Kung Fu FAQ/Walkthrough

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Author's Note

Beat-em-up games were a popular genre during the NES era because of their simplistic designs, and ability for developers to create fairly interesting games. Most games would feature themes of revenge, where one action hero would kick, punch, and karate chop his way across an entire city of thugs. One of the more basic, although still entertaining games to this day is by far Kung Fu. Originally produced as an Action Series hit, Kung Fu was one of the earliest examples of a simple beat-em-up game that can still provide hours of replayability. While it does not have the graphics of Double Dragon, nor the variety of moves, it certainly brings the player into a sense of excitement as you pummel down opponents with different attacks. Let the fist do the talking!

Contributing/Feedback

If you have any contributions, feedback, or strategies you'd like to have added to the guide, contact me via e-mail or on GameFAQs. I'll be more than content to add your segment of information, and will also provide credit. If you have any questions you'd like added to the Common Questions section, ask. I simply don't have the time to sit around thinking of questions. Provide me with what you want to know!

Updates

=03/10/11= vFinal Final update.

=05/04/05= v Final Final update for this guide.

=06/04/04= v1.0 Finished the FAQ. It's 100% complete, and will be submitted today. =06/03/04= v1.0 Started the FAQ. Expecting to finish this one very soon.

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- 1) Introduction -

Believe it or not, Kung Fu was one of the first beat-em-up games released for the NES (1985). To start off, the game is based around a "kung fu" master whose girlfriend is kidnapped by a rival gang. Apparently, they're holding her captive on the fifth floor of the clan's dojo. You must fist, jump kick, fight your way to the top floor, and defeat the clan leader in order to rescue your girlfriend. However, it's not going to be any easy battle. You're going up against fighting masters themselves, especially some who are equipped with dangerous weapons/sidekicks. Fend off each of the minions so that you may rescue your girlfriend, and defeat the people who have angered you so greatly.

While Kung Fu sounds fairly good on paper, it isn't quite as great as some would expect. Since it was released in 1985, the game is fairly stale when it comes to graphics, controller variation, and the gameplay itself. For the most part, you're not going to see radiating backgrounds, or detailed enemies. Even the animations are fairly simple throughout the game. Gameplay takes place from a side scrolling manner, going either left or right. Enemies don't have extremely smart AI, and will do some pretty stupid things throughout the game. Regardless, Kung Fu holds a certain sense of traditionalism that brings players back to it time and time again.

Before you can jump into the action (which most people tend to do), there's some important background information you should know about Kung Fu. Different moves can be performed, along with point totals, and descriptions of characters. Understand each of these elements to perfection, and you'll be set to complete the game.

/Controls/

- By combining jumps and crouches with punches and kicks, you may extend Thomas's range on attacks. Certain enemies can only be hit with certain attacks. The height of each attack varies. The crouched kick gives you the lowest possible attack, with the jump kick being the highest available one. Punches reward you with more points per kill, because of their shorter range, and tougher resistance to toss during a battle. Kicks have more range, and give half as many points.

/Gameplay Modes/

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There are actually four different gameplay modes you'll encounter throughout Kung Fu. Each of them vary, although they are pretty much the same game type for the most part. Mode A is designed for beginners, while B was created for experts. There are more enemies, who have quicker reaction times, on mode B.

+ 1P Mode A
|
__Easiest mode in the game. Enemies aren't as quick, agile, or strong.
+ 1P Mode B
|
__Very tough as you'll face more opponents, with tougher abilities.
+ 2P Mode A
|
__Players alternate turns to see who can score the highest total points.
+ 2P Mode B
|
__Same as above except you'll face a ton of more enemies.

