

T'ai Fu: Wrath of the Tiger FAQ/Walkthrough

by falsehead

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***** T'AI FU: WRATH OF THE TIGER - FAQ/WALKTHRU *****

PlayStation Beat 'em Up/Adventure Game released 1998 UK (PAL)

FAQ/WALKTHROUGH (Final Version) 14/12/2001

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*****INTRODUCTION/REVISIONS*****
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Final Version (14/12/01) - This is the first and last version of this guide. I've provided a walkthrough of the whole adventure; a guide to the fighting elements, an in-depth enemy guide and all the available cheats for the game.

This is a pretty straightforward game and I feel I have covered every aspect in detail. However, if you still want to email me about the game, feel free. I always like to get feedback on what I have written.

Final version addendum: Some extras bits I missed were kindly supplied to me by Epantiras. Mainly just some power-ups missed. I've added them in now.

Before I start, here's my opinion of the game overall. I was quite surprised to discover there wasn't a guide up on GameFAQs for this game already. It's not a very hard game, but it is pretty good fun to play and considering its age, it looks very nice. There are problems with the camera, which can make fighting harder than it needs to be, but generally I recommend this fun little game as a decent second hand purchase. The main character T'ai Fu really grew on me, I mean, a Kung Fu Tiger, who wouldn't want to be one of those? Or maybe that's just me :)

Anyway, if you are giving this underrated game a run through, I hope this guide will be of some help.

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***** 2) FIGHTING MOVES*****
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T'ai Fu has a surprising number of fighting moves at his disposal. He starts with a few moves and learns more as the game progresses.

INITIAL MOVES

- Paw Strike - Square
- Jump - Cross
- Block - Triangle
- Grab/Throw - Circle
- Duck - R1
- Taunt - R2
- (L2 - Health Status)

- Leaping kick - cross, square
- Pile driver - circle, square
- Tiger Combo - square, square, square etc.

(Normal Tiger combos are achieved by stringing together as many Paw Strikes as you can before the enemy dodges, blocks or dies. Any Tiger Combo can be finished with Triangle to unleash a whirl of energy. Finishing a combo with Triangle will also give you some Chi power and can be a great way of powering up your Chi metre in an extended fight. At the end of the level the highest combo you managed will be recorded on the data screen).

LEARNED MOVES

(Chi Blast available after finishing the Tiger Ruins level.
Leopard Dash, Leap and Combo available after finishing Leopard Lookout level.
Chi Shot available after finishing Mantis Lair. All monkey styles become available after finishing the Monkey SkyBox. All Crane styles after finishing the Pirates Junk. The Tiger Fist is available at the end of the Mountain Pass Level)

Chi Blast - L1

Leopard Dash - forward, forward (hold)

Leopard Leap - (during dash) cross

Leopard Pounce Combo - (from dash) square, square, square, triangle

Chi Shot - forward + triangle

Mantis Counter Combo - (after blocking a hit) square, square, square, triangle

Monkey Roll - R1 (hold) forward, forward

Monkey Bounce - R1 + Cross

Monkey Bounce Combo- (after bouncing enemy) R1 + cross x 3, triangle

Crane Jump - X, X (hold) d-pad to steer.

Crane Missiles - X, X (hold) R1

Crane Counter Combo - X, X (hold), square x 3, triangle.

Tiger Fist - R1 + square

FIGHTING TIPS

Early on, never underestimate the throw. You can dispense with many enemies by throw them off bridges and platforms. The snake enemies in particular are most vulnerable to this. Even the Mega Cobras in the Shadow Gauntlet are easy to grab and throw.

Super Chi - in some levels there will be a lot of Chi Scrolls available. These will give you Super Chi. If you look at the symbol in the middle of the Power and Chi Bar, if that has flames around it that means your Chi is more powerful than normal. In certain levels your Chi attacks will change look. For example in the Crane Harbour a Super Chi shot will look like lightening bolts. On the Great Wall you'll fire a rock that can petrify your opponent.

You can attack opponents on the ground. The Monkey Bounce Combos are great for bouncing on a grounded opponent. The Crane missiles can be fired for a short distance. You can fly around unleashed a barrage of missiles at you opponent.

The Tiger Fist is your most powerful attack. This is similar to a StreetFighter style Dragon Punch - a leaping, multi-hit uppercut. The closer you are and if you finish the Tiger Fist with Triangle you can rack up a combo of over 20 hits. If you haven't killed your opponent with that, you can go straight into the Monkey Bounce Counter Combo when they try to retaliate and get a REALLY big combo. I managed a 30 hit combo in the final boss battle!

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***** 3) WALKTHRU *****
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I completed this game on the Normal Difficulty. I replayed the first few stages on Easy and there wasn't much difference. The Boss fights were a touch easier. More power-ups seemed to pop out of killed enemies and the In-Game hints appeared much faster if you kept dying in a Boss Encounter.

Before I start on the game proper, here are a few things to bear in mind.

