

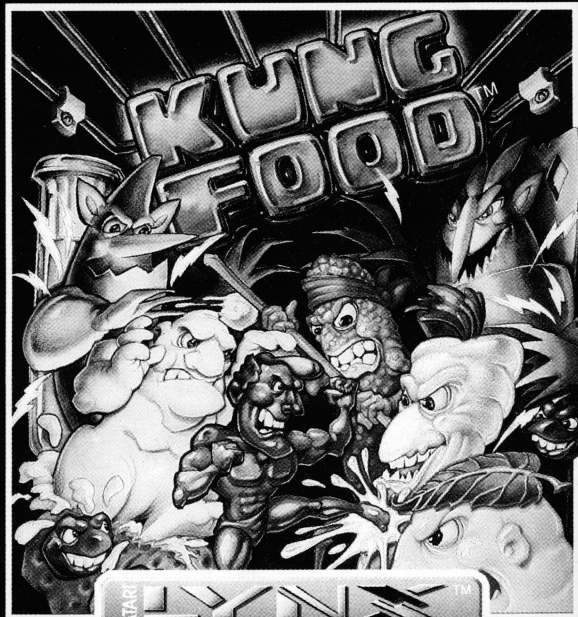
GAME MANUAL
MANUEL DE JEU
SPIELHANDBUCH

MANUALE GIOCO
MANUAL DEL JUEGO

ATARI®

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LYNX KUNG FOOD

Revenge of the Leftovers!

Your kitchen is usually a safe, warm place. Not any more. The top secret chemical you stored in your freezer became active when the door was left open. Now the contents of your freezer have come to life, and the effects of this chemical have spread throughout the kitchen. Even you have been transformed. Reduced to a little green man, you must boldly go to your freezer and destroy such transformed tidbits as ice demons and killer kung fu carrots. If you fail, your fearsome food will conquer the world.

Getting Started

1. Insert your Lynx Kung Food game card in your Lynx.
2. Turn on the Lynx. The Title screen appears.
3. Press Option 1 for a description of the game and a summary of game instructions. To skip the instructions, press A or B.
4. An animation sequence appears, showing you escaping from Odnet Headquarters with the stolen Rynoleum in your beat-up pickup truck (Screen 1). (Screen numbers in these instructions refer to the Gallery of Game Screens at the end of this manual.)
5. Press A or B to begin the game.

Playing the Game

Kung Food is an action adventure game. You must fight your way through your freezer, refrigerator, and other parts of your kitchen, destroying mutant food as you go. Ultimately, you must get to the lawn sprinkler outside. There you can wash off the contaminants and become a human again.

When the game begins, you see your kitchen. The freezer is highlighted (Screen 2).

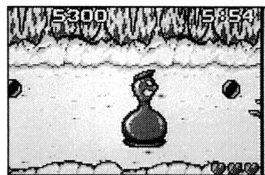
Press A or B. The screen shows our hero, the food fighter, inside the freezer. Screen 3 also shows the time remaining, the energy bar, and the number of your remaining lives.

At the top right of the screen there is a clock. This clock shows the amount of time you have to complete the current level. If you fail to complete the level, the world is doomed. If you make it, you will immediately move on to the next challenge.

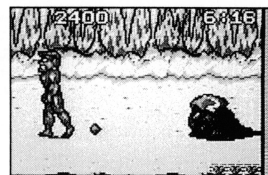
The energy bar on the right edge of the screen is very important. If you run out of energy, your food will eat you.

The hearts in the lower right corner of the screen indicate the number of lives remaining. You start the game with three extra lives. When these are gone, you lose (unless you can find more).

Before beginning your quest for safe snacks, take a few seconds to practice the game controls. You will need to master the controls quickly if you want to survive.



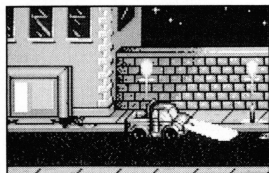
Screen 7



Screen 8



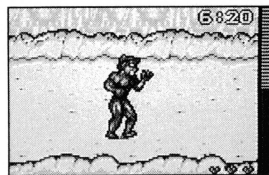
Screen 9



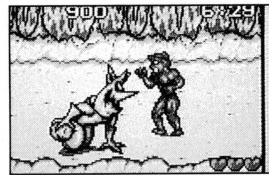
Screen 1



Screen 2



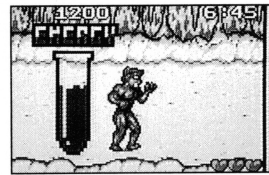
Screen 3



Screen 4



Screen 5



Screen 6

Job	Quickly press and release the A button.
Punch	Hold down the A button.
Kick right or left	Press A while pressing the joypad right or left.
Rapid Low Kick	Press A while pressing the joypad down
Jump	Press B.
Jump kick	Press B, then A

When you are ready, get moving. Time is running out and your dinner is running amok! You begin on the top shelf. You must drop to the next shelf to meet your foes. Move to the bottom of the screen and you will fall to the next shelf.

Immediately, an ice demon attacks (Screen 4). This is just the first of the many mutants you must face. Beat him up until he explodes. It's not pretty, but then again, watching a salad destroy the world is no bouquet of roses!

