

Nintendo

GAMEBOY®

DMG-D2-USA

DOUBLE DRAGON III

INSTRUCTION BOOKLET

Acclaim
entertainment, inc.

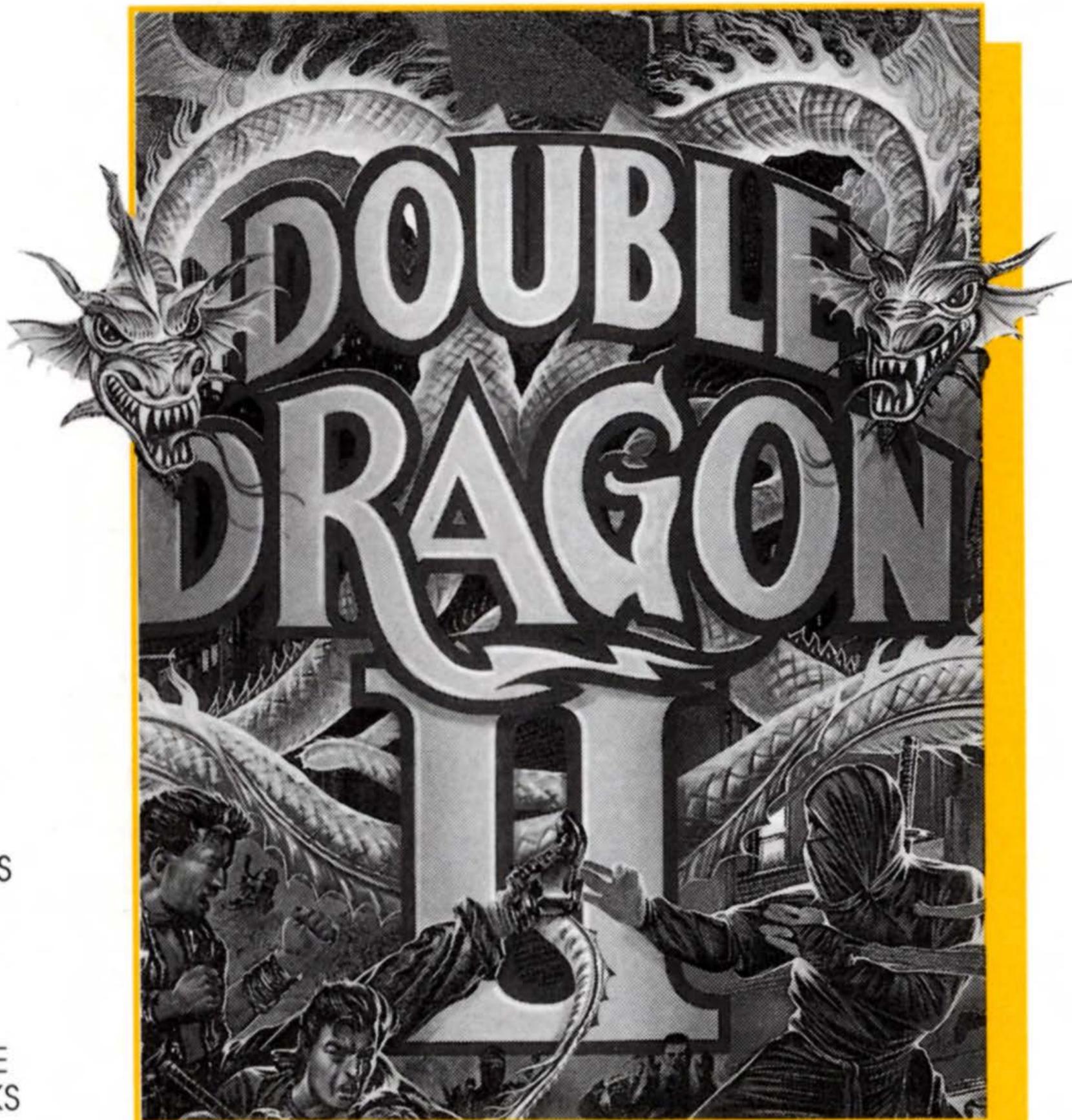


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THE TALE OF THE DOUBLE DRAGON

Your name is Billy Lee. You're young, but you've already lived through enough agony to fill three lifetimes. You saw your city obliterated in a nuclear war. You saw roving gangs of thugs take over the streets. You learned the hard way that "might makes right" is the rule of law in a world where only the strong survive.

