

# DRAGON™

THE BRUCE LEE STORY



**JAGUAR™**  
64-BIT

GAME MANUAL  
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# DRAGON™

## THE BRUCE LEE STORY

JAGUAR™ 64-Bit Interactive Multimedia System  
Game Manual

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### Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.

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# THE BRUCE LEE STORY

No single teacher, artist or film-star has had more impact on the martial arts than Bruce Lee. His influence still lives on in Hollywood stars such as Stephen Segal and Jean Claude Van Damme, who have followed in his supremely choreographed footsteps.

Born in San Francisco on November 27 1940 - the year of the dragon - Lee was christened Li Jun Fan. The name means 'return to San Francisco', since his mother, who was to take the family back to Hong Kong less than a year after his birth, felt a return to that city was part of his destiny. Indeed it was. After a turbulent upbringing, listed as a juvenile delinquent and in regular trouble with the police, Lee's parents paid for martial arts lessons in an attempt to shield their son from further harm. Unfortunately for Bruce, no one could save him from his own personal fears. These were personified by The Phantom or 'mythical samurai' which was to plague his thoughts and dreams throughout his life.

Lee learnt a style known as wing chun, named after the woman who developed it. It is a stripped-down form of kung fu, relying on low kicks and a defensive style known as chi sao or 'sticking hands.' This is a technique which involves responding to your opponents' moves by deflecting their blows with minimal efforts. Lee took this style and refined his own idea, 'no form' or jun fan from it. A blend of many styles including karate, savate, judo and even Muhammad Ali's boxing, it was actually inspired by sword fighting, working on the concept of parry and counter in one movement. It became known as jeet kune do, the 'stop-fast' hitting style.

At the age of 18 he returned to San Francisco as his name had predicted. He earned cash as a waiter at his aunt's restaurant, giving dancing lessons, and demonstrating martial arts. However, it was by giving private lessons to wealthier clients from the film industry such as Steve McQueen, James Coburn and Elvis Presley, that earned him both a living and the contacts he needed in Hollywood to launch his film career.

After a difficult start, Lee achieved some fame on both sides of the Pacific. But it was the success of *Way Of The Dragon* that finally gave Bruce his big break in Hollywood. *Enter The Dragon* was his first feature there. With its fast-paced sequences and violent combat action it made him a world-wide celebrity. To date, the film has grossed \$200 million, making it one of the most commercially successful movies ever made.

Bruce Lee was pronounced dead on July 20 1973, aged 32. Newspaper reports concerning an affair, rivalry with business associates and rumours that he had refused to pay protection money to Triads, continue to give credence to the conspiracy theories that suggest he was poisoned. Indeed, traces of drugs discovered at his post-mortem continue to shroud his death in mystery. Some say he fought his final battle against The Phantom, and lost.

To this day he continues to be front page news in the Far East where his legend remains undimmed.

# GETTING STARTED

- 1 Set up your Atari Jaguar Interactive Multimedia System as described in its instruction manual. Plug in Joypad 1. If a second player is to join in, plug in Joypad 2.
- 2 Ensure the Power Button is OFF. Then insert the Dragon Cartridge, its label facing towards you, into the Atari Jaguar Interactive Multimedia System and press it down firmly.
- 3 Press the Power Button ON. After a few seconds, the Jaguar Screen will appear. When the Dragon Title Screen is shown you are ready to play Dragon!

**IMPORTANT!** If the Jaguar Screen doesn't appear, push the Power Button OFF. Ensure your Atari Jaguar Interactive Multimedia System is set up correctly and the Dragon Cartridge is properly inserted. Then press the Power Button to ON again. Always ensure the Power Button is set to OFF before inserting or removing the Dragon Cartridge from the Atari Jaguar Interactive Multimedia System.

# PLAYING DRAGON



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3

## TAKE CONTROL!

Before you begin to play, take the time to familiarise yourself with the movements and functions of the Joypad.

