Have you tried these other TurboChip™ game cards ?

- Falcon™
- Bonk's Revenge™
- Night Creatures™
- Gunboat™

Distributed by
Turbo Technologies, Inc.

6701 Center Drive West, Suite 500
Los Angeles, CA 90045

"TurboGrafx" , "TurboChip" , "TurboExpress" , "TurboPad" are trademarks.

Jackie Chan's Action Kung Fu is a trademark of Hudson Soft

Printed in Japan

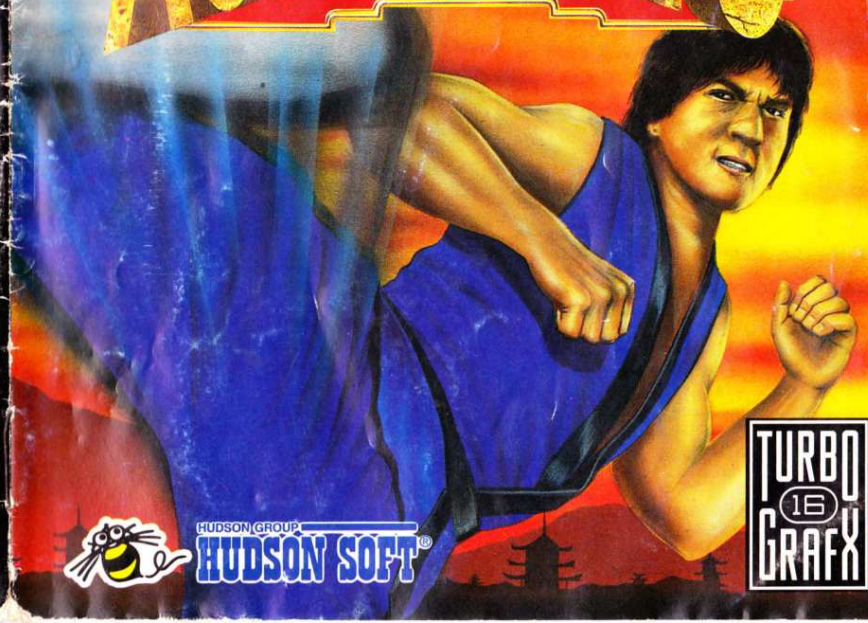
TurboChip™ Game Card manufactured in Japan.
90-day limited warranty (datails inside).

TGX040079

Printed on Recycled Paper

成龍 Jackie Chan's

ACTION KUNG FU™



HUDSON GROUP
HUDSON SOFT®

TURBO 16 GRAFX™

THANK YOU !

...For buying this advanced TurboChip game card, "Jackie Chan's Action Kung Fu™"



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

© 1992 Hudson Soft
All rights reserved

TurboGrafx™-16 Entertainment SuperSystem
TurboChip® Game Card
TurboExpress™ Handheld Entertainment System

WARNINGS

1. **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2. Be sure that the power is turned off when changing game cards.
3. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
4. Do not forcibly bend your TurboChip game cards.
5. Do not touch the inside of the terminal area or expose the SuperSystem to water, as this might damage the unit.
6. Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication of this software is strictly prohibited.

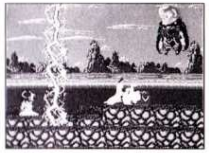


Story

It's a beautiful, sunny afternoon. Jackie Chan and his girlfriend Josephine are out on a date. Jackie is a little nervous because it is their first date.
Suddenly the Sorcerer, a master of the black arts, appears, having awakened from a sleep of three thousand years. The Sorcerer is determined to get revenge on the descendent of the ancient warrior who shut him up deep in the earth for all those years. Who is that descendent ? Josephine ! To protect his beloved, Jackie attacks the Sorcerer.
Zap ! Crash ! Even Jackie is felled by the magic the Sorcerer releases. As Josephine weeps beside her fallen hero, the Sorcerer carries her off to wreak his revenge. When Jackie comes to, he goes to his Master for the training he needs to acquire the power to rescue Josephine. And the adventure begins.

