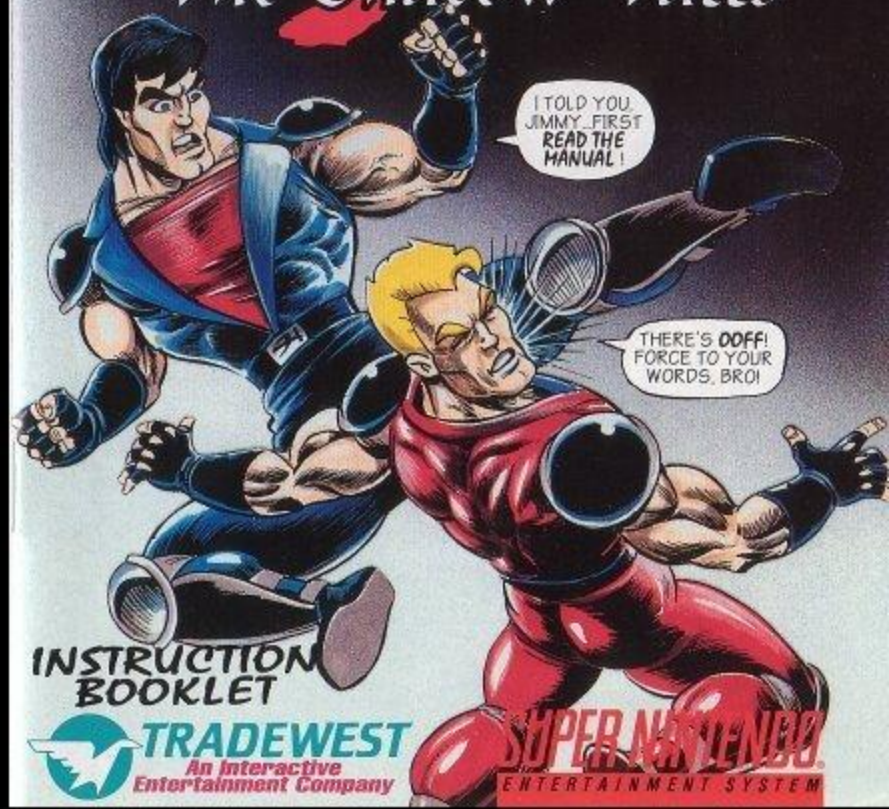


# DOUBLE DRAGON™

*The Shadow Falls*



I TOLD YOU,  
JIMMY... FIRST  
READ THE  
MANUAL!

THERE'S DOFF!  
FORCE TO YOUR  
WORDS, BRO!

INSTRUCTION  
BOOKLET

**TRADEWEST**  
An Interactive  
Entertainment Company

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

<http://www.replacementdocs.com>



**WARNING: PLEASE READ THE ENCLOSED  
CONSUMER INFORMATION AND  
PRECAUTIONS BOOKLET CAREFULLY  
BEFORE USING YOUR NINTENDO®  
HARDWARE SYSTEM OR GAME PAK.**

BY THE  
CODE OF THE  
DRAGON...

...THIS IS RULE  
NUMBER  
ONE!



LICENSED BY

**Nintendo**

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SEAL OF QUALITY.

WITH THE DEFECTION OF JIMMY  
LEE, THE SHADOW MASTER  
MUST RECRUIT A NEW  
SECOND IN COMMAND...

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GOOD TO BE BACK ON THE  
LIGHT SIDE, BRO! LET'S  
CLEAN-UP THIS TOWN

HOLD ON, JIMMY.  
THERE'S SOMETHING  
YOU NEED TO KNOW...







## GETTING STARTED

1. Turn the power OFF on your Super NES.

**WARNING:** Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into the #1 Port on the Super NES.
3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn the power switch ON.
5. When you see the "DOUBLE DRAGON V The Shadow Falls" logo screen, press START to begin the game and get to the Main Menu.



