



ENGLISH INSTRUCTIONS

ROD AND



STORM

c/o The Sales Curve Ltd

50 Lombard Road, London SW11 3SU



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DOUBLE DRAGON III: THE ROSETTA STONE™

LOADING

COMMODORE AMIGA & ATARI ST

Insert your game disk and switch on your computer. The game will now load automatically.

COMMODORE 64 CASSETTE

Insert the game cassette and ensure it is fully rewound. While holding down the **SHIFT** key press the **RUN/STOP** key. Press **PLAY** on your cassette deck and the game will now load and run. Follow the on screen prompts for any in game loading.

COMMODORE 64 DISK

Insert your game disk into your disk drive and close the drive door. Type **LOAD """,8,1** and press **RETURN**. The game will now load and run.

SPECTRUM CASSETTE (128k Only)

Insert your cassette and ensure it is fully rewound. If available select the **"TAPE LOADER"** option, Otherwise type **LOAD""** and press **RETURN**. Press **PLAY** on your cassette deck and the game will now load and run. Follow on screen prompts for any in game loading.

AMSTRAD CASSETTE

Insert your cassette and ensure it is fully rewound. Hold down the **CTRL** key and press **ENTER**. Press **PLAY** on your cassette deck then press any key to continue, the game will now load and run. Follow on screen prompts for any in game loading.

AMSTRAD DISK

For loading please see disk label.

VIRUS WARNING

(applies to Atari ST and Commodore Amiga only)

When you receive your disk the write protect tab may be in the closed position. It is advisable for you to switch off your computer for at least 10 seconds before play so as to ensure that no virus is active in memory. Not following this procedure can lead to your **DOUBLE DRAGON III** disk becoming infected with a virus and thus corrupting it. The write protect tab can be set to the open position if you wish. This will protect your game against all virus attacks..

LOADING PROBLEMS ????

The utmost care is taken at all stages of production of this product to ensure it reaches you in perfect condition. If you experience loading problems please first reset all your equipment, check connections and try to reload following the loading instructions relative to your machine. If you still experience difficulty please return **ONLY** the disk/cassette to: Storm Customer Services. 50 Lombard Road, London, SW11 3SU. Great Britain.

THE STORY

The Lee Brothers face their toughest mission to date as Hiruko the ancient soothsayer guides them to the possible location of the elusive Rosetta Stone.

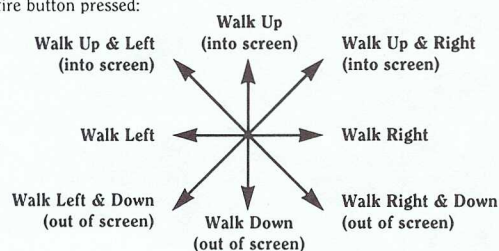
This journey will call upon their greatest skills as they face treachery and evil forces on their missions through exotic landscapes. Billy and Jimmy will need to work together to discover once and for all the evil that lies behind the secret of the stones. Will their years of meditation and training be enough for them to survive this perilous journey? The choice is yours!!

CONTROLS

(All controls based on player facing right, reverse if facing right)

AMIGA, ATARI ST & COMMODORE 64

Without fire button pressed:



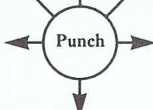
With fire button pressed:

Jump and Left if Joystick pushed and let go - Jump Kick if Joystick held in position

Jump if joystick pushed up and let go - Jump Kick if joystick held in up position

Jump and Right if Joystick pushed and let go - Jump if joystick held in position

Kick Left

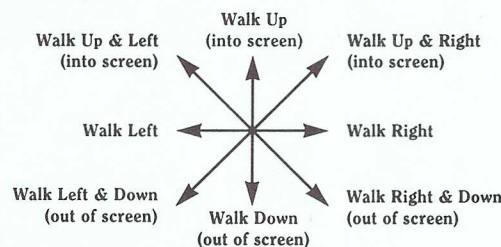


Kick Right

Tricks (if you have them) and pick up weapons

SPECTRUM & AMSTRAD

Without fire button pressed:



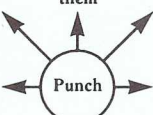
With fire button pressed:

Jump and Left if button pushed and let go - Jump Kick if button held down

Jump if button pushed and let go - Jump Kick if button held down. Also use tricks if you have them

Jump and Right if button pushed and let go - Jump Kick if button held down

Kick Left



Kick Right

KEYBOARD

	UP	DOWN	LEFT	RIGHT	FIRE	PAUSE	QUIT
Amiga/Atari ST	A	Z	.	/	SPACE	P	F10
C64 Disk/Cass	JOYSTICK ONLY					RUN/STOP	Q (when paused)
Spectrum & Amstrad	Q	A	O	P	SPACE	ENTER	BREAK (when paused)

(Keys shown are default values, all Spectrum & Amstrad keys except QUIT are redefinable)

The Sales Curve reserves the right to change or update the contents of this software and packaging without prior notice or approval.