- Collecting 100 pieces of Jade will give you an extra life

- Kill 25 enemies for an extra life. The kill total will carry over from level to level, same as the Jade total. Check on your current score by pressing L2.
- Baskets contain Jade and power-ups. Pick them up and throw them at walls or enemies to break them.
- Defeated enemies will sometimes turn into Jade pieces. Sometimes they turn into health regain, chi scroll or a power-up. I have stated when this occurs.
- Health regain pickups look like Red Chinese Lanterns. Chi refills look like blue glowing balls or scrolls. Power - ups look like small floating rugs. They are either Invisibility or Invulnerability.
- Invisibility makes T'ai turn a see thru shade of blue; Invulnerability surrounds him with a blue glow.
- Extra Life tokens are red discs with a picture of T'ai on them.
- Tactics for dealing with enemies and Bosses are in their own section after the walkthrough.

a) PANDA TEMPLE

This is simply a training level to get you used to the controls. Move T'ai around and collect all the Jade. When you walk near Master Panda he will tell you how to do your simple fighting moves. When you are satisfied, leave the temple to start the game properly. Before getting the gold disc and finish the level, you can see on your left something like a bench. If you jump on it, you can reach - jumping again - an extra life.

b) BAMBOO FOREST

You start at a gate. Follow the path and at the top of the hill kill the Python there. You will walk past some spikes blocking a gap in the wall. If you jump over them you can collect an Invulnerability power-up from inside. Now come back out and carry on to the right. Kill the Python then use the bouncy bamboo to get up onto the next level. Just before the first checkpoint, you can see a waterfall. If you jump into the water, you can follow the river, collect an Invulnerability power up and kill a sleeping enemy, near a bridge. Under the bridge there's an extra life. (At the main screen, if you wait a bit the game will show you a demo of this level: T'ai follows the path I'm talking about). Go back, collect all the Jade and kill the Python then carry on through the checkpoint.

Cross the bridge and kill the Python. Use the bouncy bamboo to go up to the next level. Cross the bridge and kill the snake. Cross the next bridge and a snake will rush you; careful you don't get knocked into the water. Kill it and go through the next checkpoint.

Now you're on a big long bridge. You will have to defeat two Pythons to advance. They are easy to beat, just be careful your combos don't take you over the side off the bridge. There is a checkpoint at the bridges end.

Keep following the path right and kill the Python. Carry on a kill the next two Pythons. Collect the Health refill and go down. Leap over the spike pit. You should see two baskets, pick them up to gain an extra life.

Now keep going right across the next bridge and kill the Python. Try to lure him off the bridge as he will give you an Invulnerability power-up when he dies. Carry on down and kill the two Pythons who rush you and then the sleeping

one.

Now you're in an open area, if you explore around you can find two Pythons to kill, and Invulnerability power-up and lots of Jade. When you have finished here, walk under the bridge to the next checkpoint.

The basket to your right has a Health refill in it so break and collect it. Fight the Python in front of you then move on to the final part of the level. Here you must take on three Pythons, one after another then collect the gold coin to finish the level.

c) BAMBOO HILL

Move down screen and kill the sleeping Python. Then carry on and kill the Mini Crusher that attacks you. Keep going and fight another Mini Crusher before moving into an open area. Here you will have to defeat three Mini Crushers one after another. Once they are dead you can advance onwards. Victory also gives you a Health refill, so collect it and then carry on upwards.

Use the bouncy bamboo to jump up and kill the two Pythons. Jump up to the next level and kill the Mini Crusher, which will net you an Invisibility power-up. Now carry on right along the ledge and drop down.

Kill the snake guarding the checkpoint and bounce up on the bouncy bamboo until you reach the top of the hill where a Mini Crusher is waiting. Collect the Invisibility power-up to the right then kill the Mini Crusher. Head right to collect an extra life, then go back leftwards across the top of the hill.

Cross the bridge and kill the Python then use the bouncy bamboo to jump up to the next ledge. Break the first basket to get a Health Refill. Now go right and kill the Mini Crusher. Go right again to collect an Invisibility power-up then go back left to face the final challenge on this level. You'll have to kill four Purple Crushers in quick succession. If you start off Invisible this shouldn't tax you too much. Finally collect the gold coin to complete the level.

d) TIGER RUINS (BOSS LEVEL)

Head round the corner collecting the Jade Pieces. You will arrive in an arena and face a Huge Stone Python with a long club. This is the first Boss of the game - Crusher. Please refer to the boss strategies section for info on beating him.

Once he is dead you will get a short cut scene. Once this is over you will know have the power of Chi and gained the first Mantis Style of Kung Fu. Before you end the level explore the ruins to collect all the Jade pieces and use the stone columns to jump over to the extra life. You can practice your Chi moves as a Chi refill keeps respawning next to the level exit.

Once you are ready to leave, move next to the spikes in front of the gold coin and activate a Chi Blast. The spikes will drop and you can collect the coin to finish the level.

e) LEOPARD JUNGLE

Walk right up the hill. Jump and collect the Chi scroll. Fight the leopard and carry on to the swamp. Kill the Plant and cross the swamp by leaping on the square of bright green grass in the middle of the swampy goo. Try not to walk in the goo as it will slow T'ai down and sap his energy. Be careful as a Swamp Crusher will slither out and attack you, watch he doesn't knock you back into the goo.

You'll now move onto another big patch of green grass, first one Swamp Crusher will attack, then three at once. Collect the Jade piece and jump across to dry land. Now carry on up the hill collecting the health refill as you go.

Up ahead you will see three plants waiting for you. As you walk towards them two leopards will attack. Kill them and the Plants and face down another Swamp Crusher. Kill it and collect the Chi Scroll it leaves behind. Go left to collect an extra life then carry on up.

Walk past the statue and fight another Leopard. Carry on rightwards and you'll reach some steps flanked by two bells. Walk up the steps and kill the Swamp Crushers. Collect the Health Refill then keep going up the steps and right through the checkpoint.

Now you'll have to fight five Leopards to progress and more than one will attack at a time. Use your Chi Blast if at least three are attacking. Also grab hold of them and try and throw them off the bridge or at the others. There is a Health Refill for you to pick up and one of the Leopards will give up another when he is killed. Once they are dealt with, continue right through the checkpoint.

Another three Leopards will attack. Defeat them and keep walking right until you drop back down into the jungle. Kill the waiting Plant and keep going down. Fight two more Plants and get the Health Refill by the statue. Now go leftwards and pound another annoying Plant. Jump across the swampy mud and go rightwards. Keep going until you hit another Checkpoint.

