

SEGA™

INSTRUCTION MANUAL

SEGA™
GENESIS™

DOUBLE DRAGON™

The Shadow Falls™



 **TRADEWEST**
An Interactive Entertainment Company



LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game--dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions--IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR SEGA CARTRIDGE

The Sega™Genesis™Cartridge is intended for use exclusively on the Sega™Genesis™System.

Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional break during extended play, to rest yourself and the Sega™Cartridge.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™GENESIS™ SYSTEM.

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 SEGA GENESIS™
WARNING: Never try to insert or remove a Game Cartridge when the power is ON.
2. Make sure Controllers are plugged securely into the ports of the SEGA GENESIS™.
3. Insert the Sega Cartridge into the slot on the SEGA GENESIS™. Press firmly to lock the Game Cartridge 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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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.



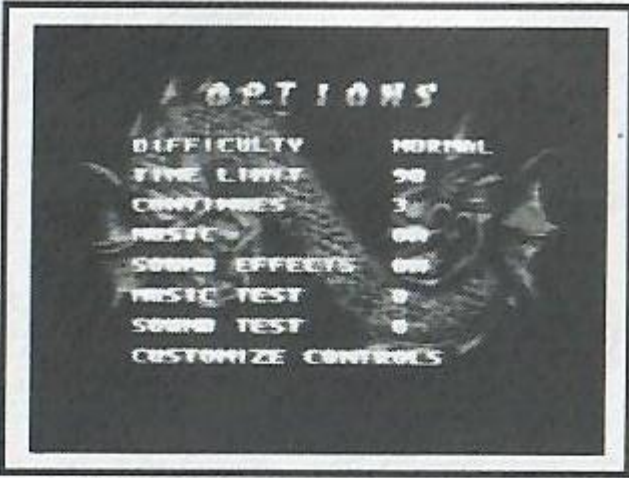
HOLD ON, BRO! ALL THIS SCREEN TALK IS MAKIN' MY HEAD SWIM!



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

OPTIONS

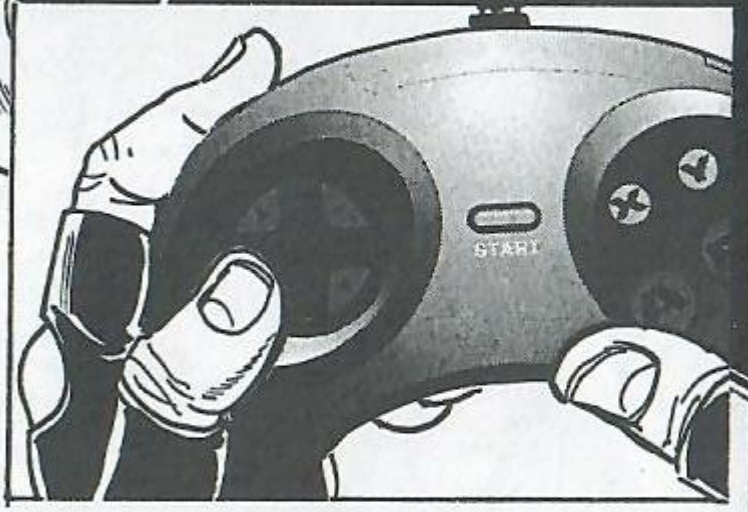
HERE ARE SEVERAL THINGS
TO MAKE GAME PLAY
COOLER!



A screenshot of the 'OPTIONS' menu from a video game. The menu is displayed on a dark background with a character's face faintly visible in the background. The text is as follows:

DIFFICULTY	NORMAL
TIME LIMIT	90
CONTROLS	3
MUSIC	ON
SOUND EFFECTS	ON
MUSIC TEST	0
SOUND TEST	0
CUSTOMIZE CONTROLS	

SCROLL **UP/DOWN**
AND **LEFT/RIGHT**
WITH THE CONTROL PAD.



ALL CHANGES LEFT SHOWING
WHEN YOU EXIT THE SCREEN
BY PUSHING **START**
WILL BE ACTIVE.

NOW,
LET'S LOOK AT
THE **SPECIFICS...**

YEAH, I
GET IT!



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



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



PICK NUMBER OF **CONTINUES**. (0 - 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!**



REMEMBER... YOU CAN USE **EITHER** THE 3-BUTTON OR THE 6-BUTTON CONTROLLER....



