### Master Chu and the Drunkard HI-Control Summary

#### Controls

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left and Right Arrows</td>
<td>Move Master Chu in the indicated directions</td>
</tr>
<tr>
<td>Up Arrow</td>
<td>Push Up Arrow to jump.</td>
</tr>
<tr>
<td>Button A</td>
<td>Push Button A to fire.</td>
</tr>
<tr>
<td>Button B</td>
<td>Raises the fan or the knife to blacken foes from enemies.</td>
</tr>
<tr>
<td>Start Button</td>
<td>Starts the game. Alsoauses the game.</td>
</tr>
<tr>
<td>Select Button</td>
<td>Selects options on the screen.</td>
</tr>
</tbody>
</table>

#### Special Objects

<table>
<thead>
<tr>
<th>Object</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Symbol of Harmony</td>
<td>Collect all symbols to complete each world.</td>
</tr>
<tr>
<td>Flaming Key of Freedom</td>
<td>After defeating the boss between worlds, collect the key to enter the next world.</td>
</tr>
<tr>
<td>Scrolls of Knowledge</td>
<td>Allows double or triple shooting capabilities.</td>
</tr>
<tr>
<td>Pearl of Power</td>
<td>Regenerates life force by 5.</td>
</tr>
<tr>
<td>Living Giving</td>
<td>Regenerates life force completely.</td>
</tr>
<tr>
<td>Amulet of Invincibility</td>
<td>Makes Master Chu invincible for several seconds.</td>
</tr>
<tr>
<td>The Sacred Box</td>
<td>Gives you an extra life.</td>
</tr>
</tbody>
</table>
MASTER CHU AND THE DRUNKARD HU

1. Introduction

Return to a mythical time in the Far East, when the legendary Siamese-Twin Shiva, God of destruction, cursed your village with fearsome evil spirits. Despaired by repeated failures to drive out Shiva’s evil demons, your best friends, Master Hu, has turned into a drunkard. You, Master Chu must search through hostile places and temples to find and destroy the four armed incarnation of Shiva. If you would like, just ask your teammate, the Drunkard Hu to help out. Playing together can be a lot of fun!

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PRECAUTIONS

1. Store at room temperature. Do not subject to environmental extremes.
2. Always ensure that power is off before inserting or removing the cartridge from the Nintendo system.
3. Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4. Do not try to open or disassemble the cartridge.
5. Do not sit too close to your television.
6. Do not clean the cartridge with chemical agents.

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6. GAME CONTROL

Left and Right Arrows: Move Master Chu in the indicated directions.

Up Arrow: Push Up Arrow to jump.

Button A: Push Button A to fire a shot.

Button B: Raises the Fan or the Knife to block shots from enemies.

Select Button: Selects either one or two player modes. Also allows the player to continue a new game from the current world. You are only allowed to continue 3 times. If you pass beyond the 8th world, selecting continue will always put you back to the 8th world.

Start Button: Starts the game. The Start Button is also used to freeze the game during play.
III. GAME MECHANICS

There are a total of 10 worlds and you are allowed 3 lives per player per game. In the first 7 worlds you must find and collect the 8 Symbols of Harmony. When the symbol counter reaches it, you will be lifted and transported to duel with the boss in that world. You must defeat the boss and find the key which will open the door to the next world. World 8 and 9 permit you to challenge the bosses directly. World 10 is where you will encounter the Sansaku Twin Shinra Statue.

Master Chu and his partner (an optional second player), the Drummond Hu, each starts with 12 units of life force. Every time the Master is hit or comes in contact with an enemy, the life force is reduced by 2 units. If the life force is fully depleted and the Master is hit again, you lose a life.

IV. DOUBLE PLAYERS

This game features simultaneous play for two players. If you are playing a double players game and one player loses all three lives, he must wait for the other player to finish. Upon the end of a double players game, both players will be given the option to continue. When the players are too far apart from each other, the screen will stop scrolling until one player moves away from the edge of the screen. This way both players will always remain on the screen.

