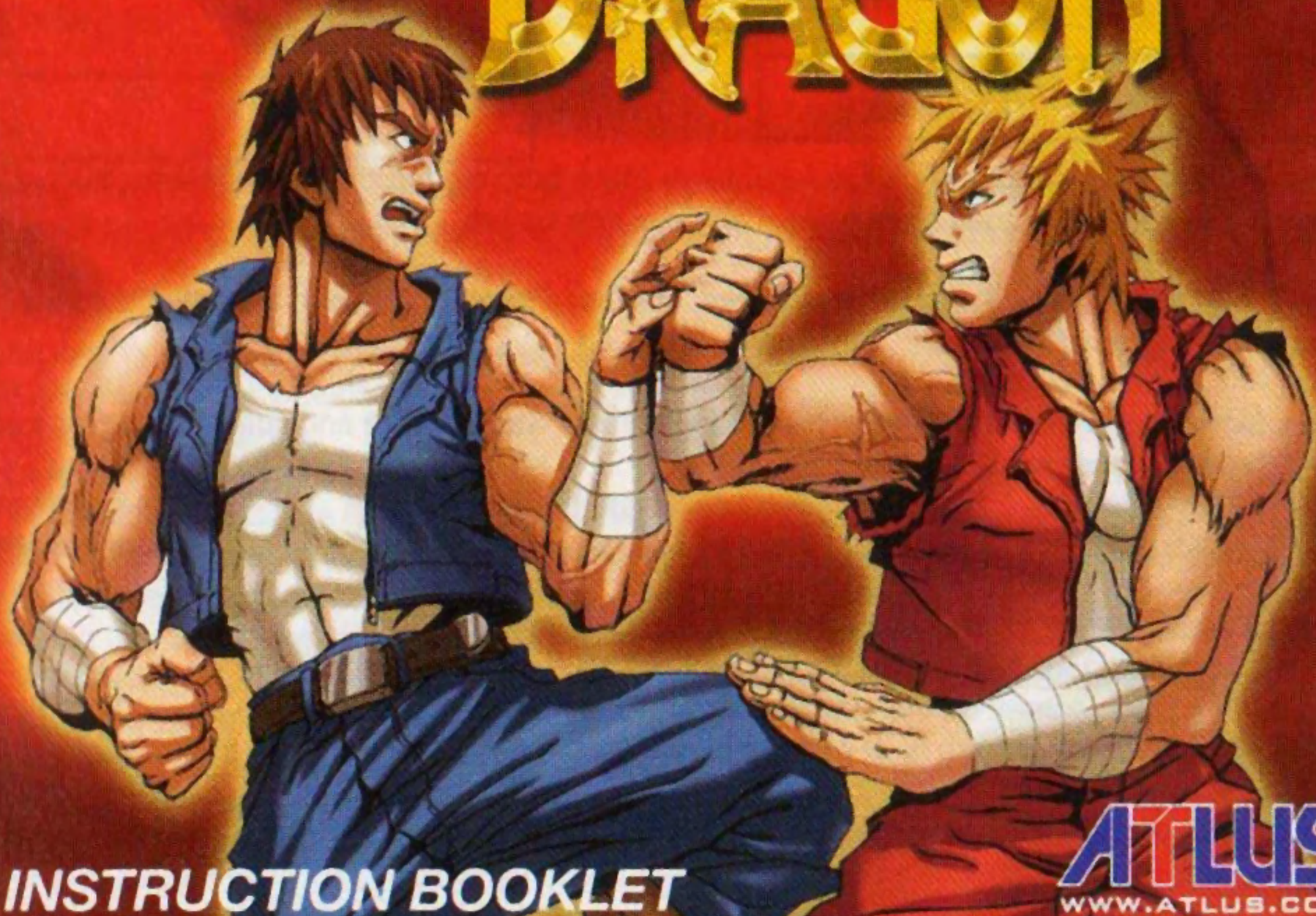
GAME BOY® ADVANCE

AGB-BDDE-USA

DOUBLE DRAGON™ ADVANCE



INSTRUCTION BOOKLET

ATLUS®
WWW.ATLUS.COM

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

ATLUS®
WWW.ATLUS.COM

©2003ATLUS ©MILLION
All Rights Reserved.

