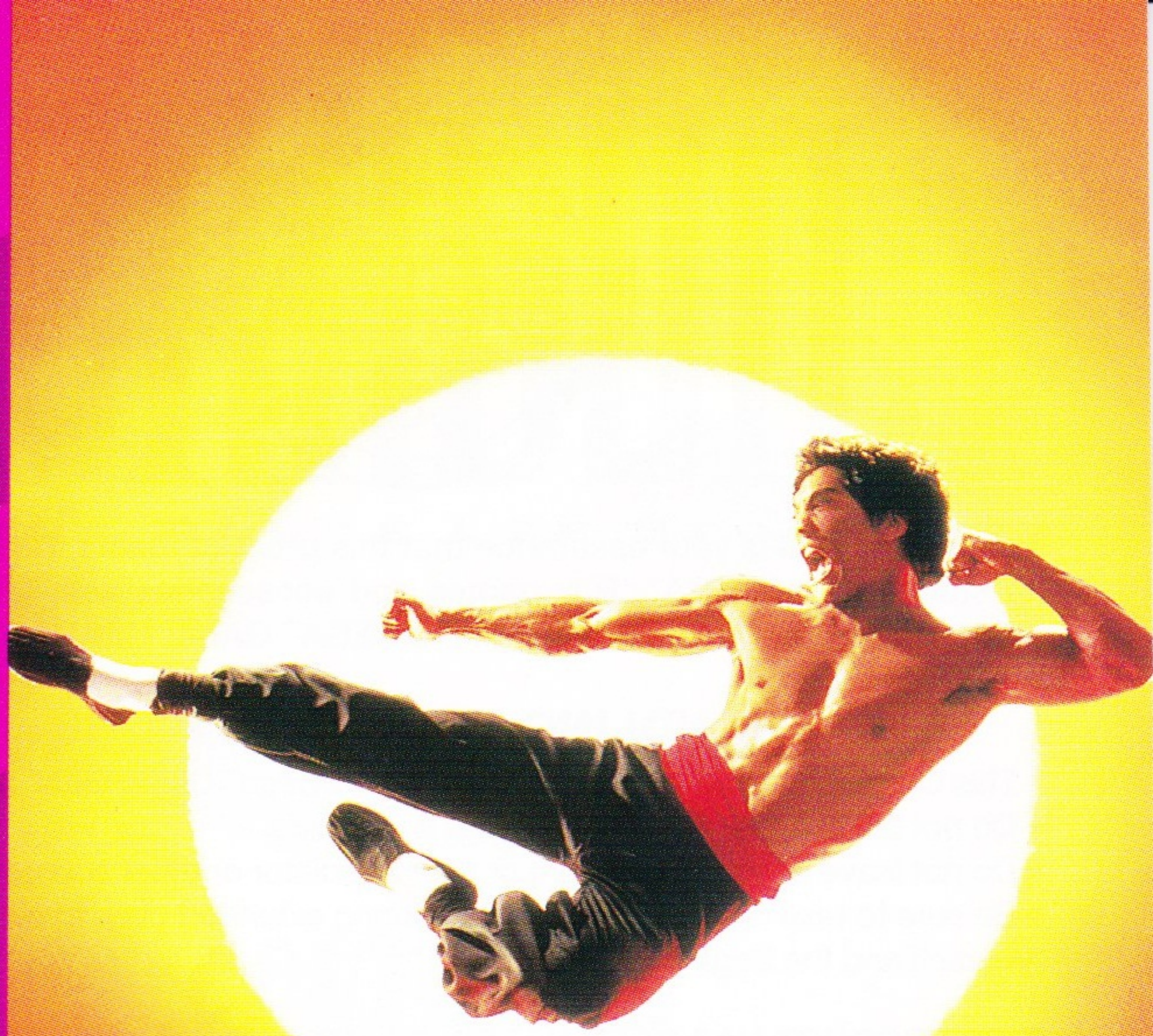
SEGA™

GAME GEAR™



DRAGON™

THE BRUCE LEE STORY

INSTRUCTION MANUAL

Acclaim® entertainment, inc.

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

OFFICIAL SEGA SEAL OF QUALITY

TEEN
AGES 13+

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ 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 and the Sega cartridge.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

DRAGON™

THE BRUCE LEE STORY



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STARTING UP

•Set up your Sega™ Game Gear™ System as described in its instruction manual.

• Ensure the power switch is OFF. Then insert the DRAGON™ Cartridge into the Sega™ Game Gear™ unit.

