turns up.

Enemies appear four at a time, and do not stop coming no matter how many are defeated.

For detailed maps, including treasure locations, check the author's maps on gamefaqs.com or vgmaps.com

Credit goes to the manual for the story, names, and any phrases in quotation marks. The rest of this document is my own work. If you've played the game and used the FAQ, feel free to drop me a line and tell me what you think.

Any questions, comments, corrections or complaints should be addressed to the address below, with clear indication in the subject line that the email is concerning this FAQ.

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