DOUBLE DRAGON™

SEGA®

Using the ancient oriental martial art of Kenpo, fight your way through a city controlled by ruthless gangs of thugs. Keep your guard up as you battle to save your sweetheart and restore the streets to law and order.

Loading Instructions:
Starting Up:

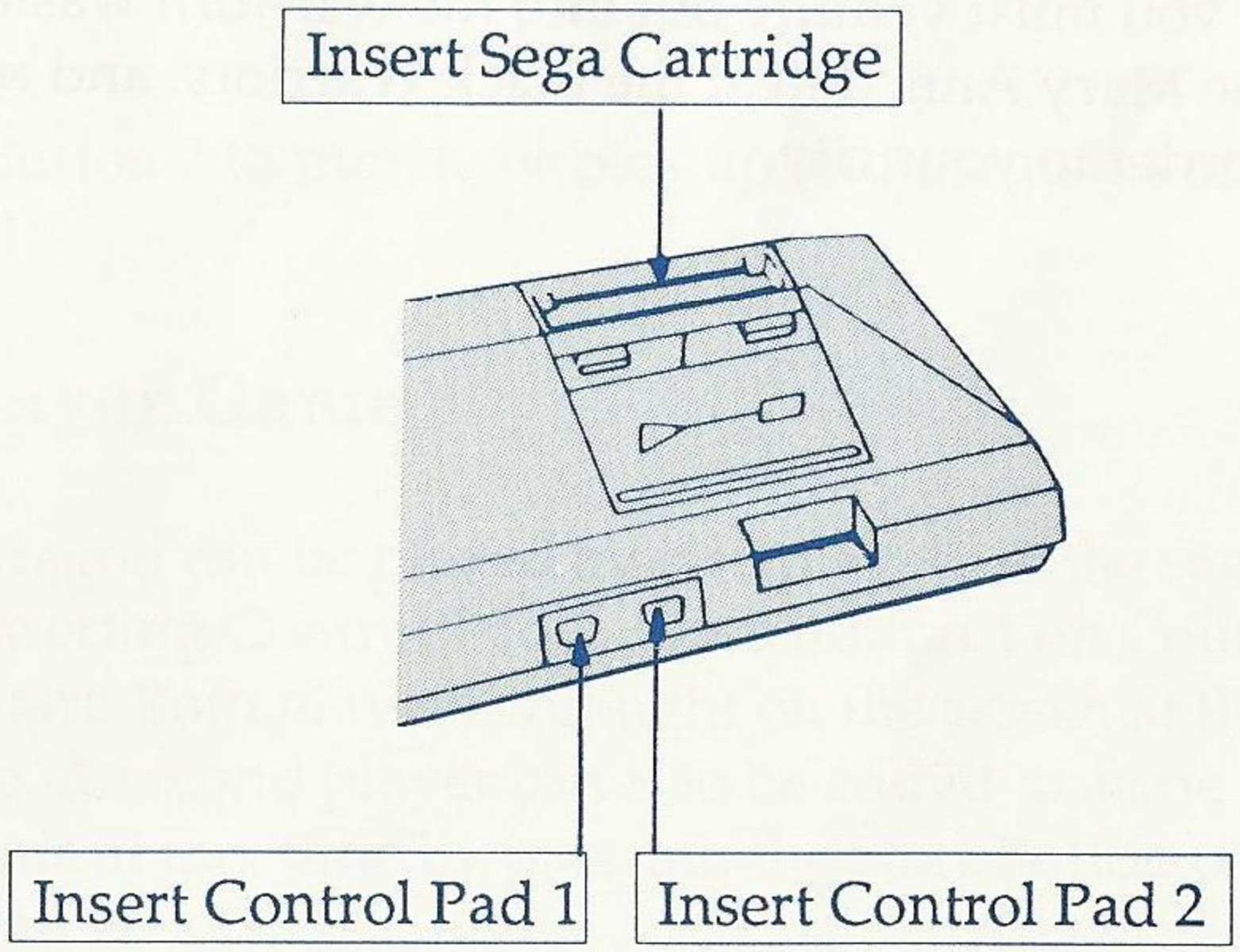
1) Make sure the power switch is OFF.

2) Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.

3) Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.

4) At the title screen, press Button 1 to start the game.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Sega Cartridge.



Double Dragon

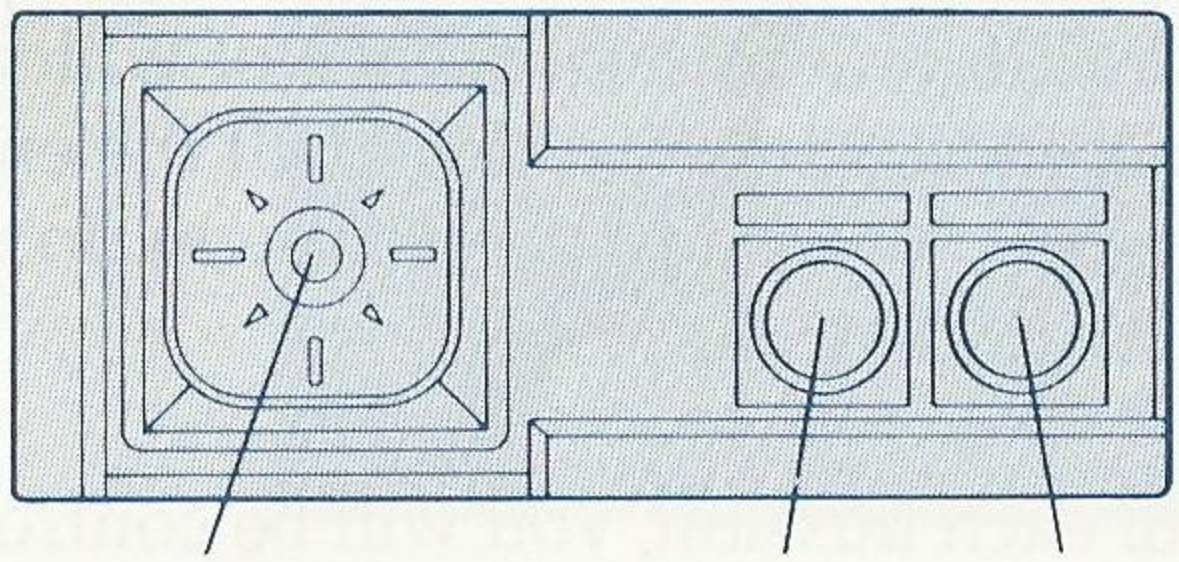
In a city ravaged by war and corruption, law and order has taken a backseat to terror and violence. Ruthless gangs rule the streets. Crime and bloodshed are commonplace. The city lives in fear.

Your name is Billy Lee. Your twin brother is Jimmy Lee. On the streets they call you the Spike, and your brother, the Hammer. That's because you are both masters without equal in the ancient martial arts of Kenpo and Kung fu. You've got what it takes to survive in the meanest streets in the world! And now, you've got troubles.

The Black Warriors, the meanest of the street gangs, is out for revenge: They want you dead. To bring you out into their territory, they've kidnapped your sweetheart, the beautiful Mary Ann.

Now you must venture out into the war-torn wasteland to rescue Mary Ann, defeat the Black Warriors, and return law and order to your city.

Taking Control



D-Button:

- The Directional Button moves Billy or Jimmy in eight directions.

Button 1:

- Press Button 1 to kick.

Button 2:

- Press Button 2 to punch, or pick up and use items on the ground.

Two Player Game

Double Dragon can be played by two players at the same time by inserting Control Pad 2. Press Button 1 on Control Pad 2 to start. Both players will fight on the screen at the same time. A second player can also be added to a one player game at any time by pressing the Start Button on Control Pad 2.

