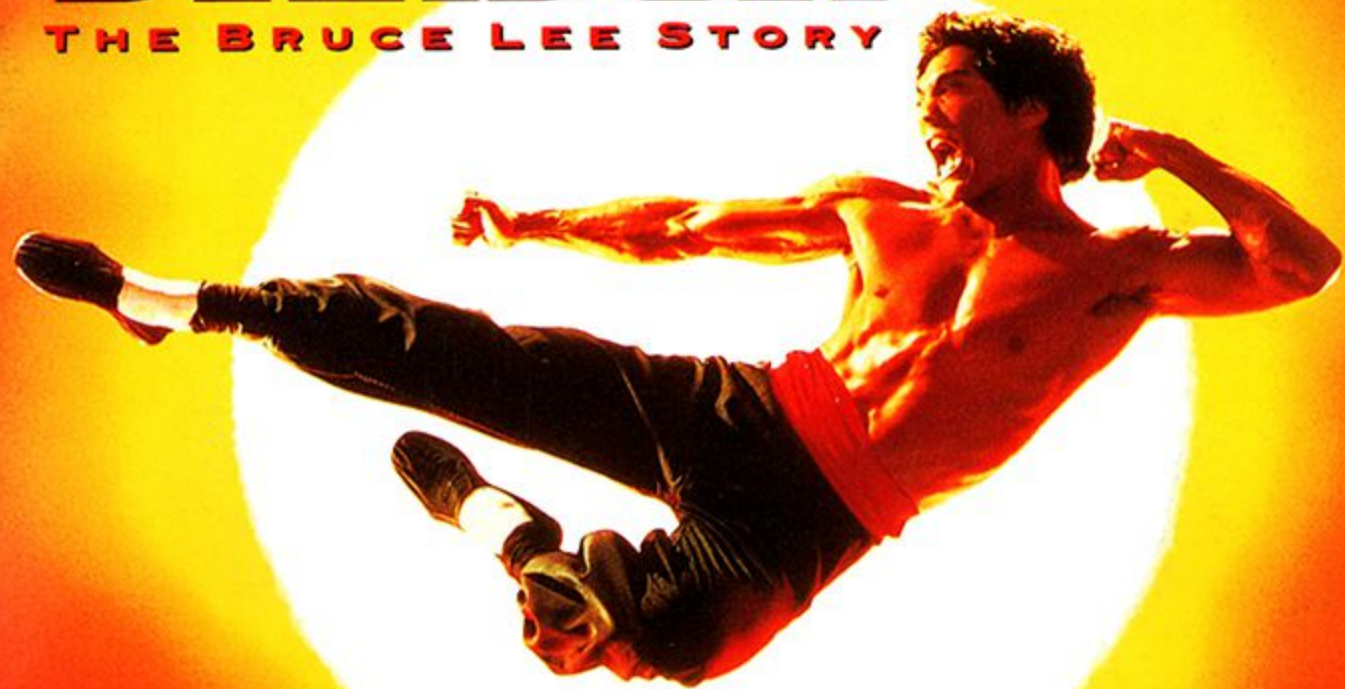


U/SNS-AD5E-USA

# DRAGON™

THE BRUCE LEE STORY



INSTRUCTION BOOKLET

**AKkaim**  
entertainment, inc.

**SUPERHIT**  
ENTERTAINMENT SYSTEM

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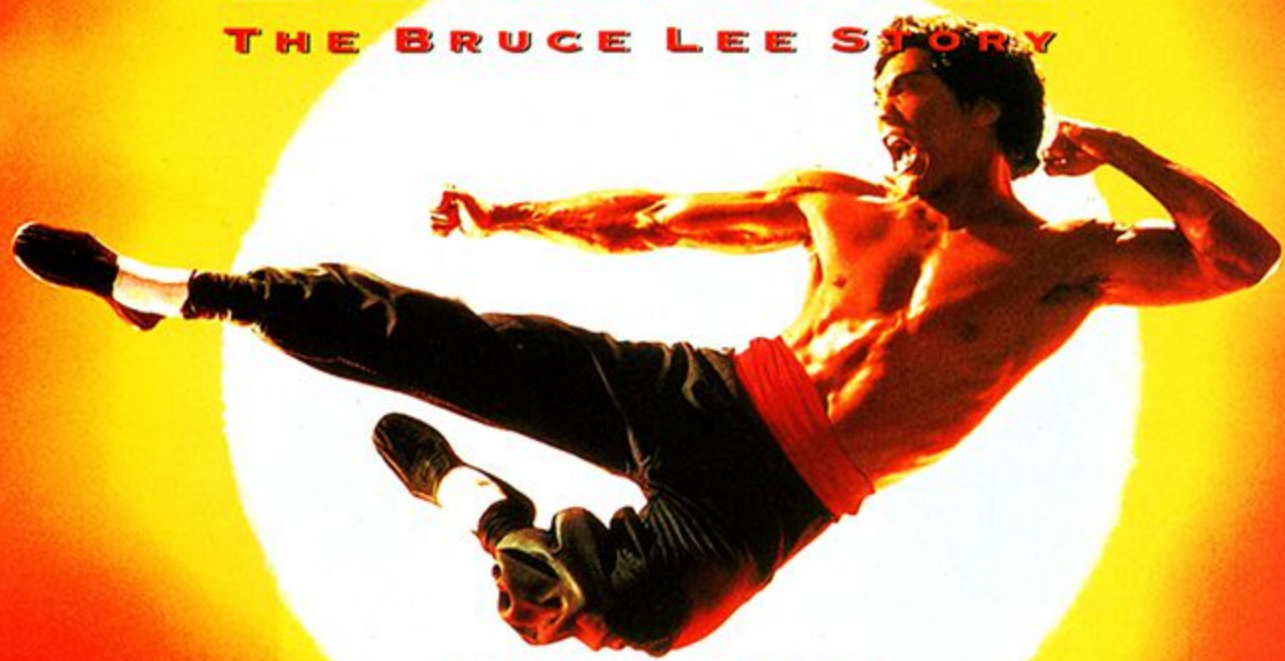
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# DRAGON™

THE BRUCE LEE STORY



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# LET'S GO!

- Set up your Super NES as described in its instruction manual.
- With the power switch OFF, insert the DRAGON™ Game Pak, its label facing towards you, into the Super NES and press it down firmly.
- Push the power switch to ON. After a second or so, the Nintendo screen will appear. When the DRAGON™ title screen is shown you are ready to play DRAGON™!
- If the Nintendo screen or DRAGON™ title screen doesn't appear, push the power switch to OFF. Ensure your Super NES is set up correctly and the DRAGON™ Game Pak is properly inserted before pushing the power switch to ON again.

AND REMEMBER! Always ensure the Super NES power switch is set to OFF before inserting or removing the DRAGON™ Game Pak.

The Super NES and Controller





# PLAYING DRAGON

## TAKE CONTROL!

Before you begin to play, take the time to familiarize yourself with the movements and functions of the Super NES controller buttons.



THE SUPER NES CONTROLLER'S BUTTONS



# THE TITLE SCREEN

After the Credits have been shown, the DRAGON™ title screen is presented. After a short time the eight highest scores are displayed and eventually a slide show introduction sets the scene.

Note that if no button is pressed on a controller, a brief demonstration of DRAGON™ in action is shown.



The DRAGON™ Title Screen

- Press the START BUTTON to call up the game select screen.



# THE GAME SELECT SCREEN

Here's where you decide how to play DRAGON™: either on your own or with a friend in a combat-intensive version of Bruce Lee's life story, or as a straightforward match between two or three Bruce Lee characters.