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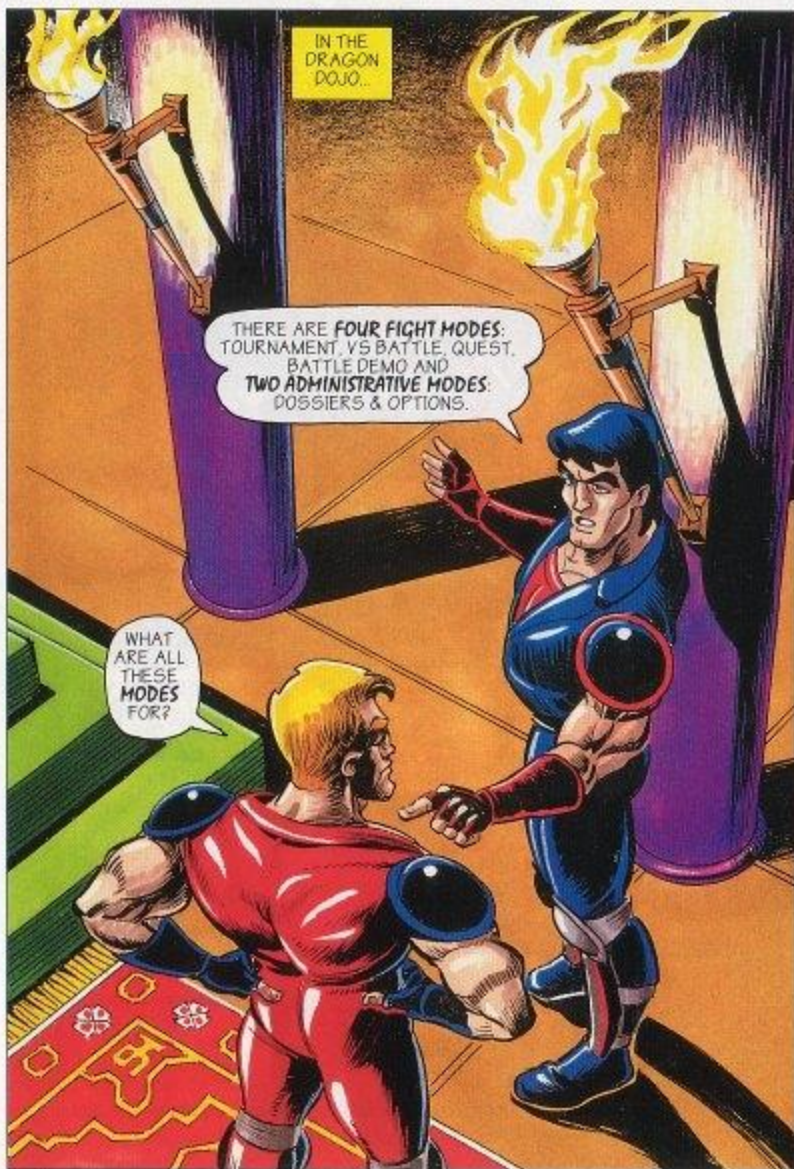
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**SOUND/MUSIC PLAYER** © 1992, 1993 CHIP LEVEL DESIGNS





IN THE  
DRAGON  
DOJO...

THERE ARE **FOUR FIGHT MODES**:  
TOURNAMENT, VS BATTLE, QUEST,  
BATTLE DEMO AND  
**TWO ADMINISTRATIVE MODES**:  
DOSSIERS & OPTIONS.

WHAT  
ARE ALL  
THESE  
MODES  
FOR?



IF YOU SELECT ANY OF THE 4  
FIGHT MODES, YOU WILL GO  
DIRECTLY TO THE **CHARACTER  
SELECTION SCREEN** (PG 20).



IF YOU SELECT DOSSIERS, YOU  
WILL GO TO THE  
**DOSSIERS FILES** (PG 13).

IF YOU SELECT OPTIONS, YOU WILL GO  
TO THE **OPTIONS SCREEN** (PG 7), WHERE  
YOU CAN CUSTOMIZE YOUR GAME  
PLAY.



HOLD ON, BRO!  
ALL THIS  
SCREEN TALK  
IS MAKIN' MY  
HEAD SWIM!



OKAY...LET'S TAKE A LOOK  
AT THE **OPTIONS**. FIRST.



# OPTIONS



PICK ONE OF FOUR LEVELS OF DIFFICULTY: NORMAL, HARD, PRO OR IF YOU'RE REALLY DENSE, PICK EASY.



SEE, IT PAYS TO READ THE INSTRUCTIONS!



PICK ONE OF FOUR TIME LIMITS: INFINITY, 30, 60, OR 90 SEC.



PICK NUMBER OF CONTINUES (1-5)



SELECT MUSIC, EITHER ON OR OFF



SELECT SOUND EFFECTS, ON OR OFF.



MUSIC TEST AND SOUND TEST ALLOW YOU TO HEAR ALL THE AUDIO IN THE GAME... JUST FOR FUN!



