



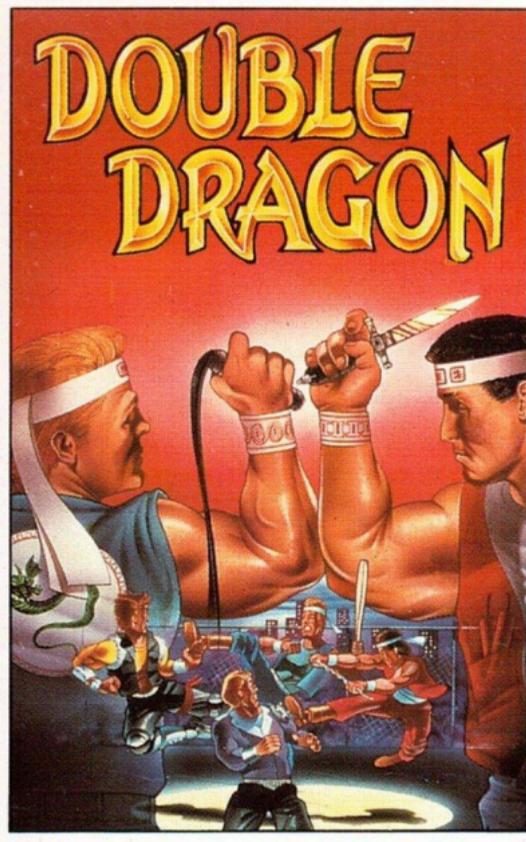
Screen shots may be taken from a different version



Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout and the final confrontation with the Shadow Boss himself!



double dragon



TRON 2 X

#### THE STORY SO FAR ....

Double Dragon is the story of two twin brothers, Billy and Jimmy Lee, facing the odds together in a city where survival has to be learned the hard way. Their knowledge of the martial arts, combined with the experience of tough urban existence, has made them both formidable fighting machines, ready for any challenge that comes their way.

But now the brothers are faced with their greatest challenge ever. Billy's girl Marian has been kidnapped by the Black Warriors, a savage and ruthless street gang led by the mysterious Shadow Boss. Using skills gained from a lifetime on the streets, and whatever weapons come to hand - including knives, whips, baseball bats, rocks, and even oil-drums - Billy and Jimmy must pursue the gang through the sprawling slums, factories and outskirts of the city, to reach the thugs' hideout for a final confrontation with the infamous Shadow Boss!

#### THE CAST

**BILLY LEE:** Height 5'10". Weight 165lbs. Billy began his Kung Fu training at the age of 12 and became a Kung Fu Sosaiken Master at 20.

**JIMMY LEE:** Height 5'10". Weight 170 lbs. Billy's twin brother and also a master in the martial arts.

**LOPAR:** Height 5'8". Weight 175 lbs. Packs a nasty right and left punch, and gets a kick out of hurling oil-drums around.

**ABOBO:** Height 6'3". Weight 167 lbs. The Middle Boss, Abobo likes to slap people about.

**WILLIAMS:** Height 5'8". Weight 167 lbs. Has perfected a strong jump-kick, and is very handy with a knife or baseball bat.

**LINDA:** Height 5'4". Weight 114 lbs. Watch out for her swift right and left punches. She also cracks a mean whip.

**CHINTAI:** Height 5'6". Weight 152 lbs. A Karate Master. Enough said ....

**WILLY:** Height 6'. Weight 205 lbs. The Big Boss, Willy is armed with a machine gun and, needless to say, won't hesitate to use it.

#### YOUR WEAPONS

As you hunt through the urban decay of the city you will find boxes, rocks, oil-drums, knives, baseball bats and whips. All can be picked up (by moving near a weapon and pressing Fire) and used in fights (by pressing Fire when a weapon is held).

The action in Double Dragon takes place in 5 different scenarios: the City Slum, the Industrial Area, the Forest, and outside and inside the Boss's Hideout.

#### ATTACKING THE ENEMY

You have a vast range of fighting skills at your disposal. Individual attacking moves are detailed below:

**LEFT OR RIGHT PUNCH** - press Fire to punch your opponent in the direction you are facing.

**KICK** - move joystick to the right and press Fire to kick forward. If you can get very close to your opponent, you can turn the kick into a **HAIR GRAB KICK**. And you can turn a hair grab kick into a **SHOULDER THROW** by reversing joystick and pressing Fire.

**HEAD-BUTT** - move joystick down and press Fire to head-butt your opponent.  
**JUMP-KICK FORWARD** - move joystick in south-east direction and press Fire.  
**WHIRLWIND KICK** - move joystick in south-west direction and press Fire to turn and kick.

