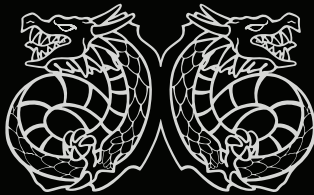
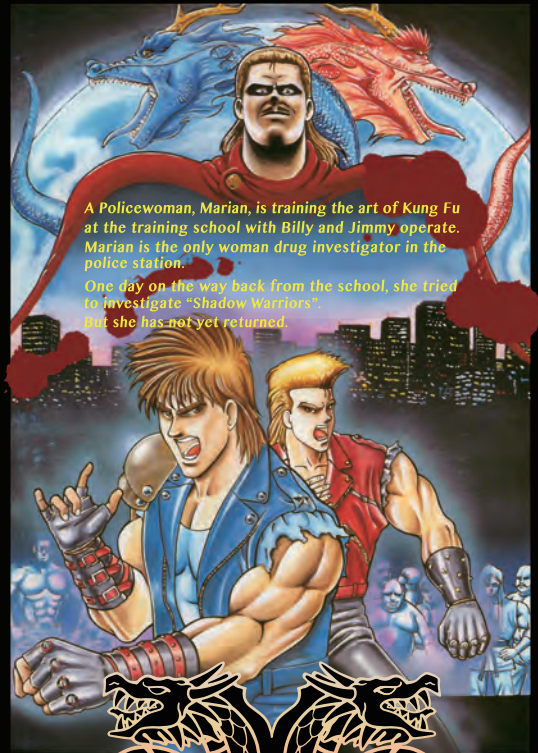


# SHVC-WD 取扱説明書



Instruction manual available at  
[retroism.com/double-dragon](http://retroism.com/double-dragon)



A Policewoman, Marian, is training the art of Kung Fu at the training school with Billy and Jimmy operate. Marian is the only woman drug investigator in the police station.

One day on the way back from the school, she tried to investigate "Shadow Warriors" but she has not yet returned.

RETURN OF  
**DOUBLE DRAGON**

"SLEEPING DRAGON" HAS AWOKÉ

ダブルドラゴン

リターン・オブ・双截龍

# DOUBLE STORY DOUBLE DRAGON CONTROLS

**The year is 199X.** In a city plagued with crime, there was a small martial arts dojo. This dojo was run by the young twin brothers named **Billy** and **Jimmy Lee**. From there, they taught an advanced fighting style known as "**Sousetsuken**". Boasting both speed and power, its practitioners moved like birds in flight, and it became very popular.

One of their students was the police officer **Marian**, the only woman detective on the force assigned to narcotic investigations. One day, when leaving the dojo, she mentioned her investigation of the **Shadow Warriors**. She hasn't been heard from since.

Several days later, a letter arrived from the **Shadow Warriors** addressed to the **Lee brothers**.

"If you want to see **Marian** again, give up your dojo, and join us as disciples of the Duke Dojo."

Signed,  
**The Shadow Warriors**



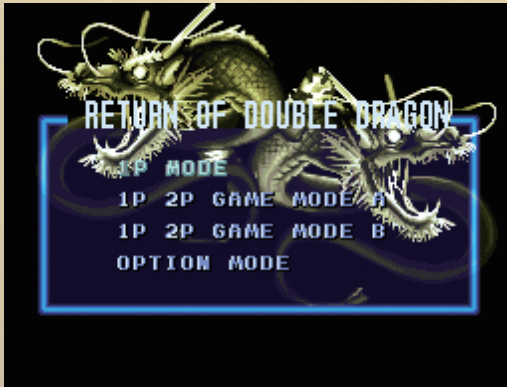
**THE LEE BROTHERS' BATTLE  
TO RESCUE MARIAN HAD  
JUST BEGUN.**

<b>START BUTTON</b>	Start/Pause Game
<b>SELECT BUTTON</b>	Select Mode
<b>D-PAD</b>	Move Character/ Select Mode
<b>A BUTTON</b>	Kick
<b>B BUTTON</b>	Defend
<b>Y BUTTON</b>	Punch
<b>X BUTTON</b>	Jump
<b>L BUTTON</b>	Jump
<b>L·R BUTTON</b>	Charge Dragon Power Charge

- Hit an enemy with repeated punches and kicks to perform a combo.
- Push the D-pad in combination with the buttons while jumping to perform a jump attack.
- You can also perform certain fighting moves using terrain and fight using various items that you pick up.

