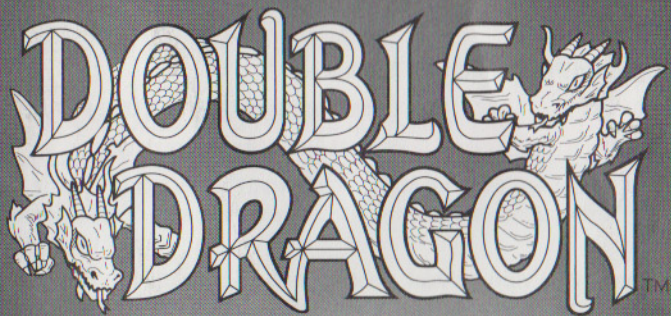


DOUBLE DRAGON™



FOR THE SEGA® GENESIS®



AND MEGA DRIVE SYSTEMS



CREDITS

Design and Programming: Tradewest
Producer: Chris Bankston
Testers: Robert Daly, Steve Graziano
Manual: Jeff Wagner

THE DOUBLE DRAGON STORY

Twin brothers Billy and Jimmy Lee learned to fight on the cold, tough streets of the city. Their expert knowledge of the martial arts, combined with their street-smarts, has made them both formidable fighting machines.

But then one day Jimmy Lee disappeared, leaving Billy Lee alone to face his greatest challenge: stopping the mysterious Shadow Boss who has surfaced out of nowhere and is threatening to take over the city. Knowing that Billy Lee is his main adversary, the Shadow Boss orders his ruthless gang, the Black Warriors, to kidnap his girlfriend Marion. Upon luring the angered Billy Lee into their home turf, the Black Warriors would then be able to eliminate the one barrier preventing their city-wide conquest.

It is your job to lead Billy Lee (and his friend Jake if two people are playing) through the hostile territory, using whatever weapons come to hand—knives, whips, bats, rocks, oil drums, dynamite, or just your hands and feet—and pursue the gang through the slums, factories, and wooded outskirts of the city to reach the hideout where a shocking surprise awaits Billy Lee: the Shadow Boss is really his brother Jimmy Lee!

Important: If you have any trouble with this cartridge, please contact Accolade customer service (see **Customer Service** section for details).



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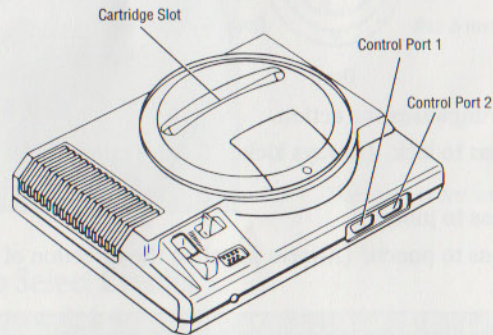


GETTING STARTED

Loading Instructions

- 1 Make sure the power switch on your SEGA Genesis system is OFF.
- 2 Insert the *Double Dragon* cartridge into your system by following the instructions in your Genesis system manual.
- 3 Plug a Control Pad into port 1 (and another in port 2 if two people are playing).
- 4 Turn the power switch ON. If nothing appears on screen, re-check your cartridge to be sure it is inserted securely.
- 5 During the title sequence or the demo that follows, press **Start** on a control pad to advance to the Main Menu.

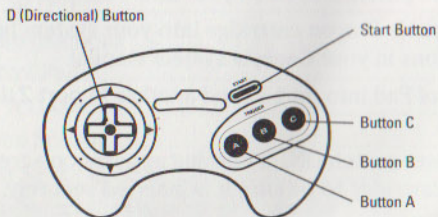
IMPORTANT: Always make sure that your Sega Genesis system is turned OFF when inserting or removing a Genesis cartridge.



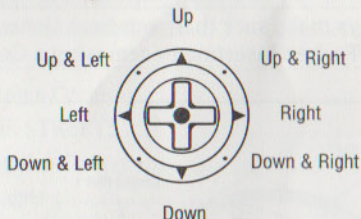


The Control Pad

Before you begin playing *Double Dragon*, take a minute to familiarize yourself with the layout of the Control Pad.



D-Button: Moves Billy Lee/Jake in eight different directions.



Start: Pauses/unpauses the action.

Button A: Press to kick. (Always kick in the direction of your opponent).

Button B: Press to jump.

Button C: Press to punch. (Always punch in the direction of your opponent).

Notes: The above controls are default settings. To reassign a maneuver to a different Button, see **How to Assign Game Control**.

The maneuvers listed above are very basic. For more advanced techniques, see **Attacking the Enemy**.