The Missions

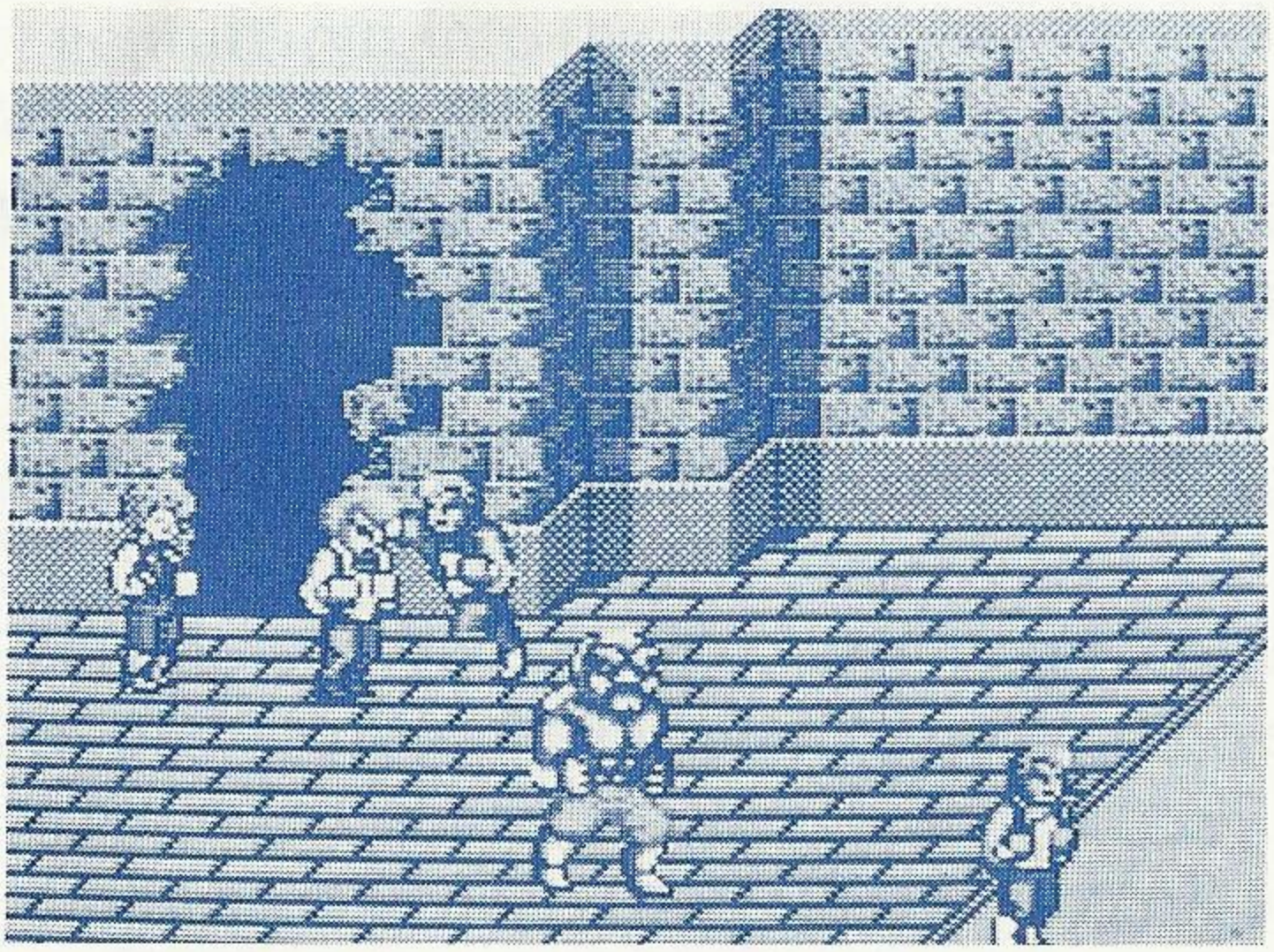
In order to rescue Mary Ann, you must fight your way through four different missions, each of which is divided into several scenes. You must defeat all the enemies in each scene to progress to the next scene. If you do not, you will be stopped at the right of the screen.

At the end of each mission, you will be confronted by a Black Warrior lieutenant. You must defeat him to proceed to the next mission.