PICK AUDIO - EITHER MONO OR STEREO

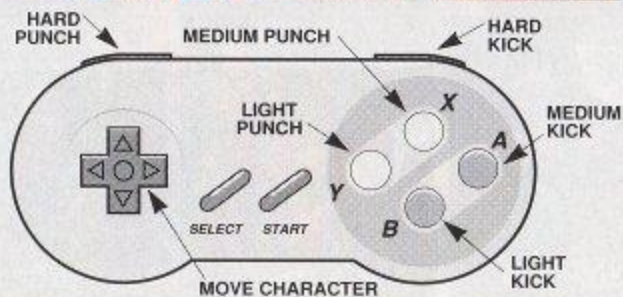


CHECK OUT CUSTOMIZE CONTROLS ON THE NEXT PAGE AND RETURN TO THE OPTIONS SCREEN WHEN DONE.

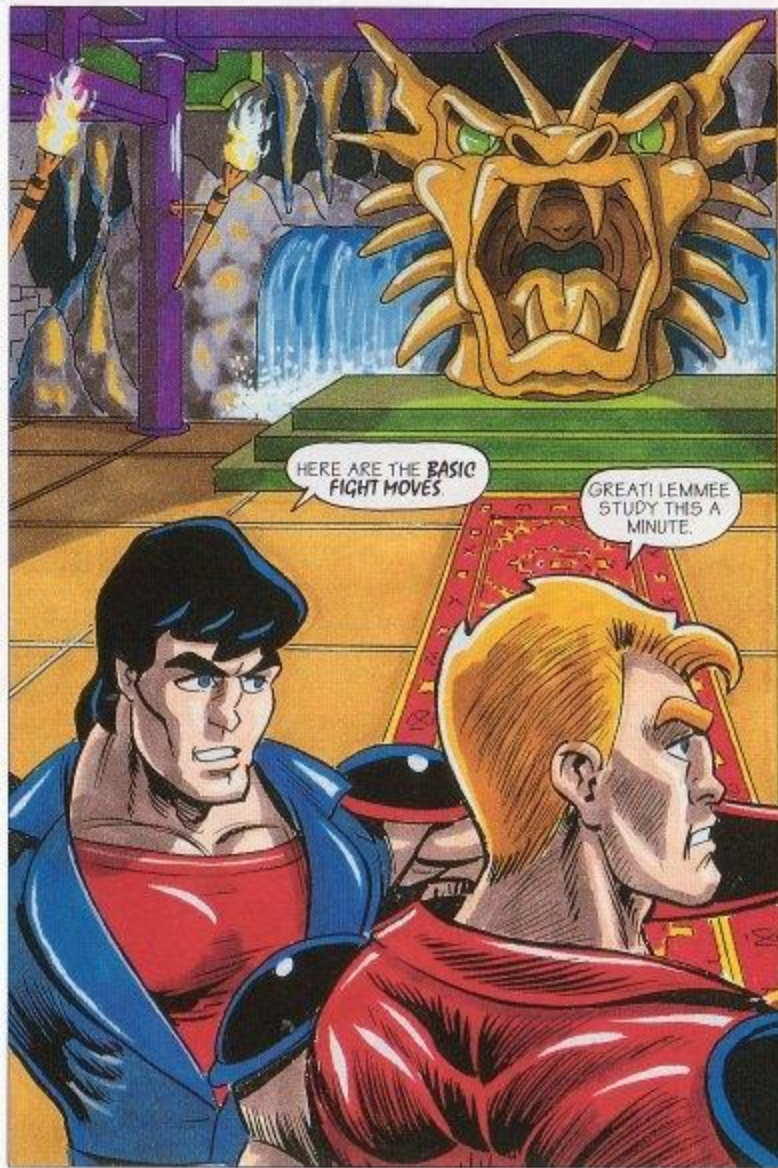




# USING THE CONTROLLER



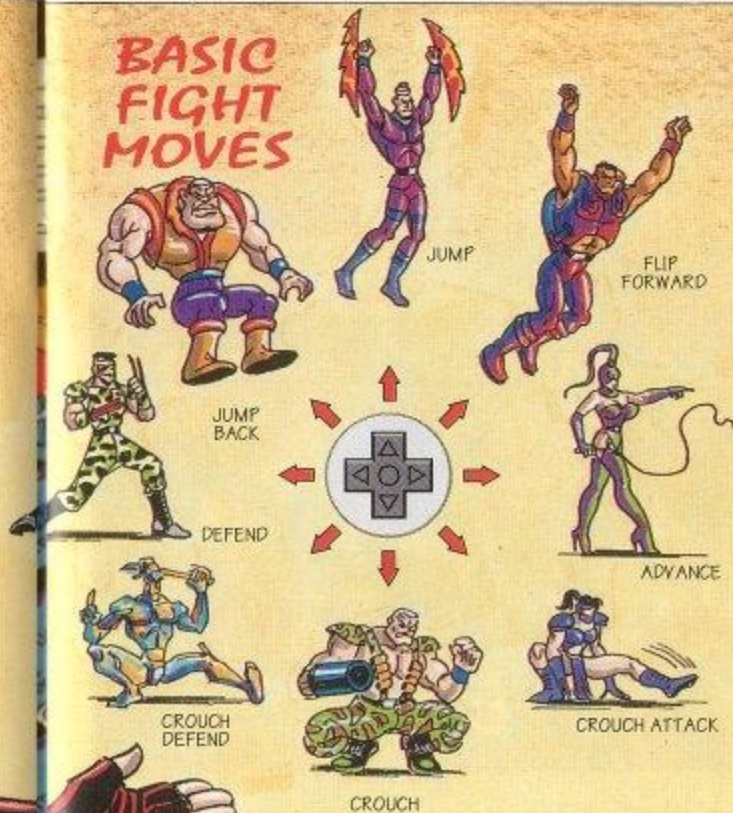




HERE ARE THE **BASIC**  
FIGHT MOVES.

GREAT! LEMMEE  
STUDY THIS A  
MINUTE.

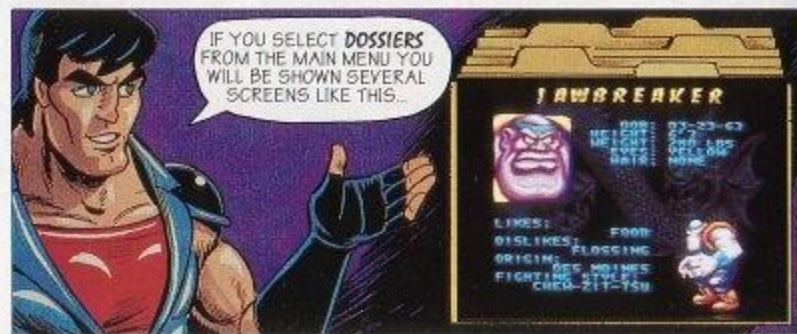
## BASIC FIGHT MOVES



YOU CAN ALSO **GRAB & THROW** IF YOU'RE CLOSE TO AN  
OPPONENT, BY ADVANCING AND PRESSING AN **ACTION** BUTTON







SCROLL LEFT/RIGHT WITH THE CONTROL PAD TO VIEW THIS INFO.

## BILLY LEE

DOB: 10-23-69  
HEIGHT: 6'2"  
WEIGHT: 210 LBS  
EYES: BLUE  
HAIR: BLACK

FIRSTBORN SON OF THE UNION BETWEEN THE VIRGINIA LEE FAMILY AND CHINESE LEE CLAN. BILLY PROFFESSES AN INTEREST IN NEW AGE STUDIES. HE CAN SING AND HE LIKES TO LINE DANCE. ESPECIALLY PROUD OF HIS EXTENSIVE COLLECTION OF COWBOY BOOTS.



