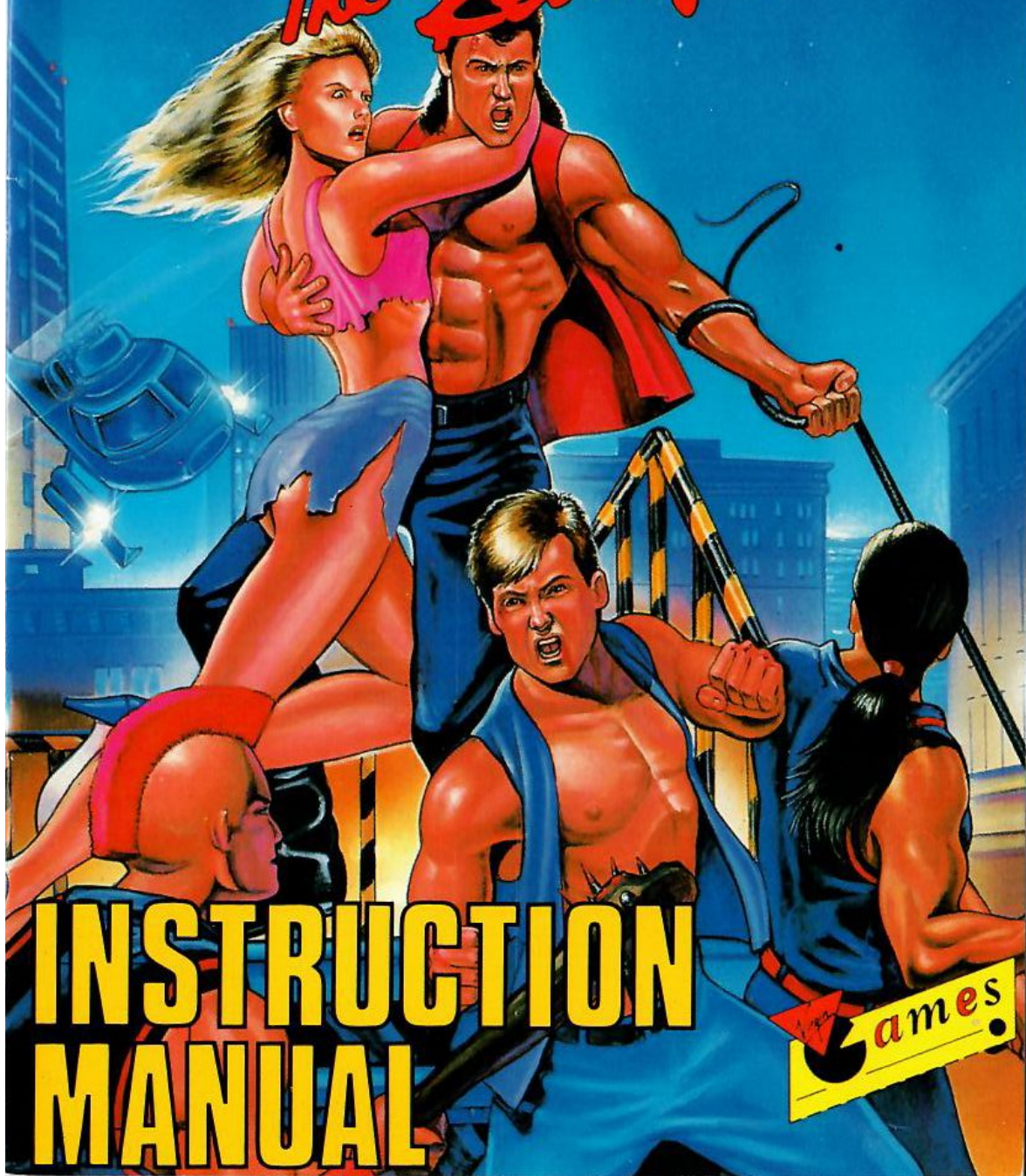双戴龍

DOUBLE DRAGON
II
The Revenge™

INSTRUCTION MANUAL

ames

双截龍

DOUBLE DRAGON II

The Revenge

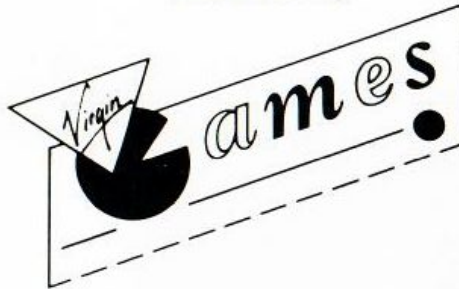a direct translation of the coin-op favorite

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DOUBLE DRAGON II: THE REVENGE

No mercy! In their latest adventure, twin brothers Billy and Jimmy Lee set out to annihilate the sub-human scum who savagely murdered Billy's sweetheart, Marian.