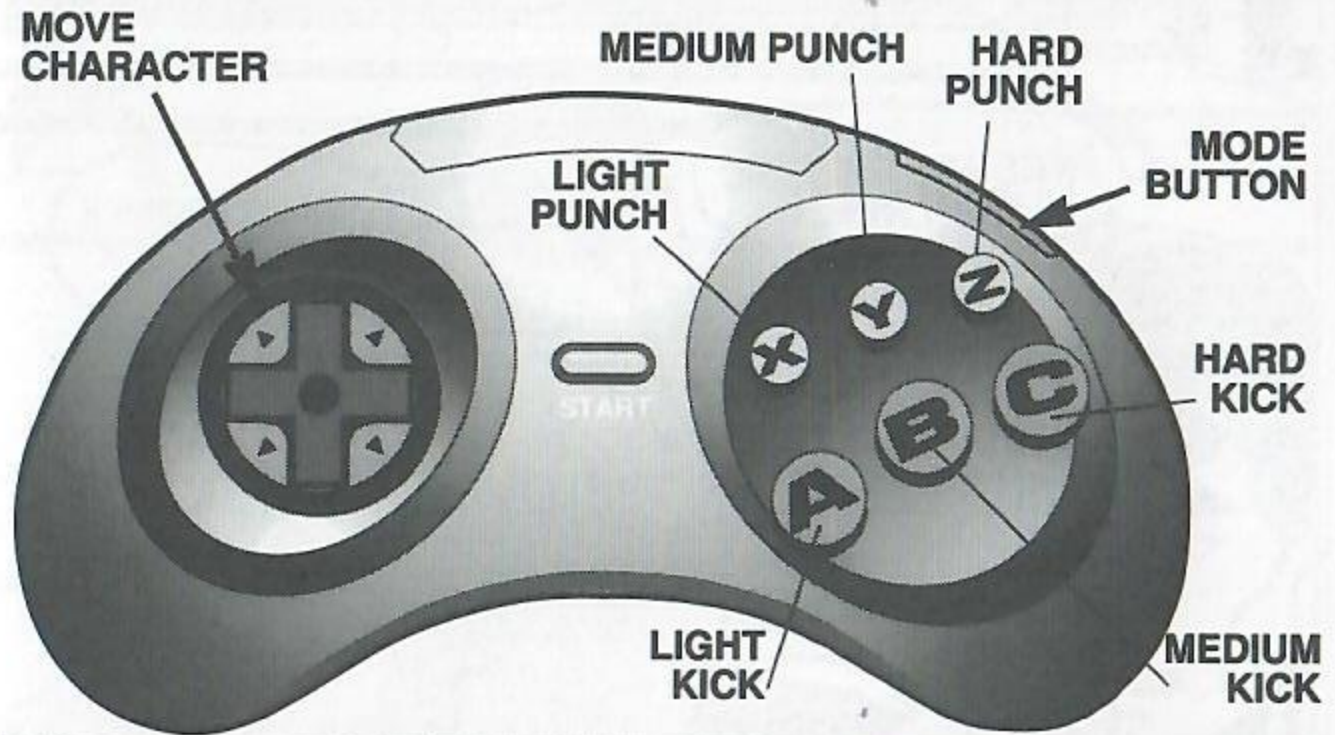
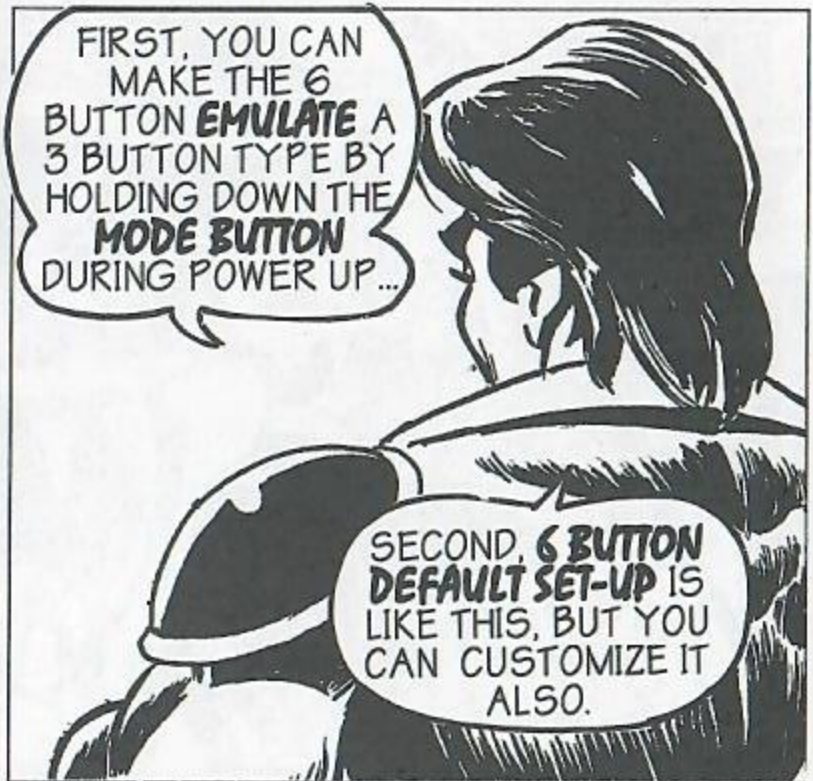
..THEY JUST WORK **DIFFERENTLY!**