Then you saw your girlfriend get gunned down by the Black Shadow Warriors. And you felt helpless as they destroyed your home: the world-famous

Double Dragon dojo, home of the mighty Double Dragon Warriors.

You knew what had to be done.

You applied every scrap of martial arts knowledge and succeeded in wiping out the Black Shadow Warriors. It wasn't easy, but you did it. Finally, you were able to rest.

But not for long.

Anxious to keep your skills sharp, you and your brother Jimmy joined the Scorpions.



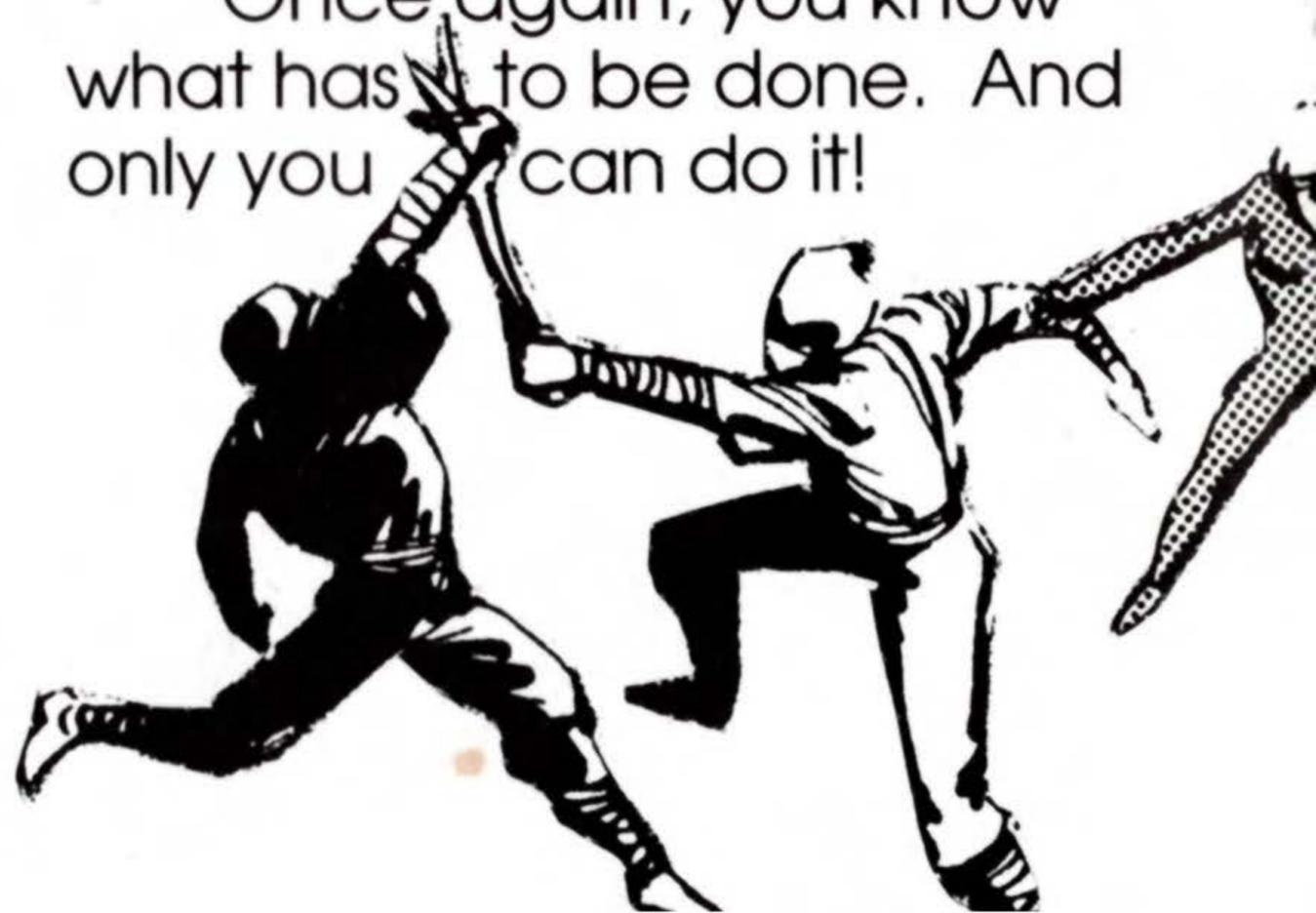
You saw the envy and hatred that burned in Anderson's eyes. You knew he would be trouble someday, but you never dreamed he would eliminate Wright (another Scorpion instructor), scrawl your name on the floor, and pin the blame on you! You were horrified when Gordon actually believed Anderson's twisted tale of evil and ordered you and Jimmy to pay for the crime... with your lives.

