SEGA

GENESIS™

THE ULTIMATE TEAM
IN THE ULTIMATE GAME!

BATTLETOADS™ DOUBLE DRAGON™



INSTRUCTION MANUAL

TRADEWEST

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.



Contents

The Ultimate Team 2
Starting Up 6
Controlling the Action 7
Scoreboard 9
Game Description 10
Playing Techniques 13
Special Techniques 17
Objects 19
Baddies 20
Obstacles 26
Hints and Tips 28
Notes 30
Limited Warranty 32

The Ultimate Team

Following her crushing defeat at the hands of the Battletoads on Ragnarok's World, the humiliated Dark Queen hightailed it to the outer reaches of the Universe.

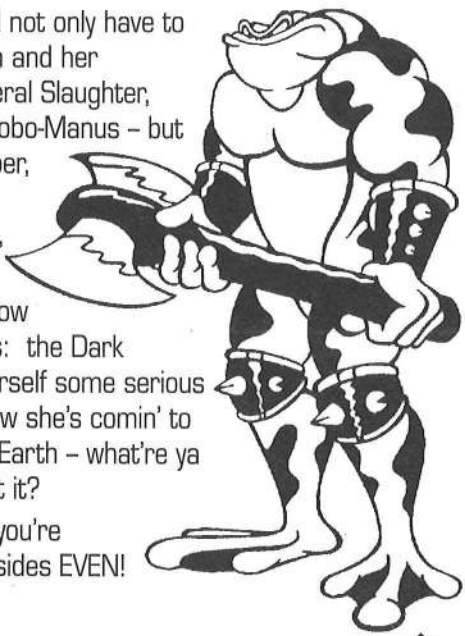
Months have passed...and the Queen's parting threat of revenge has become a distant memory to Professor T. Bird and the Battletoads – Zitz, Rash and Pimple.





However, when a mysterious energy beam from outer space renders Earth's military might powerless, and a city-sized spaceship called the Colossus smashes out of the moon, the Professor knows it has to be the Dark Queen trying her latest galaxy-dominating plan.

He's right, of course, but what he doesn't realize is that the shady lady's taking no chances this time, and she's cunningly teamed up with the equally shady Shadow Boss! This means that the Battletoads will not only have to fight the Queen and her sidekicks, General Slaughter, Big Blag and Robo-Manus – but Abobo and Roper, the Shadow Boss's minions, as well!

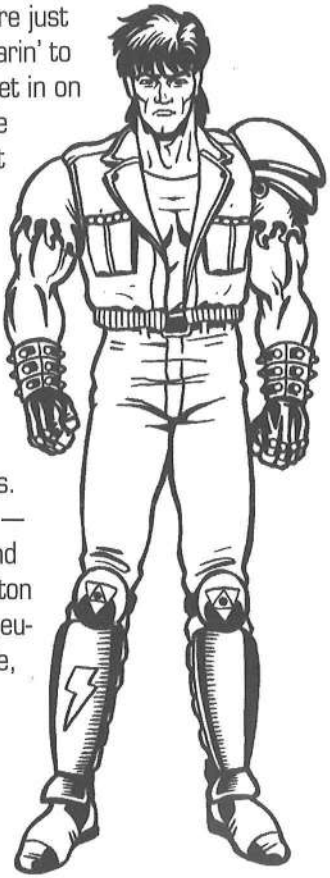


So, that's how it stands 'toads: the Dark Queen's got herself some serious back-up and now she's comin' to take over *your* Earth – what're ya gonna do about it?

First of all, you're gonna get the sides EVEN!



Those terrific twins, Billy and Jimmy Lee, otherwise known as the **Double Dragons**, are just rarin' to get in on the action, 'specially since the Shadow Boss is their archest of enemies!



After picking up the Dragons in the Battlecopter, it's time to play space-cadets and intercept the mighty Colossus. Now's the time to get MAD n' BAD, as you begin your epic quest to save Earth from the bad guys. It's not gonna be easy, team — the Colossus is a BIG ship and there's bound to be a whole ton of trouble waiting within its neutronshields. And with trouble, comes questions: will the team-up between the 'toads and the dragons be tight enough to defeat the

dark hordes? And if so, will the Dark Queen and the Shadow Boss hang around long enough for you to settle the score?