Leap over the Swampy goo to the large patch of green grass. Here you must defeat four Swamp Crushers to advance (five will attack, kill 'em all!). Go through the Checkpoint and kill the Plants. Walk forward, following the green path around the edge of the Swamp.

Kill the Plant and go up the slope. Kill the Swamp Crusher. If you leap over to the small patch of green in the middle of that swampy area and collect the Jade piece a secret Extra Life will be yours! Now come back and carry on to the right.

Walk over the mossy bridge and kill the waiting Swamp Crusher. Go left for a Health Refill. Kill two leopards and two Plants and keep going right. Cross another mossy bridge and dodge past the waiting Swamp Crusher. Get yourself off the bridge and away from the drop and swamp goo then kill it. Kill the next Swamp Crusher, collect the Health Refill and carry on right.

Two Swamp Crushers will pop up and attack so kill them. Go right over the swampy goo to the next mossy bridge and cross it. A leopard and a Plant will attack you as you cross, try not to let yourself be knocked off. You'll then face off against five Swamp Crushers, defeat them and collect the Gold Coin to complete the level.

Go right and hit the Gong for a Chi Scroll. Kill the two attacking leopards and go right. Go up the steps and collect the Health Refill then come back down and keep going right. Collect the Chi Scroll and kill three more leopards to move the spikes and gain access to the next area.

Once there, defeat four Leopards and go up the steps (now free of spikes). Collect the Health Refill then carry on right. You'll now be attacked by a Kung Fu Leopard. Kill it and keep going right.

Climb the steps and carry on past the bowl of flames. Go through the checkpoint and kill the five leopards. Get the health refill and go through the next checkpoint.

Follow the path around and kill the leopard that attacks you, now go up. Jump across the ledges to work you way up. Two leopards will jump at you, but they usually miss completely so don't worry about them.

When you reach the top go up towards the flames. You'll have to fight six leopards. Collect the health refill by leaping though the flames (you won't get hurt). Now go up the steps. Go left to collect an extra life and a Chi scroll, then go rightwards.

Fight and kill three Kung Fu Leopards to open the next area up. Leap up the wall and hit the Gong to get a Health Refill. Keep following the path up until you reach the top of the Fortress. You'll have to defeat four Leopards and Kung Fu Leopards to finish the level. When they are dead, collect the Gold Coin to complete the level.

g) LEOPARD LOOKOUT (BOSS LEVEL)

You'll get a cut scene with Master Beardy of the Leopard People (or something). Now you'll have to fight Lotus the Leopard Princess. Refer to the Boss section after the walkthrough section.

Once you have defeated her, Beardy will teach you the Leopard style of Kung Fu. Practice your new moves and when you are ready jump onto the Golden 'Hand' on the left of the Temple. Jump onto the left platform and use the Leopard Leap to jump over to the right platform. Leopard Leap again to collect the Gold Coin and complete the level.

h) TEMPLE BRIDGES

Walk right across the bridge and Kill the Red Cobra. Carry on down and kill two Cobra Archers until you get to a crank you can turn by hitting it (looks like a pole with three sticks poking out). Hit it once to turn the bridge ahead of you so it is horizontal as you look at it. Now go back the way you came and head upwards.

Go up to the small pagoda. There is a Cobra Archer inside. To get at him pick up the Red Cobra who will appear and throw it at the wall. This will break it and allow you to kill the Cobra Archer. Kill them both and collect the Chi Scroll and Health Refill from the top of the pagoda. Then Leopard Leap right and go across the bridge. Carry on across and Leopard Leap over to the checkpoint on the other side.

Kill three Red Cobras to advance (Chi blasts are effective against them). Collect the Health Refill then turn the crank once. Go left and Leopard Leap over to the bridge. Carry on across and Leopard Leap to the other side and through the next checkpoint.

Kill the next three Red Cobras and collect the Invisibility power-up. Head upwards and kill the Cobra Archer. Carry on up the steps collecting the Health Refill as you go.

Kill the two Red Cobras and Leopard Leap across leftwards onto the bridge. Carry on across to another pagoda. Break it open the same as before and kill the Red Cobra and Cobra Archer. Then go right and kill the Cobra Archer and turn the crank once. Go back past the pagoda and Leopard Leap the gap, collecting the Health Refill as you go.

Go left and Leopard Leap across the green bridge to the other side. Now you must defeat four Cobra's to finish the level. Kill them (more than four will attack but once you have killed four you can collect the Coin). And get the Gold Coin to finish the level.

i) MANTIS CAVES

(In this level you must Leopard Dash through the water all the time or the currents will push you back. If you jump while doing the Leopard Dash you can collect the Jade and move even faster)

Dash upwards to the first rock. Stay on the rock and fight three Electric Lizards. Now dash left and follow the line of Jade to a waterfall. Collect the Chi Scroll and get onto dry land before killing the Electric Lizard who attacks you. Now go left.

Leopard Leap the gap and kill the Mantis Statue. Jump down and collect the Health Refill. Kill three Electric Lizards and then dash upscreen. Get onto dry land and kill the Electric Lizard. Then go right and kill the Mantis Statue.

Walk across the bridge and kill another Mantis Statue and keep going right. Leopard Leap the gap and kill the Mantis Statue. Cross the thin bridge and kill two Mantis Statues then go up. Punch the wobbly statue until it falls. Leopard Leap onto the fallen statue, and then again for the Gold Coin. Level ends!

j) MANTIS LAIR

You have to fight about ten Mantis Statues to progress. Try to manoeuvre yourself so one Statue is between you and the other, that way they will damage each other with their Chi Shots. This is basically a war of attrition. Dodge the Mantis Chi attacks and pummel them with Tiger and Leopard combos. There is a Health Refill nearby so keep an eye on you Health metre and collect it when you need topping up.