Now the war has spilled out of the dojo and into the streets. You must battle countless enemies bent on your destruction, as you prowl nightmarish

urban ruins in search of one man who framed you and another who ordered your death.

There must be no mercy. You must clear your name. You have all the tools you need to get the job done: fists of fire, feet of fury, and the martial arts skills of the Double Dragon.

Once again, you know what has to be done. And only you can do it!





PREPARE TO HIT THE STREETS

- 
1. Make sure the GAME BOY power switch is OFF.
 2. Insert the Double Dragon II cartridge as described in your Nintendo GAME BOY instruction manual.

3. Turn the power switch ON.

When you see the DOUBLE DRAGON II title screen, press the START BUTTON.



SELECT YOUR GAME

Three skills levels are available to you when you first press the START BUTTON: Easy, Normal, and Hard. Press the LEFT or RIGHT CONTROL PAD ARROWS to indicate which level you prefer.

Once you've chosen your skill level, use the UP or DOWN CONTROL PAD ARROWS to determine whether you will play a 1 player or 2 player game, and whether you are beginning a new game or continuing a previous game.

Note: When playing a 2 player game, you will need to connect the units with the video link cable.

When you're ready to hit the streets, press the START



BUTTON. A brief overview of The Tale of the Double Dragon will appear. To bypass the story, press the START BUTTON two more times.

Note: In a 2 player game, both players will appear on both screens. The second player's man will appear faded on the first player's screen, and vice-versa.



SECOND PLAYER

If you choose to add (buy-in) a second player, just follow the following instructions:

Player #1 press select.

A buy-in screen will appear. Now connect the 2 Game Boy units together with the game link cable. Player #2 turns

on Game Boy and waits for title screen to appear, then presses START. A game select screen will now appear on the unit of player #2. Player #1 then hits the START button. A counter will tick down from 8 to 0 and then the game will start.

Note: A second player cannot buy-in on mission #10.



YOUR SCREEN

Your DOUBLE DRAGON II display provides you with all the essential survival information you need:

STRENGTH

(When this meter decreases from 6 units to 0 units, you lose a life.

Note: Your strength is replenished to 6 units each time you successfully complete one of the 10 missions.)



LIVES REMAINING

SCORE

(Each heart represents one life.)



