DOUBLE DRAGON™

INSTRUCTION MANUAL

FOR IBM, AMIGA, AND ATARI ST COMPUTERS

MELBOURNE HOUSE

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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.

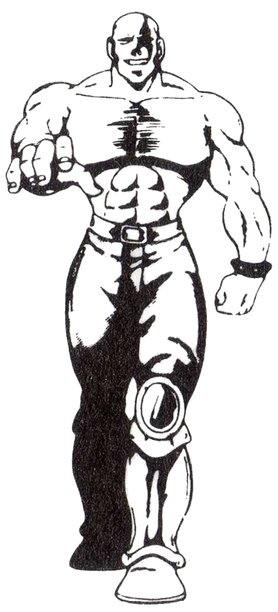
But now the brothers are faced with their greatest challenge ever. Billy's girl Marian has been kidnapped by the Black Warriors, a savage and ruthless street gang led by the mysterious Shadow Boss. Using skills gained from a lifetime on the streets, and whatever weapons come to hand – including knives, 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

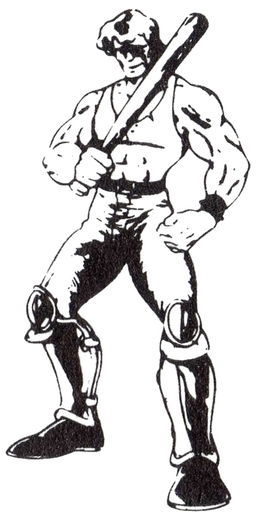
BILLY LEE: Height 5'10". Weight 165 lbs. Billy began his Kung Fu training at the age of 12 and became a Kung Fu Sosaiken Master at 20.

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.

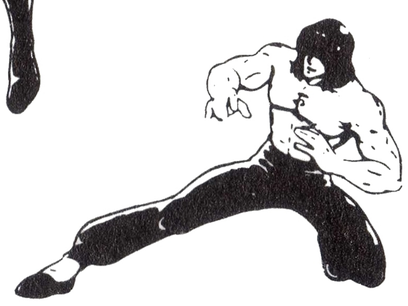


ABOBO: Height 6'3". Weight 167 lbs. The Middle Boss, Abobo likes to slap people about.



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.

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

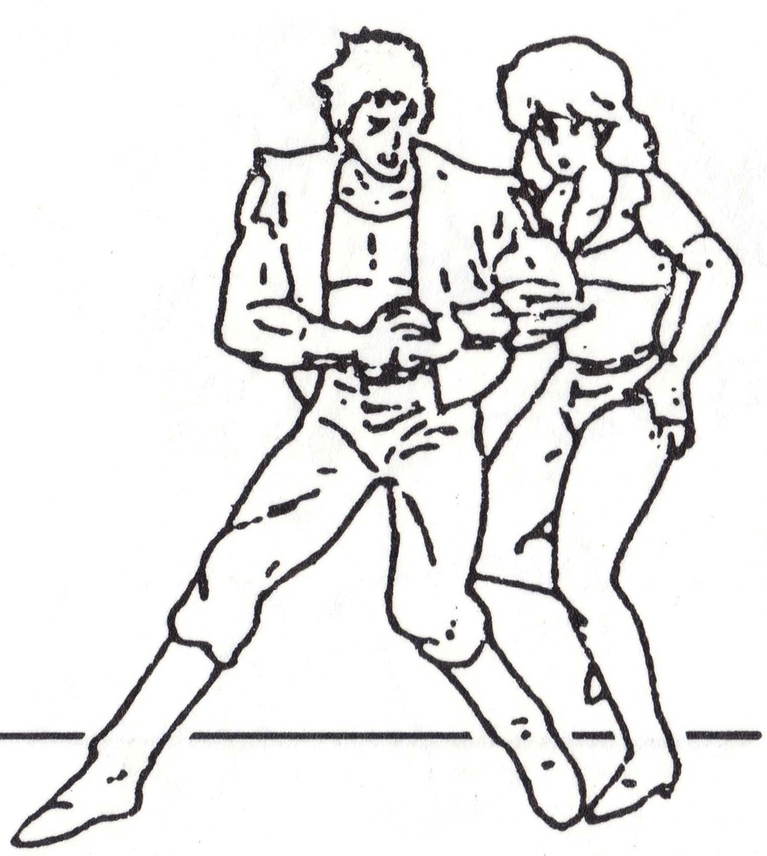
WHIRLWIND KICK – move joystick in south-west direction and press Fire to turn and kick

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.