Once they are dealt with you'll get a cut scene where Master Mantis teaches you the Chi Shot. Explore the Lair and collect the Jade. Practice your Chi shots, there are two respawning Chi power-ups in the level so don't worry about wasting Chi power.

To finish the level, climb or leap onto the crater in the pool. Then Leopard Leap onto the stone slope on the left. AT the top of the slope do a Chi blast to activate the blue orb pedestals. This brings up a platform. Leap across the platforms onto a wall and go to the very end. You'll see two Orb Pedestals ahead. Simply do another Chi Blast (you'' need to go and get a refill) to make a platform rise up to your right. Now just Leopard Leap over and collect the Gold Coin to end this level.

k) CAVERN OF SPIRITS

You start by a waterfall, jump across and face a Giant Cobra. Carry on right and follow the path, avoiding the blue ice blasts from the ground and don't fall in the water or the current will carry you into instant death spikes.

Kill the Giant Cobra and jump across the two green islands to the other side. Go left and collect the Health Refill then head right. Use Chi if you have any to take out the Giant Cobra hitting you with Flame attacks, or just dodge a lot as you beat him down.

Follow the platforms up for a Chi refill (kill the Cobra up there), then follow the jade pieces left and jump over the river. Fight the Giant Cobra then use a Chi shot or blast to activate the Blue Orb and open the gate.

Get on to dry land and avoid being swept into the spikes. Activate the orb to raise the underwater platforms and then jump across. Collect the health then fight five Giant Cobra's. Chi blasts are good for flooring them when they are very close, then you can combo them while they are on the ground.

When the Red ones turn black, just stop fighting them and concentrate on taking out the Green ones. After 5 are dead, collect the coin and you are done.

l) CROSS ROADS (1)

A straightforward level. Work your way round until you can climb onto the bridges (there are only weedy cobras to kill on this level). Go to the far end of the vertical bridge and use the leopard leap over to a platform with a Blue Orb on it. Use a Chi Shot to activate it.

A platform will appear, jump over and collect the health then activate the next Orb. Another platform will appear, jump over and activate the next Orb. Another platform appears. Repeat until you reach the wall. Does this quickly as the platforms will fade and disappear after about 30 secs, so you need to make it to the next one quickly.

Collect the extra life token and the Gold Coin. Now its time to meet the Monkeys!

m) MONKEY TREETOPS

(There are some hidden areas all over this level. If you want to find them you must check each platform: when you notice that a platform has 2 paths, it means that one of them will lead you to a bonus area with many power-ups. Eventually it'll lead you to the main path. Many drums have an extra life above them. To reach these power-ups, you have to use the drums as bouncy bamboos).

Go right and you'll reach a room with a drum in the middle. Four monkeys will drop down one after another. Kill them and then carry on right, collecting the Invisibility scroll as you go. Follow the bridge and as you are invisible pick up and throw the monkey and Ape off the bridge for an easy fight. Now you'll hear a clanking sound. Wait for the lift to descend and take it up to the next level. Get off and go right.

At the cross roads, go left across the rotten planks and collect the extra life, drop down and kill the monkey and head up to the room with the drum. Go back to the lift again and go up back to the crossroads. Now go right.

Kill the monkey and take the next lift up. Follow the path, kill the monkey and then face two Apes. Take 'em out and continue left. Kill another ape and monkey and drop through the gap which is a checkpoint.

Now you're in a small room, and four Apes and about eight monkeys'll face you. Not all at once, but up to three at a time. There is a Health refill and chi scroll to help you out. Once they stop coming at you, you can leave. You'll pop back up onto the wooden path.

Follow the path and kill the three monkeys and travel up in the lift. Kill another four monkeys and head right. Kill the Ape and go down in the lift. Kill the two monkeys and go up in the next lift. Follow the path left. It's the end of the level. You need to kill five Apes. When they are dead you can grab the gold coin and finish the level.

n) MONKEY SKYBOX (BOSS LEVEL)

You'll meet up with The Monkey Master, this Drunken fool is tougher than he looks and will take you on in a fight. See the Enemies/Boss section for details.

When he's defeated He'll teach you the Monkey Bounce, combos and roll. Now follow the platforms out and use the Monkey Bounce on the lamps to get onto the platforms your normal jumps can't reach. Keep heading up until you see some suspended lanterns. Monkey bounce across them for the Gold Coin, level ends.

o) CRANE HARBOUR

Follow the wooden bridge around and kill the Crane. Hit the wooden turning-lever to release the net and then retrace your steps. Go up, take a first right and kill the crane then hit the wooden lever. Go back and up to a four bridge "crossroads". Kill two Cranes.

Head right and then up and hit the lever and go back to the crossroads. Kill the crane and go left, follow the bridge around, kill the crane and hit the lever. Keep going left for a health refill. Return to the crossroads and go up.

Carry on through a checkpoint and face a Giant Crane. Kill it and collect the Invincibility scroll it leaves. Six cranes attack you as you follow the bridge round. You reach a place that is too high for a normal jump, but there is a lantern so monkey bounce up onto the next bridge. Go though the checkpoint.

Keep going up and collect the Invincibility scroll then kill the giant crane

and crane and keep going. You'll see a gap you can monkey bounce across and a waiting giant crane. As it is not blocking you can kill it with one Chi shot before you jump. Do so then monkey bounce over.