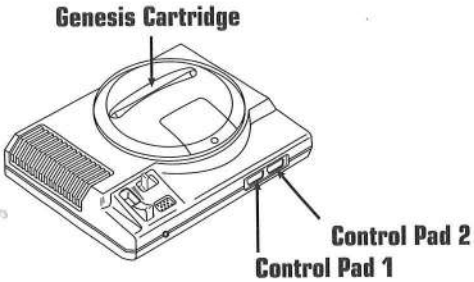


There's only one way to find out, so pick up that controller and play BATTLETOADS/ DOUBLE DRAGON – THE ULTIMATE TEAM!

Starting Up

1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 or 2 players. Plug in Control Pad 1 for 1 player, or plug in Control Pads 1 and 2 for 2 players.
2) Make sure the power is off.
3) Insert the **Battletoads/Double Dragon: The Ultimate Team** cartridge into the Genesis System console. With the label facing toward you, press the cartridge firmly into the cartridge slot.
4) Turn the power switch ON. If nothing appears on the screen, recheck the cartridge insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.



Controlling the Action



Control Pad

Left – Move left/Rotate counterclockwise (Level 4 only).

Double Click Left – Run left.

Right – Move right/Rotate clockwise (Level 4 only).

Double Click Right – Run right.

Up – Move up.

Down – Move down.

Use **Up/Down** on the title screen to move between the game types.

Use **Left/Right** on the player selection screen to move between the players.

Double Click Left and **Double Click Right** means to tap the direction twice and hold the direction down after the second tap. The running Smash Hits are only accessible if the character is running.



Buttons

A & C – Action/Fire (Level 4 only).

B – Jump.

Start – Start game/Pause game.

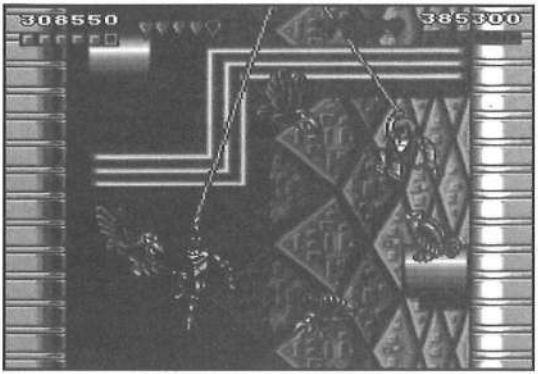
To **Attack** something, just move in close and hold the **Action** button down. The character will automatically punch the enemy several times followed by a "finishing" or "grounding" move. These moves usually either knock the enemy back, to the floor, or destroy them.

If your character is holding a Walker's leg (stick), then the attack method is exactly the same. Just move in close and press the **Action** button and the attacks will be done automatically.

Use the **Action** button to attack enemies, break open Bonus Pods and pick up the Walker's leg and Dynamite.

Note: The control functions sometimes change according to which level you're on. See the Playing Techniques section on page 13.

Scoreboard



POINTS are 'toadally numerical.

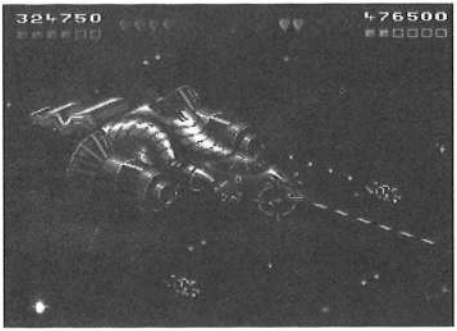
ENERGY lurks within some pods – smash n' grab 'em, team!

LIVES are heartily highlighted – the more the merrier, so get those 1-ups!

Game Description

As the Battlecopter swoops low over the Colossus, the Battletoads and the Dragons leap out onto the tail of the spaceship and your Earth-saving epic adventure begins!

