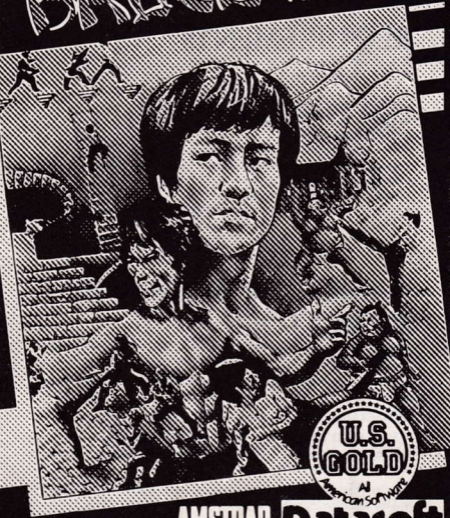


BRUCE LEE



AMSTRAD **Datascop**

INSTRUCTIONS

BRUCE LEE™

REQUIREMENTS

- Amstrad CPC 464, 664 or 6128 Computer
- Joystick (optional)

GETTING STARTED

CASSETTE LOADING

1. Turn off your computer and remove all cartridges.
2. Connect joystick(s). Two joysticks may be used for one player vs. opponent and two players vs. opponent games).
3. Turn on the power to your computer.
4. Insert the BRUCE LEE cassette (remember to rewind it if necessary).
5. If your computer is fitted with a disk drive type 1 TAPE and press ENTER.
6. Type RUN" and press ENTER then press PLAY key on cassette player. Program will load and run automatically.

GAME CONTROLS AND INDICATORS

For a one player game use either the keys A,Z, ",, and SPACE to control BRUCE or the 1st joystick plugged into the computer.

For a two player game one player uses the first joystick and the other player can use either the keyboard on a second joystick.

NUMBER OF PLAYERS Press the A key to indicate the number of players.

PLAY AGAINST THE COMPUTER OR AN OPPONENT Press the B key to indicate whether the player who is "up" as Bruce Lee will compete against the computer or against an opponent.

You can set up four combinations using the number of players indicator (A) and the computer/opponent indicator (B):

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

ONE PLAYER VS. OPPONENT — You are Bruce and another player is the Green Yamo. You can take ten falls before the games is over. After the game is over, you can switch roles if you wish.

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, competing as Bruce against the computer's Green Yamo. The computer keeps each player's score.

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 joysticks!) The computer keeps track of each player's score.

BEGIN PLAY by pressing the ENTER key.

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 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 Green Yamo or the ninja by pulling the joystick down. (Bruce can duck, but the Green Yamo cannot.)

PAUSE the game by pressing the P key. Press ENTER to resume play.

QUIT GAME and go to title page by pressing ESC.

INDICATORS are shown on the top line 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
Chopping ninja or Yamo	100
Kicking ninja or Yamo	75
Entering a new room	2000
Knocking out ninja	200
Knocking out Yamo	450
Destroying wizard	3000
Landing on ninja or Yamo	50

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

CREDITS

Programming by Ron J. Fortier.

Concept by Ron J. Fortier and Kelly Day

Graphic art by Kelly Day

Documentation by Ingrid Holcomb

Amstrad conversion by TIMEDATA Ltd.

Bruce Lee is a registered trademark of Linda Lee.



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