/Characters/

-=-=-=-=-=-=-=-=-=-=

Every action game usually deserves a solid plot, but fail to produce on game day. It's not to say that most plots suck, but they're perhaps a tad

overwhelmed with emotional details. Kung Fu's ideal storyline is just enough to get it over the hill, but nothing worth printing in a manual. You basically have a man named Thomas whose girlfriend is kidnapped by an evil karate gang. He decides to go rescue her from the holding grounds of the enemy's fortress. I'd like to give credit to the Kung Fu instruction manual for these descriptions. {([Thomas])} >> A steely Kung Fu expert, he has mastered the art of powerful punches, sharp kicks, and well timed jump kicks. The player must decide which techniques to use and when. {([Sylvia])} >> Captured by the mysterious gang "X", she is being held captive at the top of their castle. She feverishly awaits her rescue by Thomas. {([Stick Fighter])} >> This is the first boss you will encounter during the game. Fairly dangerous to approach as he rapidly rotates a powerful stick around his body. VALUE: 2,000 points {([Boomerang Fighter])} >> This is the second boss you will encounter during the game. Tosses a boomerang at you with two ranging patterns. VALUE: 3,000 points {([Giant])} >> This is the third boss you will encounter during the game. Gigantic fighter who uses brute strength to overcome your martial art skills. VALUE: 3,000 points {([Black Magician])} >> This is the fourth boss you will encounter during the game. This fellow can perform death-defying tricks, and a variety of illusions. VALUE: 5,000 points {([Mr. X, the Gang Leader])} >> This is the last boss you will encounter during the game. The master of all martial arts and strongest opponent in the castle. Your true nemesis and rival to overcome. VALUE: 10,000 points {([Gripper])} >> One of the most common enemies encountered throughout the game. They will run up to you and attempt to grab on you, which gradually lowers your life. <==> 100 points VALUE: Kick Punch <==> 200 points Jump Kick <==> 300 points {([Knife Thrower])} >> A fairly uncommon enemy that tosses knives at you. Usually dressed in blue clads. VALUE: Kick <==> 500 points Punch <==> 800 points Jump Kick <==> 1,000 points {([Tom Toms])} >> Martial artist midgets that can attack by running up to you, or performing aerial assaults.

<==> 200 points VALUE: Kick Punch <==> 300 points {([Dragon])} >> These creatures drop from the ceiling above. They send out a flame of fire directly overhead. It's best to duck when this occurs. VALUE: Kick <==> 2,000 points Punch <==> 2,000 points Jump Kick <==> 2,000 points {([Confetti Ball])} >> These devices will drop from the ceiling above and hover at a certain distance. After so long, they will explode releasing particles in specified directions. VALUE: Jump Kick <==> 1,000 points {([Snake])} >> These are poisonous snakes which are released from shattered jars, that fall from above. You may either avoid them, or destroy them with a low kick before they burst from the jar. <==> 100 points VALUE: Kick {([Poisonous Moth])} >> Dangerous creatures that fly in set patterns. Can be destroyed with flying attacks, or simple punches/kicks. VALUE: Punch <==> 600 points Kick <==> 500 points _____ - 3) Walkthrough _____ Most beat-em-up games can be fairly straight forward - especially on the NES where games weren't too advanced. Your practical goal was to walk one way, and kick butt along the journey. The following section will depict walkthroughs for each of the five levels, along with brief strategies to defeat any challenging opponents. There are a few things you should know during the gameplay: - You will receive points for defeating enemies. - At the end of a floor, the time remaining is multiplied by 10, and your remaining energy by 100. This is then totaled with your score from before. - After receiving 50,000 points, you will receive an extra life. - If your energy bar empties, or time reaches zero, Thomas will die. ^"| FLOOR #1 |"^ Start off by going left. You'll soon run into your first opponents of the game - Grapplers. Whenever they get close to you, simply toss a normal kick or punch. These guys go down in one hit, so there's no hidden aura to worry

about. They usually come in small groups, so take care of them accordingly. About halfway through the level, you'll come across an occasional knife thrower. Approach them standing up, and they'll toss a knife in the upward direction. Duck it, rush up, and then double kick/punch to take them out. They can throw the knives close to the ground, so prepare to jump over it if this occurs.

