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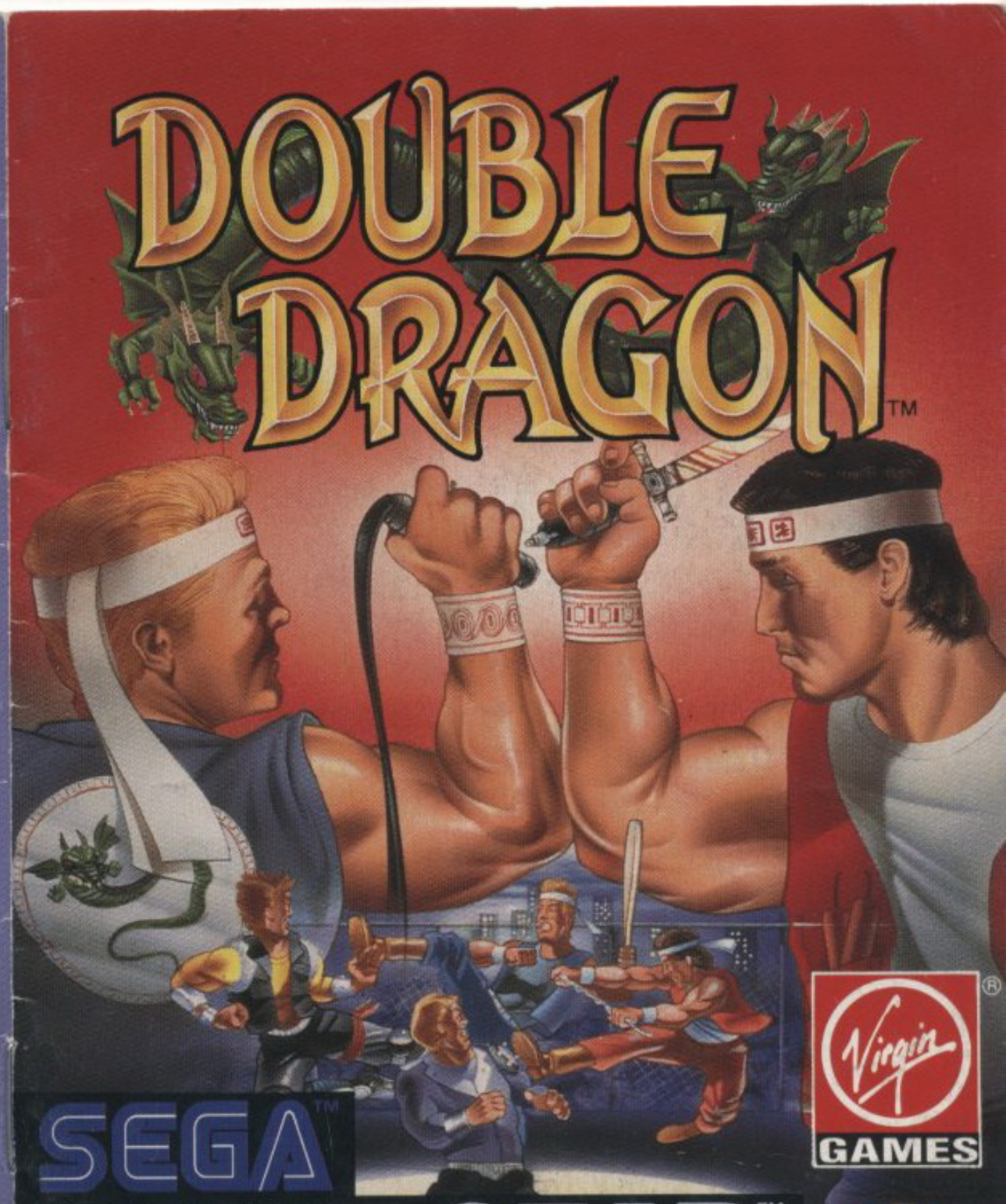
GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

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Printed in Japan

1 PLAYER

DOUBLE DRAGON™



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GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

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Double Dragon

SEGA Game Gear

Instruction Manual

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Starting Up

1.Set up your Sega Game Gear™ System as described in its instruction manual.