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

Nintendo®

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Contents

Story 3
Main Characters 4
Basic Controls 5
Game Screen 6
Game Modes 7
Sou-Setsu-Ken Moves 11
Items 15

Story

A series of terrorist attacks triggered the outbreak of World War III, engulfing the entire world in flames. The war finally came to a close as nuclear weapons were deployed, but at the cost of massive destruction across the globe. Several years later... Law and order gave way to plunder and murder, and strength ruled the world. The setting is New York City, in the aftermath of the war. Twin brothers live on the outskirts of town. Their names are Billy and Jimmy Lee. They manage a small Kung Fu gym where they train their students to survive in the hostile city. One day, the Lee brothers receive a letter:

"If you want Marian back, bring us the secret book of Sou-Setsu-Ken.
-The Shadow Warriors"

The Shadow Warriors -

They are the dominant criminal organization in New York, led by a man named Willy.

Billy: "Master, you have taught us never to use our skills in battle. But, Marian's life is at stake... We'll save her, no matter what. Forgive us for disobeying your teachings..." They spoke to their late Master silently in their hearts, as they faced his portrait.

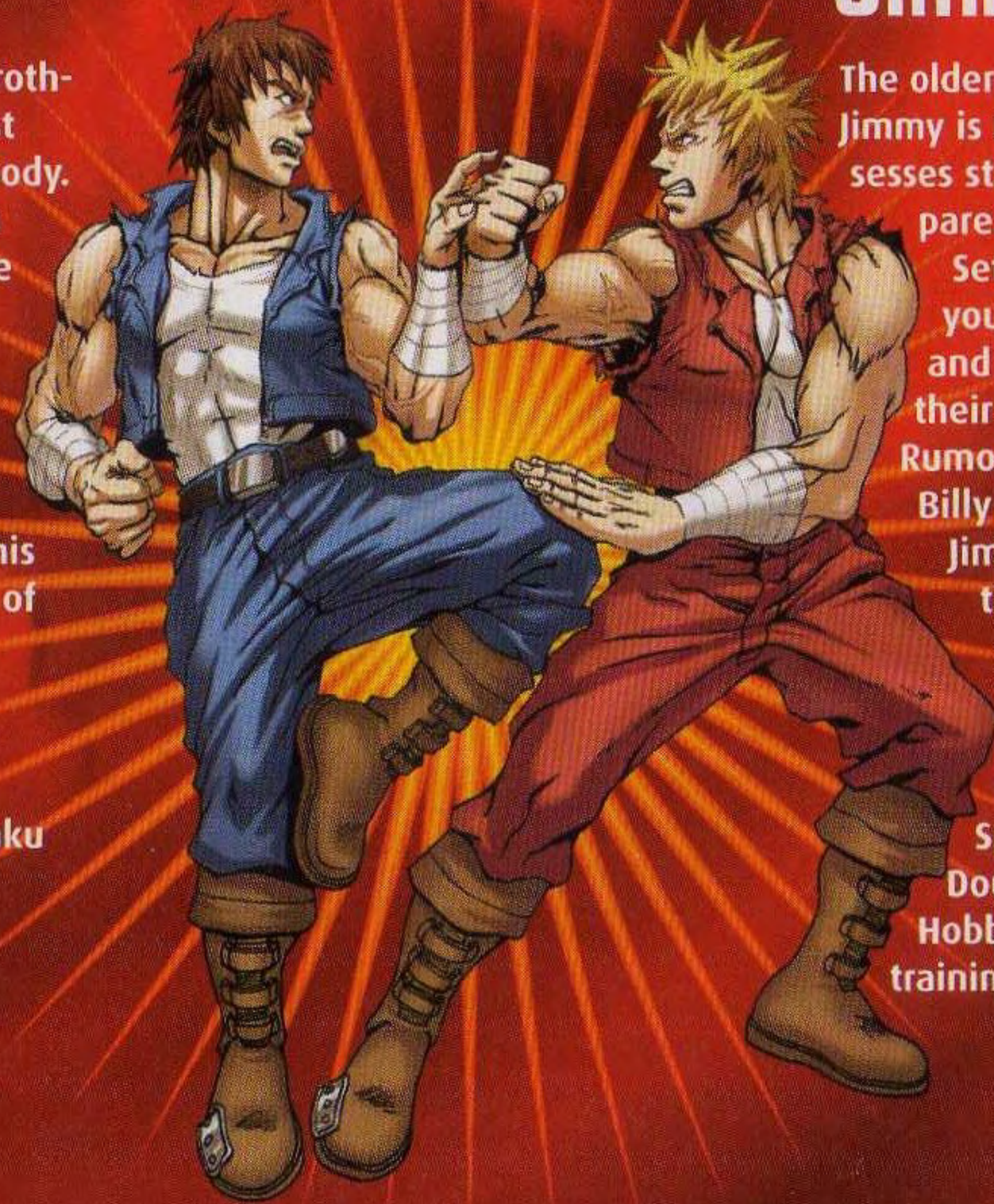
The battle has now begun!