LIKES: MILK  
DISLIKES: SHADOW MASTER  
ORIGIN: METRO CITY  
FIGHTING STYLE: ART OF THE DRAGON

SPECIAL MOVE:  
DRAGON SHOCK: B, F+D

## JIMMY LEE



TWIN BROTHER OF BILLY AND ANNOYING COUNTERPOINT TO BILLY'S GOOD QUALITIES. JIMMY HAS A RUN A WAY MOUTH THAT HAS BECOME ENCUMBERED WITH HIS FEET ON MORE THAN ONE OCCASION. SPENDS A LOT OF TIME IN FRONT OF THE MIRROR.  
LIKES: VIDEO GAMES  
DISLIKES: BAD HAIR DAYS  
ORIGIN: METRO CITY  
FIGHTING STYLE: SHADOW DRAGON

DOB: 10-23-69  
HEIGHT: 6'1"  
WEIGHT: 205 LBS  
EYES: BLUE  
HAIR: BLONDE

SPECIAL MOVE:  
DRAGON FIRE: B, F+D



## BLADE



RECEIVED HIS FIRST PROSTHETIC IMPLANTS DURING THE WAR. THE INDIGNITIES OF HIS BATTLE EXPERIENCE, PLUS THE EVENTUAL TOTAL REMOVAL OF HIS CARDIAC SYSTEM HAVE LEFT BLADE CRUEL AND HEARTLESS. NOT GIVEN TO EMOTIONAL OUTBURSTS, HE IS CAPABLE OF INFLECTING GREAT PAIN WITHOUT CONSCIENCE HAS BEEN KNOWN TO SHED TEARS OVER A PERFECT SOUFFLE.