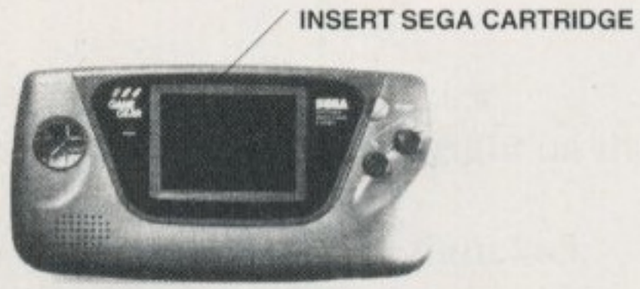
2.Make sure the power switch is OFF. Then insert the *Double Dragon* cartridge into the Game Gear unit.

3.Turn the power switch ON. In a few moments, the *Double Dragon* Title Screen will appear.

4.If the Title Screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Double Dragon* is for one player only.



Rescue Marian

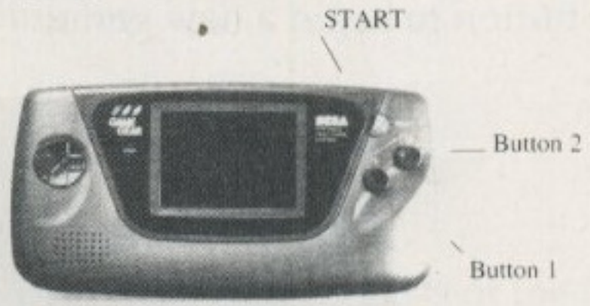
Out on a stroll with your girlfriend Marian, you're jumped by a group of the Black Warriors Gang. While you're down for the count, they nab Marian and take her back to their hideout at the Samurai Mansion. The Black Warriors have been terrorizing your neighborhood for years, looting stores, snatching purses and roughing up people. But not until today did their vicious crimes have a direct effect on you. Now you've had enough!

You are Billy Lee, a master of martial arts and street fighting, only one man against the entire gang of Black Warriors. You must use all of your moves to defeat the cruel enemies who stand in your way.

Begin your search in the streets where this fight began and track Marian down to the Samurai Mansion in the country. There you will ultimately battle it out against the Black Samurai for Marian's freedom and your life.

Take Control!

For best results, learn how to use the Control Pad before you start playing.



D-Button

- Press left, right, up or down to move Billy Lee around the play screen.

Start Button

- Press at the Title Screen to start the game.
- Press to pause the game; press again to resume play.

Button 1

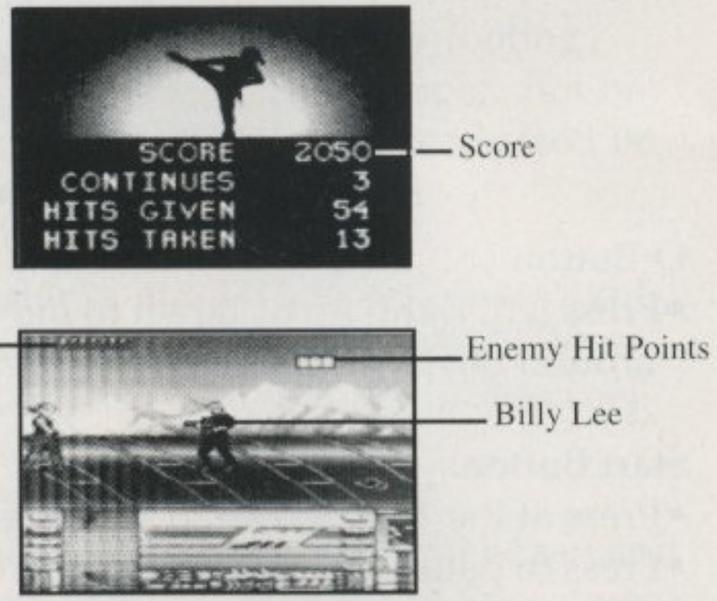
- Press to punch.
- Press rapidly to perform follow-through kick or . punch.

Button 2

- Press to perform a jumping high-kick.
- Press to flip while pressing left or right on the D-Button.
- Press while in flip to perform straight kick.