Main Characters

Billy Lee

The younger of the Lee brothers, Billy is a martial artist with a strong heart and body. He has learned numerous styles of martial arts since he was a child, and with his brother Jimmy, he founded Sou-Setsu-Ken at the age of 20. He is usually calm and quiet, but when enraged, only his brother Jimmy is capable of stopping him.

Height: 5′ 9″
Weight: 159 lb.
Style: Sou-Setsu-Ken
Specialties: Kicks, Nunchaku
Hobbies: Training



Jimmy Lee

The older of the Lee brothers, Jimmy is high-spirited and possesses strength beyond compare. He co-founded Sou-Setsu-Ken with his younger brother Billy, and was the instructor at their dojo prior to the war. Rumored to even surpass Billy in martial art skill, Jimmy likes spending his time studying Eastern philosophy.

Height: 5′ 9″
Weight: 165 lb.
Style: Sou-Setsu-Ken
Specialties: Punches, Double Kali Sticks
Hobbies: Reading, weight training

Basic Controls

You can perform various moves with different button combinations. See p. 11 for the moves list.

Control Pad	Move Character / Dash
A Button	Punch / Pick Up and Use Item
B Button	Kick
L Button	Block / Drop Item
R Button	Jump
START	Pause Game / Continue
SELECT	Switch Between Billy and Jimmy (1P Double Dragon Game Only)

Game Screen

To become a master of Sou-Setsu-Ken, you must first learn the basic controls and understand the information that is displayed on screen. The information displayed is the same for all game modes. (Only Billy is playable in the 1P Dragon Game.)

1. Score. Billy's (1P's) is displayed on the left, and Jimmy's (2P's) on the right.
2. Time. When this reaches zero, you will lose a life.
3. Health. The blue bar shortens as you take damage, and when it is gone, you will lose a life.
4. Number of lives. Billy's (1P's) are displayed on the left, and Jimmy's (2P's) on the right. When you have no lives remaining and your health runs out, you can continue by spending a credit.

Game Over / Continue

The game is over when you have no lives remaining and your health runs out. As long as you have credits, you can continue by pressing START. If you do not continue before the counter reaches zero, then you will be returned to the title screen. Note: You have a limited number of credits.

Game Modes

Each of the four game modes has unique characteristics. Try them all to see which one you like best!

1P Dragon Game

While controlling Billy, try to defeat all who oppose you by using your Sou-Setsu-Ken skills. To clear a stage, you must defeat all enemies within that stage. There are a total of 8 stages.

1P Double Dragon Game

In this mode, you will control both Billy and Jimmy. To switch between the two brothers, press SELECT. Billy and Jimmy can hurt each other, so be careful! Also, you must protect the character you are not controlling, since he is vulnerable to enemies' attacks.

Extra Lives

You will earn an extra life when you reach 20,000 points and again at 50,000 points. From then on, you will earn an extra life every 50,000 points. Rack up the points to be awarded more lives!

2P Double Dragon Game

Using a Game Boy® Advance Game Link® Cable, you and a friend can join forces against the Shadow Warriors. Control Billy and Jimmy to defeat your enemies using teamwork!

Before you can start playing the 2P Double Dragon Game, you must follow the steps below.

To play the 2P Double Dragon Game

1. Connect two Game Boy® Advance systems using a Game Link® Cable (sold separately). The systems must be turned off beforehand. Refer to p. 9 for more details.