SETTING UP A GAME

After booting up *Double Dragon*, you'll be presented with two choices:

- **Options:** Set up the game to your specifications
- **Start:** Get right into the action

The Option Screen

Selecting **Options** will allow you to do the following (see **Fig. 1**):

- Select the number of credits
- Select the number of lives for each credit
- Assign buttons for kicking, jumping, and punching
- Turn the game music on/off
- Listen to the music/sound effects in the game



Fig. 1 The Options Screen

How to Select Credits

You can have 2, 4, or 6 credits per game. If two people are playing, then the credits are divided up between the two.

- 1 Press **D-▼** to highlight **Credits**.
- 2 Press **D-◀/▶** to highlight **2, 4, or 6**.

How to Select the Number of Lives Per Credit

You can have 2, 4, or 6 lives per credit. If two people are playing, each will get the number of lives selected.

- 1 Press **D-▼** to highlight **Lives**.
- 2 Press **D-◀/▶** to highlight **2, 4, or 6**.

How to Assign Game Controls

Buttons A, B, and C are used to make Billy Lee and Jake kick, jump, and punch.

You assign which button will do what. One button per maneuver, please!

- 1 Press **D-▼** and highlight **Kick**.
- 2 Select your kick button by pressing **Button A, B, or C**.
- 3 Press **D-▼** and highlight **Jump**.
- 4 Select your jump button by pressing either of the two remaining buttons.
- 5 The unassigned third button will become your **Punch** button.

Note: The default setting are: **Button A** = kick, **Button B** = jump, **Button C** = punch.

How to Turn the Music On/Off

You can play Double Dragon with or without the background music playing.

- 1 Press **D-▼** and highlight **Music**.
- 2 Press **D-◀/▶** to highlight **On** or **Off**.



How to Use Soundtest

Soundtest allows you to listen to all seven musical scores and 25 sound effects in the game.

- 1 Press **D-▼** and highlight **Soundtest**.
- 2 Continually press **D▶** or **D-◀** to scroll through the titles of each musical score and sound effect.
- 3 When the one you want to listen to is displayed, press **Button A, B, or C**.

Start

When you are done setting up the game, highlight **Start** and press any button.

Continuing a Game

After a player uses up a credit, "Push 1P" and "Push 2P" will appear at the top of the screen near the player's scores. You must press the **Start Button** to continue the game from your current position. In one-player mode, a timer will appear on screen counting down from 10. Press **Start** before the timer reaches zero in order to continue from your current position.

HITTING THE STREETS

Ok, it's time to get serious. After setting up the game, you'll witness the grisly kidnapping of Marion. Billy Lee (and Jake if there are two players) will then come out of the garage and onto the city slum streets to begin their quest of rescuing her (see **Fig. 2**).

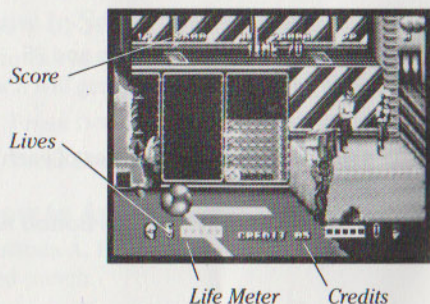


Fig. 2 The Play Screen

Attacking the Enemy

Upon reaching the streets, Billy Lee (and Jake) will immediately confront members of the Black Warrior gang. As martial arts experts, Billy Lee and Jake can perform the following moves as they try to eliminate the pesty gang members:

<u>Maneuver</u>	<u>Result</u>	<u>Procedure</u>
Jump Kick	Kick to foe's head	Press Button B , then Button A (if facing left) or Button C (if facing right) at top of jump
Elbow Smash	Elbow to foe behind you	Press Buttons B and C simultaneously
Knee Smash	Knee to foe's head	Push Button A when close to and in front of foe
Shoulder Throw	Flip foe over your shoulder	Press Button C when close to foe; or when foe is caught in knee smash position

<u>Maneuver</u>	<u>Result</u>	<u>Procedure</u>
Leaping Reverse Kick	Kick in opposite direction you are facing	Press Button B , then Button A (if facing right) or Button C (if facing left) at top of jump. Only works if someone is behind you.
Head Butt	Hit foe's head with your's	Press D-Button twice in the direction of foe. Must be very close to foe.
Roundhouse Kick	Spin, kick foe in head	Press Button B rapidly when kicking foe.
Uppercut	Punch to foe's head	Press Button C rapidly when punching foe.

Note: The moves are described using the default settings (**Button A** = kick; **Button B** = jump; **Button C** = punch).