Cross the net and bounce to the next platform with a monkey bounce. If you fall you'll go through a checkpoint and have to leap across some boats. Follow the bridge up and kill the two giant cranes and kill the normal cranes that also attack you.. Monkey bounce across the lanterns and kill two more giant cranes. Carry on left to the final part where you must kill six giant cranes to finish up the level. Use Chi when the cranes are not blocking for fast and highly damaging attacks. When six are dead, get the coin and get going!

p) PIRATES JUNK (BOSS LEVEL)

This is a Boss Level so see the Enemies/Boss section for tips on how to defeat the Rat Pirate. When he is dead you'll talk with the Crane Princess. She will add the Crane style to your list of techniques.

Now jump up to the bottom left corner of the ship and jump and fly, following the floating Jade pieces to the Gold Coin and the end of the Level.

q) CROSS ROADS (2)

It's back to the Cross Roads and another chat with Master Mantis. Then you must use the Crane and Monkey styles to collect the gold coin and end the level.

Head to the far end of the bridge and use a Crane jump to leap left onto the platform. It's a tricky leap. Jump right at the end and press X again at the last moment to float far enough to make it. Kill the Red Cobra then Monkey Bounce up on the Red Lantern and collect the Health Power up.

Monkey Bounce left across two then three red lanterns to reach the wall and collect the gold coin. Ok now on to the Great Wall!

r) GREAT WALL

Walk forward and kill the Hog. Collect the Invincibility Scroll then move on. Kill for Hogs to continue left. Go through checkpoint and smash the platform the Hog is standing on. Pound him when the platform collapses. Use the battlements to climb up to the next level. Let the Giant Hog chase you back down to the main area and finish him off there (to avoid being butted off the wall).

Go back up and keep going up some steps. Kill four Hogs and continue. Drop down and collect the Chi Scroll and then kill the Hog. Carry on left and go through the checkpoint and kill the Giant Hog.

Leap over the boxes and drop down to collect the health refill, then jump left. Drop down to the tented area and collect the Invincibility scroll in the far left tent. Kill the two Giant Hogs and collect the extra life on top of the brown tent. Collect the Chi Scroll in the bottom right then jump up onto the wooden platform. Jump across rightwards then leap up and kill four Giant Hogs.

Jump up and kill four Hogs and carry on up. Kill the Hog and go up the ramp on the right and kill the Hogs (you can jump left to collect and health refill). Now follow the wall around. You must kill three Hogs and three Giant Hogs to get the Gold Coin. Collect it and the level ends.

s) TIGER MOUNTAINS

Follow the path killing two Hogs, and you'll reach a patch of ice. Use the pillars to jump across and kill the waiting Hog. Then head up and left. Kill two more Hogs and go right across the bridge. Pick up the Scroll from over the frozen pond and kill the Hog. Then go left (avoid the water, its instant death!). Kill the Hog, then follow the line of Jade up the path and watch out for falling boulders.

You'll reach a tent and three Hogs will attack. Kill them and go left, drop down and go right. Avoid the falling boulders and go through the checkpoint. Kill three Hogs to advance, then kill the fourth who was lobbing bombs at you. Go right through the checkpoint and crane fly over the gap.

This is a horrible jump as you need to aim for the small triangle of ledge by the opposite tree, then crane fly around that tree to the main oath. Go back and collect the health if you need it.

Kill the Hog and jump over the water. Go up and kill three Hogs in the tent and the two in the other tent. Collect the Scroll and go back to the first tent. Smash your way past the crossed wooden stakes and carry on flowing the path left.

Cross the bridge and smash the light blue Ice to get the Chi Scroll. Crane leap, following the Jade upscreen. Kill the Hog and keep going right, cross the bridge and kill another Hog. Cross bridge and Crane Leap the missing section. Go though the Checkpoint and go left. Kill the Hog then go right. Smash the ice pane to get a health refill, kill the Hog and carry on right.

Follow the path left again, then up. Cross ice and get onto stone platform. Crane leap past the Frozen waterfall. Leap up to the cave and kill four Hogs for the Gold Coin which is in the cave. Level ends.

t) MOUNTAIN PASS (Contains Boss Encounter)

Go right past the frozen Hog King. Follow the path all the way around until you see an extra life token. Jump forward to collect it and you will land in a circle shaped arena surrounded by pillars. The Hog King will unfreeze and jump down to attack you - see BOSS section of the ENEMIES list.

Once he is dead he will knock down the head of the statue. Sue this to jump onto the pillar with the Chi refill. Jump from pillar to pillar until you are facing an Ice sheet with a life token behind it. Use Chi Shots to break the sheet then Crane Fly across the gap, collect to token and go left. Although it says level completed, you are actually still in the Mountain Pass level, second section.

Crane Fly around the tree and use the tree stumps and jade pieces to guide you up the mountain. At the top, go left and drop down to the ledge with a jade piece. Crane jump over and follow the jade pieces to the edge of the cliff.

You'll see lots of wind tunnels below. Drop into the first and head for the line of three jade pieces. These are in a "dead" spot you can jump across from without getting blown away. So jump left to the ledge and go to the far end and crane fly right to the other side. Go on up and you'll see another wind tunnel.

Use this to blow you along rightwards up to the edge of a boney outcrop. At the very end of the outcrop, do a crane jump to the opposite boney outcrop and then collect the gold coin.

The Tiger Master will now appear. He will teach T'ai his last move, the powerful Tiger Fist. Now its time to find the Dragon Master!

u) SHADOW GAUNTLET

This place looks like the Crossroads. To end the level quickly Tiger Fist the Double doors behind you and collect the Gold Coin. You can also take time collect all the jade and the Extra Life Tokens scattered about. Using the Crane Flight you can get over the rooftops and pick up the ones from downstairs inside the temple entrance. There are a couple of Cobras to practice the Tiger Fist on. When you are done, collect the Coin and you'll enter the Shadow Gauntlet for real.