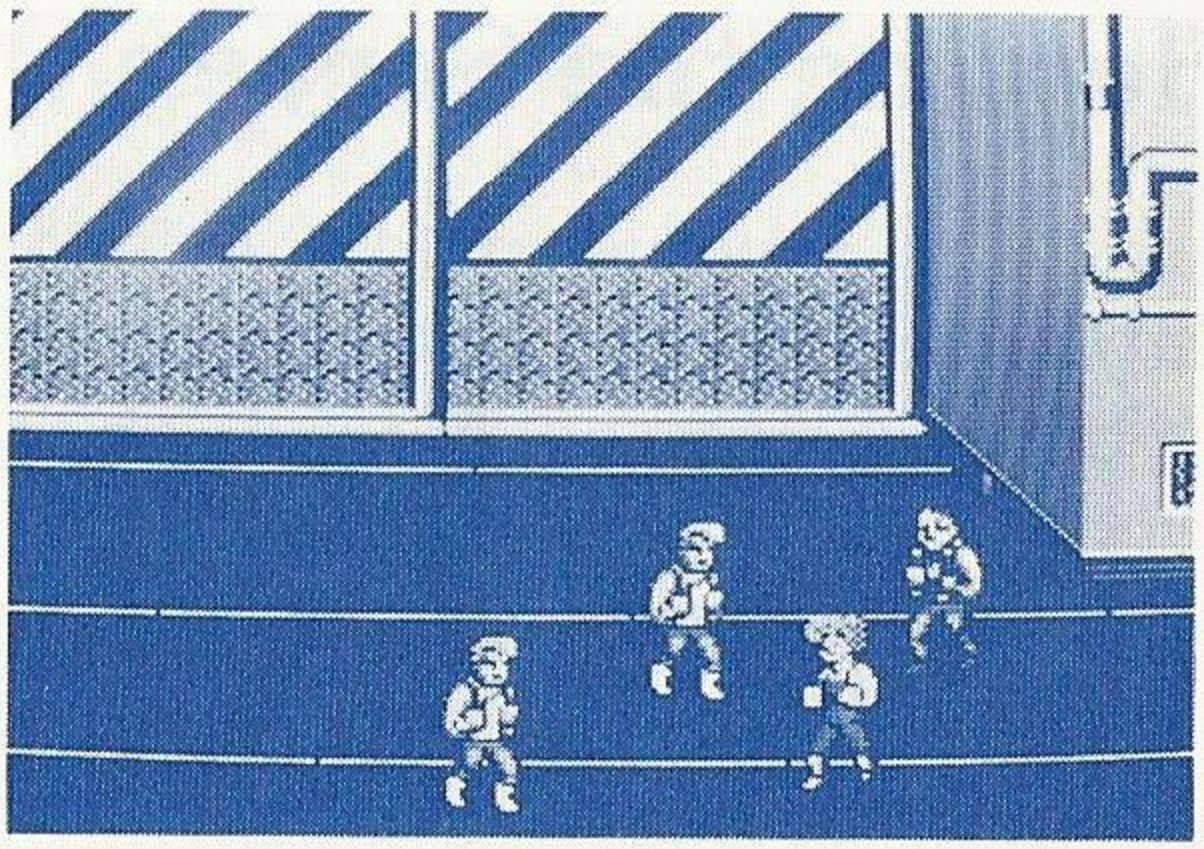
At the end of the last mission, you will have to fight the leader of the Black Warriors gang to rescue Mary Ann. His identity may surprise you!