## HOLD IT!

- Press the Pause Button to freeze the action..
- Press the A Button while the action is frozen to select the Music Volume..
- Press the B Button while the action is frozen to select the FX Volume.
- Press the Joypad LEFT or RIGHT to adjust the Music or FX Volume.
- Press the Pause Button when the action is frozen to resume play.

# TITLE SCREEN

After the Jaguar Screen and Credits have been shown, the Dragon Title Screen is presented. After a short time the 10 highest scores are displayed.

Note that if no Button is pressed on a Joypad, a brief demonstration of Dragon in action is shown.



Press the A, B, or C Button to call up the Game Select screen.



# 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 battle between two or three Bruce Lee characters.

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Four options are presented. The option to be selected or changed is indicated by a small Yin Yang symbol. All options are chosen as follows ...

- Press the Joypad up or down to move the Yin Yang from option to option.
- Press A, B or C Button to select the option.
- Press the Joypad left or right to change the indicated option.

**ONE PLAYER STORY GAME** Select this to fight opponents controlled by the Atari Jaguar Interactive Multimedia System in a progressive battle 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 Jaguar controlled opponent.

**ONE PLAYER BATTLE** Take on another Bruce Lee Jaguar controlled opponent at the scene of your choice. Note that selecting this option calls up the Battle Game Screen (see **THE BATTLE GAME SCREEN** on page 8).

**TWO PLAYER BATTLE** 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 **BATTLE Game Screen** (see **THE BATTLE GAME SCREEN** on page 8).

**TWO PLAYER VS CPU BATTLE** Three Bruce Lee characters fight for glory, with the Atari Jaguar Interactive Multimedia System in control of the third player. Note that selecting this option calls up the Battle Game Screen (see **THE BATTLE GAME SCREEN** on page 8).

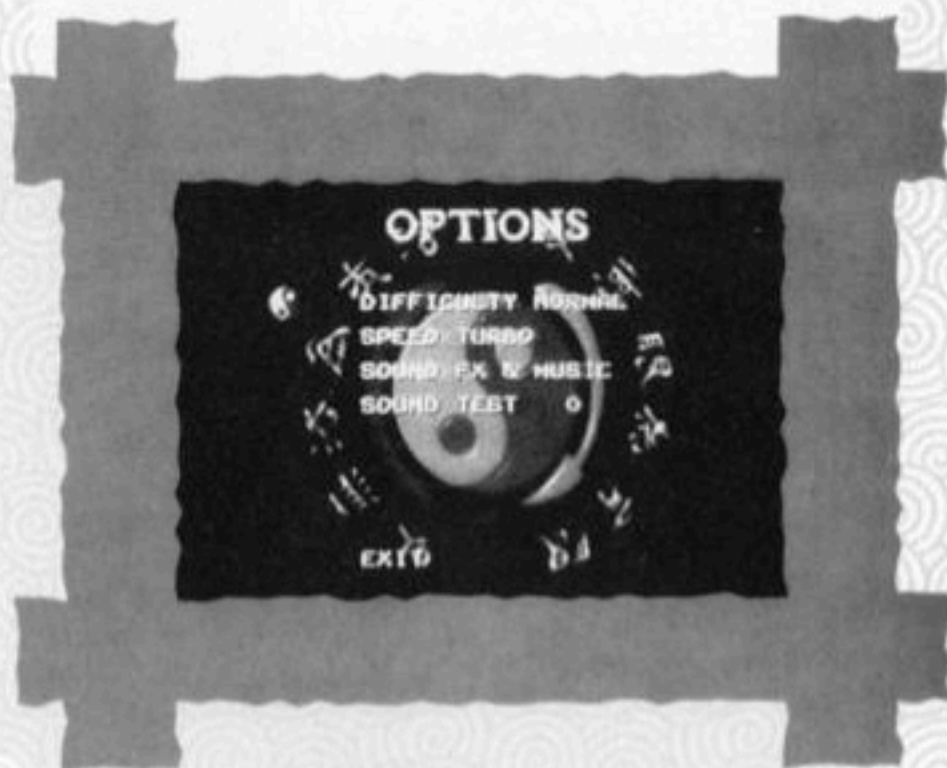
**HIGH SCORES** See the names of the ten best players. Note that your high scores will be stored when you turn off your Atari Jaguar Interactive Multimedia System.

