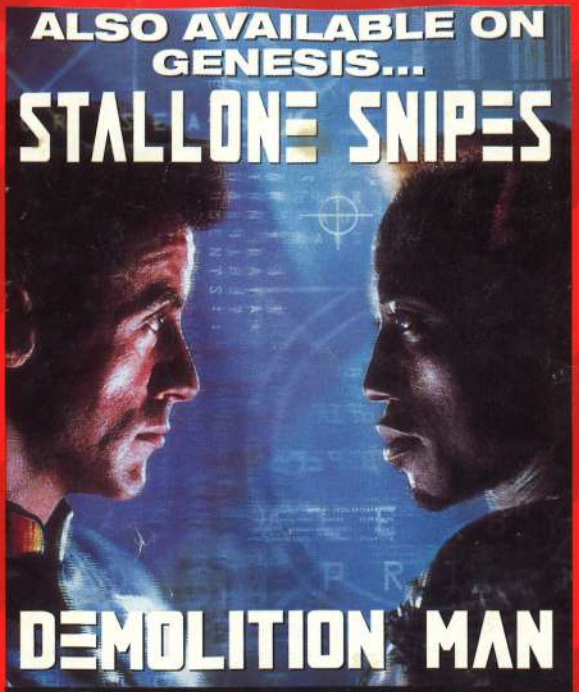
Video Gallery
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ALSO AVAILABLE ON GENESIS...

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DEMOLITION MAN



WHERE ARE THE HOSTAGES!?!

YOU ARE NOW ENTERING THE HALL OF VIOLENCE!

PROCEED WITH EXTREME ASSERTIVENESS!

KIDS TO ADULTS AGES 6+

GENESIS

Acclaim entertainment, inc.

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GENESIS™

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DRAGON™

THE BRUCE LEE STORY

INSTRUCTION MANUAL

Acclaim entertainment, inc.

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

TEEN T™ AGES 13+

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- 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.

WARNING

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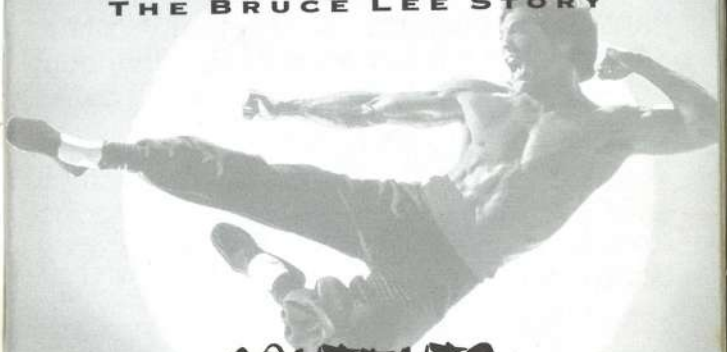
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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic 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

1. Set up your Sega™ Genesis™ as described in its instruction manual. Plug in Control Pad 1. If a second player is to join in, plug in Control Pad 2. Note that if a third person wishes to play DRAGON™, a Sega™ Team Player Adaptor™ must be connected to the Genesis™. Consult the instruction manual provided with the Team Player Adaptor™ for further details of how to connect the Team Player Adaptor™.

2. Ensure the Power Switch is set to OFF. Then insert the DRAGON™ Cartridge, its label facing towards you, into the Genesis™ and press it down firmly.

3. Push the Power Switch to 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 doesn't appear, push the Power Switch to OFF. Ensure your Genesis™ is set up correctly and the DRAGON™ Cartridge is properly inserted. Then push the Power Switch to ON again. Always ensure the Power Switch is set to OFF before inserting or removing the DRAGON™ Cartridge.



The Sega™ Genesis™ and Control Pad

PLAYING DRAGON

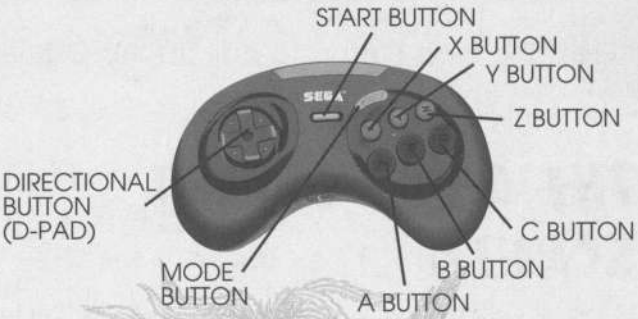
TAKE CONTROL!