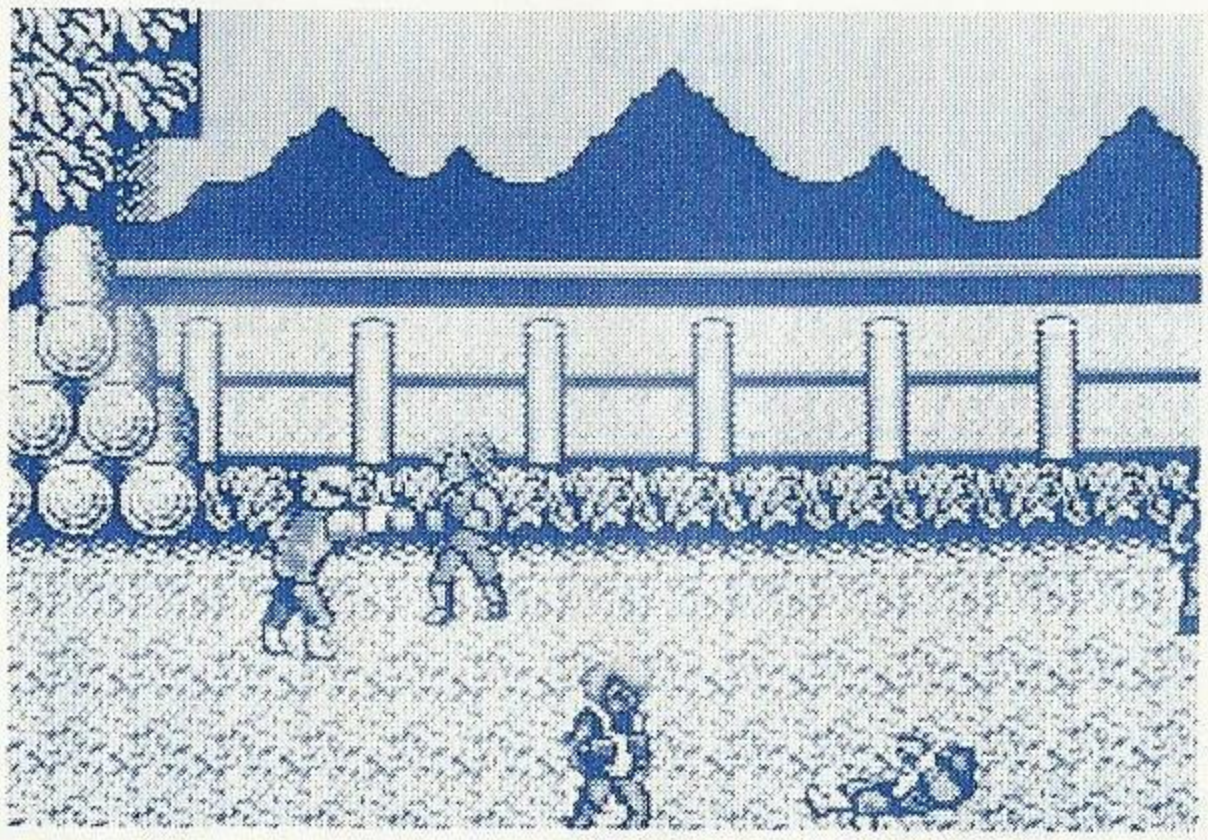
The Missions include:

Mission 1:
The Slums.