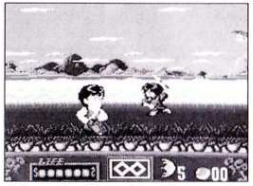
Rescue Josephine !

You are Jackie Chan, the Kung Fu hero, dedicated to rescuing his beloved Josephine from the clutches of the Sorcerer. You'll have to defeat hordes of enemies to make your way through the five stages. At the end of the fifth stage, you'll come to the Sorcerer himself and you will have to defeat him. Can you do it ? Can Jackie rescue Josephine ?



Battling Through Five Stages

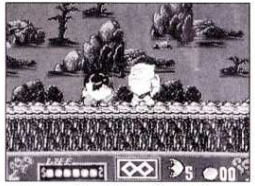
Jackie must fight and win on five battlegrounds or stages. When you defeat the boss baddie at the end of each stage, the screen clears and you move to the next stage.



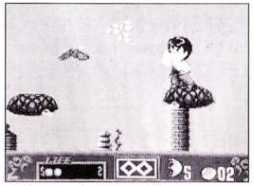
Stage 1 : The Shaolin Temple



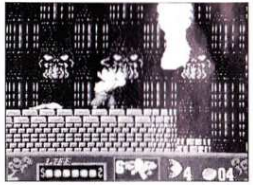
Stage 2 : The Cave



Stage 3 : The Rapids



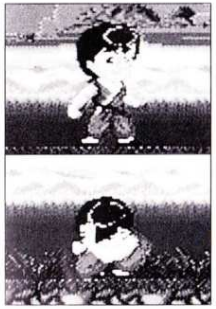
Stage 4 : The Sky



Stage 5 : The Sorcerer's Lair

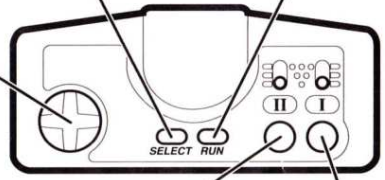
How to Use the Controller

• Direction
- Left/Right
  Direction control
- Down
  Crouching position
  Pressing Down while Jackie is jumping and he falls rapidly.

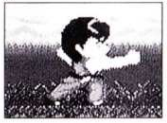


• Select
Press to select Start or Continue on the title screen

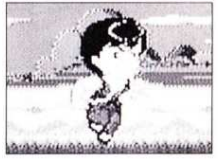
• Run
Press to start a game. Also press to pause in mid game.



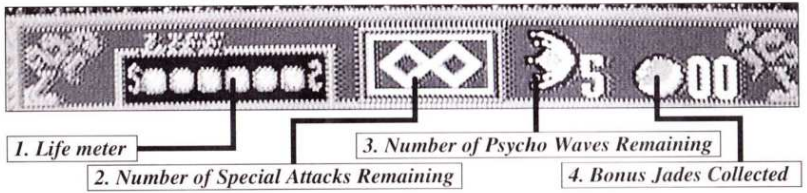
• Button II
Press to attack the enemy. If you press II while pressing Up on the Direction key, Jackie will unleash his special punch and kick attack.



• Button I
Press for Jackie to jump. The jump will be higher the longer you press this key.



The Display Screen



1. Life meter

How many life points does Jackie have left ? The maximum is six points. The number rises or falls, one by one, as Jackie receives enemy attacks and attacks them himself. When the life meter hits zero, the game is over. Eating an Energy Bowl from the Item Frog or moving to a bonus stage restores Jackie's life force. Collecting 100 Bonus Jades (by defeating enemies) also restores the life point count fully.

2. Number of Special Attacks Remaining

What types of special attacks does Jackie have, and how many does he have left ? At the start of the game Jackie doesn't have any special attacks, but as he picks up items from the Item Frogs, he also acquires special attacks. Remember--you can use a maximum of nine times.