Before you begin to play, take the time to familiarize yourself with the movements and functions of the Control Pad or the Six-Button Control Pad.

THE SEGA™ GENESIS™ CONTROL PAD



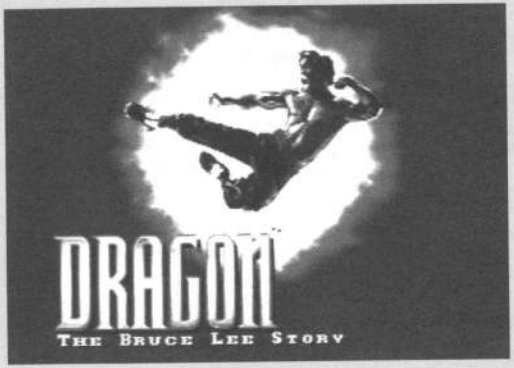
THE SEGA™ GENESIS™ SIX BUTTON CONTROL PAD



THE TITLE SCREEN

After the Sega™ Screen and Credits have been shown, the DRAGON™ Title Screen is presented. After a short time the 10 highest scores are displayed and eventually a slide show introduction sets the scene.

Note that if no Button is pressed on a Control Pad, 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 battle between two or three Bruce Lee characters.

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

- Press the D-Pad up or down to move the Yin Yang from option to option.
- Press ANY Button (including the Start Button) to select the option.
- Press the D-Pad left or right to change the indicated option.

ONE PLAYER STORY GAME Select this to fight opponents controlled by the Genesis™ 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 Genesis™ controlled opponent.

ONE PLAYER BATTLE Take on another Bruce Lee controlled by the Genesis™ at the scene of your choice. Note that selecting this option calls up the Battle Game Screen (see THE BATTLE GAME SCREEN on page 9).

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 9).

TWO PLAYER VS CPU BATTLE Three Bruce Lee characters fight for glory, with the Genesis™ in control of the third player. Note that selecting this option calls up the Battle Game Screen (see THE BATTLE GAME SCREEN on page 9).

THREE PLAYER BATTLE If a Team Player Adaptor™ is attached to your Genesis™, a third person can join in for all out combat. Note that selecting this option calls up the Battle Game Screen (see THE BATTLE GAME SCREEN on page 9). Before each match, player control is determined by pressing the START BUTTON. The first player to press the START BUTTON will play as player 1, the second to do so will play as player 2, and the last player as player 3.

HIGH SCORES See the names of the ten best players of the day. Note that your high scores will be lost when you turn off your Genesis™ (but not when the Reset Button is pressed).

OPTIONS Calls up the Options Screen.

THE OPTIONS SCREEN

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

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 24).



The Option Screen

SPEED - NORMAL Or choose from TURBO and (if you feel tough enough) MANIC.

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

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

- Press any Button except the D-Pad to listen to the sound effect or music.

MOVIES - ON Or OFF 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.

Video Gallery
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THE BATTLE GAME SCREEN

Having selected a one, two or three player battle, the Battle Game Screen is presented. To



The Battle Game Screen

begin play, choose a scene from among the selection of seven (for further details of the scenes, see THE STAGES on page 24).

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

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 BATTLE



THREE PLAYER BATTLE

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



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 this page). The Chi meter is boosted for every successful attack (hit) and lost when an attack fails (Chi is lost in all modes, but 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.



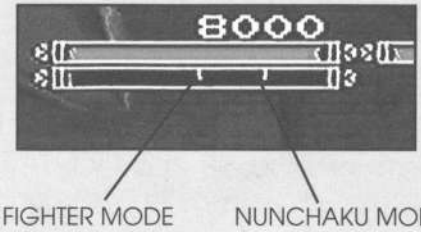
Yin Yang

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 the end of each bout, whether Bruce has won or lost.

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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 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 but energy replacement is slow. Note that the following moves assume that Bruce is facing an opponent on his right.

Video Gallery

BASIC MOVEMENTS

Note that with a standard three-button Control Pad, the Start Button is used to switch between a Hard Punch and a Hard Kick.

WALKING Note that Bruce cannot walk through his opponents.

- Press the D-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 D-Pad UP to jump straight up.
- Press the D-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 A-Button to perform a Fast Kick. And with a Six-Button Control Pad ...
- Press the A-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. And with a Six-Button Control Pad ...
- Press the X-Button to perform a Fast Punch.

