



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 six blows and the Ninja can survive only three. 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!

JOYSTICK CONTROLS

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 by moving the joystick up to take a lantern or to grab on to 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.

PAUSE - Press the Enter key to pause the game. Press the Space key to resume the game.

KILL - Press the K key to kill the current life.

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

ADAM Versions

brucelee.dsk – No additional RAM required. Requires SGM for sound. No keyboard controls. ADAM controller with keypad required. At the copyright screen wait or press a key on the joystick keypad to continue. At the difficulty screen use the following keypad keys:

F2 = keypad 2

F3 = keypad 3

F4 = keypad 4

During the game the joystick and fire button are used to control Bruce Lee. The following keypad keys can be used:

Pause the game – keypad #

Resume the game – keypad *

End current life – keypad 7

End game – keypad 8

brucelee_expand.dsk – Requires 64K RAM expander and SGM for sound. Some keyboard functionality is available. Allows the use of third-party joysticks. At the copyright screen wait or press the spacebar to continue. At the difficulty screen use the ADAM function keys to make your selections.

During the game the joystick and fire button are used to control Bruce Lee. The following keyboard keys are available:

Pause the game – Enter key

Resume the game – Spacebar

End current life – K key

End game – F1 key

NOTE: Keyboard control of Bruce Lee on the Coleco ADAM is not possible because of a limitation with the ADAM that prevents two keys from being read simultaneously which is required for running jumps (Right key and Up key or Left key and Up key).