

# DOUBLE DRAGON II: The Revenge

1 Controls

2 Getting Started

3 Basic Play

4 Game Screen



5 Items

## Basic Controls

Move	+
Attack right/Pick up item	A
Attack left/Pick up item	B
Jump	A + B
Skip cutscenes/Pause/Confirm	START
Select difficulty level	SELECT

## Combat Techniques

Forward attack/ Punches	When facing right, press <b>A</b> to perform a forward attack, and when facing left press <b>B</b> . Land a series of punches to leave your opponent weakened and vulnerable to a finishing attack.
Back attack/ Kicks	When facing right, press <b>B</b> to perform a back kick, and when facing left press <b>A</b> .
Jump kick	Press either <b>A</b> or <b>B</b> while jumping to perform a jump kick.
Uppercut	Weaken an enemy with a series of punches or kicks, and then press the forward attack button while facing them to perform an uppercut.
Grab an enemy's hair or collar	Weaken an enemy with a series of punches or kicks, then when beside the enemy press + in their direction to grab their hair or collar.

Hurl enemy	After grabbing an enemy, press the back attack button to hurl an opponent.
Noggin' knockers	After grabbing an enemy, press the forward attack button to perform this move. This move can be repeated until the enemy falls to the ground, or you take damage from an enemy attack.
Elbow drop	After grabbing an enemy, press the attack button while holding  to perform an elbow drop. This move can be repeated until the enemy falls to the ground, or you take damage from an enemy attack.
Upper kick	After grabbing an enemy, press the attack button while holding  to perform an upper kick and send the enemy flying.
Standing knee	After an enemy has been knocked down and is in the process of standing up, get in close while they are still on their knees, and press the forward attack button to perform a standing knee.


## Advanced Techniques

Spinning cyclone	Jump, then press either attack button with the right timing to perform a spinning cyclone.
------------------	--

## Hyper uppercut

Press the forward attack button just as you are landing a jump or getting up from a fall to perform a hyper uppercut.

## High jump kick

Press both attack buttons and  towards your enemy just as you are landing a jump or getting up from a fall to perform a high jump kick.

Press **A** on the title screen to display the game mode screen. Use **+** to select a game mode, and press **SELECT** to select the difficulty. Press **START** to start the game.



## Game Modes

1P Play	Play a single-player game.
2P Play A	Two-player co-op mode. The two players will be unable to hit each other.
2P Play B	Two-player mode. The two players will be able to hit each other, and will take damage accordingly.

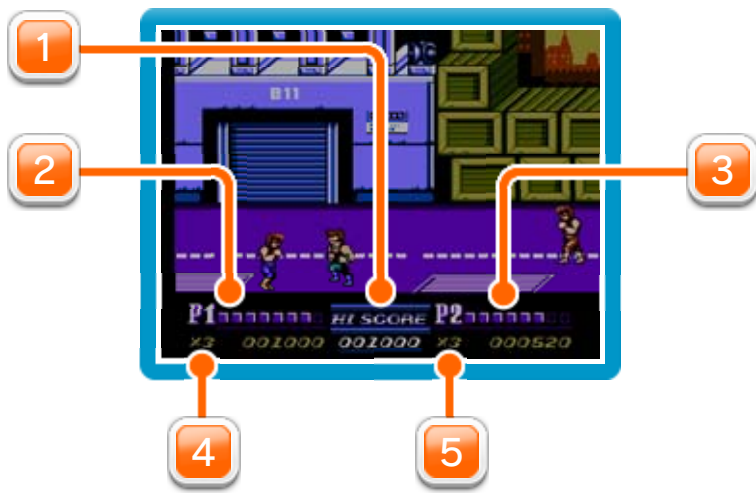
Choose your difficulty setting from Practice, Warrior or Supreme Master.

The Shadow Warriors have killed your girlfriend and it's up to you and your brother, Jimmy, to get revenge. Battle your way through nine exciting missions, encounter several challenging bosses and beat up Shadow Warrior punks as you go. Once all enemies on screen have been defeated, a navigational pointer will appear, showing you which direction to proceed. At the end of each mission, small bits of the story will be revealed through animated cinematics. Press **A** or **B** to move on to the next scene, or **START** to skip them altogether and get straight back into the action.



### ● Losing Lives and Game Over

Your health meter is displayed towards the bottom of the game screen and will gradually deplete as you take damage. Should your health meter become fully depleted or you fall victim to an environmental hazard, such as falling from a large height, you will lose a life. Lose all your lives and it will be game over.



1 High score

2 Player 1 health meter

3 Player 2 health meter

4 Player 1 lives remaining

5 Player 2 lives remaining

Press **A** or **B** when standing over an item to pick it up.

Knife	Press the forward attack button to throw the knife.
Hand grenade	Press the forward attack button to throw the hand grenade.
Chain whip	Press the forward attack button to swing the whip.
Iron pipe	Press the forward attack button to swing the pipe; press the back attack button to throw it.
Incendiary bomb	Press the forward attack button to throw the bomb. It will ignite shortly after hitting the floor.