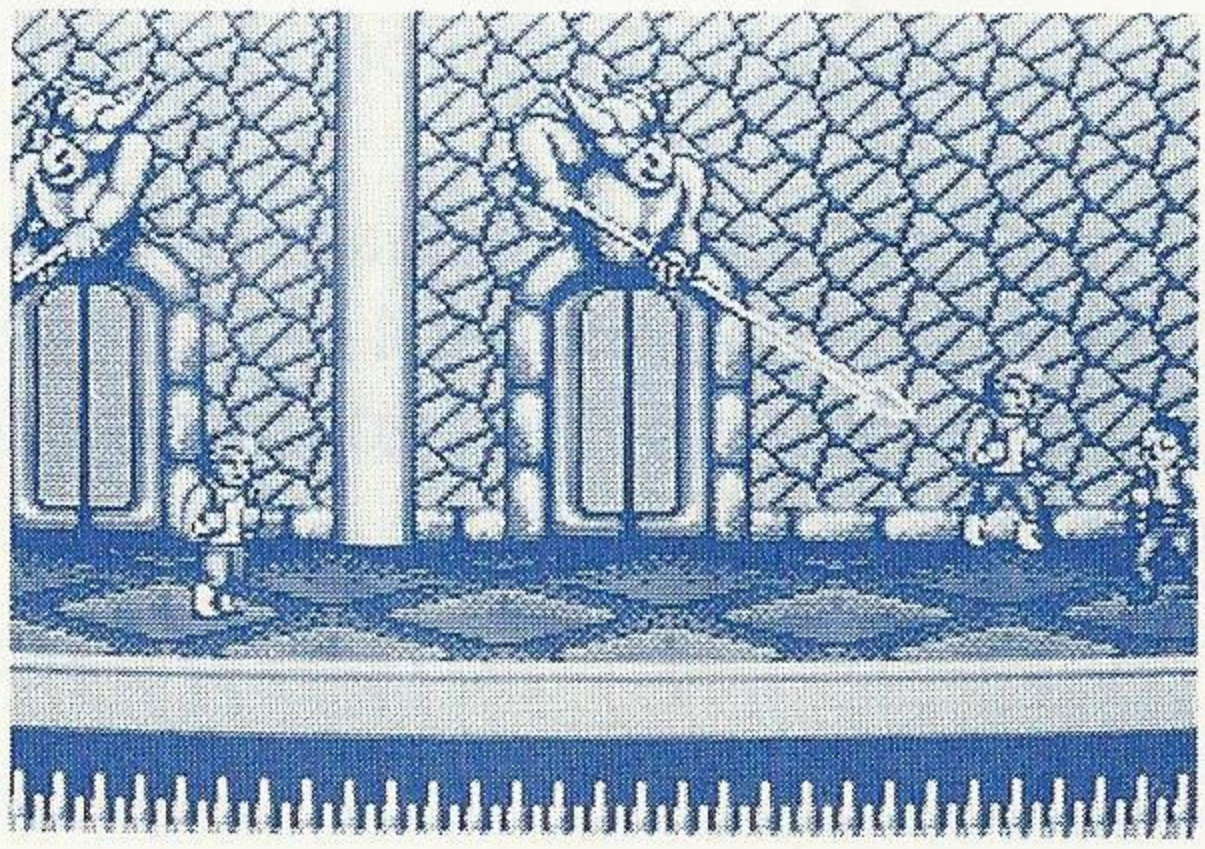
Mission 2:
The Factory District.