DOB: 9-07-69  
HEIGHT: 6' 2"  
WEIGHT: 240 LBS  
EYES: GRAY  
HAIR: BLACK

LIKES: GOURMET CUISINE  
DISLIKES: FAST FOOD  
ORIGIN: PARIS, FRANCE  
FIGHTING STYLE: SLICE AND DICE

SPECIAL MOVE:  
TORPEDO: B, F+D

## BONES



DOB: SAME AS DUST  
HEIGHT: 5' 10"  
WEIGHT: 72 LBS  
EYES: RED  
HAIR: DECOMPOSED

LIKES: MARROWLYN MONROE  
DISLIKES: DOGS  
ORIGIN: SIX FEET UNDER  
FIGHTING STYLE: STICKS AND STONES

SPECIAL MOVE:  
GUN SHOT: F, DF, D+K

FORMERLY, A VALET TO KING SARGON II, BONES WAS CONSEQUENTLY ENTOMBED WITH HIS MASTER WHEN HE DIED. RATTLES WHEN HE WALKS, SO HE CANT SNEAK UP ON ANYONE. THE QUESTION OF WHETHER OR NOT BONES IS ACTUALLY ALIVE HAS NEVER BEEN FULLY ANSWERED. FAVORITE SONG IS "SHAKE, RATTLE & ROLL".

## COUNTDOWN



LIKES: NEW YEAR'S EVE  
DISLIKES: DMV EYE TESTS  
ORIGIN: NEW ORLEANS, LA  
FIGHTING STYLE: DISSIN

SPECIAL MOVE:  
MISSILE SHOT: F, DF, D+K

DOB: CYBORG TYPE  
0041 ALPHA  
HEIGHT: 6' 1"  
WEIGHT: 225 LBS  
EYES: BROWN  
HAIR: BLACK

ASSEMBLED DURING THE LAST NIGHT OF MARDI GRAS, HE WAS A FACTORY REJECT FROM THE INFAMOUS BATON ROUGE BIONICS LAB AND WAS SOLD AS ELECTRONICS SCRAP TO A LOW-PROFILE CALIFORNIA GAME COMPANY. NO MATTER, HAS BEEN HEARD TO MUTTER TO HIMSELF, "THE ONLY WAY TO BE SURE IS TO NUKE THE SITE FROM ORBIT". DURING HIS SPARE TIME, PLAYS ACCORDION WITH A ZYDECO BAND.

## DOMINIQUE

BORN AT A TIME WHEN AGGRESSIVE WOMEN WERE FEARED IN THE FASHION WORLD, DOM WAS COMPELLED TO WEAR MOSTLY SWEATSUITS AND STUFF. NOT A RUFFLES AND LACE TYPE, SHE EVENTUALLY CAME TO APPRECIATE FLEECE AND SPANDEX TOGS. LIKES TO GO FOR THE "BURN". NOT SOMEONE YOU WOULD TAKE HOME TO MEET YOUR PARENTS. AND DONT CALL HER "BABE".

LIKES: AEROBICS  
DISLIKES: FLAB  
ORIGIN: BRONX, NY  
FIGHTING STYLE: DIRTY



DOB: NOT TELLING  
HEIGHT: 5' 11"  
WEIGHT: NO CONCERN  
OF YOURS  
EYES: BLUE  
HAIR: BLACK



## ICEPICK

DOB: 2-20-65  
HEIGHT: 6'4"  
WEIGHT: 245 LBS  
EYES: YELLOW  
HAIR: TRANSLUCENT

LIKES: ESKIMO PIES  
DISLIKES: GREENHOUSE  
EFFECT  
ORIGIN: NOME, AK  
FIGHTING STYLE: ICEKIDO



WITH AN AVERAGE BODY TEMPERATURE OF 30°, ICEPICK IS INDEED A COOL DUDE. HE HAS BEEN ACCUSED OF BEING COLD AND UNFEELING WHEN THE TRUTH IS THAT ICEPICK LONGS FOR A NORMAL RELATIONSHIP WITH THOSE OF HIS OWN KIND. PROBLEM IS, HE'S ONE OF A KIND. MAKES THE BEST HOMEMADE ICE CREAM IN THE SHADOW WORLD AND IS AN AVID SKIER.