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

- Press the Start Button to select a Hard Punch.

Video Gallery

- Press the C-Button to perform a Hard Punch. And with a Six-Button Control Pad ...
- Press the Y-Button to perform a Hard Punch.

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

- Press the Start Button to select a Hard Kick.
- Press the C-Button to perform a Hard Kick And with a Six-Button Control Pad ...
- Press the B-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 the most powerful (along with the Roundhouse Kick).

- Press and hold the D-Pad 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 D-Pad 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 D-Pad 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 D-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 D-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 D-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 D-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 D-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 D-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 D-Pad DOWN and TOWARDS the opponent to perform a Flip then quickly press the Hard Kick Button to perform a Flip Kick.

(Note : If playing on a 3 - Button Pad the FLIP KICK is not available if you have selected Hard Punch).

FLYING KICK Towards or Away from the opponent.

- Press and hold the D-Pad 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.

FLYING CHOP A more effective version of the Chop.

- Press the D-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 D-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 D-Pad DOWN to crouch.

CROUCHING BLOCK Useful for defending against low attacks.

- Press the D-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.

- Press the D-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 D-Pad or Hard Punch 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 manuever can be used to reverse your opponents throw, in all three modes.

- Press away on the D-Pad 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 and hold the Start Button then press the D-Pad LEFT to select Fighter Mode.

And with a Six-Button Control Pad ...

- Press and hold the Mode Button then press the Y-Button to select Fighter Mode.

TO SELECT MANTIS MODE • Press and hold the Start Button then press the D-Pad DOWN to select Mantis Mode.

And with a Six-Button Control Pad ...

- Press and hold the Mode Button then press the X 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 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 D-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 D-Pad UP. 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 D-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, but 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 and hold the Start Button then press the D-Pad UP to select Nunchaku Mode.

And with a Six-Button Control Pad ...

- Press and hold the Mode Button then press the Z-Button to select Nunchaku Mode.

TO SELECT MANTIS MODE

- Press and hold the Start Button then press the D-Pad DOWN to select Mantis Mode.

And with a Six-Button Control Pad ...

- Press and hold the Mode Button then press the X-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 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 D-Pad towards your opponent and simultaneously press the Fast Punch Button to perform the Neck-Tie.

HOLD IT!

- Press the Start Button together with the A, B and C-Buttons to freeze the action.
- Press the Start Button together with the A, B or C-Button when the action is frozen to resume play.
- Press and hold the Start Button together with the A, B and C-Buttons for approximately two seconds to quit the action and return to the Title Screen.

And with a Six-Button Control Pad ...

- Press the Start Button to freeze the action.
- Press the Start Button when the action is frozen to resume play.
- Press and hold the Start Button for approximately two seconds to quit the action and return to the Title Screen.

Video Gallery

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 EASY means Stage Seven is as far as you can play. Only by playing at the NORMAL level (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 Manuever.



SCOTT

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.



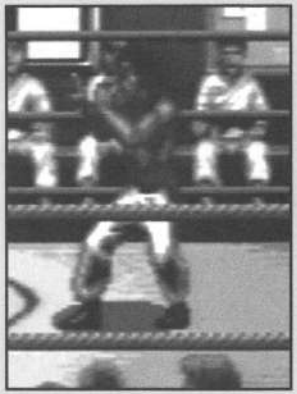
A FEMALE ACROBAT

STAGE SIX: BRUCE'S KWOON

Scott is back at Bruce's school where he taught Jeet Kune 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.



JOHNNY SUN



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 of 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

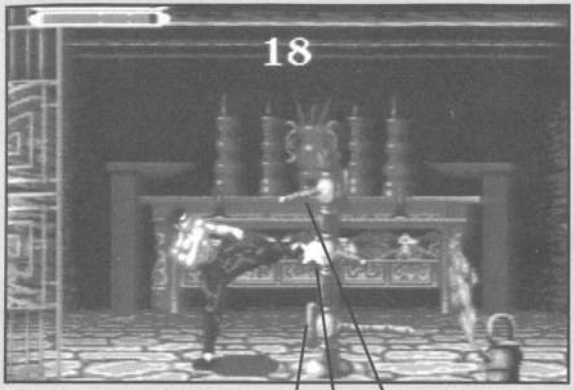


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THE BONUS ROUND

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

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.

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Acclaim Hotline/Consumer Service Department (516) 759-7800

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