Eight options are presented. The option to be selected or changed is indicated by a small arrow beside it. Ghosted options are unavailable for selection. All options are chosen as follows ...

- Press ANY Button (including the Start Button) to select the option.
- Press the Control Pad left or right to change the indicated option.

**ONE PLAYER STORY GAME-** Select this to fight opponents controlled by the Super NES in a progressive match following the film's storyline.

**TWO PLAYER STORY GAME-** Choose this option to enable combat between two Bruce characters (controlled by you and a friend) and a Super NES controlled opponent.

**ONE PLAYER MATCH-** Take on another Bruce Lee controlled by the Super NES at the scene of your choice. Note that selecting this option calls up the Match Game Screen (see THE MATCH GAME SCREEN).



**TWO PLAYER MATCH-** This option allows you and a friend, (each controlling a Bruce Lee character) to fight in a head to head clash to the finish. Note that selecting this option calls up the Match Game Screen (see THE MATCH GAME SCREEN).

**THREE PLAYER MATCH-** If a Multi-Tap is attached to your Super NES, a third person can join in for all out combat. Note that selecting this option calls up the Match Game Screen (see THE MATCH GAME SCREEN).

**HIGH SCORES-** See the names of the eight best players of the day. Note that your high scores will be lost when you turn off your Super NES.

**OPTIONS-** Calls up the Options Screen (see THE OPTIONS SCREEN).

## THE OPTIONS SCREEN

From here you can adjust the playing environment to suit your taste. Eight new options are presented.

**DIFFICULTY - NORMAL** Or choose from PIECE OF CAKE, EASIER, TOUGH or ARCADE ACE to affect the ability (difficulty) of the opponents that Bruce will face. This option also determines how many Stages you can play in a Story (see THE STAGES on page 22)

**GAME SPEED - NORMAL** Or choose from TURBO or ORIGINAL.





The Options Screen

**SOUND TEST-** Your chance to hear all the sound effects (represented by numbers) used in DRAGON™. Choose a sound effect in the same way as you would an option.

**MUSIC TEST-** Your chance to hear all the pieces of music (represented by numbers) used in DRAGON™. Choose a piece of music in the same way as you would an option.

- Press any button to listen to the sound effect or music.

**MUSIC- ON or OFF,** gives you the option to have music or not.

**SOUND-** Choose to hear all the sound effects and music in either STEREO or MONO.

**MOVIE SEQUENCES-** YES, or NO if you don't wish to see the short scene-setting animation preceding each level.

**EXIT-** Select this to return to the Game Select Screen.



# THE MATCH GAME SCREEN

Having selected a one, two or three player match, the Match Game Screen is presented. To begin play, choose a scene from the selection of seven. For details on these scenes, see THE STAGES on page 22.



The Match Game Screen

Before you begin a Match, you may wish to take advantage of the two further options available on this screen:

**ROUNDS TO WIN-** The best of how many fights? You decide: choose from 3, 4, 5 or 6.

**HANDICAP - NONE** The handicap in question is a reduction of a player's energy by half, and you can choose to handicap any one of the players involved in a Match (all three if need be). Note that the handicap defaults to NONE for each Match.



# WHAT YOU CAN EXPECT TO SEE DURING PLAY

The screen display is adjusted slightly to suit the mode of play as determined on the Game Select Screen.

## TWO PLAYER STORY GAME

Note that Player 2's status is not shown in a One Player Story Game.



## THREE PLAYER MATCH

Note that Player 3's status is not shown in a One or Two Player Match.





**SCORE-** Points are earned for every successful attack, but bonus points are only awarded for impressive play (for example, winning a bout without getting hit). A Form bonus is given when the quality of Bruce's combat is exceptional.

**ENERGY-** For every hit taken, energy is lost. Note that some attacks remove more energy than others. There is no energy replacement, energy is regained only when Chi is at its maximum.