\* You can also perform certain fighting moves using terrain and fight using various items that you pick up.

# DOUBLE DRAGON MODE SELECT OPTION SCREEN



From the title screen, pushing **A, B, X, Y**, or the **Start button** will bring you to the **MODE SELECT** screen.

From here, use the d-pad or the Select button to choose a mode and then press Start to begin the game.

**1P GAME:** Single Player

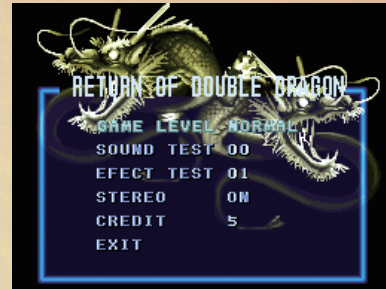
## 2P GAME

**MODE A:** Play as two players without the ability to contact the other player. focus all of your energy on the enemy

**MODE B:** Play as two players but with the ability to hit other player. Cooperate or hinder your partner.

**OPTION:** Move to the Option Screen

## OPTION SCREEN



### Game Level

Choose from 3 levels of difficulty.

### Credits

Set the number of continues you are allowed.

### Sound Test

Listen to the music from the game.

### Effect Test

Listen to sound effects from the game.

### Change Audio

Choose to enable stereo or disable for monaural sound.

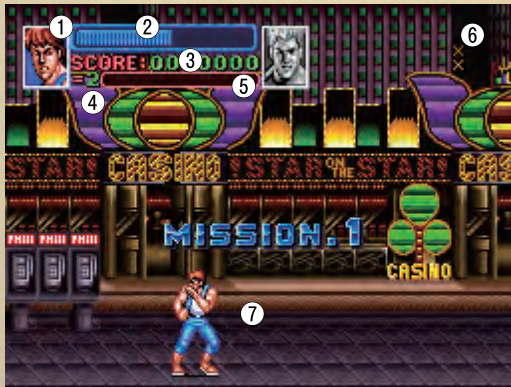
## GAME OVER AND CONTINUE

When you run out of lives, the game is over. However, if you still have credits when this occurs, you can continue.

## DROP-IN PLAY

As long as there are credits, Player 1 or 2 can drop-in to play anytime.

# DOUBLE SCREEN LAYOUT



- ① Player Portrait ② Life Gauge ③ Score  
④ Remaining Lives ⑤ Dragon Power Gauge  
⑥ Remaining Credits ⑦ Play Area

## LIFE GAUGE

When your character takes damage, your life gauge decreases. If it reaches zero, you will lose one life.

## DRAGON POWER GAUGE

Use the L and R buttons to charge your Dragon Power and unleash special attacks.

## LIFE GAUGE

When your Dragon Power Gauge reaches the maximum limit, your techniques gain deadly power for a short duration.

# ALSO FROM RETROISM



## UNHOLY NIGHT

A 1-on-1 2D fighting game developed by a team of ex-SNK staffers. The game story revolves around a group of monster hunters who have dedicated their lives to exterminating vampires, werewolves, and other creatures of the night. When the fighter's health is low, he/she gains bonuses similar to desperation moves from older arcade fighting games.

- First new SNES 2D Fighting Game in Decades
- Developed by ex-SNK staffers
- 4 Game Modes: Story, Versus, Survival, and Practice
- 32MB Memory
- Support 1-2 Players



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