When last we saw our dynamic heroes, martial arts experts Billy and Jimmy had successfully rescued Marian from her sadistic abductors, The Black Warriors, by wiping out the entire vicious gang and doing away with its crazed leader Willy.

Through cunning strategy, street smarts and a lot of brute force, the brothers had rendered the city a much safer place. So much for permanent solutions.

Unbeknownst to the Brothers Lee, Linda, the lone female member of the Black Warriors, had somehow managed to escape the clutches of death and spent several years studying ancient Oriental arts of healing and the macabre. As her strength slowly returned, Linda focused her energies on perfecting her powers of Undhai, or magic medicine. Eventually, she was able to use her ill-gotten powers to resurrect the decaying remains of a few dead members of the Black Warriors. Her amateur attempts at reincarnation also resulted in one or two mutants. As final proof of her mastery over death, Linda located Willy and breathed life into his remains.

As his first diabolical act, Willy ordered his minion of walking dead to kidnap Marian once more and execute her in a grisly fashion.

In Double Dragon II, you'll seek to avenge the death of Marian and bring her back to life by using the Shinto powers that are your birthright as the seventh son of a seventh son. But first, you must penetrate the secret lair of the Shadow Boss.

Starting out in the city's heliport, you'll battle the thugs down an elevator shaft into and through a warehouse and out into the open countryside that's anything but tranquil. Fighting your way up a cliff, you will reach a hilltop where a door to Willy's secret base is hidden. Marian's body lies entombed in the center of this hideout and to stand a chance to rescue her and return her soul to this world, you must kill Willy and then do battle with your own tortured soul.

IBM

LOADING INSTRUCTIONS

1. Load DOS
2. At the A> prompt, insert the Double Dragon program disk, then type DRAGON and press RETURN.
3. When the graphics mode selection menu appears, indicate (type the number of your choice) which graphics mode your computer uses. You may be prompted to insert the disk that holds the information necessary for your graphics mode.
   CGA/EGA/TANDY — DISK TWO
   VGA — DISK THREE
4. When the control selection menu appears, indicate (type J or K) JOYSTICK or KEYBOARD. If you will be using both, select joystick.
5. At the title screen select ONE or TWO PLAYERS by:
   One Player — press the SPACE bar
   Two Players — press the RETURN key

HARD DISK INSTALLATION
At the C> prompt create a Directory and copy all files from the program disks to that directory.

Example: With the Program disk in drive A type:

    MD Dragon <RETURN>
    Copy A:*.* C:\DD2 <RETURN>
    (repeat for each disk)

Loading from the hard disk:
1. At the C> prompt, change directories, then type Dragon and press RETURN.

    Example: CD DD2 <RETURN>
             DRAGON <RETURN>
2. Follow LOADING INSTRUCTIONS steps 3 through 5.

WEAPONS

In Double Dragon II, lean-mean-fighting machines Billy and Jimmy Lee, are pitted against more than 20 different despicable worms armed with a whole new arsenal of weapons including dynamite, shovels, even a ball and chain.

Fortunately, aside from their deadly martial arts expertise and the new lethal "hurricane kick," the twins will also have access to the weaponry. Depending on which computer version you own, you will be able to utilize some or all of these weapons.

KEYBOARD

WITHOUT THE FIRE BUTTON PRESSED, THE KEYBOARD PROVIDES THE EIGHT STANDARD DIRECTIONS OF MOVEMENT AS INDICATED BY ARROWS.
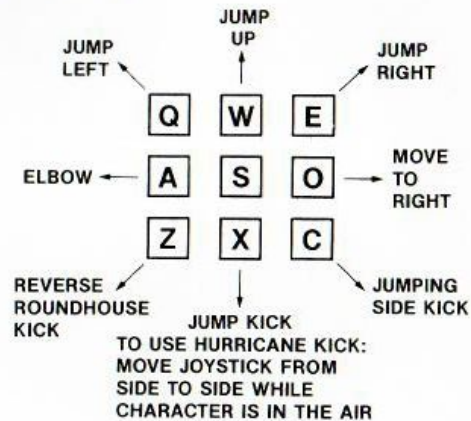
RETRIEVE WEAPON: WHEN STANDING OVER WEAPON IN NEUTRAL POSITION PRESS FIRE.
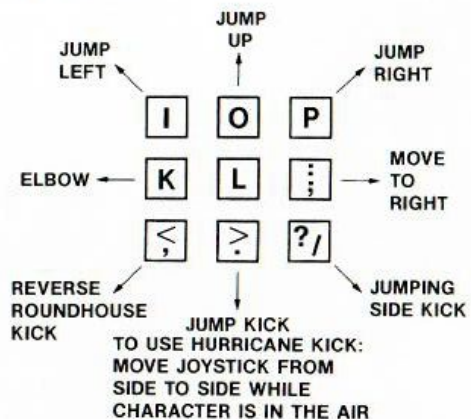
FOR PLAYER 1 ONLY

WITH FIRE BUTTON PRESSED.