• Turn the power switch ON. After a few seconds, the Sega™ Screen will appear. When the DRAGON™ Title Screen is shown you are ready to play DRAGON™!

IMPORTANT! If the Sega™ Screen does not appear, push the Power Switch to 'OFF'. Ensure your Game Gear™ is set up correctly (do the batteries need replacing?) and the DRAGON™ Cartridge is properly inserted. Then push the Power Switch to 'ON' again. Always ensure the Power Switch is 'OFF' before inserting or removing the DRAGON™ Cartridge.

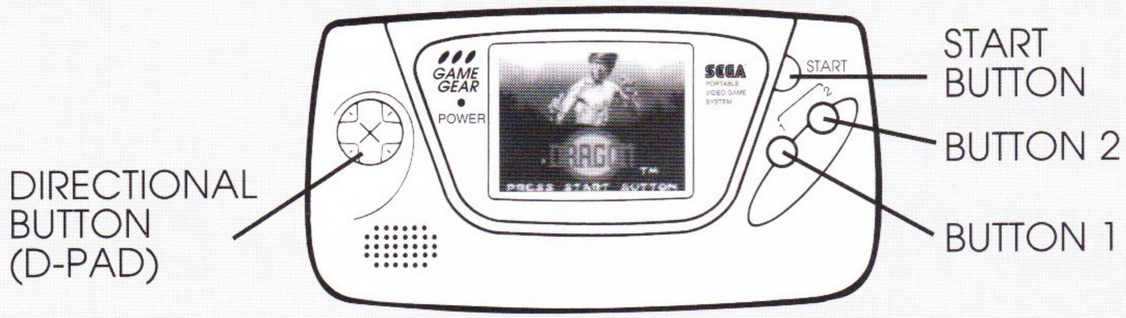


PLAYING DRAGON™

TAKE CONTROL!

Before you begin to play, take the time to familiarize yourself with the movements and functions of the Game Gear™ buttons ...

THE SEGA™ GAME GEAR™ CONTROLLER



THE TITLE SCREEN

After the credits have been shown, the Title Screen is presented.



- Press the START BUTTON to call up options.

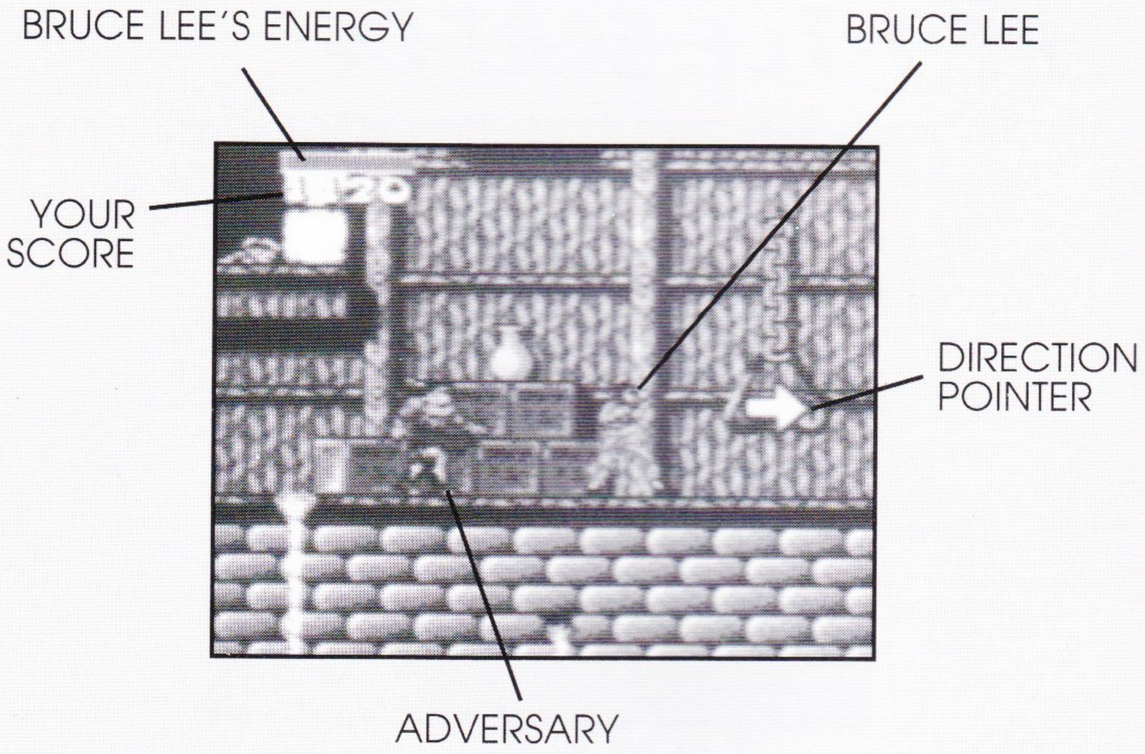
  Two options are presented ...
- Press the D-PAD up or down to select an option.
- Press Button 1 or 2 to change the option.