Getting Started

When the power is turned ON, the Title Screen appears. Press the Start button to begin a new game.



Special Attacks

Billy can pick up and use many of the items that appear on-screen. For example, in level 1, Billy can pick up the gun lying in the street and use it to defend himself against attack.

Spinning Kick

•To perform a spinning kick, walk towards an enemy. As you are pressing left or right on the D-Button, press Button 2 to begin a flip in the air. Now while you are in the air, press Button 2 again to release from the spin with a straight kick.

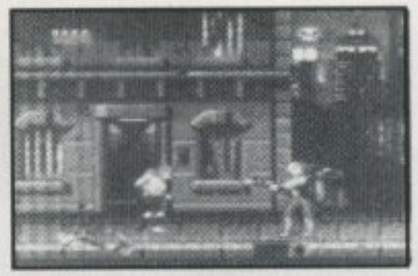
Foot Strike

•Press while pushing down on the D-Button to perform a sliding low kick.

Billy's Journey

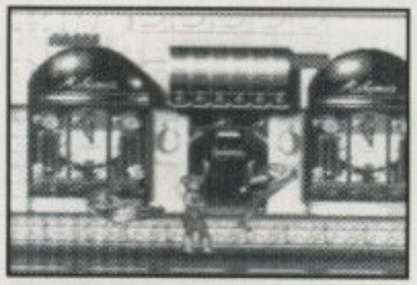
Billy's journey takes him to many parts of the town. Beware of the enemies you may encounter as they become increasingly difficult to beat the further you progress through the game.

Level 1 - Sleazy Slums



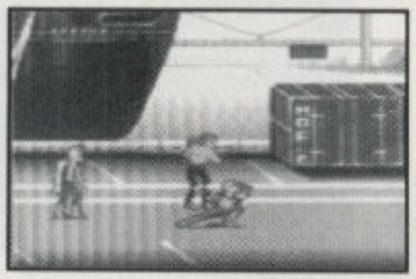
Billy begins his rescue mission in the city slums where the Black Warriors rule supreme. Make your way through the streets and into Mike's Club. Punch your way into the parking lot, your last stop before uptown.

Level 2 - Get Down Uptown



Don't think the Black Warriors will let you have a moment's rest in the nice part of town. From the store fronts on Rodeo Drive to inside the Virgin Megastore and back outside, new enemies will be sure to keep you on guard.

Level 3 - Dirty Docks



Even the docks are littered with bad guys. Battle your way across the pier and up the scaffolding of a freighter ship as you continue your search for Marian.

Level 4 - Terror Train



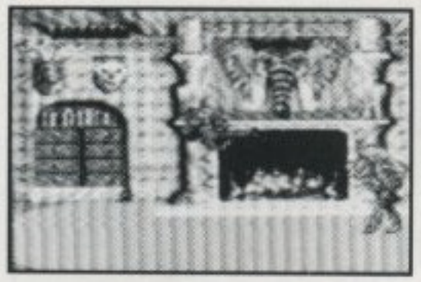
Catch a train out to the country where the leader of the Black Warriors holds Marian captive. Remember, this vicious gang isn't about to make your train ride relaxing and enjoyable. In fact they can't even keep you in your seat.

Level 5 - Chaotic Country



Back on solid ground again, you've almost reached Marian and the mansion. Can you best the final onslaught of the Black Warriors in time?

Level 6 - Samurai Mansion



Well you've finally made it, but made it to what. There's something creepy about this mansion. It feels like even the walls are alive. Will you make it past the many guardians who stand between you and the final battle with the Black Samurai?

Game Over

Billy's life gauge decreases each time he is hit by an enemy. He loses consciousness when all the bars of his life meter reach empty.

Continue

At the end of each game, if Billy has collected enough points to earn a continue, the continue screen will be shown with a timer counting down from 9 to 0. Press the Start button before the timer reaches zero to continue on the level where the last game ended.

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.

Limited Warranty

Virgin Games, Inc. warrants to the original consumer purchaser that this Cartridge shall be free of defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Virgin Games will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

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Animation	Tom Tanaka
Art Assistance	John Weir, Kevin Norr
Executive Producers	Dr. Stephen H. Clarke-Willson, Neil Young
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