Once you destroy your first enemy, move on to the next. As you forage through your freezer, keep an eye out for Power Balls---they could save your life. Most Power Balls are in plain sight, but some may be hidden behind other objects (Screens 5 & 6).

There are four types of Power Balls:

Energy Up	Raises your energy.
Extra Life	Gives you an additional chance to succeed.
Power Punch	Makes your fists more lethal than a raging rutabaga.
Invincibility	Makes you food-proof for a limited time (Screen 7).

Run over a Power Ball to eat it. When eating Energy Up Balls, keep in mind that your energy can only be as high as the top of the Energy Bar. Eating extra energy will not help you before a fight, but you might need to go back and replenish yourself after a killer tomato spits a few poison seeds at you (Screen 8).

Each level is divided into smaller segments. You cannot move from one segment to the next until all mutants in your segment have been defeated. When the segment is clear, the word "GO!" appears on the right of the screen (Screen 9).

To win the game, you must complete each level within the allotted time. If you succeed, the world will be safe again, although you may never look at food in the same way again. On the other hand, if you fail, you will never need to eat again. The world will be overrun by savage spuds and pouncing peas.

Strategy

Destroy everything that moves.

When you are in a low kick position with a column of angry vegetables coming toward you, hold down the A button for non-stop kicking action.

If you have time, walk behind cans and other objects. You never know what you might find.

If an endless number of evil edibles starts coming out of a bag or

Araña	400
Hormiga	1000
Avispa	800
Babosa	1000
Caracol	600
Remolino rojo de plantas	5000 + 600 por ataque
Remolino amarillo de plantas	25 000 + 700 por ataque

* Un ataque es un golpe que no es definitivo.

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puedes llegar a ella. Si no puedes, serás rápidamente rodeado. No te comas todas las bolas de Energía que te encuentres. No es bueno comerte demasiadas bolas antes de una pelea cuando puede que las necesites después. Así que si dispones de suficiente energía, deja las bolas hasta que las necesites. ¡Pero no las pierdas de vista, porque sino desaparecerán para siempre!

Puntuación

Una vez que has recogido algunos puntos, éstos aparecen en la esquina superior derecha de la pantalla. El total aparece cuando pierdes una vida. Los puntos se consiguen de la siguiente manera:

Todas las bolas energéticas	200
Hombre de helado	300
Hombre de salchicha	200
Tomate	400
Guisante	100
Rey de helado	2000 + 100 por ataque*
Zanahoria	300
Hombre de puré	200
Gran hombre de pasta	2000 + 200 por ataque
Mosca	600
Rata	600
Rata llevándose una salchicha	2000 + 300 por ataque
Fango verde	600
Gran fango verde	2000 + 400 por ataque
Botella de espuma	800 + 100 por ataque
Manzana voladora	2500 + 500 por ataque

box, you can destroy the bag or box--if you can get to it. If you don't, you will quickly be outnumbered.

Don't eat every Energy Up Ball when you come to it. It does no good to eat excess energy before a fight when the fight will deplete your energy. So if your energy is at full strength, leave the balls until you need them. (But don't scroll them off the screen, or you will lose them forever!)

Scoring

After you pick up some points, they appear in the upper right corner of the screen. Your total is also on the screen that appears when you lose a life. Points are awarded as follows:

All powerups	200
Ice man	300
Sausage man	200
Tomato	400
Pea	100
Ice king	2000 + 100 per strike*
Carrot	300
Mash man	200
Big batter man	2000 + 200 per strike
Fly	600
Rat	600
Rat riding sausage	2000 + 300 per strike
Green slimy	600
Big green slimy	2000 + 400 per strike

Bubble bottle	800 + 100 per strike
Apple copter	2500 + 500 per strike
Spider	400
Ant	1000
Wasp	800
Slug	1000
Snail	600
Red whirlwind plant	5000 + 600 per strike
Yellow whirlwind plant	25 000 + 700 per strike

* A "strike" is a hit without a kill.

energía extra, esto no te ayudará antes de una pelea; pero puede que necesites volver atrás y obtener energía antes de que un tomate asesino te lance unas cuantas pepitas envenedadas (Pantalla 8).

Cada uno de los niveles está dividido en secciones más pequeñas. No puedes ir de una sección a otra hasta que todos los mutantes de esa sección hayan sido derrotados. Cuando ya esté superada, la palabra GO! (¡VE!) aparecerá en la parte derecha de la pantalla (Pantalla 9).

Para ganar, debes completar cada nivel dentro del tiempo determinado. Si triunfas, el mundo volverá a estar seguro, aunque no volverás a mirar a la comida de la misma manera. Por otro lado, si fracasas, nunca más necesitarás comer. El mundo será arrasado por salvajes patatas y guisantes guerreros.

Estrategia

Destruye a todo lo que se mueva.

Cuando tengas la posición de la patada baja tomada y una columna de hostiles vegetales se dirija hacia ti, deja pulsado el botón A para no dejar de dar patadas.

Si dispones de tiempo, pasa por debajo de las latas y los demás objetos. Nunca se sabe lo que te puedes encontrar.

Si empiezan a salir de una bolsa o una caja un incontable número de malvados comestibles, intenta destruir la bolsa o la caja, si