SKILL - Choose between EASY, MEDIUM or HARD skill levels.

LIVES - 3 lives may be enough for skillful players, but beginners (and lazy veterans!) can choose up to 5 lives.

START GAME What are you waiting for?

WHAT YOU CAN EXPECT TO SEE DURING PLAY



BRUCE LEE - The great man himself. (See CONTROLLING BRUCE LEE on page 6).

ADVERSARY - One of many assailants out to put a stop to Bruce's progress. Hit them hard and fast. For further details about the adversaries, see APPENDIX THREE, KNOW YOUR ADVERSARIES on page 9.

BRUCE LEE'S ENERGY - Every hit taken by Bruce reduces the length of this bar. When the bar has depleted, a Bruce Lee character is lost. When all Bruce Lee characters are lost, it's Game Over.

YOUR SCORE - Points are given for every adversary removed from play. You can also increase your score by collecting Special Pick-Ups and performing certain tasks.

DIRECTION POINTER - Shows you which way Bruce is supposed to go to reach the end of the level.

CONTROLLING BRUCE LEE

Practice the following movements at the beginning of the first section.

- Press the D-PAD left or right to move Bruce in those directions.
- Press the D-PAD down to make Bruce Crouch.
- Press Button 1 to make Bruce Jump straight up. Note that Bruce can be moved left or right through the air.
- Press and hold the D-PAD left or right then press Button 1 to make Bruce Jump in those directions.
- Press and hold the D-PAD up then press Button 1 to make Bruce perform a High Jump - but only where appropriate.

- Press the D-PAD down then press Button 1 to make Bruce jump down through a platform - but only where appropriate.
- Press and hold Button 2 then press the D-PAD up to make Bruce perform a High Kick in the direction he's facing.
- Press and hold Button 2 then press the D-PAD towards an adversary to make Bruce Punch in that direction.
- Press the D-PAD Down then hold Button 2 to make Bruce perform a Low Kick.
- Press and hold Button 2 then press Button 1 to make Bruce perform a Flying Kick.
- Press and hold Button 2 then press the D-PAD away from an adversary to make Bruce perform a Spinning Punch.
- Press and hold Button 2 then press the D-PAD up and away to make Bruce perform a Round House kick.
- Press the D-PAD down when Bruce Lee falls from a jump down (not a jump up) to make him 'Stomp'.

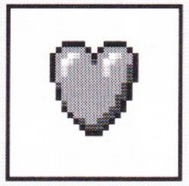
HOLD IT!

- Press the Start Button to freeze the action.
- Press the Start Button while the action is frozen to resume play.

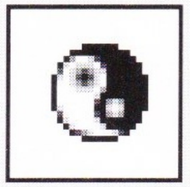
APPENDIX ONE:

SPECIAL PICK-UPS

To collect any of the following Special Pick-Ups simply use a Low Kick.



HEART - This will boost Bruce's energy by roughly a quarter of his potential.



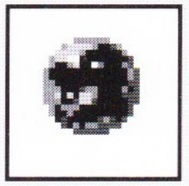
YIN-YANG - Its mystical properties restore all of Bruce's health.



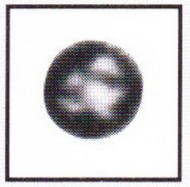
PAPER LANTERN - It spins and is worth 20 points.



LANTERN - It's worth 40 points.



DRAGON™ PEARL - This globe's worth 50 points.



COIN - A spinning one with a head on it provides an extra Bruce Lee character.

APPENDIX TWO:

EXTRA SPECIAL PICK-UPS

The following pair of Extra Special Pick-ups are collected in the same way as the Special Pick-Ups, only these two provide Bruce with special powers - until a Bruce Lee character is lost or the level in question is completed.



BELL - Ding dong! You score twice as many points for any adversaries Bruce removes from play. Cannot be used one after the other.