	JUMP UP	
JUMP LEFT ↖	↑	↗ JUMP RIGHT
Q	W	E
ELBOW ← A	S	O → MOVE TO RIGHT
Z	X	C
REVERSE ROUNDHOUSE KICK ↗	JUMP KICK ↓	↘ JUMPING SIDE KICK

TO USE HURRICANE KICK:
MOVE JOYSTICK FROM
SIDE TO SIDE WHILE
CHARACTER IS IN THE AIR

SPACE

FIRE/
Select 1 player game

FOR PLAYER 2 ONLY

WITH FIRE BUTTON PRESSED.

	JUMP UP	
JUMP LEFT ↖	↑	↗ JUMP RIGHT
I	O	P
ELBOW ← K	L	; → MOVE TO RIGHT
< ,	> .	? /
REVERSE ROUNDHOUSE KICK ↗	JUMP KICK ↓	↘ JUMPING SIDE KICK

TO USE HURRICANE KICK:
MOVE JOYSTICK FROM
SIDE TO SIDE WHILE
CHARACTER IS IN THE AIR

ENTER

FIRE/
Select 2 player game

FOR PLAYER 2 ONLY

WITH FIRE BUTTON PRESSED.

	JUMP UP	
JUMP LEFT ↖	↑	↗ JUMP RIGHT
7	8	9
ELBOW ← 4	5	6 → MOVE TO RIGHT
1	2	3
REVERSE ROUNDHOUSE KICK ↗	JUMP KICK ↓	↘ JUMPING SIDE KICK

TO USE HURRICANE KICK:
MOVE JOYSTICK FROM
SIDE TO SIDE WHILE
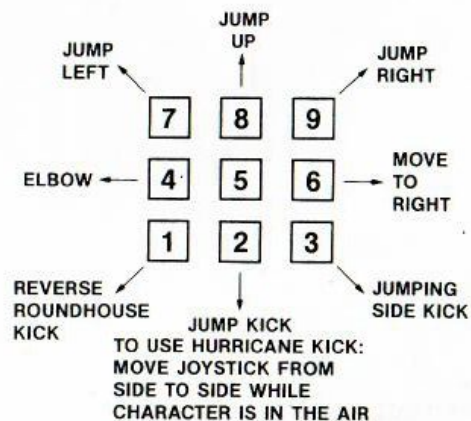CHARACTER IS IN THE AIR

0

FIRE

CONTROLS

ESC   QUIT
F1   PAUSE

SPACE   Fire or at the title screen select **1 PLAYER GAME**

RETURN   Fire or at the title screen select **2 PLAYER GAME**
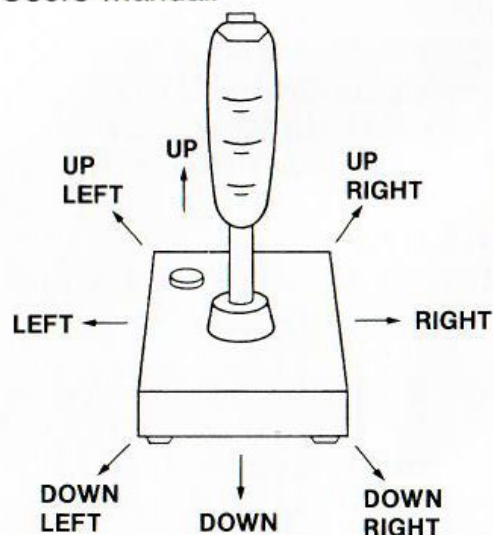
JOYSTICK
PLAYER 1 ONLY
Tandy users may use 2 joysticks; player 1 in left port.
Gravis joystick users: fire button 3-toggles movement to the right on and off; refer to Gravis Users Manual.
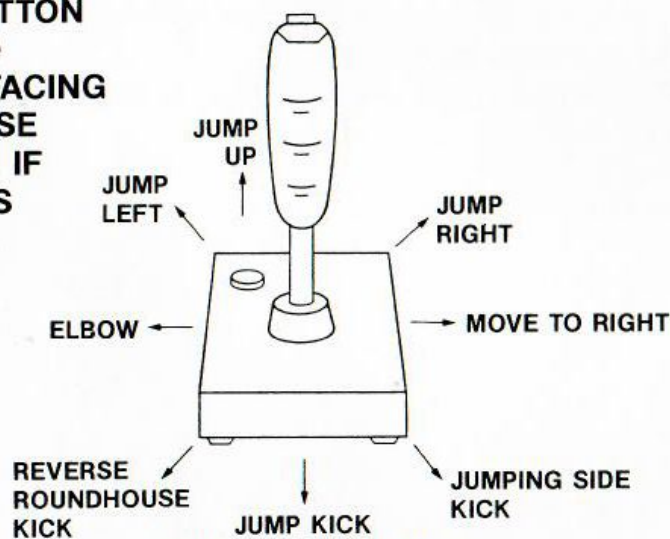
WITHOUT FIRE BUTTON PRESSED