KNOW YOUR BASICS

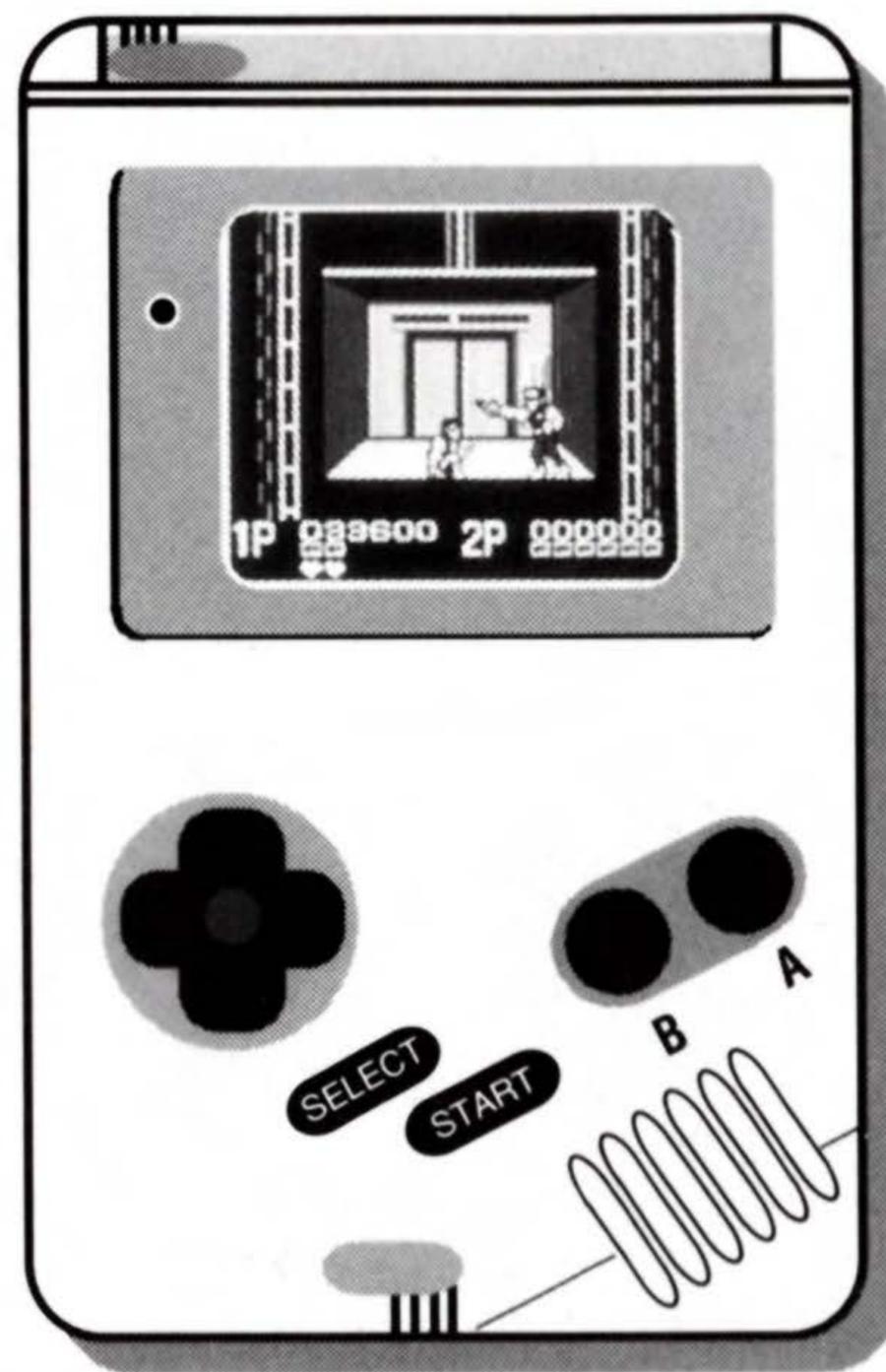
TO MOVE around the screen, use the LEFT, RIGHT, UP, and DOWN CONTROL PAD ARROWS.

TO GRAB an enemy by the collar, move in close by using the CONTROL PAD ARROWS.

TO PUNCH an enemy, press the A BUTTON.

TO KICK an enemy, press the B BUTTON.

TO PAUSE the game, press the START BUTTON. To restart the game, press the START BUTTON again.

