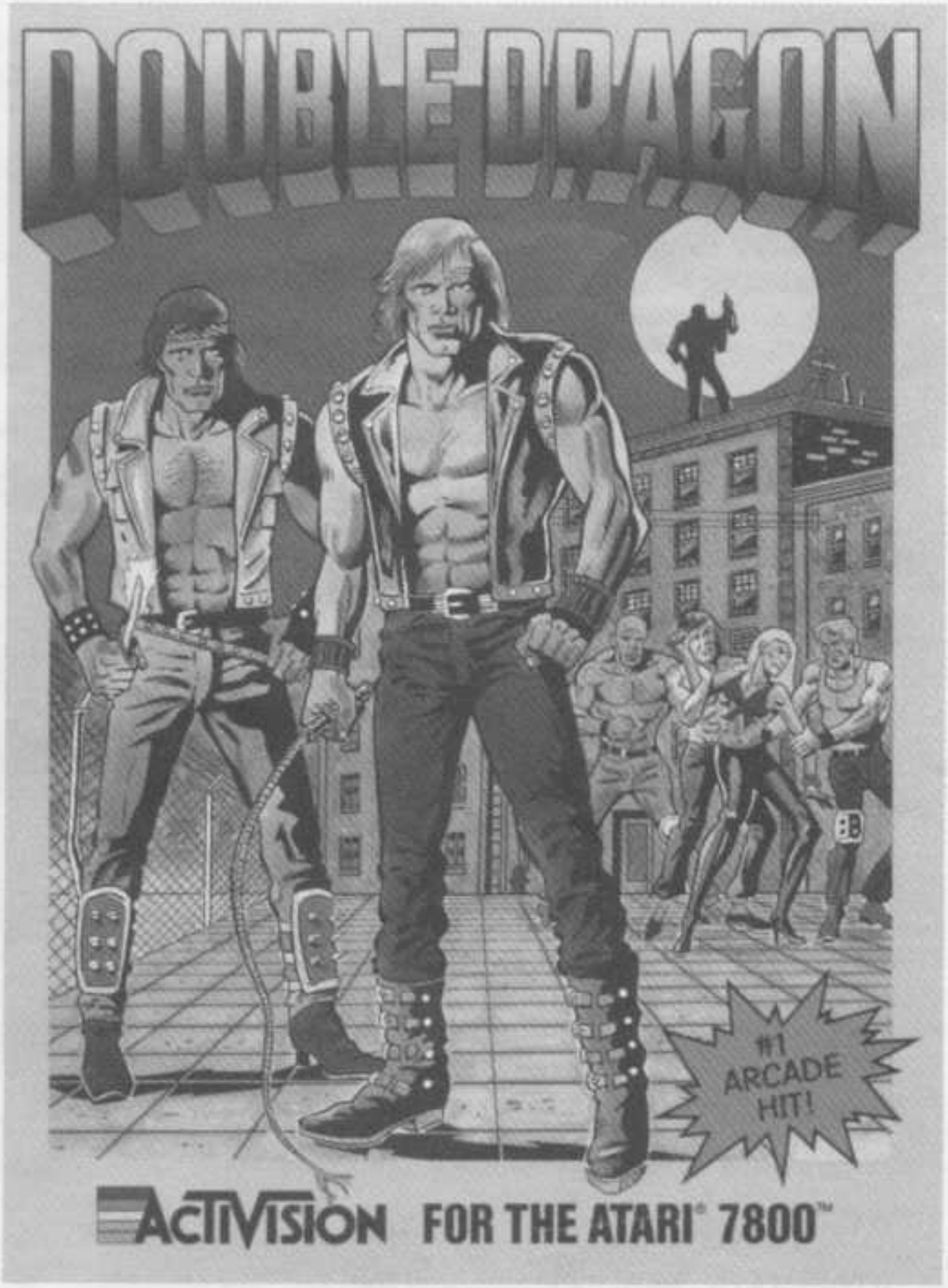

DOUBLE DRAGON
#1 ARCADE HIT!
ACTIVISION FOR THE ATARI® 7800™

Double Dragon
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The Ultimate Challenge

Twin brothers Billy and Jimmy Lee learned to fight the hard way — for survival in the unforgiving city streets. Their brand of combat — classic martial arts maneuvers mixed with anything-goes street brawling — has turned them into walking lethal weapons.

