

# BRUCE LEE™

## REQUIREMENTS

- IBM® PC (128K) or • IBM® PCjr (128K)
- TV or video monitor • Disk drive
- Joysticks optional • TV set or video monitor
- Color Graphics Card • Joysticks)
- Game Card

## GETTING STARTED

(1) Turn off your computer. Connect a joystick if you have one. (2) Turn on the power to your TV or video monitor. (3) Insert the BRUCE LEE™ diskette with the label side up. Close the disk drive door. (4) Turn on the computer. The program will load automatically. Leave the disk in the drive during game play.

The game selection screen will appear offering you four options for play, and an optional joystick or keyboard mode. Press the J or K key to select joystick or keyboard mode. (If using the joystick mode, make sure your joystick(s) are at center position when you turn on the computer and whenever you start the game.) Select the play option you want by pressing the corresponding letter key at the left, or select an option by moving your joystick up or down, and then press joystick button. Depending upon whether you have one or two joystick(s) connected to your computer, some game options will not be available to you. NOTE: If your video display happens to be off-center (on PC), press the F9 or F10 function keys to shift the display to the left or right respectively.

**A) ONE PLAYER VS. COMPUTER** — You are Bruce competing against the computer's Green Yamo. You can take five falls before the game is over.

**B) TWO PLAYERS VS. COMPUTER** — You and another person take turns being Bruce, competing against the computer's Green Yamo. As soon as you (Bruce) take a fall, the other player takes a turn using the joystick in port 1 or 2, competing as Bruce against the computer's Green Yamo. The computer keeps each player's score.

**C) ONE PLAYER VS. OPPONENT** — You are Bruce and another player is the Green Yamo. You can take ten falls before the game is over. After the game is over, you can switch roles if you wish. (Requires two joystick(s).)

**D) TWO PLAYERS VS. OPPONENT** — You are Bruce Lee and Player Two is the Green Yamo until Bruce takes a fall. At that point, Player Two becomes Bruce and you become the Green Yamo until Bruce takes a fall. (Do not switch joystick(s)) The computer keeps track of each player's score. (Requires two joystick(s).)

## JOYSTICK MODE

**BEGIN PLAY** by pressing player one's joystick button.

**PAUSE** the game by pressing the SPACE BAR. To resume play, press a joystick button or press the SPACE BAR again.

**RUN** left and right by moving the joystick left and right.

**KICK** by pressing the joystick button while you are running. You will deliver a kick in that direction.

**CHOP** by pressing the joystick button while you are standing still. You will execute a chop in the direction you are facing.

**LEAP** to get from one ledge to another by moving the joystick up and to the left or right. You may find that Bruce will have to leap to avoid hazards along some passageways.

**JUMP** to take a lantern or to grab onto a vine.

**CLIMB** up a vine by positioning yourself under it, moving the joystick up, and holding it there until you reach the top. You can climb down the vine by pulling the joystick down, and across it by moving the joystick left or right.

**DUCK** to avoid a blow from the Yamo or ninja by pulling the joystick down.

**RESTART** a game and return to the title page by pressing F1.

## KEYBOARD MODE (PC only)

**BEGIN PLAY** by pressing the SPACE BAR.

**PAUSE** the game by pressing the ESC key. Press ESC again to resume play.

The numeric keypad is used for moving Bruce in the directions indicated.

To stop Bruce while he is running, press the 5 key.

(Stop on the diagram.)

**CHOP** by pressing the SPACE BAR while you are standing still.

**KICK** by pressing the SPACE BAR while you are running. You will deliver a kick in that direction.

**RESTART** a game and return to the title page by pressing F1.

## INDICATORS

At the top of the screen from left to right you will find: player "up", that player's score, top score for this session of play, and the number of falls in reserve before the game is over.

## POINTS

Lantern	125	Knocking out ninja	200
Chopping ninja or Yamo	100	Knocking out Yamo	450
Kicking ninja or Yamo	75	Destroying wizard	3000
Entering new room	2000	Landing on ninja or Yamo	50

At 40,000 points (and every 30,000 after that) you get an extra Bruce Lee.

↖ Leap Left	↑ Climb/Jump Up	↗ Leap Right
← Left	Stop	→ Right
⬇ Duck Left	⬇ Duck or Climb Down	⬇ Duck Right

NUMERIC KEYPAD

## CREDITS

Programming by Sheng-Chung Liu Computer graphics by Kelly Day  
Concept by Ron J. Fortier and Kelly Day Documentation by Jean Steadman  
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# BRUCE LEE

## STRATEGY

An opulent, mysterious, and perilous fortress is the setting as Bruce Lee seeks to claim infinite wealth and the secret of immortality from the wizard who dwells within.