Don't expect the red-carpet treatment, 'cuz the Shadow Boss and the Dark Queen will have their own personal way of welcoming you. After you fight your way across the tail, it's into the corridors, where the action gets faster. This is followed by a trip into the bowels of the ship, then a shoot-out against the awesome arsenal of the Colossus itself.

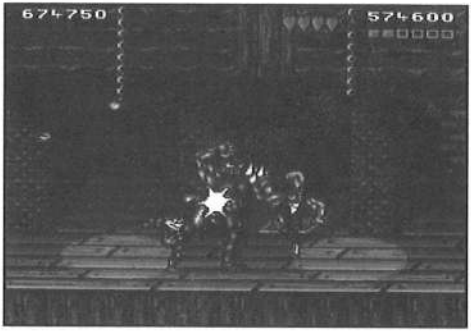


Defeat the Colossus and you're faced with a race against time on a missile heading for Earth – intent on destroying it! Defuse the warhead and the missile crash lands, setting up the final showdown with the gruesome twosome.

But gettin' to 'em ain't gonna be a pushover — no way! Each of the levels are packed with beastly baddies and lethal objects – each more horrendous than the last!

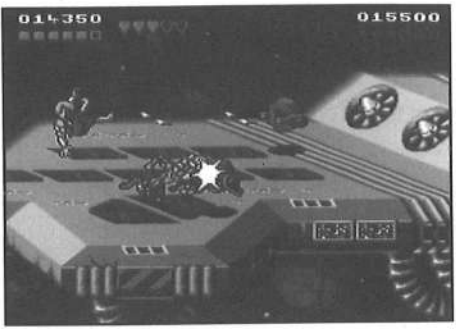
Baddies are the combined armies of the Dark Queen and the Shadow Boss. From the spineless Shadow Marines to the mighty monstrous muscle of Abobo and Big Blag, they're all gonna try to stop you!

Obstacles are a multitude of stationary and moving objects, always very dangerous and often fatal to the touch. These are hidden throughout the levels, waiting to catch unwary Dragons and 'toads completely off guard.



To deal with these evil hordes, the 'toads have an awesome arsenal of Smash Hits at their disposal, while the Dragons can call upon their equally impressive array of Dragon Force Techniques. Each gives the user incredible attacking combinations, including kicks, punches, stomps, throws and much more! In addition, you'll

find that certain objects can be picked up as weapons, so don't hesitate to use 'em should the situation arise!



But the bad guys aren't gonna stand there and let you punch their lights out, are they? Of course not, they're rough n' tough and love a good fight, and if your player falls short, it's a one-way ticket to the ground – 'cuz each 'toad and Dragon has a limited lifespan.

Most of the action takes place on foot, but certain areas demand expert driving skills. There's the 'toads' favorite Speeder Bike, plus the use of a high-speed, heavily armored Space Pod.

When you finally battle your way down to planet Earth, the real challenge begins. You must venture into the dingy darkness of a basement where the Shadow Boss lurks. Then it's into the Dark Queen's spaceship, where a life or death struggle begins to determine the future of the Earth...



Playing Techniques

Level 1

The characters can deliberately fall off the edges of the wing and cling onto the edge with their fingers. To do this, just move up or down to the edge and the character will fall off and cling on automatically. Use this to your advantage by attacking the enemies that are also holding onto the edges. To get back onto the wing, press **Jump**. Be careful not to get hit while clinging onto the edges or you'll fall off and lose an entire life.

Level 2

The characters can climb the ladders in the background by moving up to them and pressing **Up**. This allows access to some of the Bonus Pods that can't be collected from the floor. Destroy the Walker to grab his leg, which makes fighting the enemies much easier. When you come to the end of a corridor, you'll have to confront the Doorman of Doom. Pick up the dynamite he throws using the **Action** button again to throw it in the direction you are facing. Once the doors open, you can enter by moving in front of them and pressing **Up**.