SPECIAL MOVE:  
ICEBALL: B, F+P

## JAWBREAKER

DOB: 3-23-63  
HEIGHT: 6'3"  
WEIGHT: 280 LBS  
EYES: YELLOW  
HAIR: NONE

LIKES: ANYTHING EDIBLE  
DISLIKES: FLOSSING  
ORIGIN: DES MOINES, IA  
FIGHTING STYLE: CHEW ZIT-TSU



BREAKER HAILS FROM THE MID-WEST, WHERE YEARS OF SURVIVING ON THE GREAT PLAINS ENABLED HIM TO EAT ANYTHING, BUT HE'S ESPECIALLY FOND OF TRAILER HITCHES AND BUNGEE CORDS. COULD DEFINITELY BE CALLED THE WORLD'S GREATEST CONSUMER.

SPECIAL MOVE:  
FLYING HEADBUTT: F, F+P

## SEKKA

DESPITE TWO LOVING PARENTS, SEKKA WAS NOT A NORMAL KID. KEPT AN EXTENSIVE COLLECTION OF PET ROCKS. YEARS OF RIDICULE FROM OTHER KIDS LED HER TO DEVELOP A SKIN SO THICK THAT IT EVENTUALLY EVOLVED INTO ARMOR PLATING. SHE ALSO BECAME ADEPT AT MARTIAL ARTS BUT SUSTAINED MANY INJURIES, WHICH LED HER TO ACQUIRE SEVERAL BIONIC PROSTHESES. SHE DOES HER OWN HAIR.



LIKES: TALK SHOWS  
DISLIKES: INFOCOMERCIALS  
ORIGIN: SILICON VALLEY, CA  
FIGHTING STYLE: RE BOOT TSU

SPECIAL MOVE: CLAW ROLL ATTACK: D, DE, B+P

DOB: 5-21-70  
HEIGHT: 5'10"  
WEIGHT: 115 LBS  
EYES: GREEN  
HAIR: BLACK

## SHADOW MASTER

DOB: CENTURIES AGO  
HEIGHT: 6'5"  
WEIGHT: 250 LBS  
EYES: RED  
HAIR: WHITE



LIKES: NIGHTLIFE  
DISLIKES: DAYTIME TV  
ORIGIN: NIGHTMARES  
FIGHTING STYLE: ART OF THE SHADOW

EVIL INCARNATE. CANT SAY ENOUGH BAD THINGS ABOUT THIS DUDE. HAS WREAKED HAVOC THROUGHOUT THE AGES. WAS PERSONALLY RESPONSIBLE FOR THE BLACK PLAGUE AND BOTH WORLD WARS, AS WELL AS THE CURRENT HEALTH CARE CRISIS IN THE USA. HIS ABILITY TO PERVERT NORMALLY INTELLIGENT BEINGS FOR HIS OWN PURPOSES MAKES HIM CLEARLY DANGEROUS.



## SICKLE

DOB: 7-23-64  
HEIGHT: 6'1"  
WEIGHT: 215 LBS  
EYES: BROWN  
HAIR: RED



A LIFELONG BITTERNESS AND GENERAL LOATHING OF UNTIDY HUMAN HAIR FOLLICLES LED SICKLE TO DEVELOP A SET OF PARTICULARLY NASTY WEAPONS, FOR WHICH HE IS NAMED. HE ENJOYS LONG WALKS IN THE RAIN AND ENDLESS HOURS AT HIS GRINDING WHEEL SHARPENING THE SICKLES. FAVORITE MOVIE IS EDWARD GISSORHANDS.

LIKES: STYLING MOUSSE  
DISLIKES: DULL KNIVES  
ORIGIN: HOLLYWOOD, CA  
FIGHTING STYLE: SUGIN

SPECIAL MOVE:  
ENERGY BLADE: D, DF, F+P

## TRIGGER HAPPY

DOB: 4-21-59  
HEIGHT: 6'2"  
WEIGHT: 270 LBS  
(WITH GUN)  
EYES: BROWN  
HAIR: SILVER



LARGE HULK FASCINATED WITH PYROTECHNICS AND PROJECTILES OF ALL KINDS. SURPRISINGLY FOND OF KNITTING AND DESIGNING HIS OWN VERSIONS OF KEVLAR ARMORED FABRIC. HIS PRIZED POSSESSION IS A GOLD-PLATED NAIL GUN AWARDED HIM BY THE METRO CITY CARPENTER'S UNION.

