

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 Green 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 Green 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 fireballs 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.

## GAME CONTROLS AND INDICATORS

**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 game is over.

**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.

**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. The computer keeps track of each player's score.