

# Yie Ar Kung Fu FAQ/Walkthrough

by EntropicLobo

Updated to v1.1 on Mar 29, 2006

YIE AR KUNG FU Guide

-----  
Version 1.1      8/31/04  
Created by Matthew McIntyre (entropiclobo@yahoo.ca)  
-----

Legality:  
This Guide is Copyright, 2004, Matthew McIntyre

This guide may not be used on a website or in any public forum where it is protected by copyright without the consent of the author.

Websites with permission to use this Guide:  
www.GameFAQS.com  
www.neoseeker.com  
faqs.IGN.com  
www.lup.com

Yie Ar Kung-Fu and its characters are copyright Konami

-----  
Version History:

-3/27/2006, added lup as a host.  
1.1 (8/31/04): A few minor changes and a new battle tactic added. Mu strategy made more clear.  
1.0 (8/30/04): Basic guide is complete

-----  
Table of Contents:

1: Introduction  
2: Control  
3: Battle  
4: Stages  
    4.1: Wang  
    4.2: Tao  
    4.3: Chen  
    4.4: Bonus Stage  
    4.5: Lang  
    4.6: Mu  
5: Credits

-----  
Section 1: Introduction

Chances are, if you致 played this game, then you致 done so on one of those pirated multi-carts. Yie Ar Kung Fu is a true staple of these seedy X-in-1 games.

Another chance is that you致 played it on the GBA, in a game called Arcade Advance, or perhaps you致 played the arcade original. The arcade version of Yie Ar has much more content.

In the game you take control of Lee and battle your way through 5 characters - each with a different style of attack. After you finish off your final opponent, you loop the game and restart,

in classic fashion.

---

## Section 2: Control

Left/Right: Move your character left or right or control him mid-jump.

Up: Jump

Down: Crouch

B: Kick

A: Punch

---

## Section 3: Battle

The battles are 1-on-1, you vs an opponent. Use a combination of kicks and punches to down your foe, and then begin the next stage.

So, it痴 mainly to see either how far you can get or how many points you can rack up. If you manage to get a Perfect (not hit) against an opponent you池 awarded 5000 points.

You and your opponent may withstand 9 hits. After you致 taken 5 hits, your life bar becomes red and you值 hear some beeps - warning you that you池 close to loss. When your bar is depleted, you lose the match and if you have no lives left - you get a Game Over.

You may harm your opponent in the arms, legs (ankle level) chest, or their face.

### \*Standing Attacks:

Just pressing the B or A button while standing will launch a kick or a punch. If you池 the opponent痴 near you, you might kick him/her in the face (your kick will go high).

### \*Crouched Attacks:

Attack low with a kick or punch. The kick goes lower than the punch.

### \*Jump Kick:

Ah! An attack invaluable in many, many other games is also very useful here. Jump kick is often a prime choice for an attack because you值 be jumping over attacks while attacking. It痴 not fail-proof however, and some attacks can knock you out of the sky.

Your enemies as well, have some standard punches and kicks.

### Tactics for battle:

-Hit and run: staying too close to an opponent for a extended periods will lead to them backing off to their optimal attacking range as you attempt to land hits. You must also learn where to attack from - some parts of the enemy body will not register damage. You值 be flailing like an oaf while they clobber you.

-Wall bounce: jumping against a wall (edge of stage) will cause Lee to bounce back. This will allow you to choose the distance your jump is going to go across the stage. How is this useful? If you are cornered by an enemy you can cut your jump so that you will travel overhead and won't need to jump up towards them. What I mean is, since you travel in an arc, jumping towards opens you up to their mid and high attacks. You can better evade if don't need to jump towards them. You might also want to use it to jump kick an enemy if it gets close.

Run-by: Your opponent will often run past you to line up an attack. Throw off a simple punch as they do this and you have a decent chance of connecting. Hey- every little bit helps and unless you are going for a high score this is a good chance for you.

No grace: There is no grace for you between enemy attacks. They can easily hit you twice or thrice consecutively. At the same time, you can hit them a few times in a row. The fact of the matter is, you are a little stunned after getting hit.

Distance: If you want to attack from a distance, use kicks, they reach is farther than that of the punch and they need the distance to actually connect. If you are up close to an enemy, a punch will have a greater chance of connection.

Equality: All attacks do the same amount of damage, so just hit the enemy with whatever you can.

Paralyses: There is one technique in the game that basically wipes out any and all strategy you might have had once you initiated it. If you are about the distance away from your opponent that the jump kick requires to connect, and they have been hit, you can keep hitting them until they are down. You have to jump up and down in place, kicking them in the face. They will not be able to move and if you can get into a rhythm, you have a very easy win on your hands. BE CAREFUL if the enemy is stunned in an attacking stance, they can damage you. What is the use of jumping up and down if you are going to be receiving a boot in the rear end every time?

The move may take a while to set up, and if you slip out of step in it your opponent may regain movement, but it is the single most powerful technique for defeating enemies in this game.

---

#### Section 4: Stages

The first 6 levels, Stages 1-5 plus Bonus, will be repeated after Mu is defeated. Difficulty will increase a bit on your second loop. The game itself gives you two modes on the main screen, but I have as of yet not seen any difference between the two.