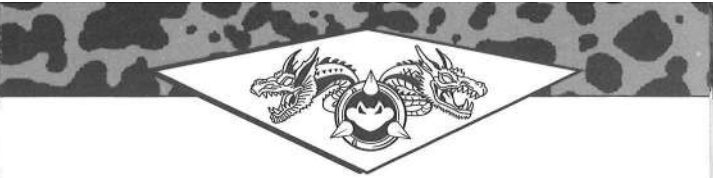
In corridor 3, your character will get on a Speeder Bike. When on this, the Control Pad **Left** and **Right** moves the vehicles left and right within the screen, and the Control Pad **Up** and **Down** moves the vehicles up and down within the scrolling screen. Avoid

obstacles by moving out of the way or by pressing the **Jump** button to jump over them. Use the **Action** button to fight any enemy bikers that come on screen.

Level 3

When you come to a big gap, stand near the edge and hold the **Action** button down. The character will throw a rope that attaches to the roof, then he will automatically jump out over the gap. Use the Control Pad **Left** and **Right** to swing left and right and the Control Pad **Up** and **Down** to climb up and down the rope. If you move near the wall, the character will walk it, and will jump away from the wall if you press the **Jump** button. If you move right up to the wall and press **Left** or **Right** in the direction of the wall, the 'toads will turn into a Bashing-Ball, and the Dragons will turn into a Whirlwind. This means if you press the **Action** button while the character is in special form, the character will launch himself across the screen in a devastating Smash Hit move. To let go of the rope when you get to the bottom, or to jump across to the other side, press the **Jump** button.

To cling onto the wire mesh on this level, press **Up**, then use the Control Pad to move the character where you want him to go. To get off, just move down until the character touches the floor again, where he will automatically get off.



When the character is holding onto a rail by his hands, press the Control Pad **Up** to make him pull his legs up to avoid any projectiles.

Level 4

For the first section of this level, the control system works like this: Use the Control Pad **Left** and **Right** to rotate the pod counterclockwise and clockwise respectively, and the **Action** button to fire bullets. By holding down the **Action** button, an aiming device will appear. Still holding the button down, you can then direct this device onto your intended target and when it locks on you can release the button and the pod will fire a homing missile. The pod has an unlimited supply of these at its disposal.

During the second part of this level, the control system is the more familiar **Left/Right/Up/Down** which enables you to move left, right, up and down the screen, with the firing of bullets and homing missiles working exactly the same way.

Level 5

You can move up and down ladders by pressing **Up** and **Down**, and enter open doors by pressing **Up** when standing in front of them.



Level 6

You can cling onto the lights by jumping up to them. Once holding onto them, you can either use the **Action** button to smash them down, revealing hidden bonus items, or press **Jump** to jump off.

Level 7

Follow the standard control functions.



Special Techniques

Battletoads – Smash Hits

Kiss-My-Fist – Big straight punch.

Big Bad Boot – Big kick.

Nuclear Knuckles – Double handed slam.

Battletoad Butt – Big headbutt.

BT Bashing Ball – Swinging wrecking ball attack.

Swingin' Size Thirteens – Big kick while on turbo rope.

Take Out The Trash – Picks up and throws on the ground.

Bikin' Bash – Backward kick while on the Speeder Bike.

No Way Back Thwack – Used when holding the Walker's leg.

Twin Side Slam – Smashes baddy to the left and right on the ground.

Back N' Front Punt – Kicks while hanging.



Dragon Force Techniques

Twistin' Typhoon Kick – Jumping spinning kick.

Thunderin' Knee Drop – Jumping knee-drop.

Earthquake Elbow Smash – Jumping elbow-drop.

Flying Dragon Kick – Flying kick.

Whizzin' Whirlwind – Fast-spinning attack.

Side Wall Smash – Grabs n' smashes against a wall.

Take Out the Trash – Picks up and throws on the ground.

Bikin' Bash – Backward kick while on the Speeder Bike.

Jab n' Stab Strike – Used when holding the Walker's leg.

Nose-Crunching Knee – Grabs and knees-up.

Back n' Front Punt – Kicks while hanging.

Dragon's Tail Throw – Rolls on his back and throws baddy backwards.