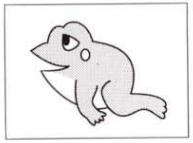
3. Psycho Waves

How many more psycho waves does Jackie have to use ? Five times is the max but the number is restored at the bonus stage or when you've accumulated 100 Bonus jades.

4. Bonus Jades

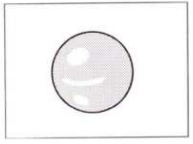
How many balls of purple Jade has Jackie won by defeating the enemy ? If Jackie dies, the number of Bonus Jades is cut in half.

Items



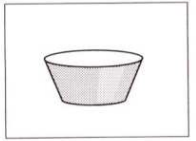
Item Frog

The Item Frogs have all these items. They release an item if kicked only once. But take care ! If you don't pick the item up immediately, he'll swallow it again. The Item Frogs have five types of items. Remember--each frog can give up an item only once.



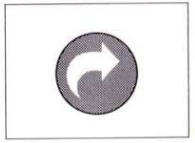
Bonus Jades

Every time you defeat an enemy, balls of purple Jade--Bonus Jades--are released. When you have 100 of them, your life points will be fully restored up to the number of special attacks you have.



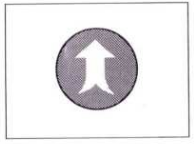
Energy Bowl

Pick it up to gain 2 life points. You always need energy : never pass up a chance to pick up this item.



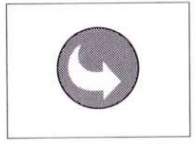
180 Degree Spin Kick

Pick up this handy item and you can use the devastating 180 Degree Spin Kick. Spin back and attack the enemy you're facing.



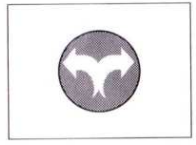
Sky Attack

With this attack in your arsenal, you have an effective attack against enemies in mid air or those who charge while jumping.



Tornado Attack

Pick up this item to be able to attack while spinning. It's powerful against shorter enemies.

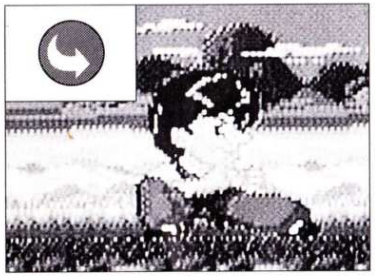


360 Degree Spin Kick

If you pick up this item you'll have an extremely powerful spin kick to attack the enemy in front and behind you.

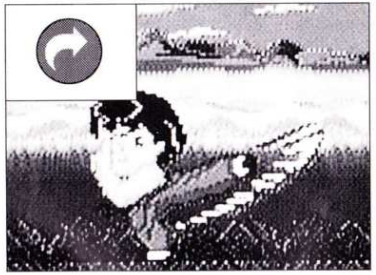
Special Attacks

When you pick up an item released by an Item Frog, you'll be able to use a special attack technique. There are four special attacks : the Tornado Attack, 180 Degree Spin Kick, 360 Degree Spin Kick, and Sky Attack. Each can be used nine times. Use them with care against powerful enemies and boss baddies.



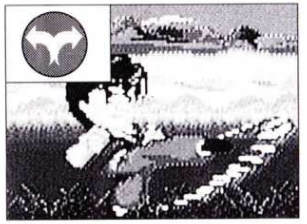
1. Tornado Attack

Jackie attacks the enemy while spinning in midair. The spinning motion allows him to attack enemies in front and behind. It's a terrific attack against enemies who are difficult to knock out, like poisonous snakes and leeches slithering on the ground. But its range is narrow, so the Tornado Attack is no match for enemies who attack by jumping.



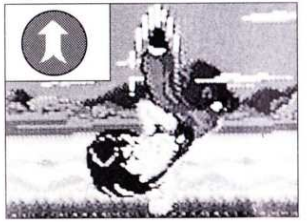
2. 180 Degree Spin Kick

Jackie spins in place while attacking the enemy that he is facing. Of the four types of attack, this one will kill the most enemies because it's fairly easy to do. The drawback is that it leaves you open to attacks from behind. You'll be in big trouble if an enemy is approaching your back.