Now, the Lees must summon all their fighting abilities and cunning into meeting the greatest challenge of their lives — rescuing Billy's girlfriend, Marion. She's been kidnapped by the Black Warriors, the savage street gang led by the mysterious Shadow Boss.

The twins pursue the Black Warriors through the city streets and its outskirts. Finally they fight their way into the Secret Enemy Base. There, Billy and Jimmy meet the Shadow Boss. It's a battle to the finish, with Marion as the prize!

Loading Instructions

1. With your TV off, hook up your video game system to your TV.
2. Plug in your joystick. **If you're playing a one-player game,** use the jack on the left.
3. Turn on your TV, and insert the *Double Dragon* cartridge with the label facing away from you.
4. Turn on the video game system.

The Battle Begins

Either one or two players can battle it out against the Shadow Boss's henchmen.

Press the Select button on the console or move the joystick to choose which game you want to play.

Press the Reset button or the joystick button to start the game.

Press the Reset button during the game to stop playing and start a new game.

Fighting Controls

There are several fighting moves. Use the joystick and joystick button as described below to activate these blows.

- **Punch: Press the left button.**
- **Elbow Punch: Move the joystick diagonally up** and to the *right* and press the left button to throw a *left* elbow punch, and diagonally up and to the *left* and press the left button to throw a *right* elbow punch. You'll throw the elbow punch in the opposite direction from the one you're facing.
- **Jump: Move the joystick up** and press the right button.
- **Kick: Press the right button.**
- **Jump Kick: Move the joystick up** and press the right button once to jump and again to kick.
- **Reverse Jump Kick: Move the joystick down diagonally** toward the direction you are facing and press the right button.
- **Head Butt: Tap the joystick twice** toward the direction you are facing

You can also maneuver around the fighting area by moving the joystick around.

Weapons

In some battles, the Black Warriors have weapons: bats, whips, and knives.

To knock weapons out of an enemy's hands, punch or kick him.

To pick up a weapon, stand over it and punch. (Press the left button.)

Fighting It Out

- ➢ Each player's score, remaining lives, and strength bar are displayed above the fighting screen. Remaining units of time and the current high score are also shown.
- ➢ You get 70 units of time to make it through each of the first and second missions. You get 90 units of time to make it through each of the third and fourth missions. In the middle of the third mission, the timer is reset to 90 units of time.

Watch Your Strength

When you begin the fight, your strength bar is full. As you fight and receive blows, your strength is reduced. When the strength bar is empty, that life is over. When the number of lives remaining is 0 and the strength bar has been drained, the game is over.

After each mission you complete (and halfway through the third mission), your strength bar is refreshed, but you *don't* earn more lives. You must get to the Shadow Boss's Enemy Base on your original 3 lives.

Scoring

The score is based on the kicks and punches you land and the types of weapons you use:

Action	Points
Punch	50
Kick	100
Elbow	180
Jump Kick	200
Head Butt	200
Bat	200
Whip	200
Knife	500

Scenes of Battle

Billy and Jimmy Lee clash with the Black Warriors in four different areas. The going gets tougher as the tough get going.

Mission 1: City Slums

Mission 2: Industrial Areas

Mission 3: Outskirts of the City

Mission 4: The Enemy Base of the Shadow Boss

Battle Strategy

- ➢ You can't drop your weapon, but it can be taken away from you during the heat of battle. Keep your distance while slugging it out.
- ➢ Don't squander your lives early on! You'll definitely need all your strength once you're locked in battle with the Shadow Boss.
- ➢ Keep an eye on the timer. If your time runs out before you polish off your opponent, you lose a life. If it's your last life, the game is over.

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ATTENTION!

CORRECTIONS TO DOUBLE DRAGON (7800) INSTRUCTION MANUAL

Credits

Product Testing by Steve Imes and Gary Barth.

Fighting Controls (Page 6)

Head Butt: Move the joystick down and press the left button.

Watch Your Strength (Page 7)

You will earn an extra life every 50,000 points. Therefore, it is not imperative that you reach the Enemy Base of the Shadow Boss on your original three lives.

Scoring (Page 8)

Jump Kick: 100 points

Reverse Jump Kick: 200 points

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