Objects



Bonus Pods – Destroying one of these brings good news at last. Who knows what you might find: points, a weapon, more energy or an extra life!

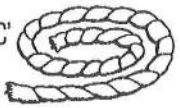
Dynamite/Grenades – Thrown by the Doorman and Windowman, they have real short fuses and explosive tempers. Steer clear if flashing, as they're about to go BANG!





Walker's Leg – Bust up a Walker and you can grab his broken leg. Using this on baddies gives 'toads access to the 'No Way Back Thwack' and enables Dragons to use their 'Jab n' Stab Strike.'

Turbo Rope – An essential possession inside the vast Colossus. Press 'A' or 'C' Button to throw the rope, then swing across or down the chasms.



Speeder Bike – Make sure you're wearing your diapers when you get on this mean machine, 'cuz it's definitely not for a squeamish 'toad or Dragon!

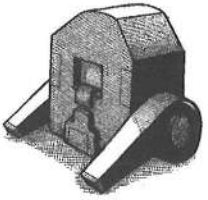


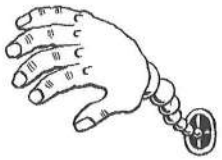
Baddies



Shadow Marine – The Shadow Boss's personal army of mindless morons. They patrol the Colossus's tail, eager to repel attackers.

Retro Blaster – With twin blasters glowing, this robotic bone-shaker will make holes in your team if you're not quick on your feet.





Mechno-Mitt – This heavy-handed horror can't wait to serve you up a knuckle sandwich. Dodge its digits, then give it a handshake it won't forget.

Abobo – He's big, he's bad and he's really MAD! You're intruders in his territory, and he won't rest until he's pounded you into the ground.



Walker – One of the Dark Queen's loyal stalwarts, this mechanical menace takes great pleasure in kicking you when you're down.





Doorman of Doom – This cowardly character lurks behind doors and tosses sticks of dynamite into your path. Pick 'em up and return 'em – and he's sure to get a blast of unhappiness.

Big Blag – This undisputed chief of the Rat Pack fell foul to the 'toads in their last encounter, but he won't be so easy to beat this time as he's out to do some serious chompin' 'n' stompin'.





Ryder – Hurtling along the corridors of the Colossus at breakneck speed, this brainless biker will keep kickin' 'til you bite the dust.



Guido – This scum-ball halfwit may look stupid, but he's rough and tough and never knows when he's been beaten.



Linda Lash – New to the 'toads, but the Dragons'll recall their numerous encounters with this whip-wielding woman. Avoid her stingin' swingin', or you'll be squealing like a Psyko-Pig.



Raven – Survivors from the original Battletoads, they're back to even the score. Tweak their beaks with a well placed punch and watch these feathered fiends fall.

Securi-Cam – Located deep in the bowels of the awesome Colossus, the slightest movement is enough to activate their high-powered blasters.





Roper – He's as big as Abobo, he's as bad as Abobo, but he's also got a BIG GUN! What's more, he knows how to use it, 'specially on 'toads and Dragons!



Buzz Disc – Crackling with 10,000 volts of energy, it patrols the walls of the Colossus's interior. Accuracy means everything, as mistakes can be shocking.

Colossus – This ship's the size of a city, chock-full o' henchpeople of the Shadow Boss and the Dark Queen and packed with enough ordnance to invade a galaxy. 'Nuff said!



General Slaughter – He might be clumsy and stupid, but he always uses his head – as a weapon!

Robo-Manus – THE MUTANT BIOGEN STILL LIVES! Thought to be destroyed by the 'toads, he's back looking keener, leaner, and meaner than before!





Lopar – An old enemy of the Lee twins, he's gonna make darn sure that this encounter won't end in him receiving his usual humiliating beating.



Windowman of Doom – Brother to the Doorman, he's every bit as chicken – hiding behind windows where he thinks he's safe. Grab his grenades and sling 'em back!



Scuzz – Mooching menacingly inside the missile, this revolting rodent springs from doorways to try to knock you out for the count.