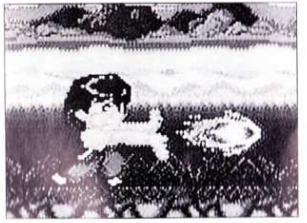
3. 360 Degree Spin Attack

Jackie spins on one spot, attacking the enemy in front and behind. The range is wider than that of the Tornado Attack, and it's very powerful even against airborne enemies. Once you have the hang of it, it's easier than the 180 Degree Spin Attack. But it is no match for an enemy approaching from below.



4. Sky Attack

Jackie stands on his hands and launches a kick attack upwards. It's powerful against enemies in midair and those who charge while jumping. It allows you to attack the weak point of the boss baddie from directly below, but you will be in trouble if they come from the front or behind.



5. Psycho Waves

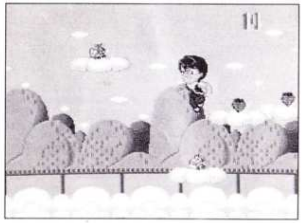
In addition to the attack modes Jackie can use from collecting items, he can store spiritual energy and release it as Psycho Waves. Hold down key II to store energy. Release the key to discharge the Psycho Waves. There is a limit to the number of times you can do it, so don't waste this weapon. It's the most powerful one that Jackie's has.

Bonus Bells



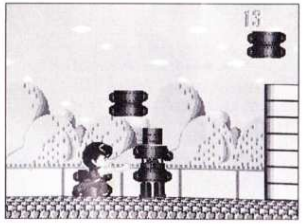
Kick If You Hear the Bonus Bells Jingle !
When Jackie has passed through one stage, the bonus bells will go off. If you hear the bells, kick and punch at the place where the sound comes from. If the bells appear, you're in luck.
The Master will come and take you to the bonus stage. There are bells hidden in every stage, so keep a sharp lookout for them.

The Bonus Stage



1. Cloud Fruits

Jump to catch the fruits sailing away on the clouds. The clouds come from left and right and at different heights and speeds, so to pick all the fruits is really tough. The trick to success is to pick the fruit off the fast-moving clouds first.



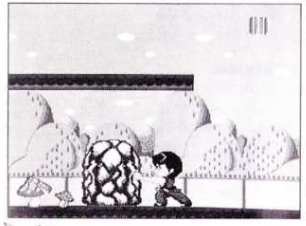
2. Knocking Over Wooden Men

Knock over the wooden men that come out of the sky. These guys can punch back, so you have to knock them over before they can hit you. The trick here is to watch the angle they're coming down at, and to estimate where they're going to land, and get there to knock them out before they touch ground.



3. Fish Bashing

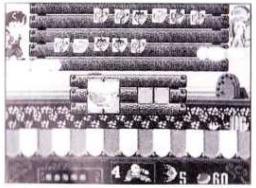
Whack the fish as they leap out of the waterfall. The fish can come from anywhere, so it's important to guess at the place they'll land and to get there first. The trick is to pay attention to the interval at which you manage to bash the fish and to put yourself in a spot where the probability you'll hit them is high.



4. Rock Kicking

Punch the pressure points in the rock to move it and to smash the poisonous mushrooms. If you don't hit the pressure points in the rock, it won't move. The trick is to watch carefully for the points in the rock and to go straight for them when you see them.

Increase Your Life Points, Psycho Waves, and Gain Continues !



The points you earn at the bonus stage are allotted to refill your life points, psycho waves and to increase your game continues. If you have a perfect score, you'll increase your number of continues.

The Enemy



Bandit
Trots up to Jackie from the front, but watch out! Some of them can jump!