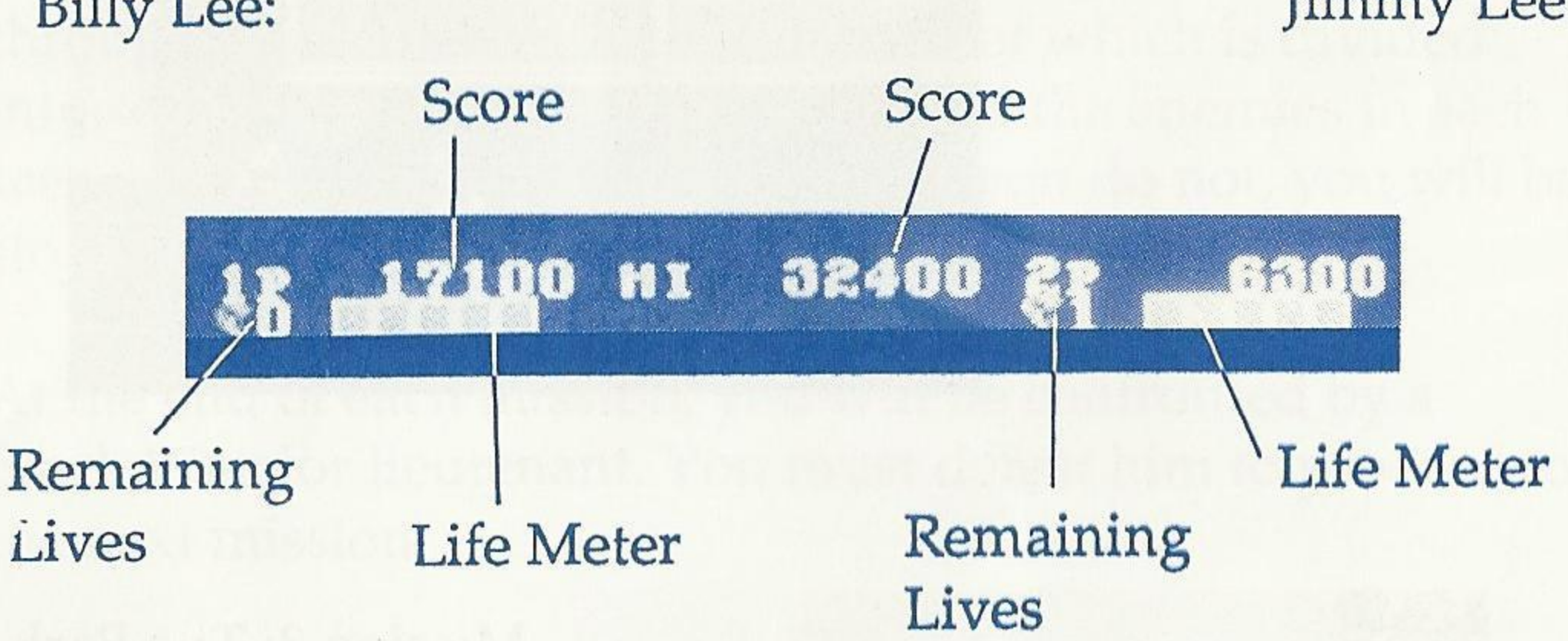


Mission 3: The Park.

Mission 4:
The Black Warriors
Headquarters.



Viewing the Screen



When you receive a blow from an opponent, a portion of your life meter will turn from blue to red. When it is all red, you lose a life.

Continue Feature

When all three of your lives are lost, "Push Start" will appear in the upper corner of the screen. Press Button 1 to continue the game from your present position.

You can continue in this manner up until you enter Mission 4. You will begin Mission 4 with three lives. After this point, if you lose all three lives, you must restart the game from the beginning.

Fighting Techniques

The Black Warriors are skilled fighters, but you are a true master. Your arsenal of kicks and punches will be your only hope as you battle your way through the crime-infested streets.



Leaping Reverse Kick

Press Buttons 1 and 2 simultaneously, and you will leap up and execute a powerful kick in the opposite direction you are facing.



Jump Kick

Push Buttons 1 and 2 simultaneously while pushing the Directional Button either right or left, and you will execute a jump kick in that direction.



Elbow Smash

Push the Directional Button to the opposite direction that you are facing and simultaneously push Button 2. Your elbow becomes a deadly weapon.



Head Butt

Push the Directional Button left twice or right twice to give your enemies a real headache.



Roundhouse kick

As you press Button 1 to kick your opponent, your front snap kick will become a more powerful roundhouse kick.



Uppercut Punch

As you press Button 2 to punch your opponent, your punches repeat and become more powerful uppercuts.



Head Knee Smash

When you stand on top of a downed enemy, you automatically place him in a headlock. Press Button 1 to jab him with your knee. Brutal but effective.

