Dragon: The Bruce Lee Story FAQ/Walkthrough

by LethalRedArmy   Updated to v1.2 on Dec 23, 2012

> **This walkthrough was originally written for Dragon: The Bruce Lee Story on the SNES, but the walkthrough is still applicable to the GENESIS version of the game.**

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                    DRAGON - THE BRUCE LEE STORY
                    FAQ/WALKTHROUGH - VERSION 1.2
                    Copyright ʔ 2012 Pham Hong Quan
                         Created: 22/12/2012
                         Updated: 23/12/2012

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              Game      : Dragon - The Bruce Lee Story
              Genre     : 2D Action / Fighting
              System    : Nintendo SNES
              Developer : Virgin Interactive
              Publisher : Acclaim
              Release   : July 1995 (US)

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##

1/ INTRODUCTION [INT]

##

  Hi everybody. Welcome to my other FAQ.

  Recently, I've played some old games. It brings back memories...This game is
  one of my favourite ones. Master Bruce Lee was one of my idols too. So I
  decided to write a gude for this game.
_____
* I've used some Extended ASCII symbols in this FAQ. To display it well, just
  open it by using:
  - Notepad (Windows XP, Windows Vista or later).
  - Internet Explorer, encoding: Western European Windows.
  - Firefox, encoding: Western (ISO-8859-1).
  I've also used "fake" Justify align (by adding lots of spaces). Therefore,
  please turn off all Spell Check functions (if available) to display this FAQ
  better.
* [INT], [VER], [TKS],... are Search Codes. Use the CTRL + F command to find
  these sections easily.
ÿÿ
  That's all. Let's play!

##

2/ VERSION HISTORY [VER]

##

  - Version 1.0 (22/12/2012)
    FAQ started.

  - Version 1.2 (23/12/2012)
    FAQ completed.

##

3/ COPYRIGHT [CPR]

##

  Well... It's not a big deal. Here are some little things:
- It's just a small guide. So, use or post it as you like without asking me.
- To use this FAQ for private purposes (copy it to your PC, PDA, send to your
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friends, print it, edit it...), just DO IT FREELY.
- Please don't plagiarize this FAQ, or use it for profit.

    Dragon - The Bruce Lee Story ♪ 1995 Virgin Interactive and Acclaim
           This FAQ, layout and ASCII Art ♪ 2012 Pham Hong Quan


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4/ BASIC GUIDES  [BGD]

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A) Parameters
~-~-~-~-~-~-~-~
  Look at the upper-left corner of the screen. You'll see two bars as follows:


      Score Points
[/////////////////] Health Bar
[-----------|--|--] Chi Bar
            F  N


  About the Chi Bar...
- It could also be called "Energy". It will be filled by hitting opponents and
  will be reduced when receiving damage or using Modes.
- When the bar reached "Fighter!" (F), you can activate the Fighter Mode. Same
  for the "Nunchaku!" (N).



B) Controls
~-~-~-~-~-~-~
                        A: Heavy kick
                        B: Light kick
                        X: Heavy punch
                        Y: Light punch
                        R: Activate Fighter Mode
                        L: Cancel Modes
                      R+L: Activate Nunchaku Mode
                       Up: Jump
                     Down: Crouch
             Forward/Back: Move
 Down-forward/Down-back: Turn forward/backward.
    Press and hold Back: Block enemy attacks. Require good timing.



C) Move Lists
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_____
Normal Mode _____
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- Crouching Punch:
  Down + Punches
- Double Kick:
  A A
- Sliding Kick:
  Down + A
- Sweep Kick:

```
   Down + B
- Rising Rick:
  A (stand close)
- Grasshopper Kick:
  Down-forward + A. One of the most useful moves!
- Diving Kick:
  Jump forward then press Kicks.
- Diving Chop:
  Jump forward then press Punches.
- Grab & Throw:
  Back + A (stand close)
  One of the most useful moves!  This one can be used as an escape/counter-atk
  when you're being grabbed by the opponent (even in the Nunchaku Mode)!
- Diving Crush:
  While the opponent is still lying on the ground, move close, jump then press
  Down + Attacks (punches or kicks) SLOWLY!
  The most powerful and useful move! Heavy damage and quick gain Chi!
_____
  Fighter Mode _____
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  In this mode, the character will move fast and have lots of rapid attacks!
  Diving Crush and Diving Chop are not available!
- Lightning Fists:
  Press Punches rapidly.
  Can be performed while crouching by pressing Y rapidly.
- Lightning Kick:
  Press B rapidly.
- Speed Roundhose Kick:
  Press A continuosly.
- Diving Flash Kick:
  Jump forward then press Kicks.
_____
  Nunchaku Mode _____
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- Swing Attacks:
  Press Y (light) or X (heavy).
  To perform continuously, keep pressing Y X Y X...
  To attack while moving, hold Forward then tap Y or X. Tap Y is better.
- Neck-locking Attack:
  Press Forward + X. Stand close.
- Whip Attacks:
  Press A (heavy, short) or B (light, long).
  To attack while moving, hold Forward then tap A or B.  A is  much faster and
  stronger than B - can knock opponent down in three blows!

  Swing Attacks are weaker but faster ans cost less Chi. Whip Attacks are much
  stronger but slower and cost more Chi. Consider and use them as you like.


D) Tips and Tricks
~-~-~-~-~-~-~-~-~-~-~-~

* Try to attack the opponent first to get  the First Hit!  You will received a
  notable amount of Chi afterward.

* Try to knock the opponent down on the ground! Afterward,use the Diving Crush
  immediately!

* Save Chi for the Nunchaku Mode! Try to get full Chi first!
```

