

ELECTRONIC

Super DOUBLE DRAGON™

LCD VIDEO GAME

1 THE SUPER DOUBLE DRAGON STORY

The two greatest martial arts heroes of all time are back in a new adventure with awesome new moves, impossible new missions, and a hair-raising new cast of enemies.

Marian, a beautiful policewoman, is a student of Kung Fu and part-time assistant instructor at the martial arts training school run by Billy and Jimmy Lee. A narcotics investigator, she has disappeared while attempting to infiltrate the ruthless criminal mob known as the Black Shadow Warriors.

It will take all of your fighting skills and knowledge to find and rescue Marian. Alone or with the help of your brother, you must face the fearsome onslaught of the Shadow Warriors with the fabled power and ferocity of the Double Dragon!

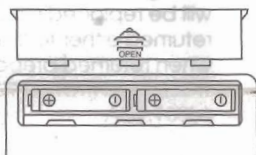
2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.

After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



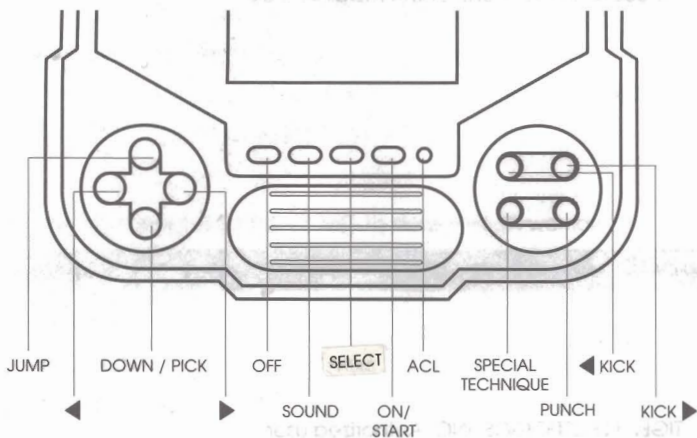
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

There are 6 missions. You WIN the game if you complete mission 6. You can select either Jimmy Lee or Billy Lee as your fighter. You will possess both basic techniques and special techniques. You start the game and each mission with full energy and 4 chances. You lose a chance whenever your energy bar drops to zero. You lose the game if you ever lose all 4 chances!

5 CONTROL GUIDE



ON/START

- To turn on the unit.
- To start the game.
- To start each stage.
- To select Jimmy or Billy before the game starts.

SELECT

- SOUND** -- To control sound: on or off.
- OFF** -- To turn off the unit.
- KICK ►** -- To kick right.
- ◄ KICK** -- To kick left.
- PUNCH** -- To punch forward.
 -- To punch backward (when you press the LEFT ◄ direction button at same time).
 -- To attack with NUNCHAKU (after picking it up).
- SPECIAL TECHNIQUE** -- To activate special techniques.
- " jump "** -- To jump up.
- " ► "** -- To move forward (if no enemy is blocking).
 -- To move down to forward position from "jump up" position.
- " ◄ "** -- To move to back position.
 -- To punch backward (When you press PU◄ at same time).
- DOWN / PICK** -- To pick up NUNCHAKU at forward position.
 -- To move down (after jumping up).

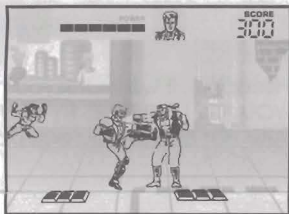
6 SPECIAL FEATURES

- your choice of fighter
- 6 deadly missions
- basic techniques
- special techniques
- maximum score retained
- built-in melody
- sound on/off control
- built-in automatic power-off timer (game shuts itself off after about 3 minutes of non-use).

