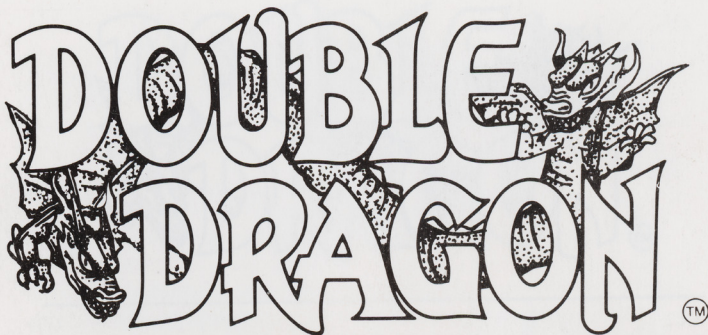


DOUBLE DRAGON

A stylized, black and white illustration of a dragon with its wings spread, positioned behind the large, bold, outlined letters of the title 'DOUBLE DRAGON'. The dragon's head is on the left, and its body extends across the letters. A small 'TM' trademark symbol is located to the right of the word 'DRAGON'.

TM

INSTRUCTION MANUAL
FOR THE COMMODORE 64, SPECTRUM



Melbourne House, 2-4 Vernon Yard, 119 Portobello Road
London W11 2DX · 01-727 8070

DOUBLE DRAGON™



THE STORY SO FAR . . .

Double Dragon is the story of two twin brothers, Billy and Jimmy Lee, facing the odds together in a city where survival has to be learned the hard way. Their knowledge of the martial arts, combined with the experience of tough urban existence, has made them both formidable fighting machines, ready for any challenge that comes their way.

But now the brothers are faced with their greatest challenge ever. Billy's girl Marian has been kidnapped by the Black Warriors, a savage and ruthless street gang led by the mysterious Shadow Boss. Using skills gained from a lifetime on the streets, and whatever weapons come to hand—including knives, whips, baseball bats, rocks, and even oil-drums—Billy and Jimmy must pursue the gang through the sprawling slums, factories and outskirts of the city, to reach the thugs' hideout for a final confrontation with the infamous Shadow Boss!

THE CAST



BILLY LEE: Height 5'10". Weight 165 lbs. Billy began his Kung Fu training at the age of 12 and became a Kung Fu Sosaiken Master at 20.

JIMMY LEE: Height 5'10". Weight 170 lbs. Billy's twin brother and also a master in the martial arts.



LOPAR: Height 5'8". Weight 175 lbs. Packs a nasty right and left punch, and gets a kick out of hurling oil-drums around.



ABOBO: Height 6'3". Weight 167 lbs. The Middle Boss, Abobo likes to slap people about.



WILLIAMS: Height 5'8". Weight 167 lbs. Has perfected a strong jump-kick, and is very handy with a knife or baseball bat.



LINDA: Height 5'4". Weight 114 lbs. Watch out for her swift right and left punches. She also cracks a mean whip.



CHINTAI: Height 5'6". Weight 152 lbs. A Karate Master. Enough said...



WILLY: Height 6'. Weight 205 lbs. The Big Boss, Willy is armed with a machine gun and, needless to say, won't hesitate to use it.

SPECTRUM

YOUR WEAPONS

As you hunt through the urban decay of the city you will find boxes, rocks, oil-drums, knives, baseball bats and whips. All can be picked up (by moving near a weapon and pressing Fire) and used in fights (by pressing Fire when a weapon is held).

The action in Double Dragon takes place in 5 different scenarios: the City Slum, the Industrial Area, the Forest, and outside and inside the Boss's Hideout.

ATTACKING THE ENEMY

You have a vast range of fighting skills at your disposal. Individual attacking moves are detailed below:

LEFT OR RIGHT PUNCH – press Fire to punch your opponent in the direction you are facing.

KICK – move joystick to the right and press Fire to kick forward. If you can get very close to your opponent, you can turn the kick into a **HAIR GRAB KICK**. And you can turn a hair grab kick into a **SHOULDER THROW** by reversing joystick and pressing Fire.

HEAD-BUTT – move joystick down and press Fire to head-butt your opponent

JUMP-KICK FORWARD – move joystick in south-east direction and press Fire

WHIRLWIND KICK – move joystick in south-west direction and press Fire to turn and kick

ELBOW BACKWARD – move joystick to the left and press Fire to elbow an opponent behind you

JUMP BACKWARD – move the joystick up and left and press Fire.

JUMP UP – move the joystick up and press Fire.

JUMP FORWARD – move the joystick up and right and press Fire.

LOADING INSTRUCTIONS – SPECTRUM

DISK: Insert disk and press ENTER

CASSETTE: Type LOAD " " and press ENTER.