CREDITS

Amiga Programming	-	Greg Michael
Atari ST Programming	-	Steve Snake
C64 Programming	-	Paul Rogers
Spectrum Programming	-	Tom Prosser
Amiga & Atari ST Graphics	-	Ned Langman
C64 Graphics	-	Robert Whitaker
Spectrum Graphics	-	Shaun McClure
Managing Director	-	Jane Cavanagh
Project Manager	-	Rob Henderson
Testing	-	Jim Loftus
Production Manager	-	Matthew Spall
Sales & Marketing	-	Nadia Singh
Accounts Manager	-	Sampson Asimeng

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RODLAND



ENGLISH INSTRUCTIONS



STORM
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50 Lombard Road, London SW11 3SU

THE CAST:

Amiga Programming:	Ronald Piekert Weeserik
Atari ST Programming:	Ronald Piekert Weeserik & John Croudy
C64 Programming:	Steve Snake
Spectrum & Amstrad Programming:	Twilight
Amiga & Atari ST graphics:	Ned Langman
C64 Graphics:	Rob Whitaker
Spectrum & Amstrad Graphics:	Shaun McClurg
Amiga & Atari ST Sound & Music:	Ronald Piekert Weeserik
C64 Sound & Music:	Martin Walker & Steve Snake

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Any information of piracy should be passed to The Federation Against Software Theft, 071-240-6756.

ENGLISH INSTRUCTIONS

LOADING

COMMODORE AMIGA & ATARI ST

Insert your game disk and switch on your computer. The game will now load automatically.

COMMODORE 64 CASSETTE

Insert the Rodland cassette and ensure it is fully rewound. While holding down the **SHIFT** key, press the **RUN/STOP** key. Press **PLAY** on your cassette deck and the game will now load and run. Follow the on-screen prompts for in-game loading.

COMMODORE 64 DISK

Insert your game disk into your disk drive and close the drive door. Type **LOAD ""*,8,1** and press **RETURN**. The game will now load and run.

SPECTRUM CASSETTE

Insert the Rodland cassette and ensure it is fully rewound. If available, use the **"TAPE LOADER"** option, otherwise type **LOAD""** and press **RETURN**. Press **PLAY** on your cassette deck and the game will now load and run. Follow the on-screen prompts for in-game loading.

VIRUS WARNING

(applies to Atari ST and Commodore Amiga only)

When you receive your Rodland disk, the write protect tab will be in the closed position. This is so the game can save your high scores. It is advisable for you to switch off your computer for at least 10 seconds before play so as to ensure that no virus is active in memory. Not following this procedure can lead to your Rodland disk becoming infected with a virus and thus corrupting it.

The write protect tab can be set to the open position if you wish. This, however, will not allow the game to save the high scores but will protect your game against all virus attacks.

LOADING PROBLEMS?

The utmost care is taken at all stages of manufacture of this product to ensure it reaches you in perfect condition. If you experience loading problems, please first reset all your equipment, check connections and try to reload following the loading instructions relative to your machine. If you still experience difficulty, please return only the disk or cassette to Storm Customer Services, 50 Lombard Road, London SW11 3SU.

THE STORY SO FAR

Tam and Rit live in a fairy village. Having led a happy life full of sticky cakes and endless parties, they find that something awful has happened overnight to their fellow inhabitants. They've turned nasty and captured their Mom and locked her in the top of the Maboots Tower. Luckily for Tam and Rit they've inherited the Rods of Sheesanomo from a village elder and some rainbow shoes from their Pop. Armed with these they can tackle the tower by wopping cuddly beings on the head with their rods and climbing ladders built with the help of their Rainbow Shoes. It's not easy though, when your former friends have some rather mean surprises in store for you!

HOW TO PLAY

The game consists of over 40 levels of cuddly-bashing action. You must work through each screen, wopping the nasties and collecting the flowers.

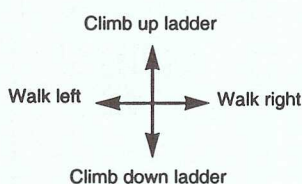
Wop them often enough and you'll pick up a useful weapon, or just tickle them with the rod and see what happens.

To get around the screen you must build ladders either up or down to collect the platforms. As soon as you build a second one, your first ladder will disappear. If you don't clear the screen of your opponents in time, the game will change to "meanyn" mode where life will become far more difficult. Collecting all the flowers switches you into the **EXTRA GAME**. Here you can collect an extra life by picking up letters to form the word **EXTRA**.

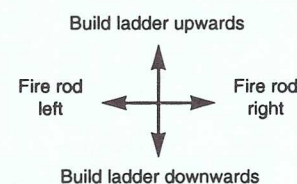
You can play 1 or 2 players, but 2 player games can only be started on the 1st screen.

JOYSTICK CONTROLS

WITHOUT fire button pressed:-



WITH fire button pressed:-



When holding an enemy with your magic rod, press the fire button to "wop" him on the ground.

KEYBOARD CONTROLS

	C64/128	SPECTRUM	ATARI ST/ AMIGA
UP	JOYSTICK ONLY	REDEFINE KEYS	Up Arrow
DOWN			Down Arrow
LEFT			Left Arrow
RIGHT			Right Arrow
FIRE			Shift, Alt, A or CTRL
PAUSE	H		P
QUIT	RUN/STOP		Esc

INTRODUCING SOME OF THE CHARACTERS...



Bushies

- they're just furry fakes



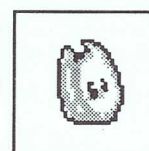
Sharks

- don't be fooled by their tears



Polymorphs

- these contain a hidden surprise



Spuds

- have a nasty habit of multiplying



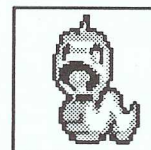
Bunnies

- if they reach for the carrot it's time to clear off



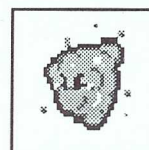
Starfish

- they've got their own version of an Australian hobby



Nessies

- they've always got the munchies



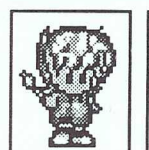
Blue Meanies

- the name says it all!



Wasps

- see these and it's time to buzz off



Tam

Rit