FLAMING PLATE - Increases Bruce's strength so that with a single punch or kick he can knock back an adversary.

APPENDIX THREE:

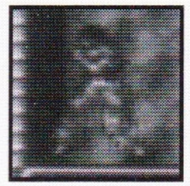
KNOW YOUR ADVERSARIES



SAILORS - The most common adversary. All of these guys pack a punch and a kick, but some of them throw boomerangs.



MR. PLANKS - These sailors carry a plank of wood which they use to strike.



FIRE BREATHERS - They have fiery breath (which is best avoided) and they roll around a lot, too.



MR. COOLS - These mad-men derive satisfaction from sliding ice blocks at Bruce. Don't just stand there - jump!



NINJAS - Be extra wary of these chaps! With their punches, kicks, sweeps and flying kicks, they are among the worst adversaries that Bruce encounters, and their shadow-like ninja skills mean that there's no telling from where they will appear. All ninjas are armed with Shuriken stars, and they get real mean on the later levels, so watch out.



CHEFS - They wield razor-sharp meat cleavers which they tend to throw like boomerangs!



THE BOSS SAILOR - He's a big guy, but the bigger they are ... Watch out for his chains, which he throws in all directions.



LUKE SUN - This experienced fighter is as cool as they come! A bruising battler with a chilling effect on his foes, Luke's choice of deadly weapon is appropriate— ice blocks !



FAN DANCER - She's meaner than she looks. Her kicks are powerful, but above all, beware of her fan - she will hit Bruce with it if she gets close enough. Otherwise, she will throw it upwards or like a boomerang.



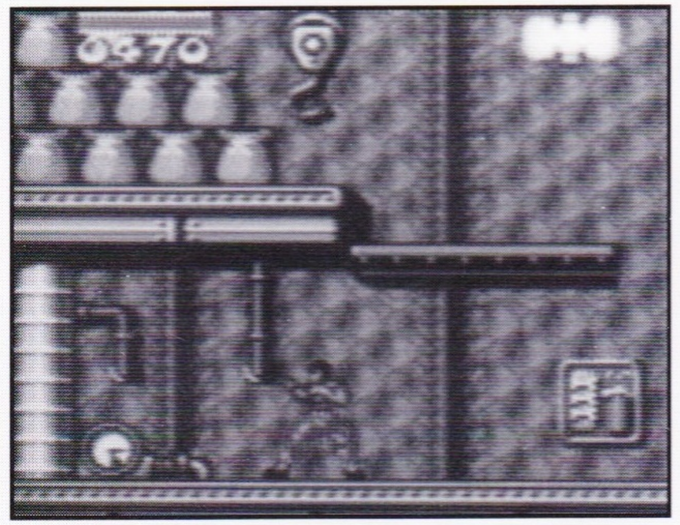
THE PHANTOM - Bruce's biggest challenge takes place in the Hall Of Mirrors. The Phantom is armed with a sword that packs a surprise punch. And be warned: the Phantom cannot be hurt when he lives up to his name!

APPENDIX FOUR:

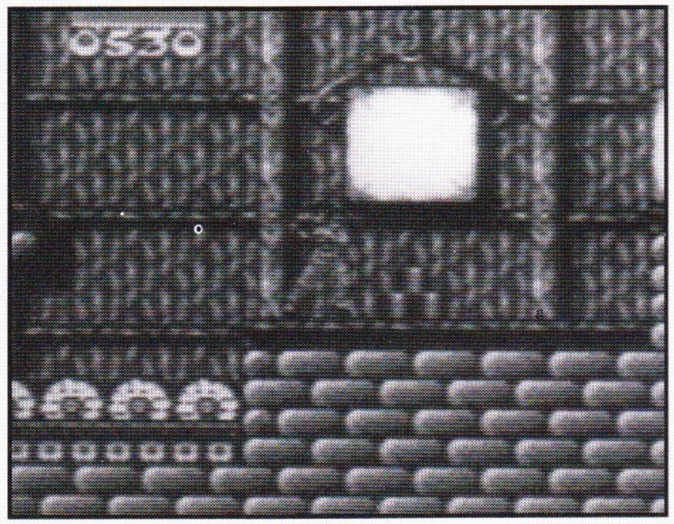
THE LEVELS

There are four levels, each comprising three sections. As Bruce progresses through the levels, his adversaries become stronger and more intelligent. You have been warned!