LIKES: CREW CUTS  
DISLIKES: BALLET  
ORIGIN: BARSTOW, CA  
FIGHTING STYLE: LOCK AND LOAD

SPECIAL MOVE:  
ROCKET UPPER CUT: F, DF, D+P

PUSH START TO GET BACK TO THE MAIN MENU...AND SELECT ONE OF THE FOUR FIGHT MODES. THAT SENDS YOU TO THE CHARACTER SELECTION SCREEN.

## CHARACTER SELECTION

MEANWHILE, IN ANOTHER PART OF METRO CITY...

YOU CAN SELECT ANY OF US 8 VILLAINS OR (YUK) THE 2 LEE BROTHERS!



SCROLL WITH THE CONTROL PAD AND NUKE YOUR CHOICE WITH ANY BUTTON EXCEPT SELECT.



YO! THE SELECT BUTTON CAN BE USED TO CHANGE THE COLOR OF YOUR CHARACTER. YUM, YUM!



ONCE EACH PLAYER HAS SELECTED HIS CHARACTER THE SCREEN WILL SLICE DOWN TO ATTRIBUTES.



LET'S TAKE A LONG, COLD LOOK AT SOME OF THE ATTRIBUTES ON THE NEXT PAGE...







EACH CHARACTER HAS 9 TOTAL POINTS OF ATTRIBUTES THAT CAN BE DISTRIBUTED TO YOUR LIKING



SCROLL UP/DOWN WITH THE CONTROL PAD AND **ARX** TO INCREASE OR...

**FLY** TO DECREASE

NOTE: WHEN SPECIAL ATTRIBUTE REACHES ZERO, IT WILL SAY "OFF". NORMAL SETTING IS 3

EXITING THE ATTRIBUTES SCREEN WHEN IN VS BATTLE OR BATTLE DEMO MODE WILL SEND YOU TO THE **LOCATIONS** SCREEN



BACK AT THE DRAGON DOJO

## BATTLE LOCATIONS



C'MERE, JIMMY. I WANT TO SHOW YOU SOMETHING.

THERE ARE 12 FIGHT ARENAS IN METRO CITY. SCROLL WITH THE CONTROL PAD TO THE LOCATION OF YOUR CHOICE AND SELECT WITH **ANY** BUTTON



(THE LOCATION IS SELECTED BY THE FIRST PLAYER TO PUSH THE **START** BUTTON)

YOU MEAN I CAN FIGHT ANYWHERE I LIKE?



ONLY IN VS BATTLE OR DEMO MODES.





NOTE: IN **TOURNAMENT** MODE  
THE COMPUTER RANDOMLY  
SELECTS LOCATION AND  
ADVERSARY.

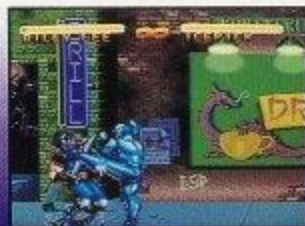
IN **QUEST** MODE THE COMPUTER  
SELECTS LOCATION AND  
ADVERSARY DEPENDING ON WHICH  
CHARACTER YOU HAVE SELECTED  
FOR YOURSELF. GOT IT?

GOT IT! IT'S ENOUGH  
TO KNOW THERE'S  
LOTS A PLACES FOR  
FIGHTIN' AND LOTS A  
BUTTS OUT THERE  
THAT REALLY NEED  
KICKIN'!!

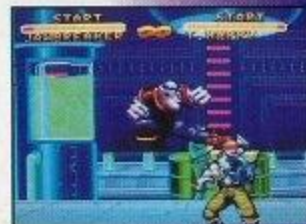




DRAGON DOJO INTERIOR



DRAGON DOJO EXTERIOR



CHEMICAL FACTORY



DUSTY'S GARAGE



METRO CITY HOTEL



SHADOW DUNGEON



CODY'S NUTRON GRILL



METRO CITY SEWER SYSTEM



FUSION PLANT EXTERIOR



FUSION PLANT INTERIOR



SHADOW DOJO EXTERIOR



SHADOW DOJO INTERIOR





## FIGHT MODES

THE GAME IS DEFAULTED TO **TOURNAMENT** MODE SO THAT ONE PLAYER CAN FIGHT ALL THE VARIOUS OPPONENTS IN THE DIFFERENT LOCATIONS.