CONTROLS

Joystick or Keyboard

KEYBOARD CONTROLS

Player one: M-fire Q-up R-down O-left P-right

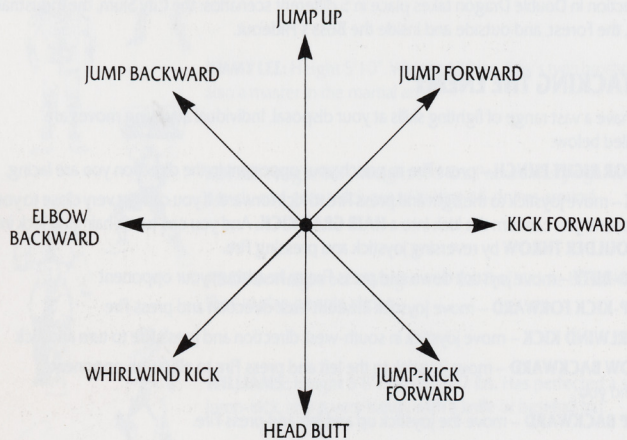
Player two: 1-fire 2-up 4-left 5-right

To move diagonally use the appropriate combination of keys
keyboard is redefinable.



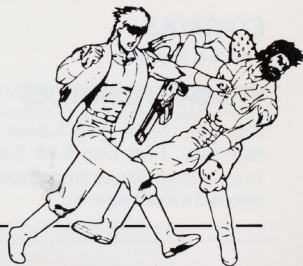
SUMMARY OF FIRE-PLUS-DIRECTIONAL CONTROLS

The following diagram applies if facing right. Reverse if facing left:



GENERAL MOVEMENT AND DEFENSIVE MOVES

With the Fire button not pressed, the joystick gives 8 standard directions of movement. To jump up, jump back, or jump forwards, move the joystick up, north-west or north-east respectively, with the Fire button pressed.



LOADING INSTRUCTIONS

- Amiga: Load your kickstart disk. When prompted for the workbench, insert disk in Drive A. Program will load and run.
- Atari ST: Insert Disk 1 into Drive A. Program will load and run.
- IBM PC: Load DOS into your computer. At A> Prompt type Dragon. Program will load and run.

PLAYING THE GAME

At the bottom of the screen are shown two sectioned bar displays, one for each player. Each bar represents one 'life' which is used up as Billy takes the enemy's shots. (The number of lives remaining is shown next to the bar.)

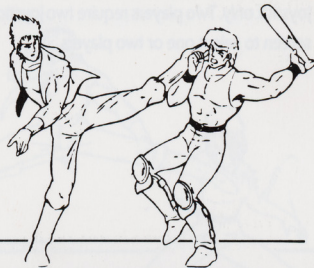
At the top of the screen, beneath the scores, is a display of how much time you have left to complete that level. Just like the Arcade, if you are still hanging around when the clock runs out, you lose a life. Life is tough on the streets.

Keep fighting your way to the right using whatever weapon you can find. Beware of allowing the bad guys to rob you of a weapon too close to the edge of the screen – you will not be able to pick it up again!

If you lose all your lives, you can use up one of the five 'credits' you start the game with – drop another quarter in – and continue on, just like the Arcade! Once all your credits are gone, so are you.

Press Fire to use a credit and continue on from your present position when you lose all your lives and are prompted to do so on screen.

Clear out the trash on one level to move on the next. Your girl is at the end of level 5 – go get her! Watch for the thumb to tell you when to move on! If two players play as a team to fight through more enemies, it gets even more interesting towards the end. Keep your wits about you and one eye on your partner!



COMMODORE 64

YOUR WEAPONS

As you fight your way through, some attackers will be carrying weapons – baseball bats, whips, etc. Defeat them and the weapon is yours to use! Just push fire to hit out the way you're facing.

ATTACKING THE ENEMY

You have a vast range of fighting skills at your disposal. Individual attacking moves are detailed below:

LEFT OR RIGHT PUNCH – press Fire to punch your opponent in the direction you are facing.

KICK – move joystick to the right and press Fire to kick forwards. If you can get very close to your opponent, you can turn the kick into a **HAIR GRAB KICK**.

HEAD-BUTT – move joystick down and press Fire to head-butt your opponent.

WHIRLWIND KICK – move joystick in south-west direction and press Fire to turn and kick.

ELBOW BACKWARD – move joystick to the left and press Fire to elbow an opponent behind you.

JUMP UP – move joystick up and press Fire.

HAIR GRAB KICK – get close to your opponent and move joystick in south-east direction, press Fire. Wicked move!

JUMP BACKWARD – move the joystick up and left and press Fire.

JUMP FORWARD – move the joystick up and right and press Fire.

LOADING INSTRUCTIONS – C64

DISK: Type LOAD "*",8,1 and ENTER.

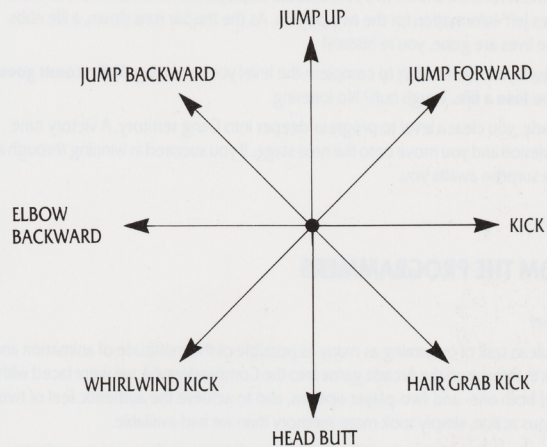
CASSETTE: Hold down SHIFT key and press RUN/STOP

CONTROLS

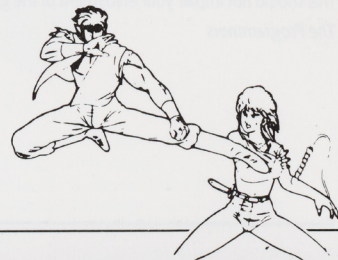
Joystick only. Two players require two joysticks. Player one uses Port 2. Push 1 or 2 on the intro screen to select one or two players.