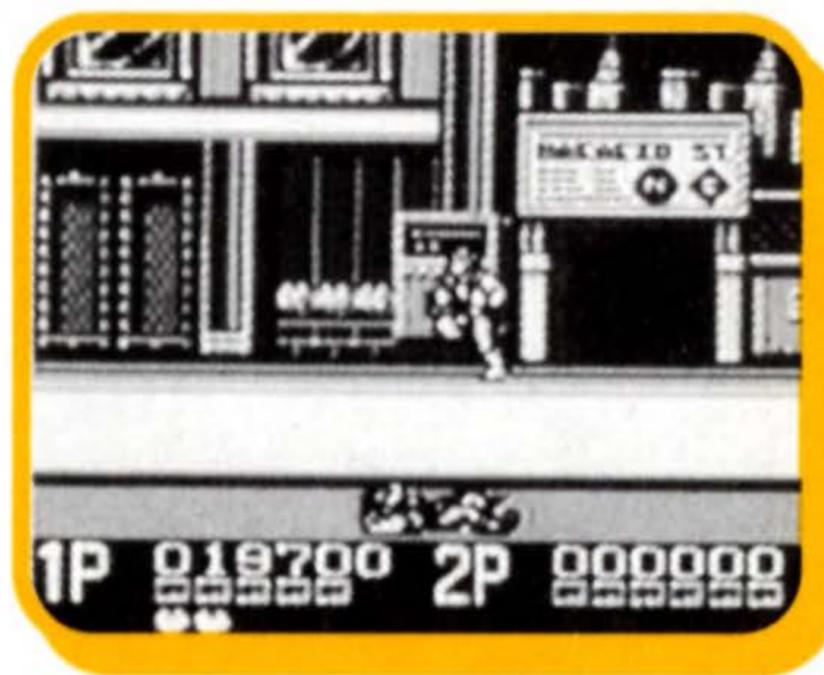
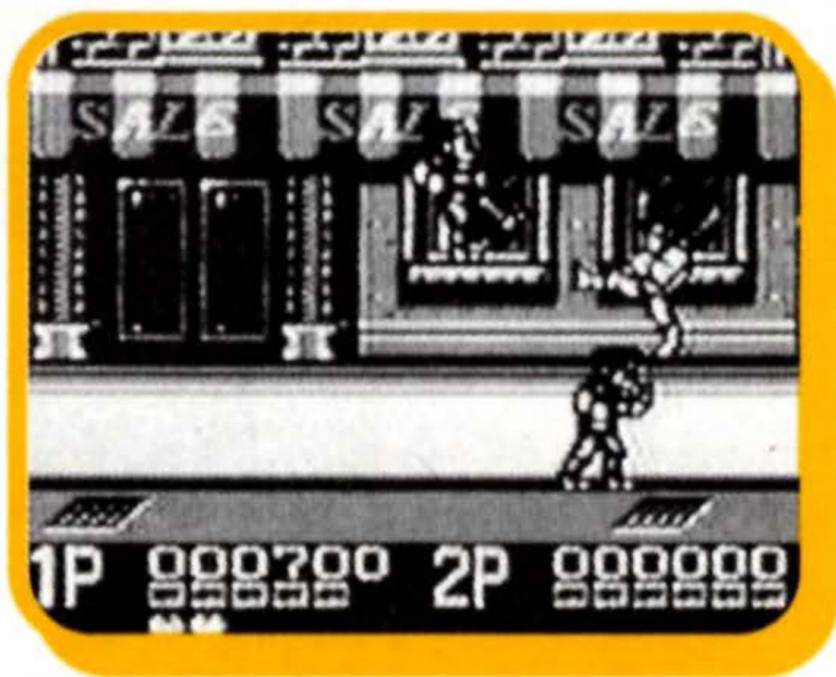




EXPAND YOUR SKILLS

The following moves set a Double Dragon Warrior apart from the rest of the martial arts pack:

A HIGH KICK is delivered when you press the B BUTTON after you've weakened your enemy to the point where he is in the crouching position.