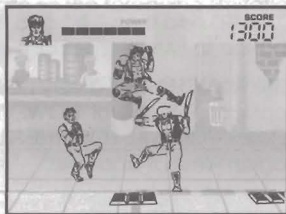
7 GAME SUMMARY

Each mission presents you with greater dangers:

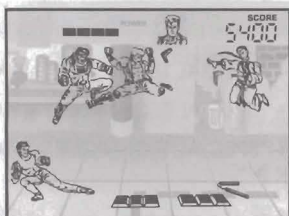
MISSION	1	2	3	4	5	6
SHADOW WARRIORS						
-WILLIAM	5	6	7	8	9	10
-JACKSON	5	6	7	8	9	10
-CHIN BROTHERS	-	6	7	8	9	10
-ROPER	-	-	7	8	9	10
-CARLEM	-	-	-	8	9	10
-BAKER	-	-	-	-	9	10
-McGUIRE	-	-	-	-	-	10
WEAPONS USED BY SHADOW WARRIORS						
-KNIFE	-	YES	YES	YES	YES	YES
-BOOMERANG	-	-	YES	YES	YES	YES
-FIRE-BOMB	-	-	-	YES	YES	YES
WEAPON FOR DOUBLE DRAGON TO PICK						
-NUNCHAKU	YES	YES	YES	YES	YES	YES



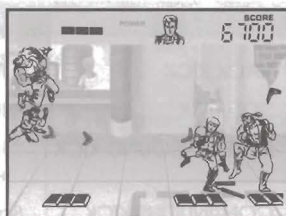
SELECT BILLY LEE OR JIMMY LEE AS YOUR FIGHTER AT THE BEGINNING OF THE GAME!



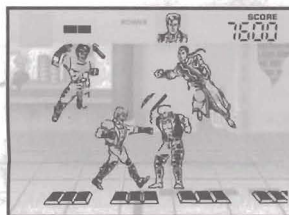
YOU MUST INFILTRATE THE RUTHLESS CRIMINAL MOB KNOWN AS THE BLACK SHADOW WARRIORS.



BOTH BILLY LEE AND JIMMY LEE HAVE NEW AND IMPROVED MOVES—INCLUDING THEIR OWN "SPECIAL TECHNIQUES"!



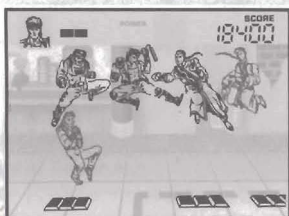
BEWARE OF THE SPECIAL WEAPONS OF THE BLACK SHADOW WARRIORS, INCLUDING THE BOOMERANG!



BUT YOU HAVE A SPECIAL WEAPON OF YOUR OWN—THE NUNCHAKU! PICK IT UP AND ATTACK WITH IT! IT IS A SPECIAL WEAPON OF GREAT POWER THAT WILL KNOCK DOWN YOUR OPPONENTS!



WHEN YOU COMPLETE A MISSION, THERE WILL BE A SIGN SAYING "GO" AND A FLASHING ARROW WILL APPEAR! THAT MEANS YOU CAN PASS THROUGH TO THE NEXT MISSION!



THERE ARE 6 MISSIONS. YOU WIN THE GAME IF YOU COMPLETE THE FINAL MISSION!

Press the ON/START button to turn on the unit with an "On" beep. The maximum score is displayed. Billy is displayed as your selected fighter.

Use the SELECT button to select between Billy or Jimmy. Whichever fighter you choose will be your fighter throughout the game.

Press the ON/START button again to start the game from Mission 1!

You start the game and each mission with 4 chances and full energy. You lose a chance whenever your energy bar drops to zero. You lose the game if you ever lose all 4 chances!

There are 6 missions. You WIN the game if you can complete Mission 6!

There are BASIC TECHNIQUES that both Jimmy and Billy possess:

- PUNCH
- KICK
- JUMP KICK
- ATTACK WITH NUNCHAKU

There are also SPECIAL TECHNIQUES for each fighter:

- REVERSE ROUND KICK (for both Jimmy and Billy)
- BACK KICK (for both Jimmy and Billy)
- SIDE KICK (for Billy)
- CONTINUOUS KICK (for Billy)
- STRAIGHT PUNCH (for Jimmy)
- CONTINUOUS PUNCH (for Jimmy)

Control your fighter by using your buttons:

KICK ►

- To kick right.