**CHI-** This is Bruce's inner strength (mystical power). Increase it to enable two new modes of combat: Fighter and Nunchaku (see CONTROLLING BRUCE LEE on page 11). The Chi Meter is boosted for every successful attack



A YIN YANG

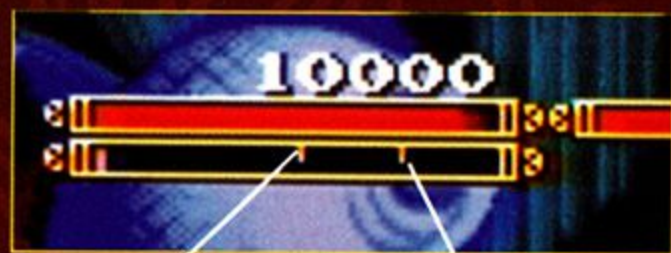
(hit) and lost when an attack fails (Chi is lost in all modes, but is gained only from successful attacks in Mantis mode), so don't stand there showing off your moves - make every one count! Chi is also earned by performing certain tasks, for example, hitting the opponent first or collecting a Yin Yang when fighting in a Match.

**MIRRORS-** The number determines how many chances you have. For every defeat, a Mirror is lost. When all Mirrors are lost ... Look, just try not to lose, eh? Note that the Mirrors are only shown at the end of each bout, whether Bruce has won or lost.



# CONTROLLING BRUCE LEE

Bruce has three modes of attack (Mantis, Fighter and Nunchaku), determined by the amount of Chi acquired. The marks on the Chi meter show when Fighter and Nunchaku mode are available.



FIGHTER MODE

NUNCHAKU MODE

Note that both Fighter and Nunchaku mode are fueled by Chi, so don't be surprised when Bruce is automatically returned to Mantis Mode through a lack of Chi. Bear in mind that after losing Nunchaku mode Bruce will still have enough Chi to use Fighter mode.





# MANTIS MODE

The standard method of fighting offers the widest range of moves. Note that the following moves assume that Bruce is facing an opponent on his right.

## BASIC MOVEMENTS

**WALKING-** Note that Bruce cannot walk through his opponents.

- Press the Control Pad RIGHT or LEFT to move towards or away from the opponent.

**JUMP-** Straight up or towards or away from the opponent, perhaps to avoid low attacks or to leap out of a corner.

- Press the Control Pad UP to jump straight up.
- Press the Control Pad UP and RIGHT or LEFT to jump towards or away from the opponent.

**FAST KICK-** Faster but weaker than a Hard Kick.

- Press the B Button to perform a Fast Kick.

**FAST PUNCH-** The fastest move to perform but also the weakest.

- Press the Y Button to perform a Fast Punch.

**HARD PUNCH-** Slower to perform than a Fast Punch, but twice as powerful.

- Press the X Button to perform a Hard Punch.



**HARD KICK-** Slower than a Fast Kick, thus leaving Bruce more open to attack.

- Press the A Button to perform a Hard Kick.

## **CLOSE RANGE ATTACKS**

Note that Bruce will only perform the following moves when he is very close to his opponent.

**KNEE-** To the opponent's midriff.

- Press the Fast Kick Button to perform a Knee.

**SHIN KICK-** Bruce only performs this move when his opponent is crouching. Best of all, there's no real defense against a Shin Kick.

- Press the Fast Kick Button to perform a Shin Kick.

**THROW-** A difficult move to perform, but it is among the most powerful (along with the Roundhouse Kick).

- Press and hold the Control Pad AWAY from the opponent then simultaneously press the Hard Punch Button to throw the opponent (a throw can only be performed when an opponent is close to Bruce).

**HIGH KICK-** The best defense against a Flying Kick or Chop.

- Press the Hard Kick Button to perform a High Kick.

**STOMP-** A difficult move to perform (it can only be used when an opponent is floored), but also one of the most rewarding.