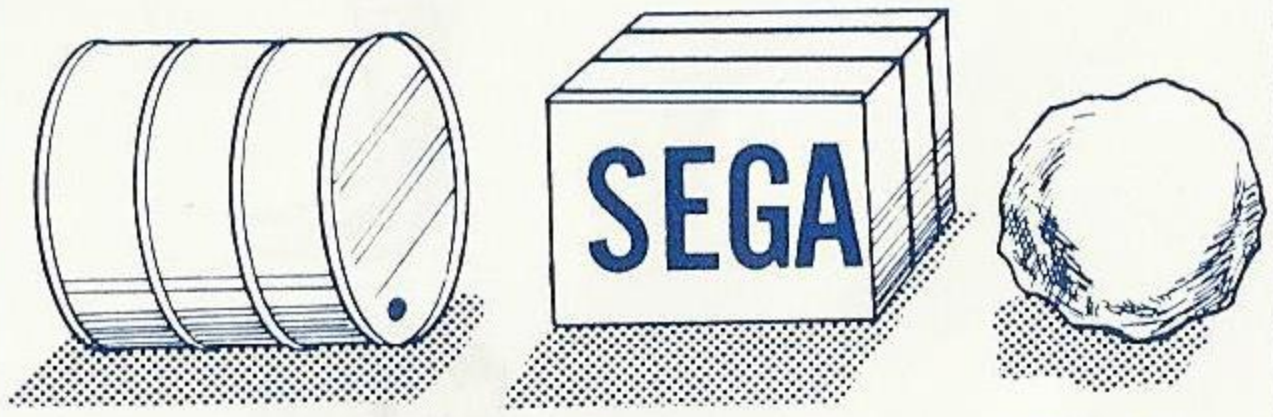
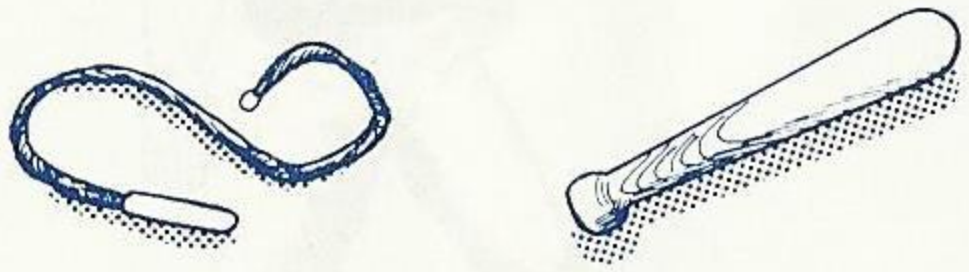
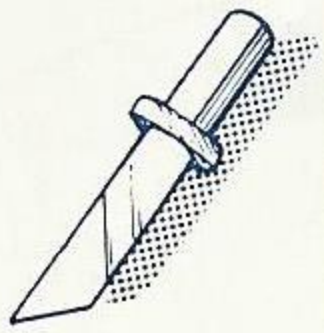
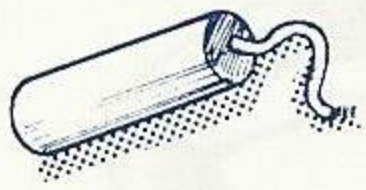


Shoulder Throw

When you've placed your opponent in a headlock, press Button 2 to fling him over your shoulder and slam him to the ground.

Weapons

In addition to your hands and feet, you have other lethal weapons at your disposal, which you will find on the ground from time to time. To pick these weapons up, move over them and press Button 2. (When an enemy wields one of these weapons, knock him down to make him drop it on the ground.)

 Drum Box Rock	Press Button 2 to throw these at the enemy.
 Whip Bat	Press Button 2 to swing these against the gang members.
 Knife	Press Button 2 to throw.
 Dynamite	When thrown at you, pick it up and throw it at the enemy before it explodes.

Note: Weapons can only be used in the scene in which they are discovered.

The Black Warriors Gang

Here are some of the bad guys you'll have to beat to win!



Abobo



Rowper



Williams



Jeff



Linda



Willy

Know The Score

Each time you strike an enemy, you are awarded with points:

Punch . . . . . 50 points
Jump Kick/Elbow Smash . . . . . 100 points
Knee Smash/Shoulder Throw . . . . . 180 points
Leaping Reverse Kick/Head Butt . . . . . 200 points
Roundhouse Kick/Uppercut . . . . . 300 points
Whip/Drum/Bat/Box/Rock . . . . . 200 points
Knife . . . . . 500 points
Dynamite . . . . . 800 points

Each mission you clear earns bonus points:

Mission 1. . . . . 3,000 points
Mission 2. . . . . 5,000 points
Mission 3. . . . . 8,000 points
Mission 4. . . . . 12,000 points

Helpful Hints

Many of the gang members attack in predictable patterns. Learn these, anticipate them, and use them to your advantage when planning your attack.

Many of the gang members will come up fighting even after being knocked down a number of times. When an enemy is knocked down and starts flashing, it means he's down for good. Move on to another target.

Scorebook

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Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.

- Do not bend, crush or submerge in liquids.

- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty
Sega® Card/Cartridge

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90-Day Limited Warranty

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This 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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