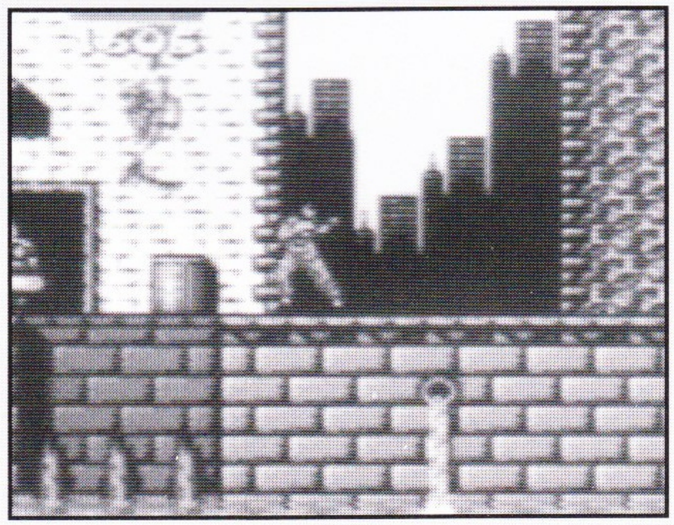
THE STEAMER - Bruce learns from his father that he was born in America. With some money in his pocket, Bruce travels to the United States to see his home country for the first time.



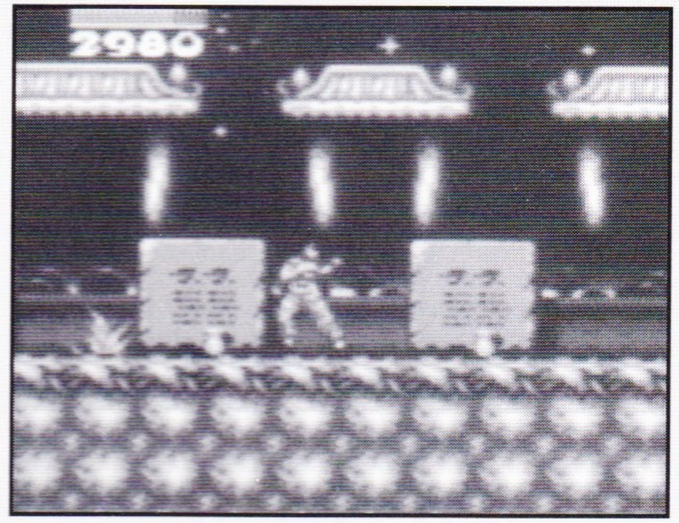
THE ICE HOUSE - Bruce is attacked while filming The Big Boss. He also meets an old foe called Luke Sun. Avoid the buzz saws; they come in two different sizes, but both are deadly.



VICTORIA HARBOR - It seems that danger lurks wherever Bruce goes - even when he's out to lunch with his wife, Linda. Note that the scene on which this level is based was removed from the final cut of the film.



THE GRAVEYARD - A confrontation with The Phantom awaits ... Beware of fiery pits and every form of adversary seen so far!

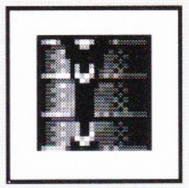


APPENDIX FIVE:

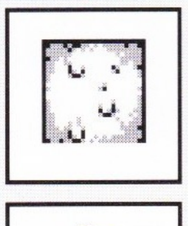
PLAYING ADVICE

- Take advantage of the fact that (usually) only one adversary will attack at a time.
- Adversaries often appear from all sides: some of them walk on, some drop in, and others... Watch the doors and windows - adversaries have a tendency to appear from them. When the screen stops moving, give Bruce some breathing space by keeping him away from any doors and windows.
- The ninjas pause slightly before throwing a Shuriken star. Look carefully to see if they stay standing or drop down, and prepare to either duck or jump.
- Master the Bruce Lee 'Stomp' to make your mark, especially on the Boss characters found at the end of the levels ...

- Bonus points are awarded at the end of a level for removing adversaries from play by using combination moves - for example, a punch followed by a kick. You can tell that Bruce has performed a combination move because the 'flash' will be slightly larger. Bear in mind though, that combination moves will not be possible when Bruce has picked up the Flaming Plate (see EXTRA SPECIAL PICK-UPS on page 9), so you won't score any bonus points while it's in use.
- Make the most of the following items when you see them ...