- Press the Control Pad UP or UP and TOWARDS, when Bruce is at the peak of the jump and above his opponent's chest, press the Control Pad DOWN to perform a Stomp.



**FOREARM SMASH-** Two punches followed by a forearm smash.

- Press the Fast Punch Button THREE times quickly or the Hard Punch Button TWICE quickly to perform a Forearm Smash.

**LOW PUNCH-** There are two variations: Fast Low Punch and Hard Low Punch, and both are hard to block. Use a Fast Low Punch followed by a Hard Low Punch for maximum effect.

- Press and hold the Control Pad DOWN, then press the Fast or Hard Punch Button to perform a Low Punch.

**LOW FAST KICK-** A good short, sharp shock attack. The only decent defense against a Low Kick is to Flip away from the opponent.

- Press and hold the Control Pad DOWN, then press the Fast Kick Button to perform a Low Kick.

**LOW HARD KICK-** More of a foot sweep than the Low Fast Kick - and more effective.



- Press and hold the Control Pad DOWN then press the Hard Kick Button to perform a Low Hard Kick.

## **MEDIUM RANGE ATTACKS**

Effective when the opponent is within kicking distance.

**ROUNDHOUSE KICK-** Two swift kicks, one after the other. The second kick, the Roundhouse, is one of the most powerful moves (along with the Throw).

- Press the Hard Kick Button TWICE to perform a Roundhouse Kick.

**REVERSE KICK-** A useful move to perform if Bruce's back is turned and the opponent is running towards him, especially when faced with two opponents.

- Press the Control Pad AWAY from the opponent then press the Hard Kick Button TWICE to perform a Reverse Kick.

**SPLIT KICK-** Note that Bruce will only perform this move when an opponent is on either side of him.

- Press the Hard Kick Button to perform a Split Kick.

**JUMPING KICK-** It has a shorter range than the Flying Kick but is just as potent.

- Press the Control Pad UP. While Bruce is in the air, press the Fast or Hard Kick Button to perform a Jumping Kick.



**CHOP-** One of the most powerful moves.

- Press the Control Pad UP. While Bruce is in the air, press the Fast or Hard Punch Button to perform a Chop.



## LONG RANGE ATTACKS

Bruce can leap right across the screen using some of these moves!

**FLIP KICK-** A good long range attack, but Bruce is left vulnerable.

- Press the Control Pad DOWN and TOWARDS the opponent to perform a Flip, then quickly press the Heavy Kick Button to perform a Flip Kick.

**FLYING KICK-** Towards or Away from the opponent.

- Press and hold the Control Pad UP and TOWARDS or AWAY from the opponent. While Bruce is in the air, press the Fast or Hard Kick Button to perform a Flying Kick.

**FLYING CHOP-** A more effective version of the Chop.

- Press the Control Pad UP and TOWARDS the opponent. While Bruce is in the air, press the Fast or Hard Punch Button to perform a Flying Chop.



# DEFENSIVE MOVES

**HIGH BLOCK-** Just the move to defend against high attacks when Bruce is on his feet.

- Press the Control Pad AWAY from the opponent to block an attacking move. Note that Bruce will only perform this move when the opponent is close to him.

**CROUCH-** Useful for avoiding high attacks.

- Press the Control Pad DOWN to crouch.

**CROUCHING BLOCK-** Useful for defending against low attacks.

- Press the Control Pad DOWN and AWAY from the opponent to perform a Crouching Block.

**FLIP-** Towards or away from the opponent. The Flip is the most efficient means of evading low attacks and is the only way to pass through an opponent.

- Press the Control Pad DOWN and RIGHT or LEFT to perform a flip towards or away from the opponent.

**REVIVING BRUCE-** Repeated hits from an opponent can stun Bruce or even knock him to the floor.

- Press any Button (except the Hard Kick Button) repeatedly to revive Bruce when he has been stunned or floored by an opponent.