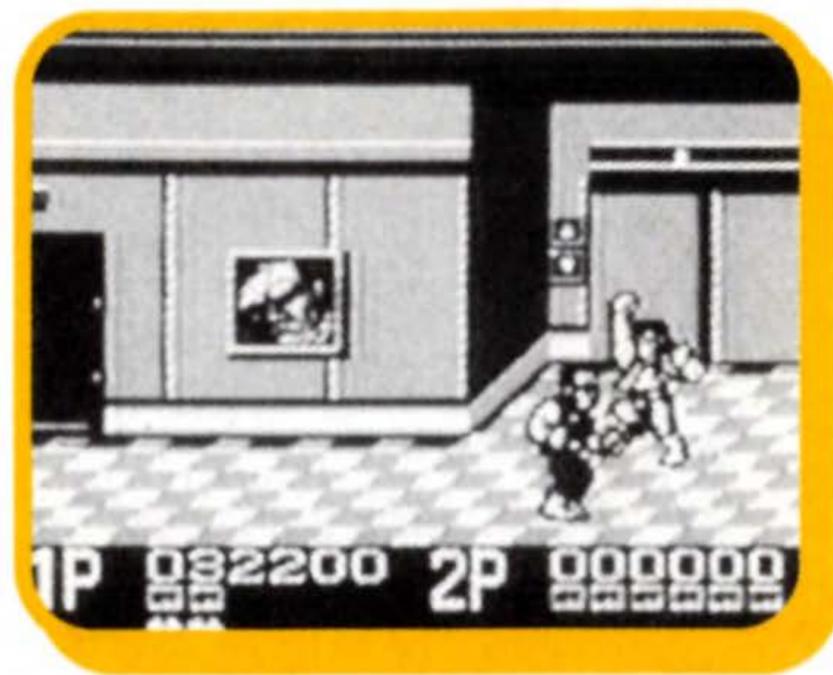


A FLYING KNEEDROP is delivered when your opponent is down and you press either the A or B BUTTON. **(NOTE: You must be standing near your opponent to execute this move.)**

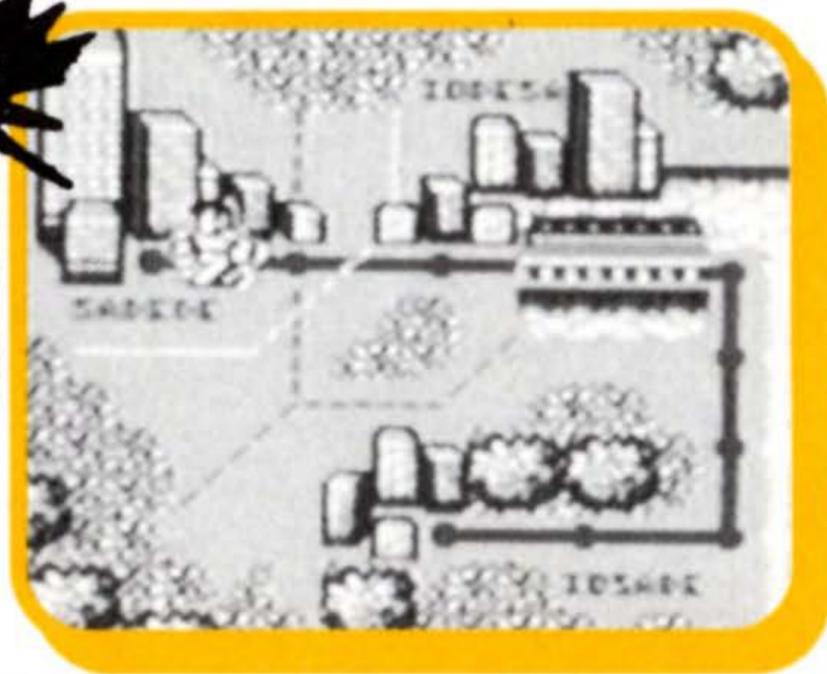




AN AERIAL UPPERCUT is delivered when you press the A and B **BUTTONS** simultaneously twice. **(NOTE: The first time you press the buttons you will move into a kneeling position. You must press them again to complete the move.)**