The boss is a tad bit tougher. You'll notice him by his ugly green-stained

uniform. Approach him, and he should raise his stick as if he's about to hit you. Strafe back to avoid it, then rush in, crouch, and double low kick. Retreat back out, wait for him to strike, and repeat the process. As long as you lay down two hits or less, and repeat the strategy, you should do fine. Takes about 8-10 hits to take him out.

^"| FLOOR #2 |"^

Start off by going right. The difference in difficulty is much more noticeable on this floor. Right off the bat, you'll face three new enemies. When you see a green jar fall from above, you can try to crouch kick the snake that is released from the jar. However, I prefer to jump over them. If a yellow ball hovers in mid air, jump kick it to destroy it. If it has stayed up there too long, start sprinting away, and watch out for explosive debris. If you see a green tall dragon plop from above, duck under its flame, and kick/punch it for a devastating blow. About halfway into the level, you'll start to encounter normal grapplers and midget ones. Be careful for the midgets. Even if they're in the back of the group, crouch kick to defeat them all.

The boss basically tosses boomerangs at you with rise and fall patterns. Dodge the boomerang, run up, and keep attacking him. Retreat out, avoid it, lay down a hit or two, and repeat the process. This boss can be easier than the first boss if you let him toss both boomerangs rendering him defenseless.

A cutscene will then show Sylvia tied up in a chair, with Mr. X laughing in the background. Thomas screams for Sylvia, and his rage continues to rise.

^"| FLOOR #3 |"^

Start off by going left. You'll soon run into a large grouping of common grapplers, midget grapplers, and eventually knife throwers. The hardest part is that you'll face more condensed groups, and about 3 more knife throwers than the previous level. This can prove to be a problem since you'll be forced to crouch to nail off the midgets, and this means you'll have to be weary of more knife tosses near the ground. Make sure you take out the knifers, otherwise, they can be your downfall late in this floor. You'll know you've reached the boss when you see a big brownish man that's bald.

The easiest way of defeating him is to perform a jump or jump kick at him, then crouch, and lay down two blows. Retreat out, and repeat the process. You have to be careful since his attacks are powerful, and can usually crush your life bar down by halves. The idea is to leave as much ground as possible between you and him before you lay down a combo. If he senses you running towards him, he'll raise his fist (for an upper attack), or leg (for a lower attack).

^"| FLOOR #4 |"^

Start off by going right. You'll soon see some engraved holes in the wall. Be careful as poisonous moths will pop out and attempt to hurt you. If the hole is high up on the wall, you can usually duck under the moth, or run under it. Use normal kicks for the moths coming down at you diagonally, and do a normal punch for the moths that come from the lower. Here's what I usually do:

- Sprint forward. When you reach the second hole, kick the moth, run by to the third hole near the floor. Punch the first moth, and jump over the hole. Continue forward.

After you make it past the moths, KEEP SPRINTING. Midgets and normal bad guys will start to catch up from behind you. Just take the time to knock off 4 or 5, but keep running forward. You can actually avoid all of the chaos behind you, and you'll reach the boss much quicker, with less to sacrifice on the line. You'll know you've reached the boss when pursuing enemies turn around to the other direction. If you don't reach the boss by then, a knife thrower will also catch up behind you. Make sure you finish him off.

The Dark Magician is a tricky fellow. He looks sort of like a hunchback, except he launches two kinds of projectiles. His first one is an angled projectile used in close range battles, another one summons a tall dragon, and his final one which flies overhead. It goes a certain distance, then explodes, revealing a fly that scrolls horizontally above you. I found it easiest to run towards him, wait for him to launch an overhead projectile, then run up, and CROUCH PUNCH him. This is the only way to hurt him. If you attack him in the head, it will just vanquish, and he'll reappear with a new one. Keep crouch punching him for maximum damage. It only takes four direct hits to send him down for the count.

^"| FLOOR #5 |"^

Start off by going left. This level is mainly clogged with a plethora of grapplers, midgets, knife throwers, and the final boss himself. You'll basically just run into clumps of enemies from both directions. Keep sprinting forward and dealing with them accordingly. Be careful as the midgets tend to do more aerial jumps during this level.