CONTROLS: IBM PC

Joystick or Keyboard

Joystick

Insert joystick into left port and press Fire for 1 player game
Insert joystick into right port and press Fire for 2 player game

Keyboard

Press spacebar for 1 player game
Press 5 for 2 player game.

Also, player 1 can use keyboard while player 2 uses joystick,
player 2 to start game by pressing Fire, on the joystick.

Player one; Q-up A-down O-left P-right Space-fire
Player two: 8-up 2-down 4-left 6-right 5-fire

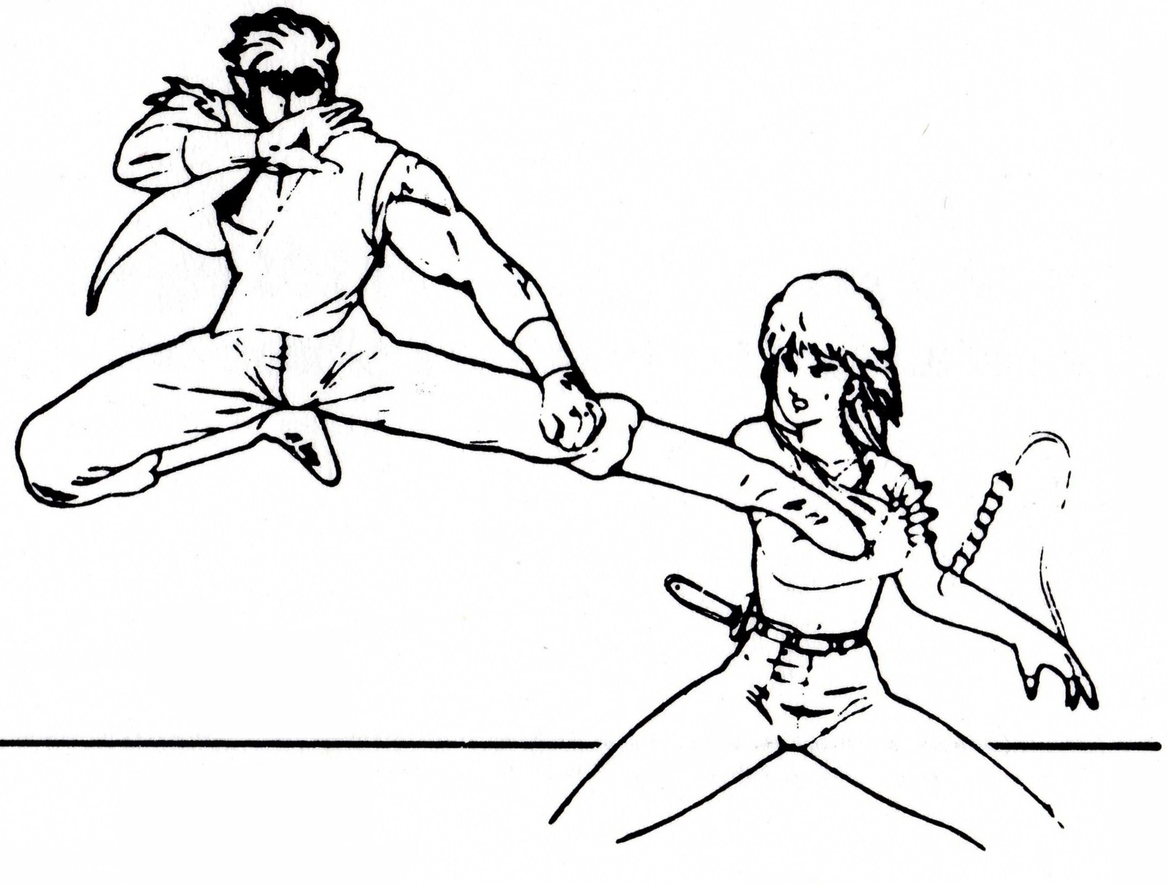
To move diagonally use the appropriate combination of keys i.e. diagonally upward left would be 'Q' and 'O' for player 1 and '8' and '4' for player 2.

CONTROLS: AMIGA & ATARI ST.