**SPECIAL RECOVERY KICK-** Note that this move only works if Bruce has been knocked down.

- Press the Hard Kick Button repeatedly to make Bruce leap up with a Kick.



**COUNTER THROW-** If you are quick, this maneuver can be used to reverse your opponent's throw (in all three modes).

- Press away on your Control Pad and simultaneously press the Heavy Punch Button to counter throw your opponent.

## **FIGHTER MODE**

When Bruce has sufficient Chi, you can access Fighter Mode, the fastest method of attack. However, in this mode you have no defense. There are two new types of moves which become available in Fighter Mode. Bruce cannot throw or stomp on an opponent or even block attacks, but the counter throw is still available. Remember : Fighter Mode moves use a lot of Chi! Bruce will automatically fight in Mantis Mode if he has insufficient Chi to sustain Fighter Mode.

**TO SELECT FIGHTER MODE-** Press the R Button to select Fighter Mode.

**TO SELECT MANTIS MODE-** Press the L Button to select Mantis Mode.

**ULTRA-FAST PUNCH-** A short range attack. Provided you can press a Punch Button fast enough, Bruce will deliver a volley of punches, and, after the third punch, all other punches are Ultra-Fast (until you stop pressing a Punch Button).

- Press the Fast or Hard Punch Button repeatedly as quickly as possible to perform an Ultra-Fast Punch.



**ULTRA-FAST KICK-** A medium range attack like the Ultra-Fast Punch, but with more damage.

- Press the Fast or Hard Kick Button repeatedly as quickly as possible to perform an Ultra-Fast Kick.

**SOMERSAULT-** With this special variation of the Mantis Mode Jump, Bruce can leap the width of screen!

- Press the Control Pad UP or UP and TOWARDS or AWAY from the opponent to perform a jump and spin in that direction.

**ULTRA-FAST JUMPING KICK-** A fast, medium range attack.

- Press the Control Pad UP then, while Bruce is in the air, press the Hard Kick Button to perform an Ultra-Fast Jumping Kick.

**ULTRA-FAST FLYING KICK-** A fast, very long range attack - the most powerful Fighter mode move in fact.

- Press the Control Pad UP and TOWARDS the opponent then, while Bruce is in the air, press the Hard Kick Button to perform an Ultra-Fast Flying Kick.





# NUNCHAKU MODE

When Bruce has sufficient Chi, you can access Nunchaku Mode for extended striking distance, but the range of moves is limited. Bruce cannot perform any punches and kicks and has no defense, yet he can still counter-throw. However, the Nunchaku in the right hands can be a deadly weapon. Remember, Nunchaku moves use Chi, but Chi can be built up (see SWAPPING HANDS). Bruce will automatically default to Mantis Mode if he has insufficient Chi to sustain Nunchaku Mode, though Fighter mode is still selectable.

Note that you cannot repeat the same Nunchaku move over and over unless Bruce is moving. For maximum effectiveness you are advised to alternate between Nunchaku moves.

**TO SELECT NUNCHAKU MODE-** Press the R and L Buttons together to select Nunchaku Mode.

**TO SELECT MANTIS MODE-** Press the L Button to select Mantis Mode.

**STAB ATTACK-** A short range attack.

- Press the Hard Kick Button to perform a Stab Attack with the Nunchaku.

**SWING ATTACK-** Slower than a Stab Attack but with a longer range. This move is particularly useful when your opponent is crouching.

- Press the Fast Kick Button to perform a Swing Attack with the Nunchaku.



**SWAPPING HANDS-** Slowly builds up Chi by passing the Nunchaku between Bruce's hands.

- Alternate between the Fast and Heavy Punch Buttons to move the Nunchaku between Bruce's hands.

**NECK-TIE-** Bruce will leap over his opponent and use the Nunchaku's chain to choke the opponent. Note that Bruce must walk into his opponent before attempting this move.

- Press the Heavy Punch Button to perform the Neck-Tie.