2. Turn your Game Boy® Advance on, and select the 2P Double Dragon Game from the main menu.

3. Wait for the other player.

4. Start playing!

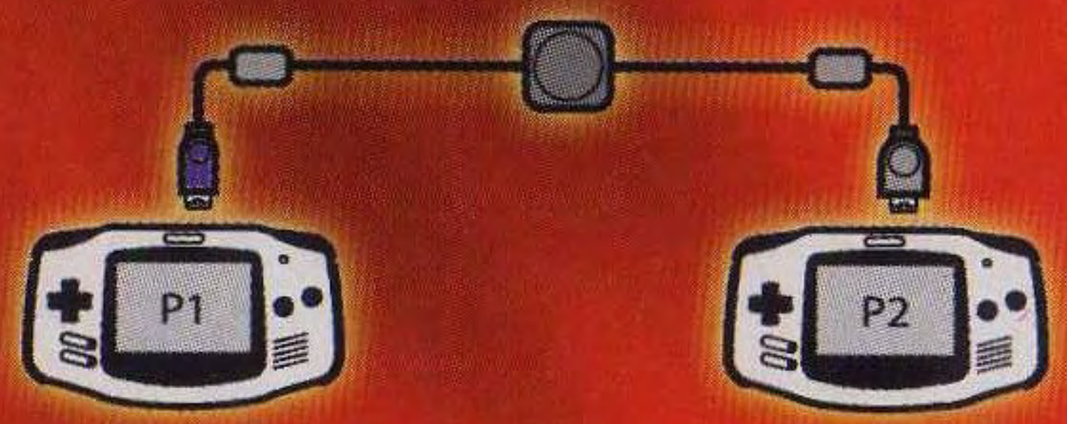
Multiplayer Advice

You and your friend can work together and perform cooperative attacks (ex: one player holds an enemy from behind, while the other beats him up). Just be careful not to hit each other by mistake!

How to Connect the Nintendo Game Link® Cable

What you need

- 2 Game Boy® Advance systems
- 2 Double Dragon Advance Game Paks
- 1 Game Boy® Advance Game Link® Cable



How to connect

1. Make sure that the POWER switches on both Game Boy® Advance systems are turned OFF. Then, insert a Game Pak in each system.

2. Connect the Game Link® Cable to the socket on each system.

3. Turn the POWER switch ON for both systems.

- Player 1 is the system with the smaller plug. (See left.)

2-PLAYER GAME

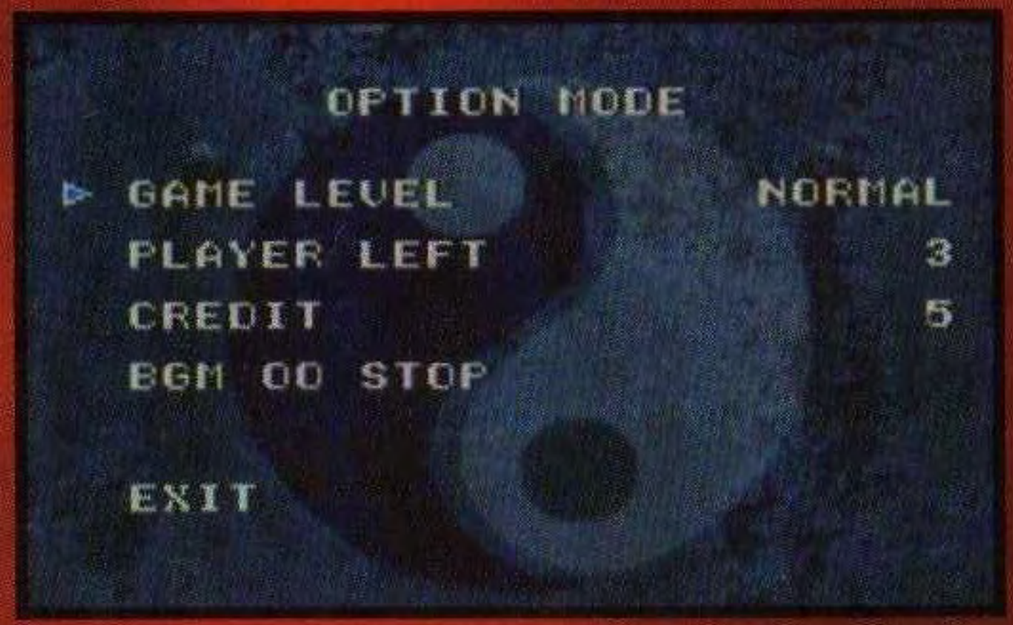
Note:
The game may not function correctly or the Link Mode may not function in the following cases.
- When a connection device other than an official Game Boy® Advance Game Link® Cable is being used.
- When a Game Boy® Advance Game Link® Cable is not connected firmly into the sockets.
- When the Game Boy® Advance Game Link® Cable is either pulled out or inserted during a link game.
- When the Game Boy® Advance Game Link® Cable is connected to the Junction Box.
- When more than 2 Game Boy® Advance systems are connected.