**OPTIONS** Calls up the Options Screen (see **THE OPTIONS SCREEN** on the next page).

# OPTIONS SCREEN

## DIFFICULTY NORMAL

Or choose from **PIECE OF CAKE**, **EASY**, **TOUGH** or **ARCADE** 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 27)



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**SPEED NORMAL** Or choose from **TURBO** and (if you feel hard enough) **MANJC**.

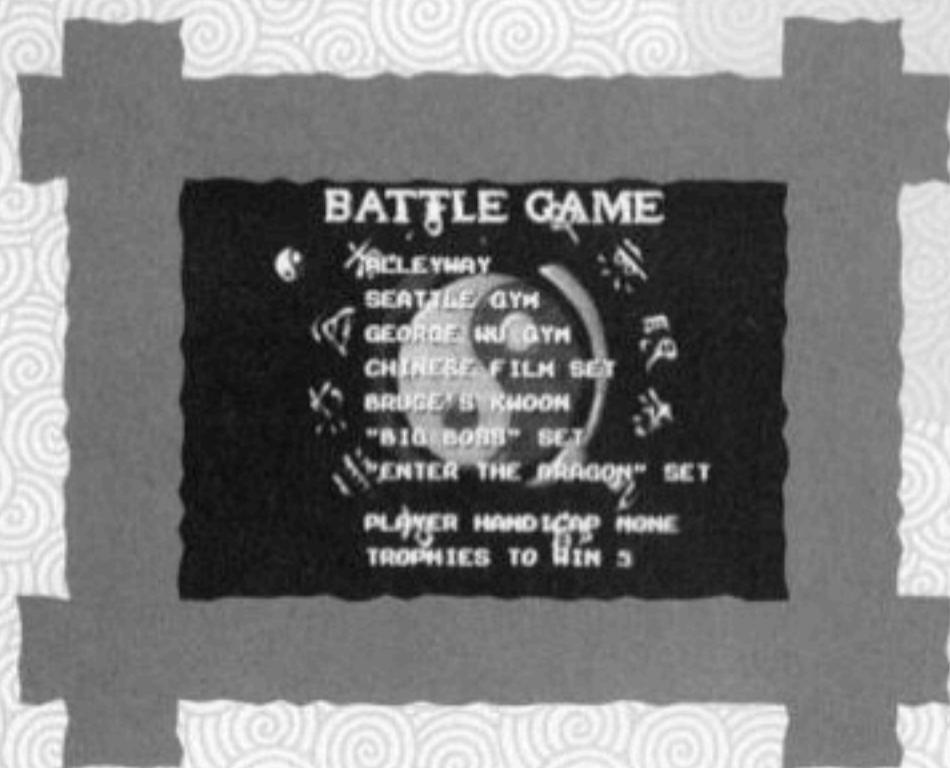
**SOUND FX & MUSIC** Or perhaps you'd prefer only **MUSJC** or **FX** to accompany play? You could even select **OFF**.

**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.

- Press any Button except the Joypad to listen to the sound effect.

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

# BATTLE GAME SCREEN



Having selected a one, two or two player V Cpu battle, the Battle Game Screen is presented. To begin play, choose a scene from the selection of seven (for further details of the scenes, see **THE STAGES** on page 27).

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

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

**HANDICAP** 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 Battle (all three if need be). Note that the handicap defaults to **NONE** for each Battle.

# MEMORY SAVE

Volume, high scores, and game options are retained in the cartridge even if you have turned off your Jaguar 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press \*, Option and # while on the "Dragon—The Bruce Lee Story" Title screen.

# WHAT YOU CAN EXPECT TO SEE

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*.