## **HOLD IT!**

- Press the Start Button to freeze the action. Two options are presented:

CONTINUE (highlighted) and ABORT GAME.

- Press the Control Pad up or down to move the highlight between the two options.
- Press the Start Button to select the highlighted option.

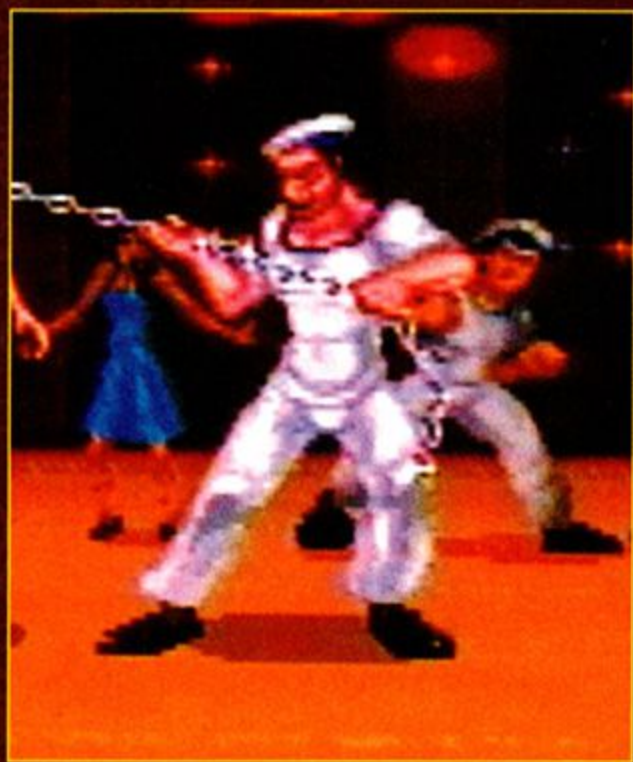


# THE STAGES

Depending on the stage, Bruce will face one or two opponents simultaneously. Note that the DIFFICULTY chosen on the Options Screen determines how many Stages you can play: **PIECE OF CAKE** means you cannot play any further than Stage Four, and **EASIER** means Stage Seven is as far as you can play. Only by playing **NORMAL** or **HARDER** will you get to meet The Phantom!

## STAGE ONE: HONG KONG

The Lantern Festival Dance is bristling with sailors spoiling for a fight. Beware the Sailor's chain!



A Sailor





## STAGE TWO:

### GUSSIE YANG'S KITCHEN

And into an alleyway.  
Mind the Chef's mighty  
meat cleavers!

A Chef

## STAGE THREE: SEATTLE

The University  
Gymnasium is where  
Bruce tackles Scott.  
Watch out for his  
special Spin Kick, his  
Shoulder Kick and his  
novel variation of the  
Heimlich Maneuver.



Scott





Johnny Sun

#### **STAGE FOUR: OAKLAND**

The George Wu Gymnasium marks Bruce's first meeting with Johnny Sun and the place where his back was broken. Can you avoid Johnny Sun's devastating moves such as the Throat Grab and Throw and ultimately change the course of history?

#### **STAGE FIVE: HONG KONG**

On the "Golden Harvest" Film Set. The Female Acrobats wield staffs which are used to pole vault and to strike opponents.





### **STAGE SIX: BRUCE'S KWON**

Scott is back at Bruce's school where he taught Jeet Koon Du, his unique brand of martial arts, to students such as actor Steve McQueen.

### **STAGE SEVEN: LONG BEACH STADIUM**

A bout with a difference: Bruce must defeat Johnny Sun again, but this time within 60 seconds.