When you reach Mr. X, you'll be quite surprised. He's a man dressed in a black/red karate uniform, and seems quite...skinny. He basically attacks with karate moves of his own, except he's a defensive character. During the battle, he can block your kicks and punches, so don't be overwhelmingly confident.

I'd like to thank Pegboy for the following strategy:

"Approach Mr. X by running up to him. When you get right next to him, crouch, and keep crouch kicking. He should be hit once. For some odd reason, a glitch forces him to keep walking into your repeated crouch kicks. It only takes about six hits to knock him out for the count."

Aside from that, you can also time your attacks, but the above strategy makes him seem like a joke.

Once Mr. X croaks over, Thomas will run up to Sylvia, and free her from the tangled chair. They embrace each other in passionate hug, and a lot more if you know what I mean. However, their happiness cannot last for long.

- After you complete the game, it will then reset to floor 1, and the green dragon counter next to the lives meter will increase by 1. This basically shows how many times you have completed the game. If you complete the game 50 times, you'll get a special bonus. Aside from that, that's pretty much Kung Fu in a jiffy.

- 4) Codes -

Video game codes often expand beyond the boundaries of traditional linearism, and give the player a heightened sense of replayability. Unfortunately, Kung

Fu hardly has any in-game codes, but there are a few useful Game Genie ones. I'd like to give credit to: http://www.gamewinners.com/ - for the following information: | Fight Sylvia | Complete the game 50 times in a row, and you'll be | 1 | able to fight her in the final battle. | Extra Points | On each level, jump kick the twelfth enemy | for 5,000 points instead of the default amounts. | Alternate | Complete the game twice in a row. The hearts at the| | end will appear in a different sequence. | Ending /GAME GENIE CODES/ ******************************* |||| Unlimited Lives |<>| SUAAXA |||| |||| 9 Lives |<>| PEZELK |||| ***** - 5) Common Questions _____)) Gameplay ((<< Is this the best beat-em-up game available for the NES? >> - Not quite. My best selection would be Double Dragon II. To be honest, Kung Fu is just a slightly over-average fighting game. The biggest problem is that it lacks variety or any differential taste. You're basically the same guy, on the same level, fighting the same enemies. While this was released right at the birth of the system (1985), it's no excuse for a mediocre fighting game. Developers thrived off of the failures of Kung Fu, and proved that the beat-em-

<< Why is Sylvia kidnapped again, over and over? >>

- Probably because Thomas is too busy practicing his karate moves. Seriously though, you'd think a Kung Fu fighter would learn his lesson from his past mistakes. Apparently Thomas just wants to keep kicking butt, and he uses his enthralling girlfriend as a trap for bad guys.

<< How rare is this game? >>

up genre COULD be better.

- Fairly common. Considering it was released in 1985, and was developed by Nintendo (and a Classic Action Series game), it probably has many copies spread throughout the world. Don't expect to pay, or get top dollar when it comes to the trading market.

- 6) Copyright/Distribution/Reproduction Guidelines -

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This is a list of the current known sites that host my FAQs:

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- http://www.ign.com/
- https://www.neoseeker.com/
- http://www.cheatcc.com/
- http://www.cheatplanet.com/

- 7) Proper Credit

I'd like to thank the following people for their help in making this FAQ possible:

)) CJayC ((for constantly updating GameFAQs, and dedicating his entire life to it. Takes a lot of effort to keep a site going this long.

)) Pegboy ((for coming up with a perfect strategy to defeating Mr. X, like slicing butter with a knife. Your FAQ is very descriptive too.

)) Gamewinners ((for proving cheats/codes to this generic NES fighting game. Some of them can be useful to other players out there.

)) Martial Artists ((for creating a fighting technique that has lasted many, many years. I use to practice karate in my earlier years, and found it to be a huge plus later on in life. Of course, I'm still baffled why this game (Kung Fu), has nothing to do with Kung Fu (but rather entirely Karate).

"Some people make sacrifices to make other people happy." - Chris Zawada "Freeeeeeddooommmmmmmmm!" - William Wallace (Braveheart)

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