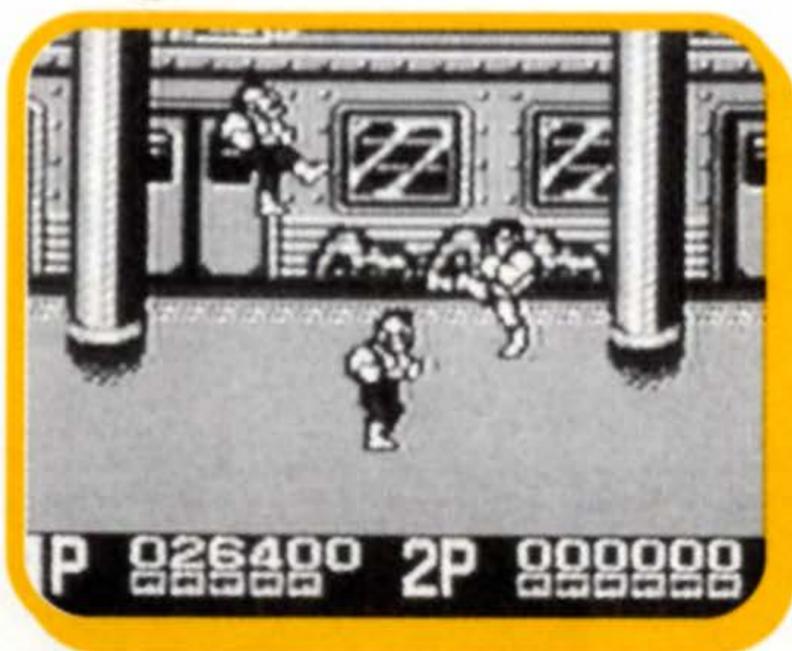
10 MISSIONS LIE AHEAD



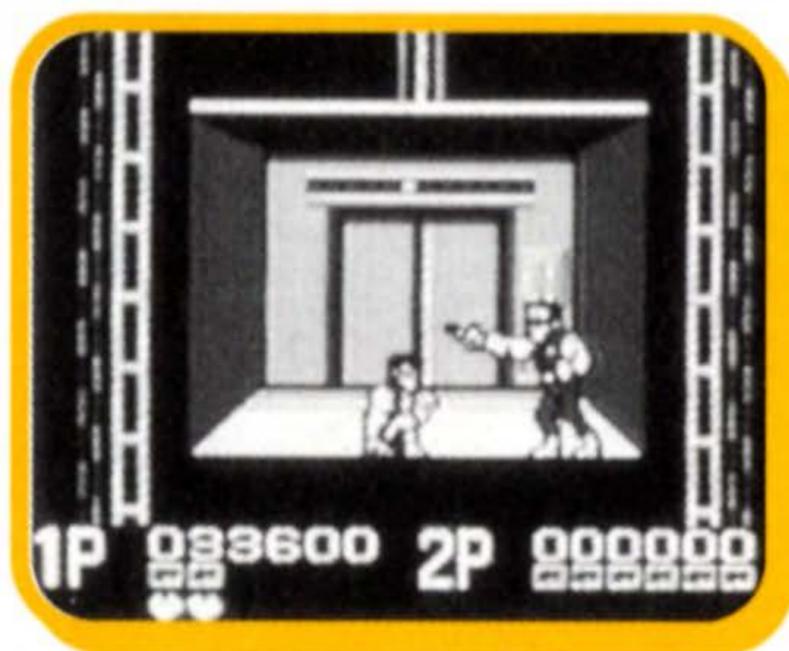
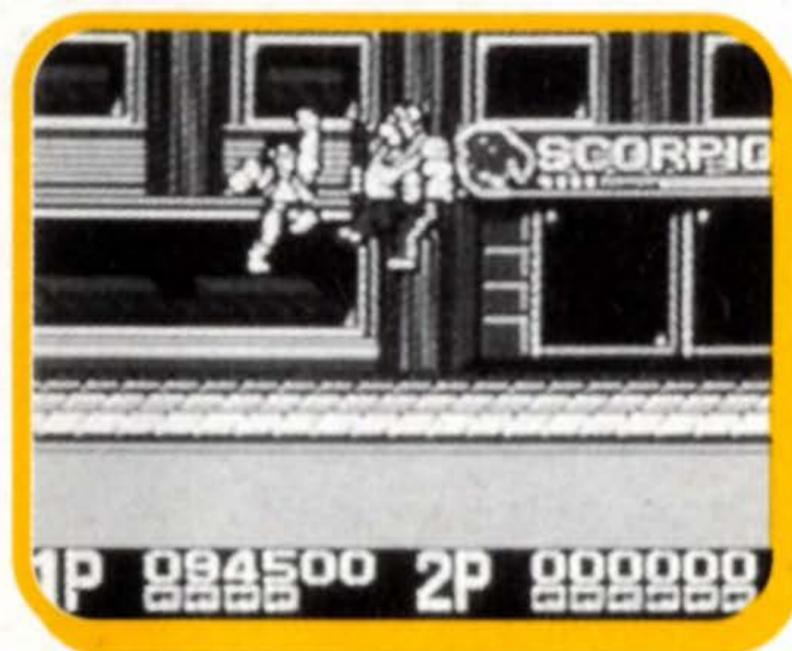
Your martial arts skills will be put to the test on 10 missions as you move through the city. Along the way a map will update you on your progress. **NOTE: This happens after mission 4 and 8 only.**



EXPLORE YOUR SURROUNDINGS



There are three dangerous areas you must negotiate if you are to find the building that shields Anderson and Gordon: Streets (mission 1, 5, 9), subway platforms (missions 2, 4, 6, 8), and subway cars (mission 3, 7).



Mission 10 will take you into the building you seek, but beware: Dangers lurk on every floor and in every elevator! You will need to