UP LEFT   UP   UP RIGHT

LEFT   RIGHT

DOWN LEFT   DOWN   DOWN RIGHT

SPACE

Select 1 player game at title screen

WITH FIRE BUTTON PRESSED AND CHARACTER FACING RIGHT. REVERSE THE DIAGRAM IF CHARACTER IS FACING LEFT. YOU MAY PUNCH BY STANDING STILL WITH FIRE BUTTON PRESSED.

JUMP UP

JUMP LEFT   JUMP RIGHT

ELBOW   MOVE TO RIGHT

REVERSE ROUNDHOUSE KICK

JUMP KICK

JUMPING SIDE KICK

TO USE HURRICANE KICK: MOVE JOYSTICK FROM SIDE TO SIDE WHILE CHARACTER IS IN THE AIR

RETRIEVE WEAPON: WHEN STANDING OVER WEAPON IN NEUTRAL POSITION, PRESS FIRE.

LOADING INSTRUCTIONS

IBM PC

Boot your PC in the usual manner. At the A> prompt type the name of the game. Program will load and run.

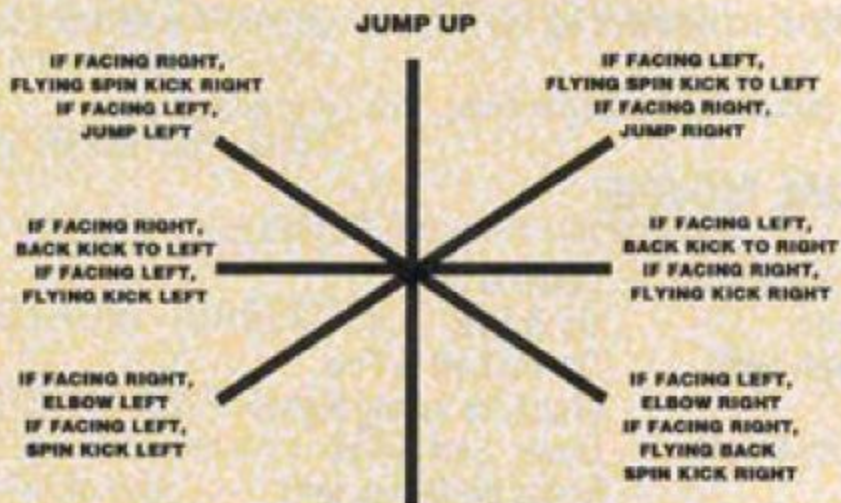## AMIGA

Insert disc in DF0:. Program will load and run.

ATARI ST

Insert disc in Drive A. Program will load and run.

COMMODORE 64 - DISC

Type LOAD "*",8,1 and RETURN. Program will load and run.

ST/AMIGA
CONTROLS WITH FIRE PRESSED

JUMP UP

IF FACING RIGHT,
FLYING SPIN KICK RIGHT
IF FACING LEFT,
JUMP LEFT

IF FACING LEFT,
FLYING SPIN KICK TO LEFT
IF FACING RIGHT,
JUMP RIGHT

IF FACING RIGHT,
BACK KICK TO LEFT
IF FACING LEFT,
FLYING KICK LEFT

IF FACING LEFT,
BACK KICK TO RIGHT
IF FACING RIGHT,
FLYING KICK RIGHT

IF FACING RIGHT,
ELBOW LEFT
IF FACING LEFT,
SPIN KICK LEFT

IF FACING LEFT,
ELBOW RIGHT
IF FACING RIGHT,
FLYING BACK
SPIN KICK RIGHT

**FIRE = PUNCH, PICK UP, THROW ETC
JOYSTICK 1 or 2 or BOTH**