Survival Game

In this mode, you will control Billy as you try to defeat as many enemies as possible. The game is over when your health runs out. Afterwards, you will receive a rank that corresponds with the number of enemies you defeated.

Options

You can change the game settings in the Options menu. Press Up or Down on the Control Pad to select a category, and Left or Right on the Control Pad to change a particular setting.



DIFFICULTY You can set the difficulty to EASY, NORMAL, or HARD. The default setting is NORMAL.

PLAYERS You can set the number of lives per credit to 1-5. The default setting is 3.

CREDITS You can set the number of credits per game to 0-5. The default setting is 5.

Sou-Setsu-Ken Moves

Sou-Setsu-Ken... the essence of martial arts. It is a combination of Karate, Jujitsu, Tai Chi, Wing Chun, Shaolin, Boxing, Tae Kwon Do, and Muay Thai. "Sou" - The opposition of Yin and Yang. "Setsu" - The ability to block attacks. "Ken" - The mindset of martial arts. Mastering the secret art depends on finding a balance between Yin and Yang.

Standing

These are the 8 moves that you can perform while standing. Learn them well, for they are the basis of Sou-Setsu-Ken.

Punch	A Button
Kick	B Button
Low Kick	DOWN + B Button
Head-Butt	LEFT (or RIGHT) + A Button + B Button
Elbow	R Button + A Button
Back Kick	R Button + B Button
Block	L Button
Parry	L Button (at the exact moment when an enemy punches you)

Power Moves

To defeat the Shadow Warriors, you must utilize the powerful moves that are at your disposal. Master the art of Sou-Setsu-Ken!

Crouching	When standing, press the A Button and the B Button simultaneously to crouch. You can perform 2 powerful moves from this position.
Hyper Uppercut	A Button while crouching.
Hyper Knee	B Button while crouching.
Dashing	Pressing LEFT (or RIGHT) twice in quick succession allows you to dash in the corresponding direction.
Dragon Hook	A Button while dashing.
Side Kick	B Button while dashing.
Jumping Spin Kick	A Button + B Button while dashing.

Enemy is in Pain

Occasionally, your hit will cause the enemy to bend over in pain, leaving him/her vulnerable. This is your chance to inflict additional damage with the moves listed below.

Uppercut	A Button while the enemy is bent over.
Roundhouse	B Button while the enemy is bent over.
Tae Kwon Do Kick	DOWN + B Button while the enemy is bent over.
Head Grab	Walk towards the enemy that is bent over.
Judo Throw	A Button while you have the enemy in a Head Grab.
Muay Thai Knee	B Button while you have the enemy in a Head Grab.
High Kick	UP + B Button while you have the enemy in a Head Grab.

Jumping

These moves can be performed while jumping (press R Button). They may come in handy when fighting enemies that are located above or below you, or when you are surrounded by multiple enemies.

Jump Kick	B Button while jumping.
Jump Back Kick	LEFT or RIGHT (opposite the direction you are facing) + B Button.
Cyclone Kick	A Button + B Button while jumping.
Dive Kick	DOWN + B Button while jumping.

Holding/Being Held

You can hold an enemy from behind. This is useful when Billy and Jimmy are fighting together. However, enemies can do the same to you.

Arm Lock	Approach the enemy from behind.
Break Free	R Button while being held.
Front Kick	B Button while being held.

Knocked Down

These are the moves you can perform when the enemy is on the ground, or when you have been knocked down. Inflict greater damage by knocking down an enemy and then performing a foot stomp.

Get Up (Faster Recovery) Repeatedly press the A Button or B Button while knocked down.

Stomp A Button + B Button near an enemy that has been knocked down.

Pin DOWN near the stomach of an enemy that is on the ground, facing up.

Jujitsu Punch A Button while pinning down an enemy.

Stand UP while pinning down an enemy.

