

KUNG FU LOUIE VS. THE MARTIAL ART POSSE

Minimum System Requirements

IBM PC-AT, PS/2 (Model 50 or higher), or 286/386 clone
512kb User Memory
Enhanced Graphics Adapter (EGA) with at least a 256kb buffer
Two floppy drives OR one hard disk and one floppy drive
IBM PC/MS-DOS version 3.00 or later
AdLib Personal Computer Music Synthesizer Card (optional)
8 MHz or faster recommended

MCMLXXXIX R. Salgado

KUNG FU LOUIE 1989 R. Salgado

Documentation by Raphael Salgado.

Software Program by Raphael Salgado, Anthony Salgado,
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INTRODUCTION

In the history of the New York City brawls, groups of vigilantes, gangbangers, and renegades, otherwise known as ruthless streetfighters, stormed the neighborhoods. Through constant battles and rumbles, the leaders arose, bringing a new breed of mayhem to the streets.

Karate, kung fu, tae kwon do, shinobi-jutsu/ninjutsu, and all other martial arts quickly became influenced with the "art" of streetfighting. Soon, corrupted masters and students began to take control of the streets.

Arthur, a villainous karateka, was the most feared leader of all New York City. Rumors tell us that he was the only survivor of the "Get You Suckas" Brawl that took place about three years ago. As that survivor of an almost-defeated streetgang, he was jumped by approximately 30 mostly-armed members of the opposing gangs. He took on and defeated all 30 opponents... with only his "panther-strike" hands and lightning-quick feet. Soon after, many members of all other groups deserted their gangs and friends to join Arthur, aka "Martial Art." Thus, this new band of renegades and vigilantes becomes "The Martial Art Posse."

THE STORY

June, 1979. Miyakonojo, on the southern island of Kyushu, Japan. The day was hot and humid, with a tinge of rain near the tip of the legendary mountain, Sobo Zan.

Louis kneeled in meditation. Tiny droplets of sweat and blood dripped from his face and neck. This was the test of the Fourth Level, the last test before becoming Master.

He has already fought and defeated 19 black-belt karatekas continuously, and it is time for his last full-contact, one-on-one battle.

Kneeling in attention near the back of the dojo was Arthur. He has also completed his fight with the black-belts. However, during his last confrontation, his opponent was knocked down and out from one of Arthur's illegal attack combinations.

"Arthur-san!" ordered the Master. "Prepare to fight last battle. Between you two, we shall decide who will reach Fourth Level. Set... Kiai!" A flurry of punches and kicks were exchanged between Louis and Arthur. This was the longest match displayed, with neither opponent backing down. However, it seemed that Louis was winning the match. With one good opening, Louis executed a beautiful spinning hook kick to Arthur's head, sending Arthur down to his knees, dazed and defeated on the canvas.

The match was over. Louis had won and achieved the Fourth Level. Arthur, in disgrace, thought to himself, "This is not the end, Louie. I'm going to be the master. I'm gonna reach the Fourth and Final Level my own way. Soon."

Ten years later, the Master, now old and weak, decides to resign from his title. Louie, living in the United States as a third-degree black belt, learns of this news and rushes over to Japan to meet him. "I shall bring you back to the States and take care of you there, Master," says Louie.

Arthur, a Karate Master of his own style, dominates the neighborhoods of New York City. He, too, discovers of his Master's weakening. 'Martial Art' exclaims to his students, "Bring the old man to me. I shall soon be the Master of Japan as well!"

Leaving the Master unguarded for a few moments, Martial Art's students seize him from Louie's domain and bring him to an unnamed, condemned hotel building. "Come and get him, Kung Fu Louie! We'll see who's the real master now!"

WELCOME TO THE GAME

The story continues as you (Kung Fu Louie) enters the park. From here, you will be faced with many different opponents of the Martial Art Posse in many different environments. Fight them hard and crazy with your hands and feet to outdo each opponent and advanced from level to level, until you come face-to-face with your ultimate challenger, Martial Art.

LOADING THE PROGRAM

If you are running off the original disks, boot up your computer with DOS in drive A or have it booted up from your hard drive. Insert the INTRO DISK into the drive (use B: if on a two-drive system, or A: if you have a hard drive). If

you are playing from a hard disk-installed copy, change the

current directory to wherever the game is located. Note: DOS must be accessible at all times throughout the program.

At the DOS prompt, type KUNGFU. If you have an AdLib Personal Computer Music Synthesizer Card, type KUNGFU /A.

KUNG FU LOUIE is obviously not copy-protected. If you wish to duplicate the original disks, you can use the normal DOS DISKCOPY command. If you wish to install it on your hard drive, use the HINSTALL program included on-disk.

THE GAME SCREEN

There are four levels you must overcome before you actually fight the Martial Art. Kung Fu Louie is on the left side of the screen, as each opponent enters from the right. The energy bars on the corresponding sides will show how much damage each person can muster. If your bar disappears, you are defeated, and the Martial Art Posse will triumph. The number of opponents to encounter (shown on the upper-right corner of the screen) vary from level to level.