SUMMARY OF FIRE-PLUS-DIRECTIONAL CONTROLS

The following diagram applies if facing right. Reverse if facing left:



GENERAL MOVEMENT: Without the fire button pressed, the joystick provides the eight standard directions of movement.



PLAYING THE GAME

Double Dragon uses every last bit of the C64's memory and capabilities to bring to your screen as close an approach to the original as possible on the machine. The action takes place across all the scenes straight out of the Arcade machine in all their faithfully reproduced colorful glory!

At the bottom of the screen are shown two sectional bar displays, with a number next to them. These are the 'lives left' information for the two players. As the the bar runs down, a life ebbs away. Once all the lives are gone, you're history!

In the center is displayed the time left to complete the level you're playing. **If the count goes down to zero, you lose a life.** Tough huh? No loitering.

Just as in the Arcade, you clear a level to progress deeper into Gang territory. A victory tune announces completion and you move onto the next stage. If you succeed in winning through all five stages a surprise awaits you.

Have a nice day!

A NOTE FROM THE PROGRAMMERS

Dear Games Player

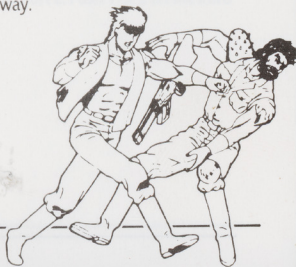
During our Herculean task of cramming as many as possible of the multitude of animation and graphic elements that make up the Arcade game into the Commodore 64, we were faced with a problem. To get both one- and two-player options, and to achieve the authentic feel of two-player simultaneous action, simply took more memory than we had available.

But we knew how dissappointed you would be if the game didn't have the same two-player mode as the Arcade game you know and love. So we came up with a memory-saving solution. We implemented sprite stacking techniques to create the animated characters (using two smaller sprites instead of one larger one to create each figure).

The resulting small gap you may notice in the characters at waist level, is the compromise that the architecture of the C64 forced us to make.

This should not impair your enjoyment of the game in any way.

The Programmers



PLAYING THE GAME

Each Disc contains a copy of the CD-ROM software and a copy of the CD-ROM software manual. The software manual is a copy of the software manual for the CD-ROM software. The software manual is a copy of the software manual for the CD-ROM software.

Each Disc contains a copy of the CD-ROM software and a copy of the CD-ROM software manual. The software manual is a copy of the software manual for the CD-ROM software. The software manual is a copy of the software manual for the CD-ROM software.

Each Disc contains a copy of the CD-ROM software and a copy of the CD-ROM software manual. The software manual is a copy of the software manual for the CD-ROM software. The software manual is a copy of the software manual for the CD-ROM software.

Each Disc contains a copy of the CD-ROM software and a copy of the CD-ROM software manual. The software manual is a copy of the software manual for the CD-ROM software. The software manual is a copy of the software manual for the CD-ROM software.

Each Disc contains a copy of the CD-ROM software and a copy of the CD-ROM software manual. The software manual is a copy of the software manual for the CD-ROM software. The software manual is a copy of the software manual for the CD-ROM software.

A NOTE FROM THE PROGRAMMERS

Each Disc contains a copy of the CD-ROM software and a copy of the CD-ROM software manual. The software manual is a copy of the software manual for the CD-ROM software. The software manual is a copy of the software manual for the CD-ROM software.

Each Disc contains a copy of the CD-ROM software and a copy of the CD-ROM software manual. The software manual is a copy of the software manual for the CD-ROM software. The software manual is a copy of the software manual for the CD-ROM software.

Each Disc contains a copy of the CD-ROM software and a copy of the CD-ROM software manual. The software manual is a copy of the software manual for the CD-ROM software. The software manual is a copy of the software manual for the CD-ROM software.

Each Disc contains a copy of the CD-ROM software and a copy of the CD-ROM software manual. The software manual is a copy of the software manual for the CD-ROM software. The software manual is a copy of the software manual for the CD-ROM software.

Each Disc contains a copy of the CD-ROM software and a copy of the CD-ROM software manual. The software manual is a copy of the software manual for the CD-ROM software. The software manual is a copy of the software manual for the CD-ROM software.



Melbourne House, 2-4 Vernon Yard, Portobello Road
London W11 2DX · 01-727 8070

TM designates trademark of Mastertronic International, Inc.
Melbourne House is a registered trademark of Mastertronic International, Inc.
© 1988 Mastertronic International, Inc. Printed in the UK.