call upon all the mental discipline of your Double Dragon training if you are to reach Anderson and Gordon's inner sanctum!

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures: - Reorient the receiving antenna - Relocate the NES with respect to the receiver - Move the NES away from the receiver - Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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Nintendo

GAME BOY

BART SIMPSON'S
ESCAPE FROM CAMP DEADLY

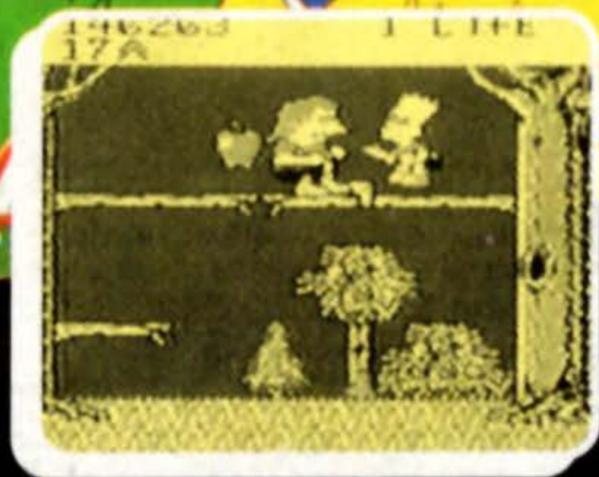
OFFICIAL
GAME BOY
GAME PACK



**ROTTEN FOOD...
KILLER BEES ...NELSON
THE BULLY ...A
PSYCHO-CRIMINAL
BUNK COUNSELOR
ON THE LOOSE?**

*Sounds like Bart & Lisa
need your help to ...*

**ESCAPE
FROM
CAMP
DEADLY!**



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