You're in a dark and lava filled cave. Avoid the lava at all costs, its big time death if you touch it for more than a few seconds. Activate the Orb in front of you and Crane Jump onto the platform that appears, then the pillar. Crane jump over to the far side and then Monkey Bounce up the three lanterns.

Kill the Green Mega Cobra and crane jump past the lava-fall. Kill the Mega Red Cobra and Green Cobra, the Chi Blast the blue orbs. Leap over the platforms to the column, then carry on over to the far side.

Use a Chi Blast to activate all the orbs at the same time then Crane leap up the three platforms that appear behind you. Go up the steps and kill the Mega Red Cobra.

Go through the checkpoint and crane leap over the gape. Kill three Mega Red Cobras, then walk right across the black wire bridge. Kill the Mega Green Cobra and leap over to the platform and collect the health. Crane leap over to the next platform and go up.

Keep going right and kill the Mega Red Cobra and go through the checkpoint. Kill three Mega Red Cobras and go right through the checkpoint. Kill the Mega Green Cobra and drop down. Kill the Mega Red Cobra and go right for an extra life. Then head back left and kill the Mega Red Cobra. Activate the orb.

Jump onto the platform and onto the next, the second one will not disappear. Now you have a very difficult monkey bounce to do. Monkey bounce across the three lanterns. To make it you must press the directional button for the next bounce the second you make contact with the lantern. Its here you may curse the ropey camera and collision detection!

Once you have made it across to a platform, you can leap over to the other side. Avoid the electric blue lines (instant death if you touch them). Crawl under the high ones and jump over the low ones. Head left through the checkpoint) and kill the Mega Green Cobra. Now drop down and crane fly under (following the jade). Kill the three Mega Cobras and collect the health. Then go left up the steps. Kill the two Mega Red Cobras and continue up the left

steps. At the top kill two more Mega Red Cobra's then monkey bounce right across all the lanterns and kill five Mega Cobra's, two Red, three green. Now you can leap left for the Gold Coin and collect it to end this level.

Now you'll get a cut scene with the Dragon Master. He will mock you then challenge you. Time to avenge your Tiger Clan T'ai!

v) FORBIDDEN PALACE (Boss Level)

The Final Encounter with the Dragon Master. This is a Boss fight, but I've included it here, as it's the final level. The actual place you fight is an Broken up Ice path suspended around a Pagoda which is also in mid-air. There are three health Pick-ups. One on the right-hand ice path and the others on the Pagoda. You can roam around and jump from path to path and across the Pagoda. BUT - I do not recommend this. This fight is actually much easier if you stay on the piece of path you begin on and do not try and move to other areas.

You'll begin facing the Dragon Master face to face. He has three attacks. A breath attack and a tail whip you can block and a pick up and throw attack you can't. My advice is to KEEP moving and stay away from his right side. He can do you a lot of damage if he picks you up. So monkey bounce and crane flight around his left side and keep going for his head. He will block any attacks from the front. Now if you want to really hurt him you'll need some luck and timing. As he bends his head to breathe on you, do a Tiger Fist. If you catch him just as he starts the breath attack and finish the combo with Triangle you can take a third of his health bar in one go!

Now with his health down to two third he will fly off and start firing missiles at you. It's tempting to go looking for the health now, BUT DON'T. Stay where you are. If you stay put he will only fire Flame missiles at you, move to another area and he will fire Electric Bolts and Stones that Petrify you. He will often target you as you go for a jump, resulting in a plummet earthwards and instant death. Just stay where you are and block his Fire Missiles until he flies back and squares off against you.

The same rules apply; Keep moving using Crane and Monkey styles, and when you see him bend to breathe at you, Tiger Fist him. He will Block a lot and laugh at you, which can be infuriating, but keep at it. It can be funny using the Monkey Bounce Counter Combo. If he blocks this, you can end up in infinity T'ai juggling combo. He will keep bouncing you from hand-to-hand, neither of you taking any damage, until you decide to break off the combo!

When his health is down to a third, he will retreat and fire flame missiles. Even if your health is low, don't make the mistake I did and leap over for the health pick-up. He immediately started throwing Petrifying Rocks and Lightning bolts at me and I died. Stand your ground and wait for him to come back. Keep using those Tiger Fists and avoiding his right-hand attack. It may take a few goes, but soon he'll be history!

And that's the end of the game. The Tiger Master will appear and thank you for helping unite the animal clans and give you his Chi-Power. T'ai then wanders off, ready to use his new found powers for good and in the memory of the Tiger Clan.

The credits will roll - "You put the F-U back in Kung Fu!"

Then you are asked to save. If you reload this save afterwards, you can replay

any level with all styles. Alas no big secrets are unlocked on completion. Well hope you enjoyed the game as much as I did.

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***** 4) IN-DEPTH ENEMY AND BOSS GUIDE *****
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1) ENEMIES

PYTHONS: Grey/purple snakes. Can sweep T'ai off his feet, but are not very strong. Basic attacks work well.

MINI CRUSHERS: These are brutish Pythons with big fists. They can block T'ai's attacks and punch him quite hard. The best method is to hit fast with Tiger Combo's. Also if they block, grab and throw them. A Pile driver will stun them slightly and allow you to finish them off with a Tiger Combo.

PURPLE CRUSHERS: You face these at the end of the Bamboo Temple. They are bigger and hit harder than the Mini Crushers, but they are slower. Just pound them with Tiger Combo's.

SWAMP CRUSHERS: These are the same as the mini crushers, but they pop up out of the swamp and attack often on mass. So use Chi blasts to take down large groups.