BARREL



ICE BLOCK



FLAMING URN

- Kick any of the above and watch them fly ... hopefully straight into an adversary or two (or more). But beware! These items have a tendency to bounce off walls and they could hurt Bruce, so use them with caution. A bonus is awarded at the end of a level for using any of the above items to remove adversaries from play.
- Some Special and Extra Special Pick-Ups are hidden behind barrels and other items .
- When standing on the very edge of a platform, don't bother attempting a move that would mean Bruce Lee's foot falling into the empty space.

NOTES

NOTES

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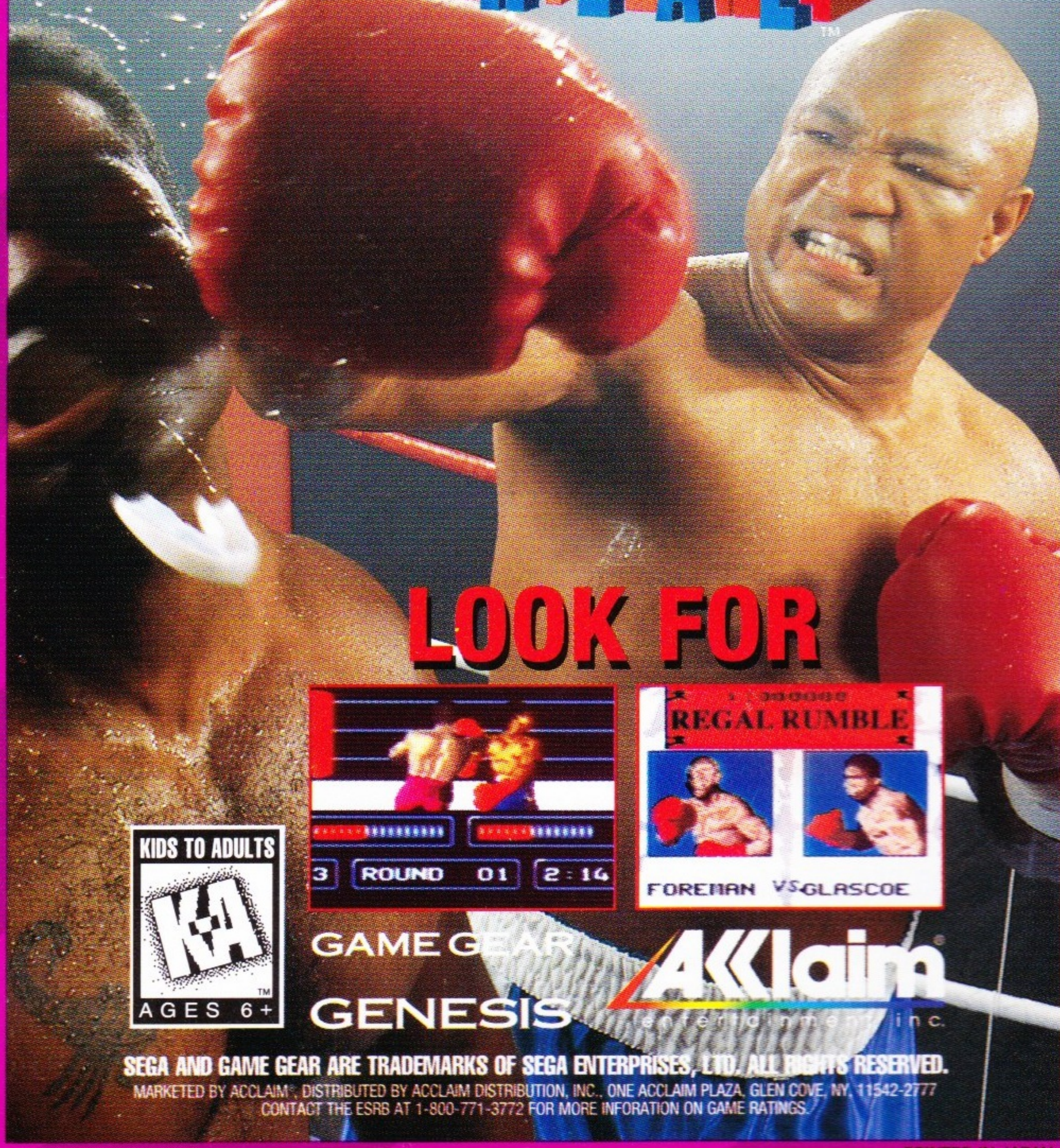
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FOREMAN FOR REAL™



LOOK FOR

KIDS TO ADULTS

AGES 6+

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