**ELBOW BACKWARD** - move joystick to the left and press Fire to elbow an opponent behind you.

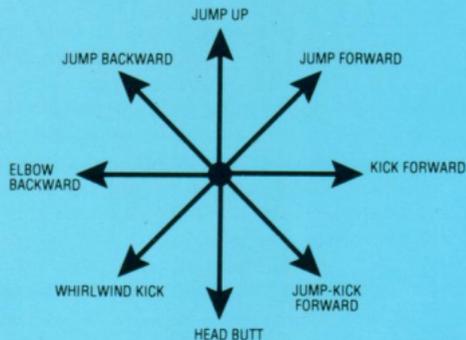
**JUMP BACKWARD** - move the joystick up and left and press Fire.

**JUMP UP** - move the joystick up and press Fire.

**JUMP FORWARD** - move the joystick up and right and press Fire.

#### **SUMMARY OF FIRE-PLUS-DIRECTIONAL CONTROLS**

The diagram below applies if facing right. Reverse if facing left:



#### **GENERAL MOVEMENT AND DEFENSIVE MOVES**

With the Fire button not pressed, the joystick gives 8 standard directions of movement. To jump up, jump back, or jump forwards, move the joystick up, north-west or north-east respectively, with the Fire button pressed.

#### **PLAYING THE GAME**

At the bottom of the screen are shown two sectioned bar displays, one for each player. Each bar represents one 'life' which is used up as Billy takes the enemy's shots. (The number of lives remaining is shown next to the bar.)

At the top of the screen, beneath the scores, is a display of how much time you

have left to complete that level. Just like the Arcade, if you are still hanging around when the clock runs out, you lose a life. Life is tough on the streets.

Keep fighting your way to the right using whatever weapon you can find. Beware of allowing the bad guys to rob you of a weapon too close to the edge of the screen - you will not be able to pick it up again!

If you lose all your lives, you can use up one of the five 'credits' you start the game with - drop another quarter in - and continue on, just like the Arcade! Once all your credits are gone, so are you.

Press Fire to use a credit and continue on from your present position when you lose all your lives and are prompted to do so on screen. Clear out the trash on one level to move on the next. Your girl is at the end of level 5 - go get her! Watch for the thumb to tell you when to move on! If two players play as a team to fight through more enemies, it gets even more interesting towards the end. Keep your wits about you and one eye on your partner!

#### **LOADING INSTRUCTIONS**

Hold down SHIFT key and press RUN/STOP

#### **CONTROLS**

Joystick only. Two players require two joysticks. Player one uses Port 2. Push 1 or 2 on the intro screen to select one or two players.

#### **KEYBOARD CONTROLS**

Player one: M-fire Q-up R-down O-left P-right

Player two: 1-fire 2-up 4-left 5-right

To move diagonally use the appropriate combination of keys (keyboard is redefinable)

## **DEUTSCH**

#### **LADENANWEISUNGEN**

Die SHIFT-Taste gedrückt halten und auf RUN/STOP drücken.

#### **STEUERUNG**

Nur Joystick. Zwei Spieler benötigen zwei Joysticks. Spieler eins verwendet Port 2. 1 oder 2 auf dem Anfangsbildschirm wählt Spielmodus für einen oder zwei Spieler.

## **FRANCAIS**

#### **INSTRUCTIONS DE CHARGEMENT**

Maintenez la touche SHIFT enfoncée et appuyez sur RUN/STOP.

#### **COMMANDES**

Manche à balai uniquement. Deux manches à balai pour deux joueurs. Le joueur 1 utilise l'entrée 2. Indiquez 1 ou 2 sur l'écran d'introduction pour sélectionner un ou deux joueurs.

#### **COMMANDES DU CLAVIER**

Joueur 1 : M - feu Q - haut R - bas O - gauche P - droite

Joueur 2 : 1 - feu 2 - haut 4 - gauche 5 - droite

Pour avancer en diagonale, utilisez la combinaison de touches appropriée. Le clavier peut être redéfini.

## **ITALIANO**

#### **ISTRUZIONI DI CARICAMENTO**

Tieni schiacciato il tasto SHIFT e premi

RUN/STOP

#### **CONTROLLI:**

Solo joystick. Per due giocatori occorrono due joystick. Il giocatore 1 usa la Porta 2. Per selezionare 1 o 2 giocatori, premi 1 o 2 nella videata di introduzione.

#### **CONTROLLI TASTIERA**

Giocatore 1: M - Fuoco Q - su R - giù O - sinistra P - destra

Giocatore 2: 1 - Fuoco 2 - su 4 - sinistra 5 - destra

Per muovere in diagonale, usa la combinazione di tasti appropriata.

La tastiera è ridefinibile.

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