* When you can use the Nunchaku Mode, knock the opponent down first!Afterward,
  switch back to the Normal Mode then use Diving Crush. Repeat this until you
  win! Let's call it "Knock Down Process".

* Grasshopper Kick and Grab & Throw are useful moves. Use them frequently!

* Watch your opponent carefully to learn his/her moves and skills!

* Fight carefully!

* When you have only one Life left, the Phantom will appear! Try your best to
  beat him. If you win, you'll receive full Life afterward! If not, GAME OVER!
  So, don't let it happen.

* There are some more Modes in the game.However,I just focus on the Story Mode
  with one player.

  Anything else? Let's rock!

##

5/ WALKTHROUGH [WTR]

##

 STAGE 1: Lantern Festival 1961 (ST1)
----
* Opponent: The Captain
  He has some attacks as follows:
- Sweep Kick.
- Uppercut/Jumping Uppercut.
- Chain Whip (high/low).
- Chain Neck-locking (near/far).
  He'll lock you then throw you out. Use Grab & Throw immediately to escape or
  counterattack.

* How to beat him?
  He's not so hard to beat. Here are some tricks:
- Get the First Hit!
- Just use Grasshopper Kicks to knock him down, then use Diving Crush.
- Approach him. He'll use Sweep Kick. Immediatedy use Rise Kick to counter and
  knock him down, then Diving Crush!
- Approach and keep a smal distance. Use Heavy Punches and Grab & Throw, then
  Diving Crush!

  One more thing... He always use crouching attacks. In this case,just use the
  same trick to get him up.

 STAGE 2: San Francisco 1964 (ST2)
----
* Opponent: The Chef
  He has some attacks as follows:
- Chop.
- Kick / Roundhouse Kick.
- Heading.

- Forward Jumping Chop.
- Spinning Chop.

* How to beat him?
  He's not so hard to beat as well. Here are some tricks:
- Get the First Hit!
- Just use Heavy Punches and Grab & Throw! Sometimes you can use Rising Kicks.
  Knock him down then use Diving Crush!
- When his life remain half, he will retreat to the next scene. Get the First
  Hit! Keep fighting him.One more chef will appear later! Get them one-by-one.

<<< BONUS STAGE >>>
  In this stage, you will attack a wooden dummy to get scores and fill up the
  Chi bar!

             _ _
            #_____
           _#_
_____#
           _#_
 Crouch   #_____
 and hit _#_

  So, just crouch and attack the lowest lever. Avoid the stick and hit the
  platform. Only use Light Punches for the best performance!

 STAGE 3: The Seattle Gym (ST3)
----
* Opponent: The Boxer
  He has some attacks as follows:
- Mid Kick.
- Chop Kick.
- Sweep Kick.
- Spinning Double Kick.
- Heavy Punch.
- Combo (Punch - Mid Kick - S.D.Kick).
- Neck Squeezing.

* How to beat him?
  Be careful. He's a tough opponent, but not so hard if you fight carefully!
  Here are some tricks:
- Now you can use Nunchaku Mode! Use the "Knock Down Process" to win!
- If you want to fight him normally, just use Heavy Punches and Grab & Throw!
  Anything else? Diving Crush of course!

 STAGE 4: Oakland, California 1964 (ST4)
----
* Opponent: Johnny Sun
  He has some attacks as follows:
- Jumping Kick.
- Combo.
- Walking Punch/Kick.
- Neck Squeezing.
  He always use this move. It's the most dangerous one - can cut 1/3 of your
  Health bar!
  However, it's very easy to break this move.Just use Grab & Throw to counter!

* How to beat him?
  One of the most dangerous opponents IF you fight carelessly!
  He's not so hard to beat as well. Here are some tricks:
- Now you can use Nunchaku Mode! Use the "Knock Down Process" to win!
  However, Heavy Swing Attack is recommended.
- If you want to fight him normally, just use Heavy Punches and Grab & Throw!
  Anything else? Diving Crush of course!
  He always use the Neck Squeezing. Lure him to use it first, then counter-atk
  afterward.

<<< BONUS STAGE >>>
  Again, you'll attack a wooden dummy to get scores and fill up the Chi bar!

           _ _
          #_____
          _#_
_____#
          _#_
 Crouch   #_____
 and hit _#_

  Try to attack as much as you can to get Chi!

 STAGE 5: Film Set (ST5)
----
* Opponent: Female Fighter
  She has some attacks as follows:
- Rod Attacks.
- Pole-jumping Kick.
- Kicks.