Amiga: Joystick (2 players require 2 joysticks)

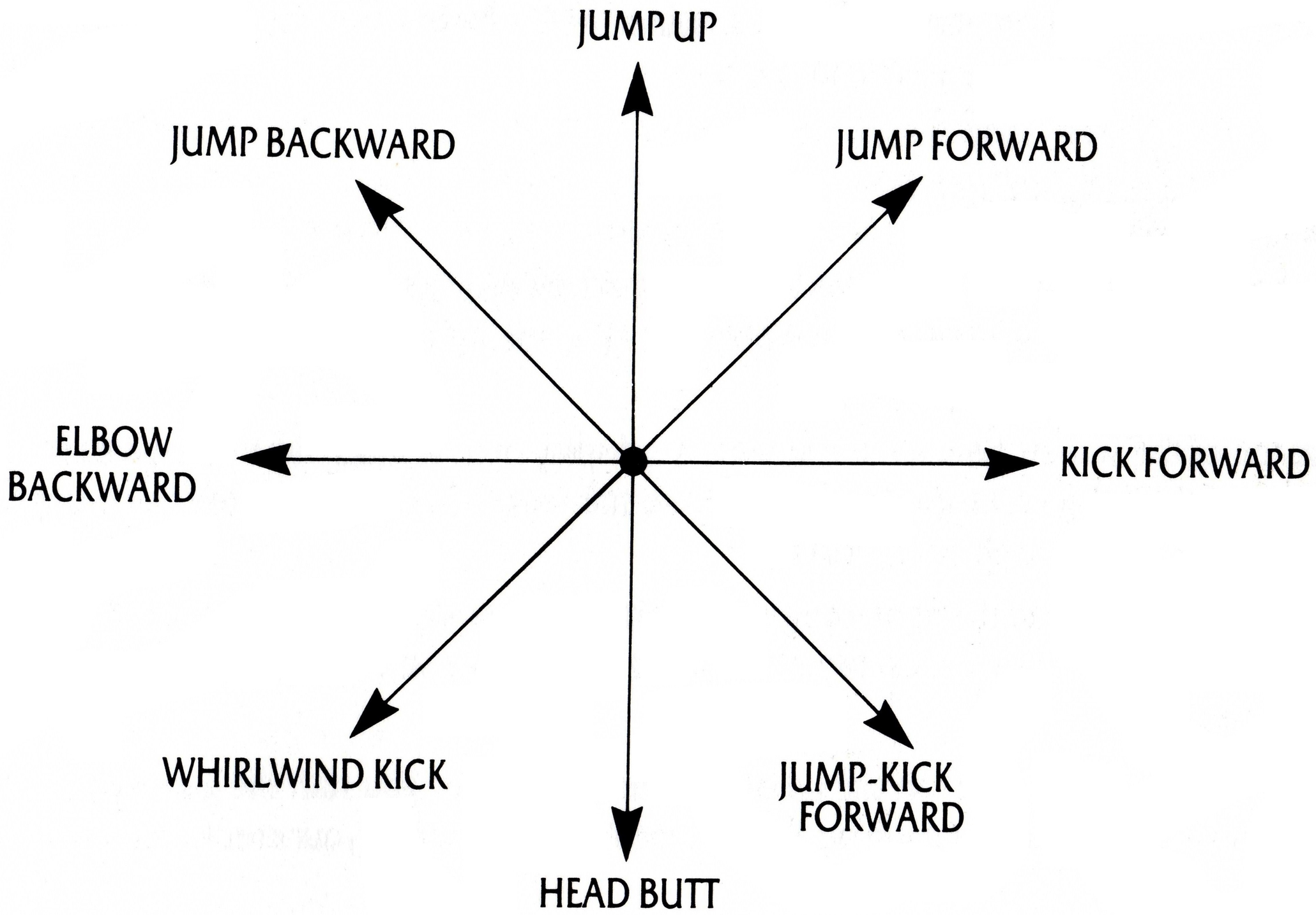
Atari ST: Joystick (2 players require 2 joysticks)