Game Stages

The action in *Double Dragon* takes place in four locations. They are:

- 1 The city slum
- 2 The industrial area
- 3 The forest
- 4 The hideout of the Shadow Boss

After you defeat all the thugs in one locale, you'll automatically move to the next. If there are any thugs remaining in your current location, you will be stopped at the right side of the screen and won't be permitted to continue to the next level until they are eliminated.

After all the thugs in the last location are defeated, you will battle the Shadow Boss to free Marion.

Scoring

Each time you hit an enemy, you are awarded the following points:

Points	Action
50	Punch
100	Jump kick/Elbow smash
180	Knee smash/Shoulder throw
200	Leaping reverse kick/Head butt
200	Whip/Drum/Bat/Box/Rock
300	Roundhouse kick/Uppercut
500	Knife

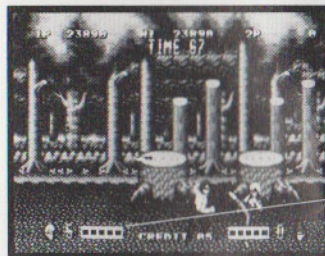
Upon completing your mission in each location, you'll earn the following bonus points:

Points	Location
3,000	Location 1 (city slum)
5,000	Location 2 (industrial area)
8,000	Location 3 (forest):



The Life Meter

The Life Meter is located in the bottom middle of the screen, (See Fig. 3). If two people are playing a second bar will appear. One section of the bar at a time will turn from blue to black (on Billy Lee's bar) or red to black (on Jake's bar) whenever either one of them receives a series of blows from an opponent. When the meter is all black, you lose a life.



Life meter

Fig. 3

Cast of Thugs

Here are the members of the Black Warrior Gang that you'll have to dispose of to win:



Willy: Height 5'11"; weight 185 lbs. Will throw in a kick every once in a while, but punching is his speciality.



Rowper: Height 5'8"; weight 175 lbs. Has a nasty right and left punch. Uses a knife or dynamite at times, but oil drum tossing is his speciality.



Williams: Height 5'8"; weight 167 lbs. Has a killer jump kick and is very skilled with a bat.



Linda: Height 5'4"; weight 114 lbs. Packs a pretty good right or left punch, but is particularly dangerous with her whip.



Chintai: Height 5'6"; weight 152 lbs. A master of karate.



Abobo: Height 6'6"; weight 340 lbs. Also known as the "Middle Boss". Gets a kick out of knocking people around.



The Shadow Boss (Jimmy Lee): Height 6'; weight 205 lbs. Known as "The Big Boss." Carries around a machine gun and will use it any time.



Street Weapons

Billy Lee and Jake will confront thugs carrying the following weapons:

- Knife
- Whip
- Bat
- Dynamite

However, a right punch or kick will dislodge the weapon from them. At this point, press **Button C** to have Billy Lee or Jake pickup the weapon, then press **Button C** again to make them use it.

In addition, there will be boxes, oil drums, and rocks laying around the street that thugs are known for putting to use. That is, unless Billy or Jake can get to them first.

To have Billy Lee or Jake pickup a box, oil drum, or rock, walk them next to the object and press **Button C**. Press **Button C** again to make them throw the object.

HELPFUL HINTS

- Most of the Black Warrior Gang will come up fighting after being knocked down, so don't go patting yourself on the back after flooring one. In fact, it will take several good blows before a gang member goes down for good. You'll know it's safe when he or she starts to flash, indicating that it is time to move on.
- Many of the gang members fight in predictable patterns, so study their moves. When do they use them, and how often? Use this knowledge to your advantage before any confrontation.

CUSTOMER SERVICE/ WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the cartridge that the recording medium on which it is recorded will be free from defects in materials and workmanship. A defective cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

To receive warranty service:

- 1 **DO NOT** return your defective cartridge to the retailer.
- 2 Notify customer service of the problem by calling (408) 296-8400 between the hours of 8 am and 5 PM (Pacific Standard Time). Please **DO NOT** send your cartridge to Accolade before calling customer service.
- 3 If the customer service representative is unable to solve the problem by phone, you will be provided with a return authorization number. Simply record this number on the outside packaging of your defective cartridge together with your sales slip or similar proof-of-purchase within the 90-day warranty period to: **Accolade, Inc., Customer Service, 550 S. Winchester Blvd., San Jose, CA 95128**

After the 90-day period, defective media may be replaced in the United States for \$20.00 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the cartridge, not other materials.)

Limitations on Warranty

The remedies provided in the warranty section are the customer's sole and exclusive remedies. In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the cartridge or the user manual. Except as provided in the warranty section, Accolade, Inc. makes no warranties, either express or implied, with respect to the cartridge or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.

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