##### \*\*\*4.1: Wang

The first fighter you will face is a bojutsu (bo) expert named

Wang.

\*He fights with a stick, he will swing it forward most of the time but he can also do a splits and attack low with it.

\*He also has the ability to kick.

Wang痴 stick makes it moderately difficult to get in close to him and punch - kicks work a lot better against him. He will close in on Lee as he only has short-ranged attacks so keep yourself on guard. You may want to jump off the wall if he gets in too close - indeed you may want to kick him in the face. The jump kick should be your main opener here - the safest way to hit Wang is to jump in and run out. His splits attack has a good deal of range and he may use it after hitting you normally, allowing him to attack you twice.

\*\*\*4.2: Tao

A fire breathing martial artist that will launch fireballs at you.

\*Tao can launch a fireball at a medium height, at a high height, or along the ground. It may be difficult to clear his highest fireball with a jump.

\*If you get in close to Tao, he will kick you. He may occasionally punch.

Tao痴 kind of lethargic, he doesn't 雅 attack too often. He prefers to attack from afar, breathing fire at you. You can, however, attack these fireballs for some extra points. In any case, he痴 easy to close in on. After your initial jump kick, go in for a punch - Tao seems very prone to them. Not only do punches hit Tao fairly consistently, but it痴 likely that he will take off to the other side of the screen to continue his incendiary barrage. You致 got an opportunity to strike him as he goes by, and then you just need to jump in on him again. In the off chance Tao stands his ground, his rate of kick is fairly low but his fireballs will be much more difficult to avoid.

\*\*\*4.3: Chen

A brutal fighter using a long chain to keep you at bay.

\*Chen uses a long chain which he can extend about halfway across the screen. He can launch it forward across the floor, over his head, or at arm痴 height.

\*Chen can kick as well.

The most difficult fighter in the game, easily, Chen makes your life much more difficult. He痴 fast, aggressive, and uses the meanest weapon in the game. Regardless of where you are on the screen relative to Chen, he痴 swing his chain at you. It痴 very difficult to jump over the highest chain, so duck under it. If the chain catches you it might even register two hits. If you痴 skilled, it痴 possible to strike the end of the chain and stop it, but another flail is soon to follow. Since you will be most likely jumping over the chain, maybe try a jump kick. If you痴 in close, punch Chen and crouch-kick him as he retreats. You may want to retreat as well, as he will quickly retaliate. Between his kicks and frequent use of the chain, he can strike you maybe three times before you can get away. He痴 evasive as well as aggressive, so you痴 be having trouble hitting him too. Overall, Chen is a fighter

that may require multiple tries, patience, and practice to beat.

#### \*\*\*4.4: Bonus Stage

The next level is a bonus stage that has projectiles flying at you from both sides of the room. Destroy these to get points and get a perfect to earn a life.

#### \*\*\*4.5: Lang

The only woman in the game attacks from afar with shurikens.

\*Lang will throw her stars in a similar fashion to Tao痴 fireballs, high, med, and low.

\*As usual, she can kick.

Lang痴 basically a Tao that can provide a little difficulty. She痴 very evasive and her stars are hard to hit. She kicks more frequent than Tao as well - so be careful up close to her. If she runs by try either a crouching kick or a punch. Since she痴 small she痴 harder to hit but its easier to hit a vulnerable part of her body. She痴 relatively aggressive and usually opts for her stars over kicks. She can strike you multiple times in a row, but not usually. just get through her wave of stars and attack her before she takes off on you.

Lang will become significantly more difficult in future loops, she will throw stars more often and becomes much more difficult to hit.

#### \*\*\*4.6: Mu

The last fighter is a man who attacks through flight.

\*Mu will leap up and fly across the room at you.

\*Mu will kick.

The last fighter is also the easiest. Mu痴 flight attack is very easy to dodge, and he doesn't kick at an alarming rate. Like others, Mu will back off from you. You may be able to hit him as he goes by. When Mu flies towards you, just jump over and attack him when he lands. He痴 most likely go run to get into another flight. Mu痴 very predictable like that. While he has some hand to hand skills to use, he will almost always fly at you if you痴 some distance away.

After beating Mu, Lee will jump up and kick the gong. Now the order will repeat with more difficulty and a new colour for the background.

---

#### Section 5: Credits

I痴 like to thank my older brother, who is really the reason I痴 any good at this game today at all. He痴 far superior to me at it and deserves some thanks. In fact, in our household, he created the techniques under "Wall Bounce" and "Paralyses."

I痴 also like to thank Konami for having an NES translation of the game. Sure, it痴 not as beefy as the Arcade version, but it痴 still really fun.

If you痴 like something added or change, don't be afraid

to drop me a message at [entropiclobo@yahoo.ca](mailto:entropiclobo@yahoo.ca)

This Guide is Copyright, 2004, Matthew McIntyre  
Yie-Ar Kung-Fu and its characters are copyright Konami

-----

This document is copyright EntropicLobo and hosted by VGM with permission.