PLANTS: These are annoying carnivorous plants that attack you in the Leopard Jungle. They are weak and can be easily killed with two/three Paw Strikes.

LEOPARD GUARDS: These are Leopard fighters who are bright yellow with red shorts. They have some kung fu moves and can block and dodge. However they aren't very strong and can be defeated with a good Tiger Combo.

KUNG FU LEOPARDS: These are elite fighting leopards. They are brown and have boxing gloves on. They can hit VERY hard and can take a lot of punishment as well. The best way to fight them is to dodge their uppercut attack and then hit them with a Tiger Combo. If you can, try and pick them up and throw them off the Temple walls. That will save you time and energy. But be careful, they can be tricky to get hold of.

RED COBRA: The Red Cobras attack you on the Temple Bridges Level. They can block your attacks with their Pikes, but are pretty weak. Rather than risk accidentally falling off a bridge when you fight them, simply pick them up and throw them into the ravines. They are VERY easy to grab and make a really funny noise when you have a hold of them!

COBRA ARCHERS: These are green Cobras that attack from afar with Crossbows. They are more annoying than deadly. Deal with them in the same way as the Red Cobra's.

ELECTRIC LIZARDS: These purple lizards will try and zap you in the Mantis Caves. The best way to fight them is to get onto dry land. Their electric attacks will be less effective. Keep dodging their long tongue strikes and use the Leopard Pounce Combo. If this hits they will drop to the floor stunned and you can finish them off with a Tiger Combo to their prone bodies.

MANTIS STATUES: In the Mantis Caves and Lair you'll meet these grey Mantis fighters. They are pretty easy if you finish them off quickly. Use Tiger and Leopard Combo's to kill them quickly. On their own they are slow and easy to beat, but if more than one is attacking they will start to fire Chi Shots and use Chi Blasts against you, these can be quite damaging. Also if they knock

you to the ground, get up quickly or they will slash you with their claws.

GIANT GREEN COBRAS: These are bigger versions of the Cobras on the Temple Bridge. They are no threat, Tiger combo them to death.

GIANT RED COBRAS: Similar to the Green ones, but they can become invulnerable for a time. They will turn into a black shadow and cannot be damaged. Just dodge them until they transform back and smack them up.

MONKEYS: These annoying little creatures won't hurt you much, but they can hit you from a far with coconuts and are fast. In groups they can be more dangerous. Due to the nature of the level, it's easier to grab them and throw them off the bridges rather than risk your combos carrying you off the edge.

APES: These Big Brutes can give you a hell of a thumping and can also block your physical attacks. Chi is good against them, when they cover their faces to block. Head on, your speed is greater, so use your fastest combos.

CRANES: Flying enemies who cannot be thrown. If you try to, they will just fly back at you. They Kick and hit you with their wings. They are weak alone but again dangerous in packs. However when their wings are spread they seem to be extra weak against Chi. Let them get close and let off a Chi Blast to fry several in one go outright.

GIANT CRANES: These are nasty. They can fly, fire missiles at you, kick and punch. The best way to fight off one or more is let them get close and then do a Chi Blast. If their wings were open they will die instantly. They also stay stunned longer from Chi blasts. If they are not dead, combo them while they are floored. Monkey Bouncing them is pretty effective.

HOGS: These big dumb brutes are tough, but slow. They will throw bombs at you from a distance and attack you with their Axes close. One-on-One you speed can finish them quickly with basic Tiger Combos. In groups, You'll want to be moving quickly with Monkey Bounces and Crane Jumps, and firing off Chi Shots.

GIANT HOGS: Bigger and stupider than the Hogs, they will chase after you, but if you stand on higher ground you can pick them off with your missile attacks while they rampage around trying to find you. They tend to hang around in places where they can butt you off a wall or cliff, so let them chase you to safer places to fight.

MEGA GREEN COBRAS: I love these guys! These are cool enemies you'll fight in the Shadow Gauntlet level. They will strut up and shadow box against you. They'll square off and punch you up close or spit fire at you from afar. They have some stamina and can take a good beating, BUT like all the Cobra enemies in the game they are easily picked up and thrown. Into the lava with yah snake!

MEGA RED COBRAS: These are red versions of the Green Cobras. They will skulk in the shadows and can turn invulnerable for a time. A pair of them attacking you with their super-fast punching attacks can take down half your health in a few seconds, so don't underestimate them. Basically they are ideal for trying out your new Tiger Fist on, if you hit them with one and finish it with a triangle, you can kill them in one hit. Practice, you'll need to be good at this for the Final Boss Fight.

2) BOSSES

a) **STONE CRUSHER:** This big stone python can be tricky but once you have the measure of him he is not so hard to beat. If you try and attack him head on he

will block all your attacks. The best way to hurt him is to get quite close and start jumping to one side. As he brings his club out to attack you, switch direction back towards him. If you can connect a jumping kick to his head this way he will lurch forward and be slightly stunned. When you drop to the ground quickly use a Tiger Combo on him before he recovers. Keep leaping around aiming for his head and you should defeat him quickly.

b) LOTUS (the Leopard Princess): This isn't too hard of a fight. Lotus has some damaging attacks, but they are easy to avoid. The quickest way to finish her off is to keep jumping over her and attacking her from behind with Tiger Combo's. Use Chi blasts for big damage and don't try to throw her. Her most damaging attack is a kind of shoulder stand combo. She'll stand on her shoulders and whack you round the head with her legs. Keep an eye on your health as she can deplete it quite quickly if you are not careful. Just keep yourself moving and you should have no trouble here.

c) MASTER MONKEY: This Daffy Duck sound-alike is master of drunken monkey kung fu. He has a big health bar which takes forever to wear down with normal Tiger-Combos. However do use these combos as leopard style can see you flying off the edge of the platform. Remember to finish the Tiger combos with the triangle button, it won't do much damage to Master Monkey, but it will replenish your chi bar allowing you to fire more chi attacks at him. A Chi-blast will knock quite a bit of health off and a chi-shot is effective when he stops to take a swig of his drink. Watch out for his rolling monkey bounce combo, once he has hit you with the first strike it is very hard to stop the rest hitting you and this can seriously damage your health bar. Keep moving around and blocking when he curls into a ball, try some Mantis counter-combos if you are confident. Don't even think of trying to throw him.