* How to beat her?
  She's not so hard;however,THIS IS THE MOST DIFFICULT BATTLE because one more
  fighter will appear later! So, you must deal with two opponents and they're
  always try to push you into a pincers attack!
  Therefore, here are some tricks:
- First, quickly use the "Knock Down Process" to attack the first one as much
  as possible!
- When the next fighter appear, ignore her! Try to defeat the first one FIRST,
  then back to the next.
- If you're pincered, quickly counter both of them, DON'T EVER JUST FOCUS TO
  ONLY ONE OPPONENT!
- When you're out of Chi, just use Grasshopper Kicks to escape and counter! It
  is the most effective way now! Defeat them one-by-one!

 STAGE 6: Bruce's Kwoon (ST6)

  You'll meet the boxer again. He's your old opponent, so you already knew how
  to beat him.

 STAGE 7: Long Beach, California (ST7)

  You'll meet Johnny Sun again and fight him in the match within 60 sec. Just

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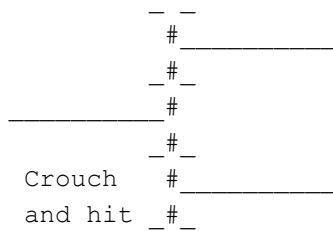     get him!


-------------------------------------------------------------------------------
 STAGE 8: "The Big Boss" Film Set, Pak Chong, Thailand 1970 (ST8)
-------------------------------------------------------------------------------
* Opponent: Thai Fighter
  He has some attacks as follows:
- Punch/Double Punch.
- Kick/Double Kick.
- Sweep Kick.
- Grab & Throw.

* How to beat him?
  Another not-so-hard-to-defeat opponent. Here are some tricks:
- Just use Heavy Punches, Rising Kicks and Grab & Throw to rock him.
- When his life remain half, he will retreat to the next scene.  Afterward, he
  will push ice blocks toward you! Ther're very irritating!
  Try to break them first, also move forward to approach him. Now, do the rest
  to beat him up!
- This battle is normal. So, save your Chi for the next one.



-------------------------------------------------------------------------------
 STAGE 9: "Enter The Dragon" Set (ST9)
-------------------------------------------------------------------------------
* Opponent: Claw Master
  He has some attacks as follows:
- Claw Attacks.
- Sweep Kick.
- Stunning Smoke.
  He'll get medic from his pocket and throw to you.  This move can cause stun!

* How to beat him?
  Another hard-to-deal opponent. Here are some tricks:
- Switch to the Nunchaku Mode and use the "Knock Down Process" to win!
- If you want to fight him normally, just use Heavy Punches,  Rising Kicks and
  Grab & Throw.
  DON'T EVER USE GRASSHOPPER KICKS! They will be cancelled easily!

  Now, prepare for the final battle!



-------------------------------------------------------------------------------
 FINAL STAGE (STF)
-------------------------------------------------------------------------------
* Opponent: Phantom
  He has some attacks as follows:
- Slashes.
- Double Walking Kick.
- Warp & Slash.

* How to beat him?
  Now, the hardest boss finally appear! Here are some tricks:
- All his attacks can cause stun and heavy damage! So be careful!
- If you have full Chi,  quickly use Nunchaku with Heavy Attacks to smash him!
  Be careful while approaching him!
  If you don't have enough Chi to use Nunchaku,use Grasshopper Kicks ONLY!This
  is the most effective attack now - especially for dealing with Warp & Slash!
- When his Health bar is empty,  every attacks on him can cause stun in a very
```

short time. NOW, IMMEDIATELY USE THE NECK-LOCKING ATTACK TO DEFEAT HIM! THIS
IS THE ONLY WAY!
If you don't have enough Chi to use Nunchaku, just use Grasshopper Kicks to
get full Chi first.
If you use Neck-locking Attack when his bar is still not empty, Phantom will
counter-attack and cause heavy damage!

CONGRATULATIONS! YOU HAVE COMPLETED DRAGON!

##

6/ CHEATS AND CODES [CCD]

##

* Infinite Chi *
  Go to the Options. Set the Sound to "Mono" then press Select, A, L, R, A, Y.
  A new command "Infinite Chi" will appear. Switch it on then exit.

  There are some more cheats. However, this one is enough.

##

7/ CONTACT ME [CTM]

##

  Real name : Pham Hong Quan
  Nick name : LethalRedArmy

  If you want to contact me, please check one of these links below to get my
  e-mail:
   < http://www.gamefaqs.com/users/LethalRedArmy/contributions >
   < https://www.neoseeker.com/members/LethalRedArmy/ >

##

8/ SPECIAL THANKS [TKS]

##

* Master Bruce Lee - for his contributions to martial arts and movies.

* Virgin Interactive and Acclaim - for making this game.

* GameFAQs - for accepting and posting my FAQ.

* All the webmasters who posted my FAQs - for accepting my guides as well.

* Notepad ++ (http://notepad-plus-plus.org/)
  An useful software for me to compose FAQs.

* And you - for reading my FAQ.

```
[ THE END ]
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