Shadow Boss – One half of the dire duo, the 'Boss has waited so long to see the Dragons fall. Now, with the Dark Queen's help, he's sure it'll be curtains for 'em all.





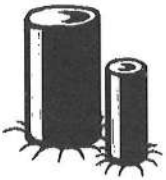
Dark Queen – The other half of the dire duo, she wants revenge on the 'toads for Ragnarok! As usual, you'll have to defeat her disciples before you'll get the chance to show her the error of her ways.

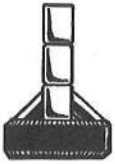
Obstacles



Drums – Big and blue, they block the Speeder Bike's path in the corridors of the Colossus. Take Professor T. Bird's advice – steer round 'em, not through 'em.

Post Walls – Use the turbo boost to jump over these, or you and the Speeder Bike will be parting company sooner than you think.





Crusha – Comes in varying degrees of difficulty, but all have the same result, either a 'toad pancake or a Dragon pizza...

Sparkbolt – Fired as a bouncing bolt of energy between two guns, this is guaranteed to give either Dragons or 'toads a sizzlin' sensation of the fatal kind.





Electro Barrier – Fires sizzlin' spark rings when you're tryin' to reach the lever that deactivates it.

Mines – There are three types of these perilous projectiles – one that explodes straight, one that explodes diagonally and one that explodes in a BIG way!



Astro Boulders – These ain't no one-hit-wonders, they'll keep on splittin' 'til you've blasted away every last bit.





Homing Missiles – You can fire these at the Colossus, but be warned: it likes to fire 'em back! An' if your pod takes too many hits, you're as good as gone!

Machine Gun – One of the many features in the awesome arsenal of the Colossus. Stay out of the line of fire, or your pod'll get some ventilation where it ain't needed!





Afterburners – Propelling the deadly missile toward Earth, their fearsome, fiery flames block your path. Hop over their heat, or you'll end up as burnt meat.



Hints and Tips

- Any enemy that has been knocked over can be attacked by running up to it and pressing the **Action** button. The resulting Smash Hit will destroy the enemy, regardless of the energy level remaining.
- Destroy the Bonus Pods to gain valuable extra lives, extra energy and temporary invulnerability.
- On Level 1, jump up and grab the Retro-Blasters before they have a chance to attack.
- Use the Walker's leg as a weapon whenever possible, as its attack range is longer than your arms.
- When on the Speeder Bike in Level 2, try to collect several Bonus Pods in succession, as you will be awarded an extra life.
- Use the homing missiles whenever possible when fighting the large ratship Colossus, as they do far more damage than the normal bullets.
- Use hit-and-run tactics when fighting Abobo at the end of Level 1. Run in, hit him and run away again, before he has a chance to retaliate. Repeat this process until he has been defeated.
- When you see Roper loading his gun at the end of Level 3, duck, as he is about to fire.



- One running kick will destroy the Mechno-Mitts (hands) on level 1, as opposed to three normal Nuclear Knuckle attacks.
- Try to score as many points as possible, as the first 100,000 points earned gives you an extra life. After that, an extra life is given every 200,000 points (at 300,000, then at 500,000, then 700,000, etc.).
- Watch out for the 2 extra lives that the ratship Colossus shoots out just after the set of diagonally exploding mines.
- Try to lock a homing missile onto the ratship Colossus's flying saucers, as one direct hit will destroy any of them.
- On level 3, if you hit the Raven several times in succession, you will gain an extra life.
- Use the double click to charge forward and the **Action** button to ram any of the enemy Bikers that appear in front of you while on the Speeder Bikes.



Notes



Notes



Limited Warranty

Tradewest, Inc. warrants to the original purchaser of this Tradewest software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Tradewest software program is sold "as is," without express or implied warranty of any kind, and Tradewest is not liable for any losses or damages of any kind resulting from use of this program. Tradewest agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Tradewest software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Tradewest software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TRADEWEST. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TRADEWEST BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TRADEWEST SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

TRADEWEST

Tradewest, Inc.
2400 South Highway 75,
Corsicana, TX 75110.
(903) 874-2683