When he climbs the pole, get ready to dodge, as he will hurl coconuts at you. At first he throws slowly. But as he weakens he will fire very quick volleys, if the first one hits and knocks you down, the rest are almost guaranteed to hit you before you can get up. Again this will do you a lot of damage. So avoid the nuts or try and knock or chi-shot them away. If things get too tricky, collect the health refill, and you should be fine.

d) THE GIANT RAT PIRATE: Tricky, until you know the secret to defeating him. This big lump will attack you with a big axe. He is slow and you can batter him with chi and any style of attack you like. When his energy bar is down to about two-thirds he will glow red. Now you cannot hurt him with ANY attack you have. You must throw barrels at him. If the barrel at the end of the boat you are fighting him on has been destroyed, go to the other end and pick up one from the infinite supply there. Avoid the swinging beam, and walk up the top end of the screen, if you try to go back with the barrel via the bottom of the screen a rat will attack you and you'll drop the barrel.

He will also throw his axe at you like a boomerang. Try and time your return with the barrel to when he is minus his axe. Throw the barrel at him and if it hits him he will stop glowing and you can damage him again. Keep doing this until he is dead. It's a bit of a chore and he can hurt you badly if you let him knock you to the floor. Just time your attacks right and you should avoid too much pain.

e) THE HOG KING: Frozen in ice this big bruiser is actually an easy fight. He is very slow and you can wear him down up close with Chi, Tiger Combos and anything else you are good with. He will at several points jump onto one of the columns surrounding the area and fire rocks at you. Just dodge or try and smash them in the air. Once his energy bar is worn down, he will collapse..

Then he'll regenerate and you'll have to repeat the process again. But it's no

big deal. He is really to slow. If you play it right he may never actually get a hit in on you with his Swords!

g) THE DRAGON MASTER: This fight is covered in the Forbidden Palace section of the walkthrough.

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***** 5) CHEATS and SECRETS *****
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Map screen Cheat Mode:

Press R2, Triangle, R2, Triangle, Circle, Down, Square at the map screen. This code must be enabled before any of the other codes at the map screen can be activated.

Level/Boss Select Menu:

Enable the "Map screen cheat mode" code. Then, press R2, Triangle, R2, Triangle, Circle, Square, Down, Triangle, Up, Right, Left, Down, Up, L1 at the map screen.

Story/Style Select Menu:

Enable the "Map screen cheat mode" code. Then, press R2, Triangle, R2, Triangle, Square, Circle, Down, Triangle, Up, Left, Right, Down, Up, L2 at the map screen.

Credits FMV sequence:

Enable the "Map screen cheat mode" code. Then, press R2, Triangle, R2, Triangle, Down, Square, Circle, Triangle, Up, Down, Left, Right, Up, R1 at the map screen.

In-Game Cheat Mode:

Press R2, Triangle, R2, Triangle, Circle, X, Square during game play. Note: This code must be enabled before any of the other game play codes can be activated.

(NOTE: These following In-Game Cheats cannot be activated in Boss Fights. Other Cheats activated previously like Infinite Lives and All Styles will also be disabled and must be re-enabled on the next level)

All styles:

Enable the "Game play cheat mode" code. Then, press R2, Triangle, R2, Left, Right, Triangle during game play. All kung fu styles will now be available.

Full Chi:

Enable the "Game play cheat mode" code. Then, press R2, Triangle, R2, Left, Right, Square during game play.

Full Health:

Enable the "Game play cheat mode" code. Then, press R2, Triangle, R2, Left, Right, Circle during game play.

Invincibility Cheat:

Enable the "Game play cheat mode" code. Then, press R2, Triangle, R2, Left, Right, R2 during game play. Note: This mode is disabled when Chi is depleted.

Invisible/Stealth Mode:

Enable the "Game play cheat mode" code. Then, press R2, Triangle, R2, Left, Right, R1 during game play. Note: This mode is disabled when Chi is depleted.

Larger Enemies:

Enable the "Game play cheat mode" code. Then, press R2, Triangle, R2, Left, Right, Up during game play.

Smaller Enemies:

Enable the "Game play cheat mode" code. Then, press R2, Triangle, R2, Left, Right, Down during game play.

Enemies Gush Blood:

Enable the "Game play cheat mode" code. Then, press R2, Triangle, R2, Right, Left, Right during game play.

Unlimited lives:

Enable the "Game play cheat mode" code. Then, press R2, Triangle, R2, Left, Right, X during game play. Your character will always have nine lives.

(Cheats source: The A-Z of PlayStation Cheats)

Feel free to email me about any aspect of this guide or the game if you want to talk about it. Please inform me of any errors, typos etc so I can rectify them immediately.

My email is falsehead@aol.com

(Blatant plug: check out my games website at www.kungfuhamster.cjb.net for loads of info on Martial Arts, Beat 'em Ups, Kung Fu Movies and Pokemon!)

Thanks to all at www.gamefaqs.com for being such a laugh, and giving me the push to actually start contributing my own work. Thanks also to CjayC for running such a great site and giving me the opportunity to share my love of videogames with thousands of others.

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***** THE END *****
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