Fire only: Left-right punch/pick up/use weapon



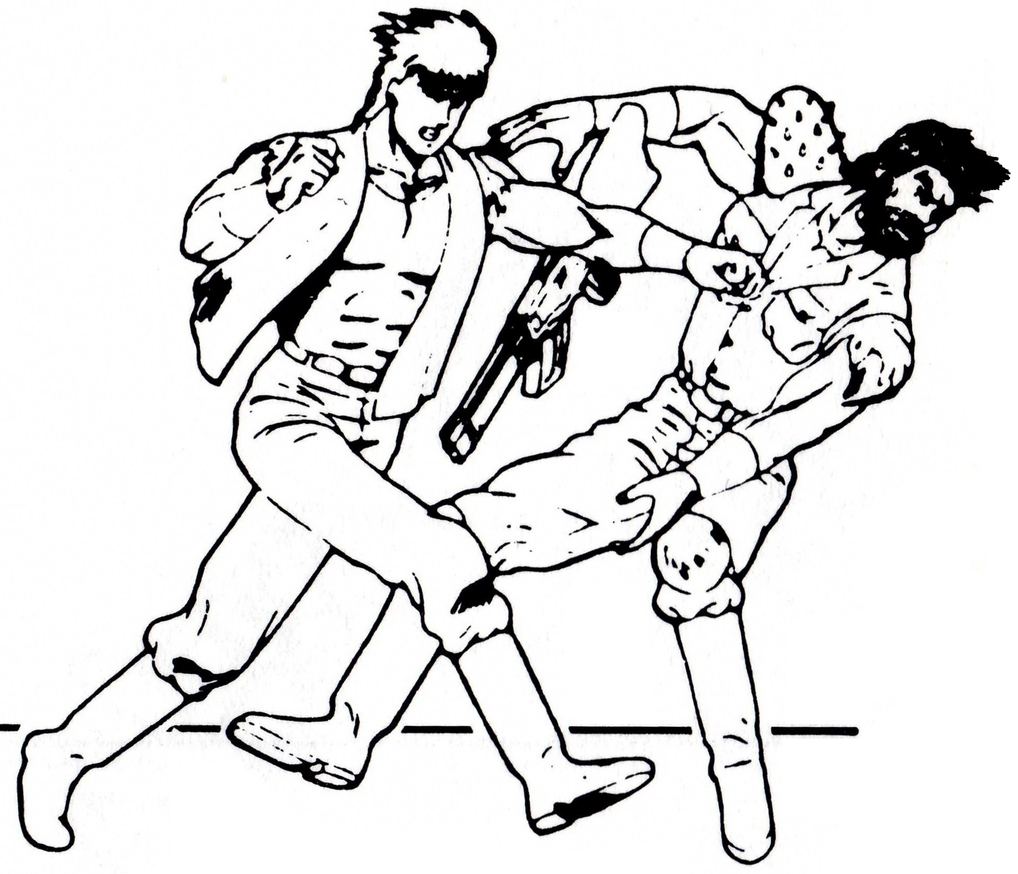
SUMMARY OF FIRE-PLUS-DIRECTIONAL CONTROLS

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.)

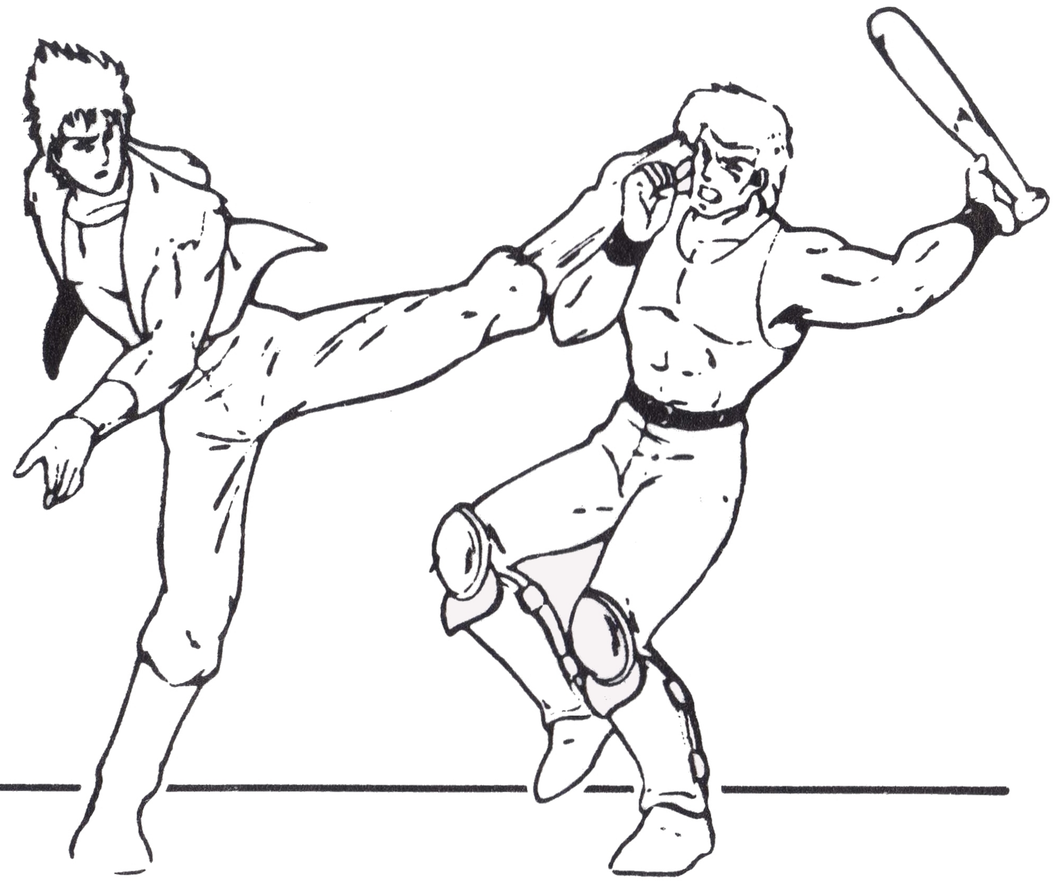
At the top of the screen, beneath the scores, is a display of how much time you have left to complete that level. Just like the Arcade, if you are still hanging around when the clock runs out, you lose a life. Life is tough on the streets.