◄ KICK

- To kick left.

PUNCH

- To punch forward.
- To punch backward (when you press LEFT ► direction button at same time).
- To attack with NUNCHAKU (after picking it up).

SPECIAL TECHNIQUE

- To activate special techniques.

"jump"

- To jump up.

"►"

- To move forwards (if no enemy is blocking).
- To move down to forward position from "jump up" position.

"◄"

- To move to back position.
- To punch backward (When you press PUNCH at same time).

DOWN / PICK

- To pick up nunchaku at forward position.
- To move down (after jumping up).

NOTE:

The NUNCHAKU will appear at the lower right screen when you move forward in each mission. In order to pick up the NUNCHAKU, you have to press...

"JUMP" and then "▶" and then DOWN / PICK. Then press the "PUNCH" button to use this special weapon!

The NUNCHAKU is a very powerful weapon. It will knock your opponents down! HOWEVER, IF YOU ARE HIT 2 TIMES BY YOUR ENEMIES, YOU WILL LOSE THE NUNCHAKU. Of course, you can pick it up again when it appears!

SPECIAL TECHNIQUES:

You must complete the required sequence quickly in order to activate a special technique! The SPECIAL TECHNIQUES are activated by:

SEQUENCE	
BACK KICK	"JUMP" + "SPECIAL TECHNIQUE" + "KICK ◀ "
SIDE KICK	"JUMP" + "SPECIAL TECHNIQUE" + "KICK ◀ "
REVERSE ROUND KICK	"JUMP" + "SPECIAL TECHNIQUE" + "KICK ◀ " + "KICK ▶ "
CONTINUOUS KICK	Same as REVERSE ROUND KICK but the two kick keys have to be activated in a very short time.
STRAIGHT PUNCH	"SPECIAL TECHNIQUE" + "PUNCH"
CONTINUOUS PUNCH	"SPECIAL TECHNIQUE" + "PUNCH" (two times)

You score points by defeating Black Shadow Warriors:

- 300 POINTS FOR DEFEATING WILLIAM/JACKSON/ROPER
- 600 POINTS FOR DEFEATING CHIN BROTHERS/CARLEM/BAKER
- 900 POINTS FOR DEFEATING McGUIRE

It takes a different NUMBER OF HITS to defeat each warrior:

WARRIOR	BY BASIC TECHNIQUE	BY SPECIAL TECHNIQUE/NUNCHAKU
-WILLIAM	1	1
-JACKSON	1	1
-CHIN BROTHERS	2	1
-ROPER	1	1
-CARLEM	2	1
-BAKER	2	1
-McGUIRE	3	1

The game pauses after each mission. Press the ON/START button to start the next mission when you are ready.

After a GAME OVER, press the ON/START button to start another game from Mission 1. Or use the SELECT button to select the other fighter before beginning another game!

Press the SOUND button to fight in silence. Press it again to regain all the sounds of noble battle.

Press the OFF button to turn off the game when you are finished playing. But don't worry if you forget—because a mystical power will automatically shut the game off after about 3 minutes of no action!!!

Good luck—and remember to always keep your courage!

9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to TIGER ELECTRONIC TOYS, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

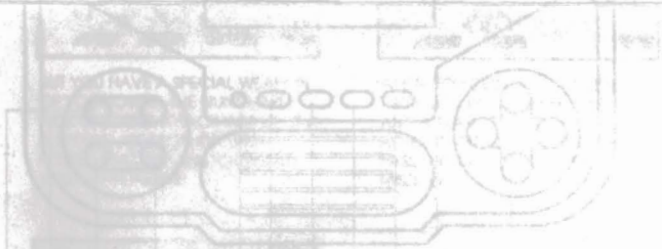
HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.



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