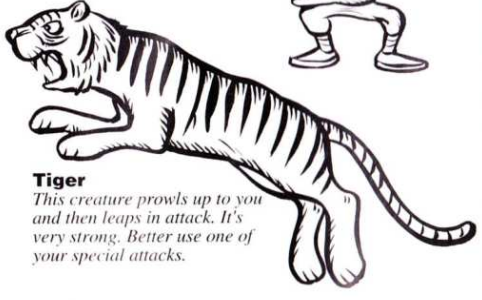
Hawk
Attacks Jackie from the sky. You won't win any Bonus Jades even if you knock out this guy.



Tsukigabou
This guy comes at Jackie waving a large hatchet. The moment when he stops is the signal for attack.

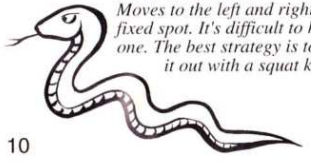
Keppyoubouzu
This creature throws icicles at Jackie from the front. Dodge by jumping and then attack.





Tiger
This creature prowls up to you and then leaps in attack. It's very strong. Better use one of your special attacks.

Poison Snake
Moves to the left and right in a fixed spot. It's difficult to hit this one. The best strategy is to knock it out with a squat kick.



Boss Baddies

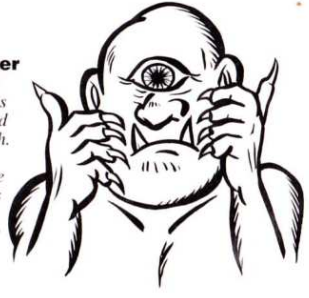
Buddhadoma
The guard of Shaolin Temple. He can move freely, grasp you with his large hands and burn you to death with the fire balls that move around him. His weak point is his face.



Earthquake Giant
This giant swings around a heavy weight to launch destructive earthquakes in Jackie's path. Again, his weak point is his face.



Nyudo Monster
This creature will grasp Jackie in his massive hands and crush him to death. Those hands are invulnerable! The only thing to do is to dodge them. Your only defense is to attack his eye.



Memo

TurboChip® 90-Day Limited Warranty

Turbo Technologies, Inc.("TTI") warrants to the original consumer purchaser that this product shall be free from defects in material and workmanship under the following terms:

HOW LONG IS THE WARRANTY
This product is warranted for 90 days from the date of the first consumer purchase.

WHO IS PROTECTED
This warranty may be enforced only by the first consumer purchaser. You should save your proof of purchase, and be prepared to present it in case of a warranty claim.

WHAT IS COVERED
Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:

1. Any product that is not distributed in the U.S.A. by TTI, or that is not purchased in the U.S.A. from an authorized TTI dealer, or that is sent for warranty service from outside the U.S.A.
2. Damage, deterioration or malfunction resulting from:
   a) Accident, negligence, misuse, abuse, neglect, impact, fire, liquid, lightning or other acts of nature, commercial or industrial use, product modification or tampering, failure to follow instructions supplied with the product;
   b) Repair or attempted repair by anyone not authorized by TTI;
   c) Any shipment of the product (claims must be submitted to the carrier);
   d) Removal or installation of the product; and
   e) Any other cause that does not relate to a defect in material or workmanship.
3. Any product as to which the TTI serial number has been altered, defected, or removed.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information, call 1-800-366-0136 Monday-Friday 8:00 A.M. to 7:00 P.M. Central Time.

LIMITATION OF IMPLIED WARRANTIES
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are limited in duration to the length of this warranty, and are subject to all conditions herein.

EXCLUSION OF DAMAGES
TTI's liability for any product is limited to the repair or replacement of the product at our option. TTI shall not be liable for:

1. Damage to other property caused by this product, damages based upon inconvenience, loss of use of the product, loss of time, commercial loss; or
2. Any other damages, whether incidental, consequential or otherwise.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND EXCLUSIONS MAY NOT APPLY TO YOU.

HOW STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Turbo Technologies, Inc.
6701 Center Drive West, Suite 500
Los Angeles, CA 90045