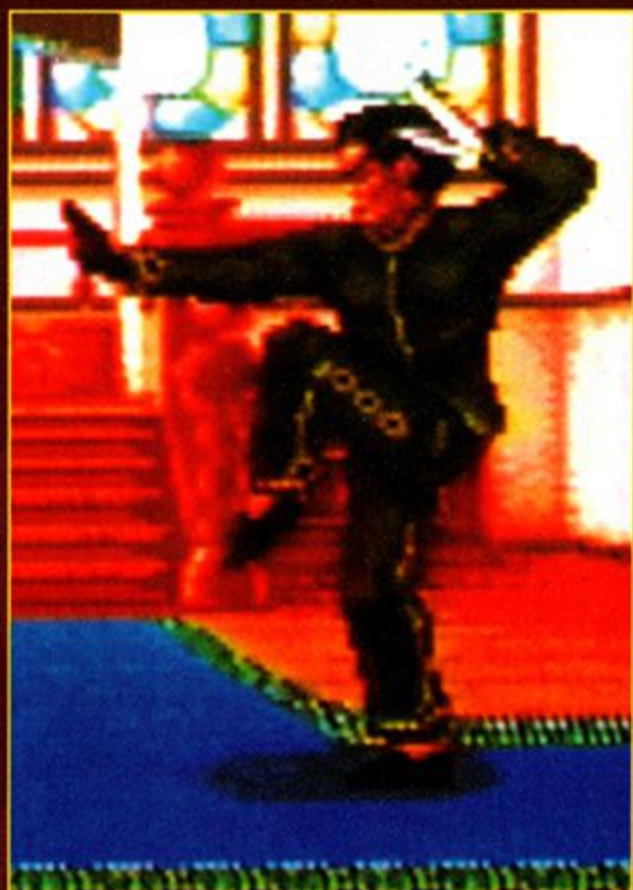
### **STAGE EIGHT: THAILAND**

On the Ice House set of Bruce's first film, "The Big Boss," Johnny Sun's brother Luke is out for revenge. Beware his Foot Sweep and his Flying Kick.



Luke Sun





### STAGE NINE: HONG KONG

On the "Enter The Dragon" Film Set. Watch out for the Claw Man's metal talons, avoid the smoke he blows to daze his opponents, and don't be fooled by his posing!

Claw Man

### STAGE TEN: THE GRAVEYARD

Where The Phantom lurks, armed with a deadly Kwondon.



The Phantom



# THE BONUS ROUND

The fastest but most challenging way to acquire Chi and points is in the Bonus Round. Attack Pete The Dummy, hitting the pads for points - and avoiding the sticks. Be warned, the more often a pad is hit, the faster the stick will spin. However, the faster the stick/pad spins, the faster your Chi level will increase.

(You can only do THE BONUS ROUND in Mantis Mode, the other combat modes are not available at this point).



PETE THE DUMMY

1,000 POINTS

5,000 POINTS

10,000 POINTS



# PLAYING ADVICE

- The Nunchaku may be limited, but it's the only weapon effective against The Phantom. Learn to use it - and use it well.
- Bruce has a higher tolerance to injury when in Mantis Mode; he's stunned easier when in Fighter or Nunchaku Mode.
- When Bruce and his opponent both leap at each other, delay pressing the Kick Button for as long as possible to win the attack.
- The Chop and the Flying Kick are the best attacks to use against an opponent armed with Nunchaku. It takes practice to use those moves correctly, but it's worth it.
- Try to use as many different moves as possible. The more you vary your attack, the more unpredictable your opponent will find you.
- Learn to use the moves (and especially their ranges) by playing a human opponent - without the human!
- When playing a Match, keep an eye out for the Yin Yang symbols which appear. Be first to collect them for extra Chi.



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# STALLONE SNIPES DEMOLITION MAN

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CASTING BY STEVEN BRATTON  
COSTUME DESIGNER JANE SCHWAB  
EDITED BY PETER M. LENKOV  
PRODUCTION DESIGNER ROBERT RENAULT  
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WHERE ARE THE HOSTAGES!?!



JUST LIKE THE GOOD OLD DAYS!



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