PLAYER 1 SCORE

PLAYER 2 SCORE

OPPONENT'S  
ENERGY

PLAYER 1  
ENERGY

PLAYER 2  
ENERGY

PLAYER 1  
CHJ

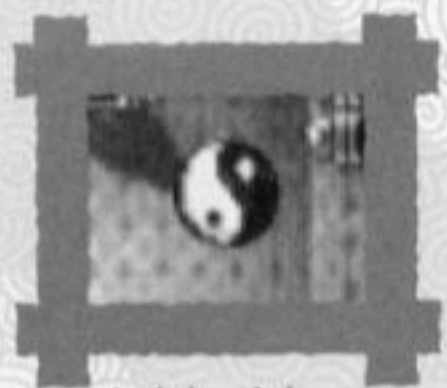
PLAYER 2  
CHJ



**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 12). The Chi meter is boosted for every successful attack (hit) and lost when an attack fails (Chi is lost in all modes, however Chi is gained from successful attacks in Mantis mode only), 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.

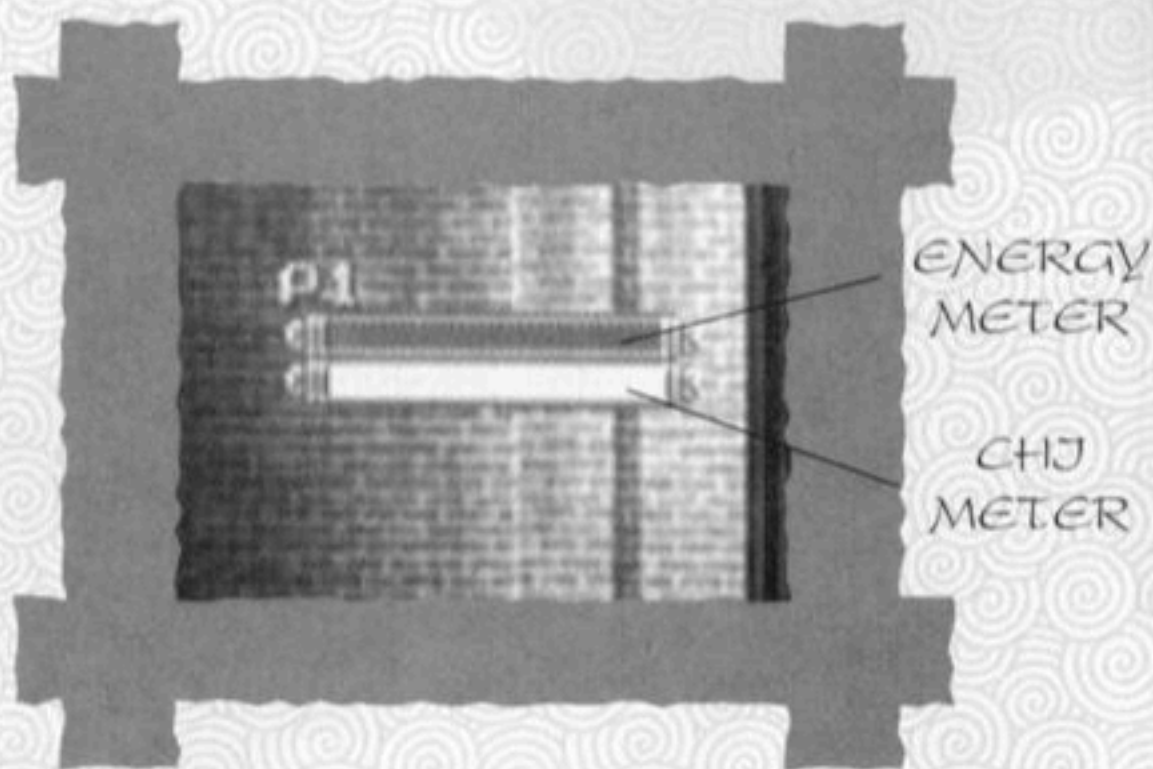


A Yin-Yang

**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 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.



Note that both Fighter and Nunchaku mode are fuelled 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 but energy replacement is slow. Note that the following moves assume that Bruce is facing an opponent on his



# BASIC MOVEMENTS



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

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



**FAST KICK** Faster than a Hard Kick but weaker with it.

- Press the **C** Button to perform a Fast Kick.



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

- Press the B Button to perform a Fast Punch.