You begin your search for the wizard at the entrance to his fortress. This chamber, and each chamber here, is sealed off from the other rooms. The only way to get from one room to the adjoining room is to jump up and take the lanterns which hang from the ceiling. When you get all the lanterns (or at least certain lanterns) for that room, the door opens. (Watch the edges of your screen so that you'll see when your exit is possible.) Hint: You must get all of the lanterns in the first three rooms in order to proceed. Then go to the middle room and look for the opening through which you can exit.

Throughout your search for the wizard, you are attacked by the ninja brandishing their *bokken* sticks. Even more dangerous is the Yamo, who runs after you and delivers crushing kicks. Duck and run away to foil their attempts to harm you, then come back kicking and chopping — the Yamo can survive only three blows and the ninja can survive only two. Take as many lanterns and cover as much ground as you can before these foes reappear.

To get around each room, you can climb vines (up, down, or sideways), ride on waves of particles which change direction at random, leap from ledge to ledge, and jump down from a ledge without injury.

Hazards and traps await you in rooms close to the wizard's chamber. You must avoid electrical charges passing through gaps between ledges, *pan* lights streaming across the floor, and exploding *t'sung-lin* (bushes) appearing from nowhere.

When you finally reach the wizard, keep away from the fire balls streaming from his eyes. Press the button which destroys the wizard — and his fortunes are yours! Enjoy them, because your next foray into the fortress will be more difficult!

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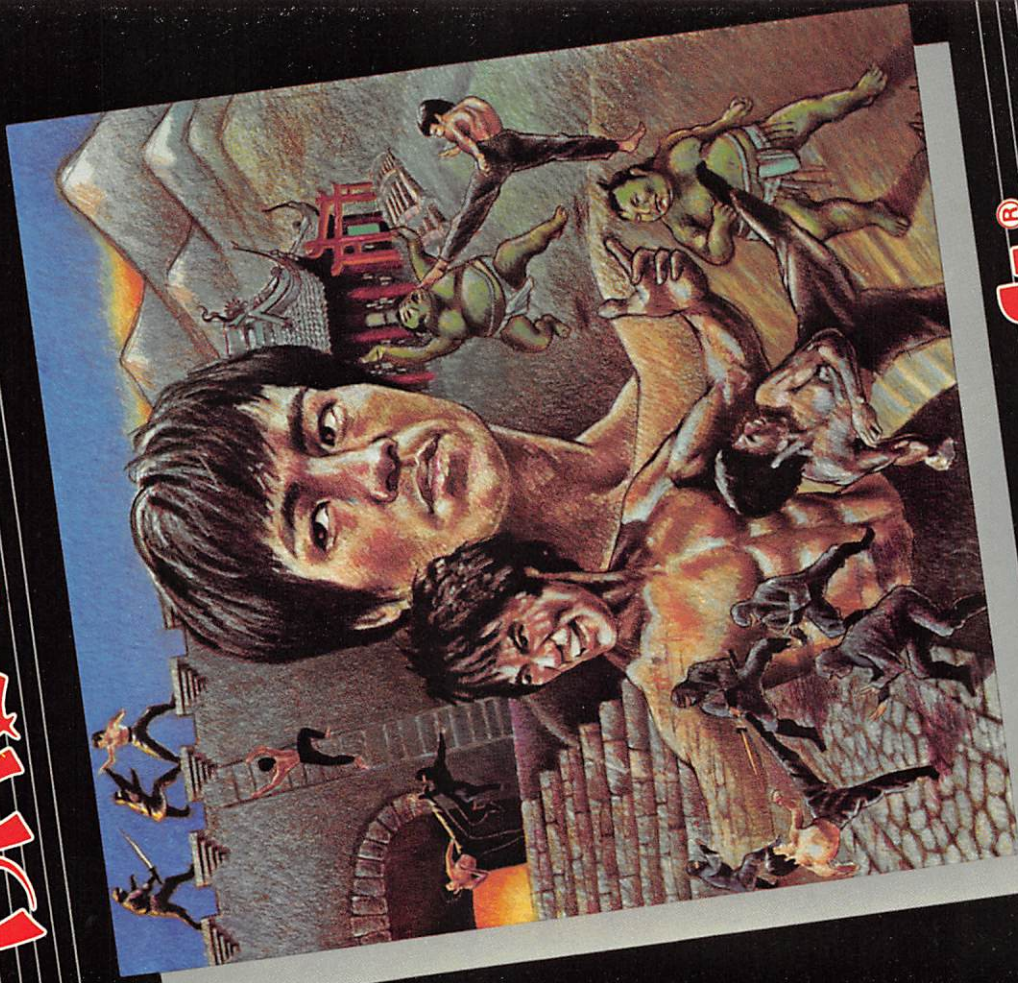
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