Push Off Repeatedly press the A Button or B Button while being pinned.

Other

Use items and the surroundings to your benefit. Some weapons that enemies are carrying are very powerful, so be sure to grab them!

Triangle Jump R Button while jumping (at the exact moment when you hit a wall).

Climb Up UP next to a ladder or climbable ledge.

Oil Drum Kick DOWN + B Button next to an oil drum.

Pick Up Weapon A Button next to a weapon.

Use Weapon A Button while holding a weapon.

Drop Weapon L Button while holding a weapon.

Combo

You can inflict a lot of damage by doing a combo (hitting an enemy with several moves in succession). Listed below are a few examples of combos.

Launch to Head-Butt Launch an enemy into the air with a move such as an Uppercut or High Kick (see page 12), then hit him/her with a Head-Butt while he/she is still in the air.

Hyper Uppercut to Hyper Knee
Launch an enemy into the air with a Hyper Uppercut (see page 11). Then, immediately crouch (A Button + B Button) and perform a Hyper Knee (see page 11).

Stomp to Pin Approach the enemy as soon as you knock him/her down and attack by Stomping (see page 13). When you finish Stomping, Pin the enemy down and then punch him/her (see page 13).

Create Your Own Combo

There are numerous other combos, so try experimenting with different moves. Billy and Jimmy can work together and perform devastating cooperative attacks as well.

Teachings of Sou-Setsu-Ken

Here are four suggestions to help you survive the battle against the Shadow Warriors.

1. Hit the knife with your bat!

When using a bat, you can hit a thrown knife back at the enemy. Practice your timing!

2. Kick the knife out of the air!

You can protect yourself against a thrown knife by kicking it out of the air. Be warned that you will take damage if you time your kick incorrectly.

3. Use your surroundings to your advantage!

There are certain spots where you can fall and lose a life instantly. The same holds true for your enemies...

4. Proceed with caution!

Enemies appear as you walk forward and the screen scrolls. If you move forward too far, you may find yourself surrounded by a horde of enemies. It may be wiser to advance a little at a time so that you can fight against smaller groups of foes.

Items

Enemies will use various weapons against you. If you can take a weapon away and use it yourself, then you will gain the upper hand.

Knife	Throw it to attack an enemy from a distance.
Bat	One swing can knock down multiple enemies. You can also throw it by pressing the A Button and B Button at the same time.
Whip	This weapon will allow you to strike an enemy from a safe distance.
Oil Drum	You can lift it and throw it at an enemy. You can also kick it by pressing DOWN + B Button.
Dynamite	This will automatically explode after a certain amount of time (it will start flashing right before it blows up).
Double Kali Sticks	You can attack rapidly when wielding this weapon.
Nunchaku	This is a powerful weapon with a long reach.
Ball and Chain	This weapon is easy to use because of its long reach.
Axe	One swing can knock down multiple enemies. You can also throw it by pressing the A Button and B Button at the same time.
Boulder	You can lift it and throw it at an enemy. You can also kick it by pressing DOWN + B Button.

Warranty

ATLUS warrants the original purchaser of this ATLUS product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. ATLUS agrees for a period of ninety (90) days to either repair or replace, at its option, the ATLUS product. You must call (949) 788-0353 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the ATLUS product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ATLUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND ITS FITNESS OF A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ATLUS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE ATLUS PRODUCT.

Some states do not allow limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which may vary from state to state.

Repair/Service After Expiration of Warranty
If your ATLUS product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Customer Service Department at the number listed above. You will be advised of the estimated cost of repair and the shipping instructions.

ATLUS Customer Service Department/Technical Support Line (949) 788-0353
Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday-Friday, 9:00 am to 5:30 pm Pacific Time.

GAME HINTS!
Visit www.atlus.com for helpful hints that can help you master Double Dragon Advance! Just click on the "Support" link!

For more information on any of our other products, you can visit our website at www.atlus.com or e-mail us at webmaster@atlus.com

15255 ALTON PARKWAY, SUITE 100
IRVINE, CA 92618 • 949-788-0455
WWW.ATLUS.COM

COMING SOON

RIVER CITY EX RANSOM

RIVER CITY RANSOM

ATLUS®
WWW.ATLUS.COM

15255 Alton Parkway, Suite 100
Irvine, CA. 92618

PRINTED IN JAPAN