CONTROLLING KUNG FU LOUIE

Kung Fu Louie has three (3) foot techniques and one (1) hand technique. Try to build a strategy or pattern to fight each style of each opponent with ease. Some attack techniques are slower, but take a great deal of energy away from the opponent, and vice versa. Use the "<" and ">" keys to move Kung Fu Louie backward and forward, respectively.

KEY	Action	Damage	Speed
A	Front punch to head	7 pts.	1 motion
S	Front snapkick to body	10 pts.	3 motions
D	Roundhouse kick to head	15 pts.	3 motions
F	Spinning hook kick to head	30 pts.	5 motions

ADDITIONAL PROGRAM CONTROLS

To quit from the game and exit to DOS, press "CONTROL" and "Q" simultaneously. To pause the game, press "P." Press any key when ready to continue and resume play.

GAME STRATEGY

You may notice that several combinations of movements can render an opponent to their untimely demise. Also, little hints and tips can make your challenge strong to meet up with Martial Art himself on the last level of the game. Follow these strategies...

1. Fight when you have to. Don't waste your energy or restoration time by throwing unnecessary techniques. Energy is restored after the defeat of an opponent and when the player is not attacking. Each opponent knows NOT to come in for an attack, so kicking continuously will not only keep your energy low or the same, but raise your opponent's in the meantime.

2. Time your technique combinations. As soon as you see the enemy coming in or see an attack, counterattack with a technique that will be too quick for him to avoid. This way, you can stun him and give yourself a chance to finish him off. For instance, if he is about to attack with a slow, but painful spinning hook kick, move in and/or throw a lightning-quick front punch to stop his sequence and daze him. Then...POW!

3. Keep an eye on the energy bar. People tend to fight wildly and not notice that they are on the verge of dying! Watch his bar as well, and notice how much is subtracted when a kick makes contact.

Good luck, Kung Fu Louie!

QUESTIONS AND ANSWERS

Where did you get the name 'Kung Fu Louie' and 'Martial Art?' "R.J. (Raphael Salgado) frantically began searching for a title for our game. Discussing with his partner in Chemistry class, Louis Presta, he used Louis' name. 'It rhymed and had a nice ring to it. Kung Fu Louie.' The name 'Martial Art' was a great suggestion picked up one late night by his cousin, Anthony Salgado. 'Art - y'know, as in Arthur? Maybe we should try Ninjut Sue or Shao Lynn next time!'"

Who made the awesome tunes, dude? "We bought a few AdLib Personal Computer Music Synthesizer Cards in the beginning of 1989, and started to create lots of little beats and rhythms. We thought everybody else with an AdLib card could enjoy it as well...dude!"

Are there secret or hidden features? "If we told you, then it wouldn't be a secret! Hey, don't /Curse at me!"

Why send KFL it into public domain? Your software's good enough to make a movie from it! "Yeah, I know [laugh] [wheeze] [guffaw], but I figured that since my public was so good to us with the In the Aquarium program, I could trust them with Kung Fu Louie. Besides, if the programmers are stupid enough to put it out for public domain instead of the big market, why can't others do the same? It was an idea to go into marketing, but I am for 'lower pricing' on marketed software like others in the shareware/freeware world. Well, until Kung Fu Louie II comes out..."

Who did the artwork? I'd like to pay him a few million bucks. "Gee, thanks! R.J. did most of the title screen and backgrounds for each level. Ren and Anthony (with the help of Chris and Roger) drew in the characters. We had to ask R.J.'s sister Roz (a black belt) to pose for every movement they drew. Holding limbs out for 10 minutes usually strains a person, y'know?"

Can I ask you a question? "You just did. Peace!"

ABOUT THE PROGRAMMER

Who is Raphael Salgado? "Who?" "Oh, him?!?" Raphael Salgado, born May 14, 1973, began his career as a computer programmer back in 1982 with the Tandy/Radio Shack TRS-80 Model I/III. In search for a more advanced computer system, he upgraded to the IBM PC machines with one of the first PC-AT systems in 1985. He continued to create software, and soon contributed to the public domain and shareware interests with great program hits, such as The Zero Hour, Metal Mania, Instant Paradise, Prisoner of War, and world-famous In the Aquarium. His interest and influence in the martial arts began in March 1987 when he applied to the Tiger Schulmann's Karate and Fitness Center, where he is now a first-degree black belt. "I've always wanted to make a karate-style game for my computer. Seeing that there are only a few major martial art/karate arcade games for my system, I wanted to add one more to 'the library' that I could have myself and others enjoy, plus say that I created it." He will continue to create software for the public domain (since it's no good, right?), but his great dream lies in seeing his programs on display in stores (a.k.a. 'big-time marketing'). This graduate of Nyack Senior High School in 1990 enjoys karate, basketball, swimming, art, bicycling, weightlifting, flying my kite, girls, rap & house music (as well as rock, wave, classical, and pop), unnatural phenomenon (UFOs, Ouija boards, etc.), gory/horror movies, and programming.

Watch out for the next release of the KUNG FU LOUIE series, with a new story, game style and features, plus a full-length, computerized movie sequence! Soon!

If you find this program enjoyable (can it be?), remember: your contribution of \$30 or more will be greatly appreciated. Please make all checks payable to 'R. Salgado.' Wanna see others? Ask for a catalog, too. For more information, please read the details on the opening screen of the program. Thanks again!

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