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

- Press the Option Button to select a Hard Punch.
- Press the A Button to perform a Hard Punch.



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

- Press the Option Button to select a Hard Kick.
- Press the A Button to perform a Hard Kick.

**NOTE:** The Option Button is used to switch the function of the A Button between Hard Punch and 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 defence against a Shin Kick.

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



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

- Press and hold the Joypad *AWAY* from the opponent then simultaneously press the Fast Punch Button to throw the opponent.



**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 Joypad UP or UP and TOWARDS or AWAY from the opponent then, when Bruce is at the peak of the jump and above his opponent's chest, press the Joypad DOWN to perform a Stomp.

# SHORT RANGE ATTACKS

Only effective when Bruce is fairly close to his opponent.



**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 Joypad **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 defence against a Low Kick is to Flip away from the opponent.

- Press and hold the Joypad **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 with it.

- Press and hold the Joypad **DOWN** then press the Hard Kick Button to

# 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 the most powerful move (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 Joypad **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 either side of him.

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

## MOVES



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

- Press the Joypad UP then, 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 Joypad UP then, 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 Joypad **DOWN** and **TOWARDS** the opponent to perform a Flip then quickly press the **Hard Kick Button** to perform a Flip Kick.



**FLYING KICK** Towards or away from the opponent.

- Press and hold the Joypad **UP** and **TOWARDS** or **AWAY** from the opponent then, while Bruce is in the air, press the **Fast or Hard Kick Button** to perform a Flying Kick.

Fast or Hard Kick

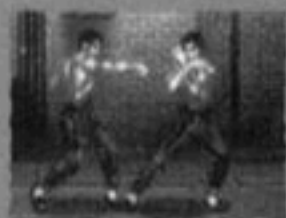


**FLYING CHOP** A more effective version of the Chop.

- Press the Joypad **UP** and **TOWARDS** the opponent then, while Bruce is in the air, press the **Fast or Hard Punch Button** to perform a



# DEFENSIVE MOVES



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

- Press the Joypad **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 Joypad **DOWN** to crouch.



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

- Press the Joypad **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.

- Press the Joypad **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 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 opponents throw, in all three modes.

- Press away on the Joypad and simultaneously press the Fast 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 '2' or '5' on the Keypad to Select Fighter Mode.

## TO SELECT MANTIS MODE

- Press '1' or '4' on the Keypad 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 a more powerful kicking action.

- 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 Joypad 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 Joypad 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 Joypad 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, but the Nunchaku in the right hands can be a deadly weapon. Remember : Nunchaku moves use *Chi*! (however *Chi* can be built up, see *SWAPPING HANDS* Page 26) 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.

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## TO SELECT NUNCHAKU MODE

- Press '3' or '6' on the Keypad to select Nunchaku Mode.



## TO SELECT MANTIS MODE

- Press '1' or '4' on the Keypad 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 build up Chi by moving the Nunchaku between Bruce's hands.

- Press a Punch Button 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 Joypad towards your opponent and simultaneously press the Fast Punch Button to perform the Neck-Tie.

# THE STAGES

Depending on the stage, Bruce will face one or two opponents simultaneously. Note that the *DJFFJCULTY* chosen on the Options Screen determines how many Stages you can play: *PJECE OF CAKE* means you cannot play any further than Stage Four, and *EASY* 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!

**STAGE TWO: GUSSIE YANG'S KITCHEN** And into an alleyway. Mind the chef's mighty meat cleavers!

**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.

**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 strike opponents and pole vault.

**STAGE SIX: BRUCE'S KWON** Scott is back at Bruce's school where he taught Jeet Koon Do, 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.

**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!

**STAGE TEN: THE GRAVEYARD** Where The Phantom lurks, armed with a deadly Kwondon.



# 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.

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

# 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 Battle, keep an eye out for the Yin Yang symbols which appear. Be first to collect them for extra Chi.

## Warranty

Atari warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a Warranty Period of ninety (90) days from the date of purchase as evidenced by your receipt. Atari will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, who will follow the required procedure to obtain a replacement.

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