

Please read before using this equipment

Kung Fu Game

Battle the Kung Fu rivals with your new Radio Shack Kung Fu Game! Your Kung Fu knight must stop the rivals before they reach the ground, or they will attack your Kung Fu knight from behind. Your knight can still escape the attack, but it requires skill. If the rivals hit the knight three times, the game is over.

Be sure to read this entire manual to learn how to defeat the Kung Fu rivals!

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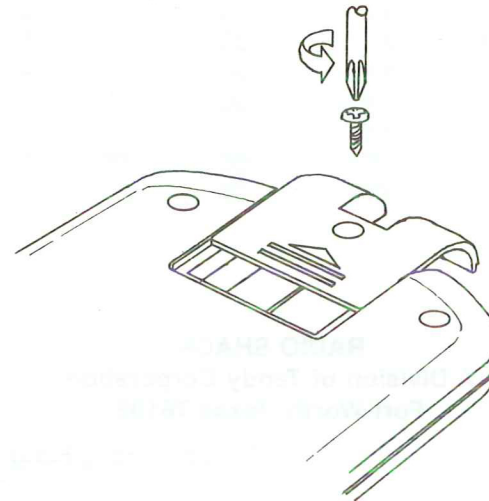
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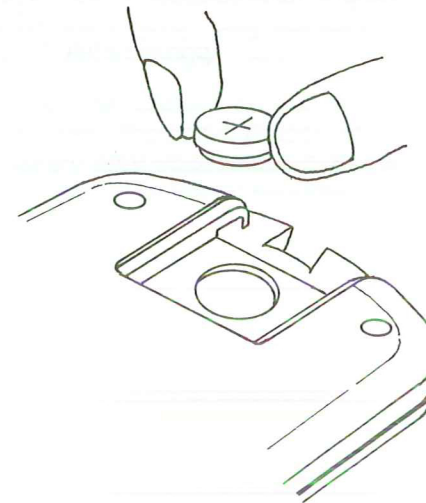
INSTALLING THE BATTERY

Before you can use your new game, you must install the supplied battery.

1. Remove the screw on the battery compartment. Then remove the cover by pulling it up.



2. Install the battery with the positive (+) side up. Handle the battery by its edges; oil from your fingers can prevent proper contact.



3. Slide the battery compartment cover back onto the game and replace and tighten the screw.

When the display becomes dim or when the game operates erratically, replace the battery. For long battery life, we recommend an alkaline button cell battery (Radio Shack Cat. No. 23-115).

Warning: Be sure to immediately discard the old battery. Never allow children to play with batteries. Swallowing a battery could be fatal.

PLAYING THE GAME

Follow these steps to play the game.

1. Press [MODE] until the Kung Fu knight stands still on the display.

Note: To add sound effects to the game, press [UP] so that ((())) appears at the top of the display. To turn off the sound effects, press [UP] so that ((())) disappears from the display.

2. Press [START/HIT] to start the game.
3. Press [UP/DOWN] to move the knight up and down, and press [START/HIT] to hit the rivals. You score 10 points for each hit.

Note: You must hit the rivals before they reach the ground, or they will attack the knight from behind.

4. If a rival reaches the ground, it soon appears behind the knight. A maximum of four rivals can line up behind the knight. Press [UP/DOWN] to move the knight away from the rivals' attack.

If a rival hits the knight, a head symbol appears at the upper left corner of the display. If the rivals hit the knight three times, **GAME OVER** appears on the display. Press [START/HIT] to start a new game.

SKILL LEVELS AND SCORING

Your Kung Fu game has eight skill levels. The level number is indicated by an **L** on the top right corner of the display. As the skill level increases, the rivals move more quickly and are harder to hit.

When you score the maximum number of points for each level, the game advances to the next level. All rivals disappear at the beginning of a new level, and one head symbol, if any, disappears when the game advances to Level 5. If you complete Level 8, the game returns to Level 5.

The high score appears at the top right corner of the display after the game is over. The maximum score is 9990 points. You can reset the game's high score display to 0000 by removing and re-installing the battery.

If you are able to score the maximum number of points for each level without missing any rival, bonus points will be automatically added to the basic score.

The following chart shows you how the game keeps score.

Level	Points Per Hit	No. of Hits Per Level	Displayed Score	Bonus Points
1	10	20	200	100
2	10	25	450	100
3	10	25	700	100
4	20	30	1300	200
5	20	30	1900	200
6	30	30	2800	300
7	30	30	3700	300
8	40	30	4900	400

MAINTENANCE

- Handle the game gently.
- Avoid storing the game in dusty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble your game. If a problem occurs, take the game to your local Radio Shack store.
- Keep the battery out of the reach of children. Promptly dispose of the dead battery after you replace it. Batteries can be harmful or fatal if swallowed.

SPECIFICATIONS

Operating Voltage 1.5 V
1.5 V Operating Current 5 μ A
Operating Current During Game 9 mA
Operating Temperature 32 – 140°F
(0 – 40°C)
Storage Temperature –40 – 140°F
(–40–60°C)
Battery Life Approximately 1 year

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