TOURNAMENT  
VS BATTLE  
QUEST MODE  
BATTLE DEMO  
BOSS FIGHTS  
OPTIONS

YOU PICK YOUR CHARACTER AND ATTRIBUTES AND THE COMPUTER SELECTS AN ADVERSARY AND LOCATION FOR THE FIGHT.

THERE WILL BE 12 FIGHTS OF 2-5 ROUNDS EACH (TIES IN THE 5TH ROUND GO TO THE COMPUTER ADVERSARY).

IF YOU **WIN** YOU GO TO THE NEXT COMPUTER-SELECTED ADVERSARY AND LOCATION.

WHEN YOU HAVE BEATEN ALL 12 OPPONENTS (INCLUDING YOUR EVIL TWIN) YOU WILL VIEW THE HIGH SCORE SCREEN.

## FIGHT MODES

I BET THE OTHER ONE-PLAYER MODE IS **QUEST**.

YOU GOT IT! SELECTING **QUEST** ALLOWS ONE PLAYER TO FIGHT AS EITHER ONE OF US (BILLY OR JIMMY), OR AS ONE OF EIGHT VILLAINS IN ONE OF TWO STORYLINE SERIES OF FIGHTS!

YOU PICK YOUR CHARACTER AND ATTRIBUTES AND THE COMPUTER SELECTS AN ADVERSARY AND LOCATION BASED ON THE STORY.

YEAH, I KNOW. IF YOU WIN YOU GO TO THE NEXT COMPUTER-SELECTED ADVERSARY AND LOCATION.

THERE WILL BE 12 FIGHTS OF 2-5 ROUNDS EACH (TIES IN THE 5TH ROUNDS GO TO THE COMPUTER ADVERSARY).

RIGHT! WHEN YOU'VE BEATEN ALL 12 OPPONENTS, YOU WILL VIEW THE HIGH SCORE SCREEN.

AWW, MAN, THIS IS TOO **EASY!**

SURE, YOU SAY THAT NOW...

### HIGH SCORES

BBB	67800
MMB	52300
MMB	41200
KEB	37900
ROB	25900



## FIGHT MODES



IF YOU SELECT TOURNAMENT OR QUEST AND A SECOND PLAYER WANTS TO JOIN IN, THE PLAY BECOMES VS. BATTLE MODE.



IN **VS BATTLE**, THE PLAYERS PICK THEIR CHARACTERS (THEY CAN BOTH PICK THE SAME CHARACTER IF THEY WANT), PICK THEIR ATTRIBUTES, AND PICK ONE OF THE 12 LOCATIONS FOR THE FIGHT.



## FIGHT MODES

THERE WILL BE  
**UNLIMITED**  
FIGHTS OF 2-5  
ROUNDS EACH  
(3 TIE ROUNDS  
PERMITTED).  
AFTER EACH  
FIGHT YOU'LL  
SEE THE  
**BATTLE STATS**  
**SCREEN.**



WHAT HAPPENS IF I GET TIRED OF TAKIN' OUT THESE DUDES?



**BATTLE DEMO**  
MODE ALLOWS  
YOU TO PICK  
TWO OF 10  
FIGHTERS AND  
ONE OF 12 LOCA-  
TIONS AND VIEW  
A COMPUTER  
CONTROLLED  
FIGHT!



THERE IS NO HUMAN CONTROL OF THE FIGHTERS IN THIS MODE, AND AT THE END OF THE FIGHT, YOU WILL RETURN TO THE TITLE SCREEN.

WELL, HOW  
DO WE  
KNOW WHO  
**WINS** AND  
STUFF?



## BATTLE STARTS

1P				2P		
W	L	D		W	L	D
1	0	0	BILLY LEE	0	0	0
0	0	0	JAMES FAYE	0	0	0
0	0	0	KEVIN	0	0	0
0	0	0	RANCE	0	0	0
0	0	0	SICKLE	0	1	0
0	0	0	T. HARRY	0	0	0
0	0	0	COUNTDOWN	0	0	0
0	0	0	CRASH	0	0	0
0	0	0	DOMINIQUE	0	0	0
0	0	0	S. MASTER	0	0	0
1	0	0	TOTAL	0	1	0

JUST PUSH  
**SELECT** TO  
GET THE  
CONTINUE /  
RESET  
SCREEN.



CONTINUE  
RESET STATS  
QUIT







AT THE END OF EACH ROUND (OF ANY FIGHT MODE)... A BRIEF MESSAGE WILL APPEAR ANNOUNCING THE **WINNER** OF THE BOUT...







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