V. SPECIAL ITEMS

Try to find these items by shooting into dark holes or directly at objects.

Symbol of Harmony – When you have collected a total of 8 symbols, you will then earn your right to challenge the boss. The symbol counter is at the bottom of the screen.

Sorrel of Knowledge – Allows double or triple shooting capabilities.

Amulet of Invulnerability – Makes you immune for several seconds.
V. SPECIAL ITEMS (Continued)

PEARL OF POWER  LIVING GINSENG  THE SACRED BOX  FLAMING KEY OF FREEDOM

VI. ENEMIES

Green Serpent - One bite from this venomous snake will decrease your life force by 2 units.

Pearl of Power - Replenishes your life force by 2 units.

Living Ginseng - This fast runner belongs to a rare and valuable species which can fully replenish your fading life force. Catch them before they get away.

The Sacred Box - Collecting this treasure will get you an extra life. See which player can get to it first.

Flaming Key of Freedom - Unlocks the secret passage to the next world.

GREEN SERPENT

Tarantula - Hanging from the ceiling, these ruthless predators often catch you by surprise.

Killer Silk Worm - A whole procession of these killers can drain your power quickly. Shoot them before they rub their poisonous glands on you.
VI. ENEMIES (Continued)

DRAGON

Find its weakness and you can disable its awesome power.

JAWS OF STEEL

Anticipation is the only way to avoid this fast-moving enemy.

DEVIL'S HALO

Be on your toes, for their zigzag motion can easily catch you off guard.

VAMPIRE BAT

FIRE DEMON

BEAKED WAZP

DIABOLICAL DUCK

SHIVA

FLOWER OF DESTRUCTION

ARROW

GREAT BALL OF FIRE

FLYING SPINNS
VI. BOSSES

Here are the toughest enemies that you will encounter in this adventure.

STUMP STOMPER
BANDIT
MASSACED ASSASSIN
NINJA
EVIL ELF
ENCHANTED STONE HEAD

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:

- Reorient the receiving antenna.
- Relocate the NES/P/NES/W set in the room.
- Move the NES/NES/W away from the receiver.
- Plug the NES/NES/W into a different outlet so that NES/P/NES/W receiver is on a different circuit.

If necessary, the user should consult the dealer or an experienced radio/TV technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 036-000-00245-4.

Note: NES/P/NES/W is the abbreviation for Nintendo Entertainment System.
COLOR DREAMS LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in materials and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will either repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

LIMITATIONS

If applicable, all implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. No event shall Color Dreams be liable for incidental or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

TO RECEIVE THIS WARRANTY SERVICE:

1. Simply send your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and state the problem.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to COLOR DREAMS, INC., CUSTOMER SERVICE DEPARTMENT, 2170 E. IMPERIAL HIGHWAY, SUITE 6, SANTA ANA, CA 92701.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

MASTER CHU AND THE DRUNKARD HU EVALUATION SHEET

NAME: ___________________________ SEX: _____

ADDRESS: _______________________

DATE: ______________ PHONE & COUNTRY: ______________________

SOUND SCALE: 1. WORST 2. BAD 3. AVERAGE 4. GOOD 5. EXCELLENT

A. GAME'S OVERALL ENTERTAINMENT VALUE: 1 2 3 4 5
B. COMPARED WITH GAMES THAT YOU PLAY REGULARLY: 1 2 3 4 5
C. COMPARED WITH ALL EXISTING GAMES: 1 2 3 4 5
D. GRAPHICS (IMAGES, INSTRUMENTS, SCENAROIS) 1 2 3 4 5
E. GRAPHICS (COLOR, DRAWING, ANIMATION) 1 2 3 4 5
F. SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5
G. DIFFICULTY LEVELS: 1. TOO EASY 2. OK 3. TOO DIFFICULT 1 2 3 4 5
H. PLAYS OR PROBLEMS: 1. NONE 2. TOO MANY 1 2 3 4 5

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