Keep fighting you 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!

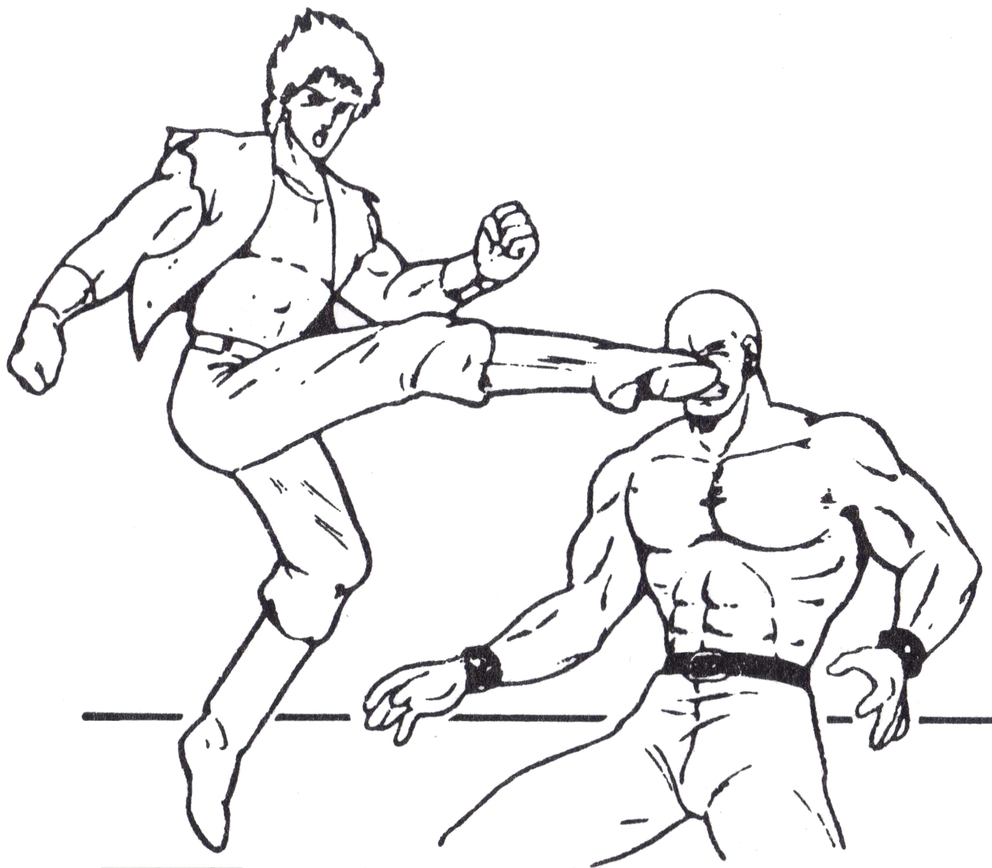


A NOTE ABOUT IBM GRAPHICS

The IBM graphics card supported are CGA, EGA and Tandy. Each provides as faithfull a representation of Double Dragon the Arcade game as is possible within the limitations of the machine!

PS/2 users will see either CGA or EGA versions, depending whether they are running MCGA or VGA cards.

On machines where there is a choice of format, you can determine what type of game you will play. CGA for example is, because of the simpler screen handling required of the program, faster running than EGA. It does, of course, only have four colors on screen and thus does not provide as realistic a representation of the Arcade as the sixteen colour EGA – which is amazingly close bringing the feel and detail of Double Dragon straight into your lounge!



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