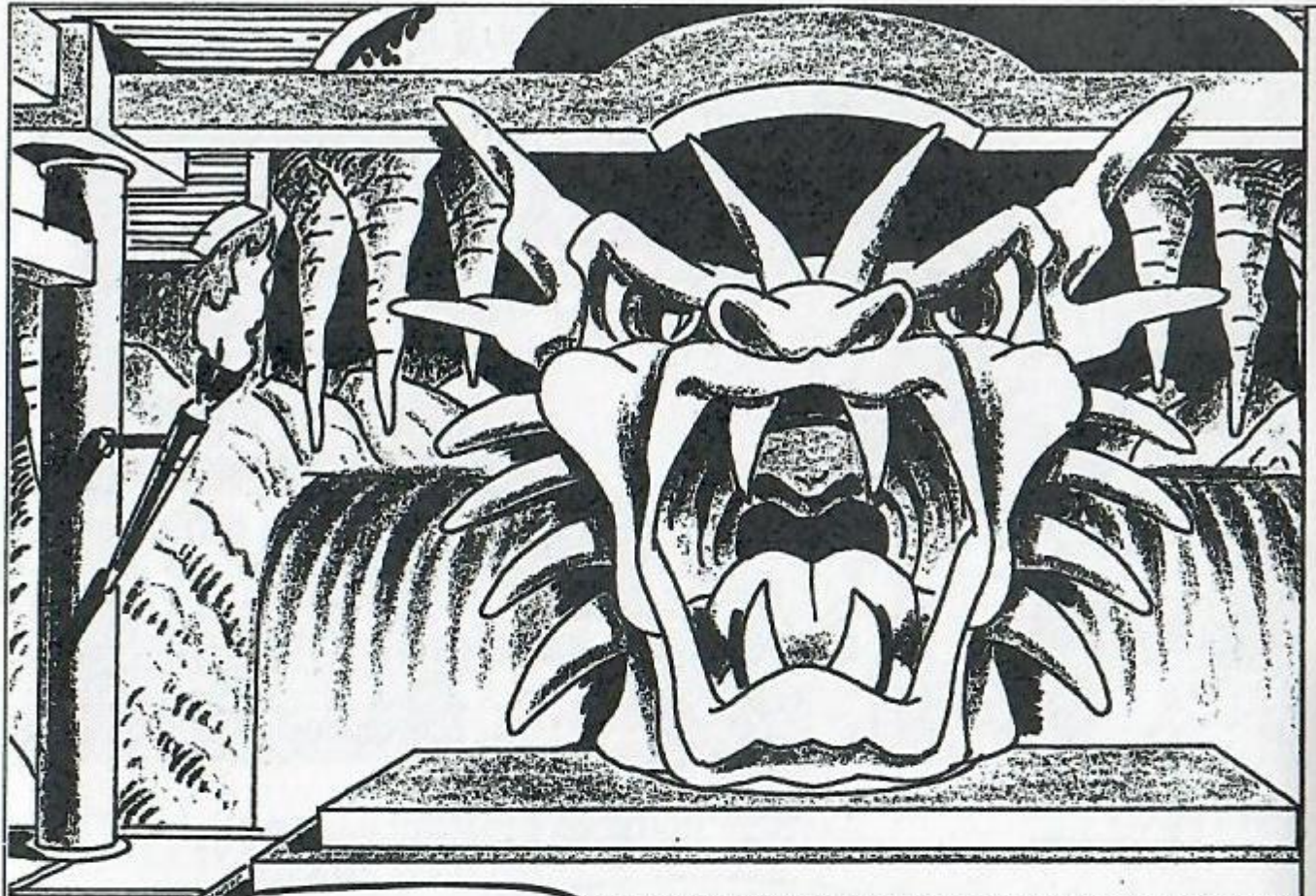
CHECK OUT **CUSTOMIZE CONTROLS** ON THE NEXT PAGE AND RETURN TO THE OPTIONS SCREEN WHEN DONE.



USING THE CONTROLLERS





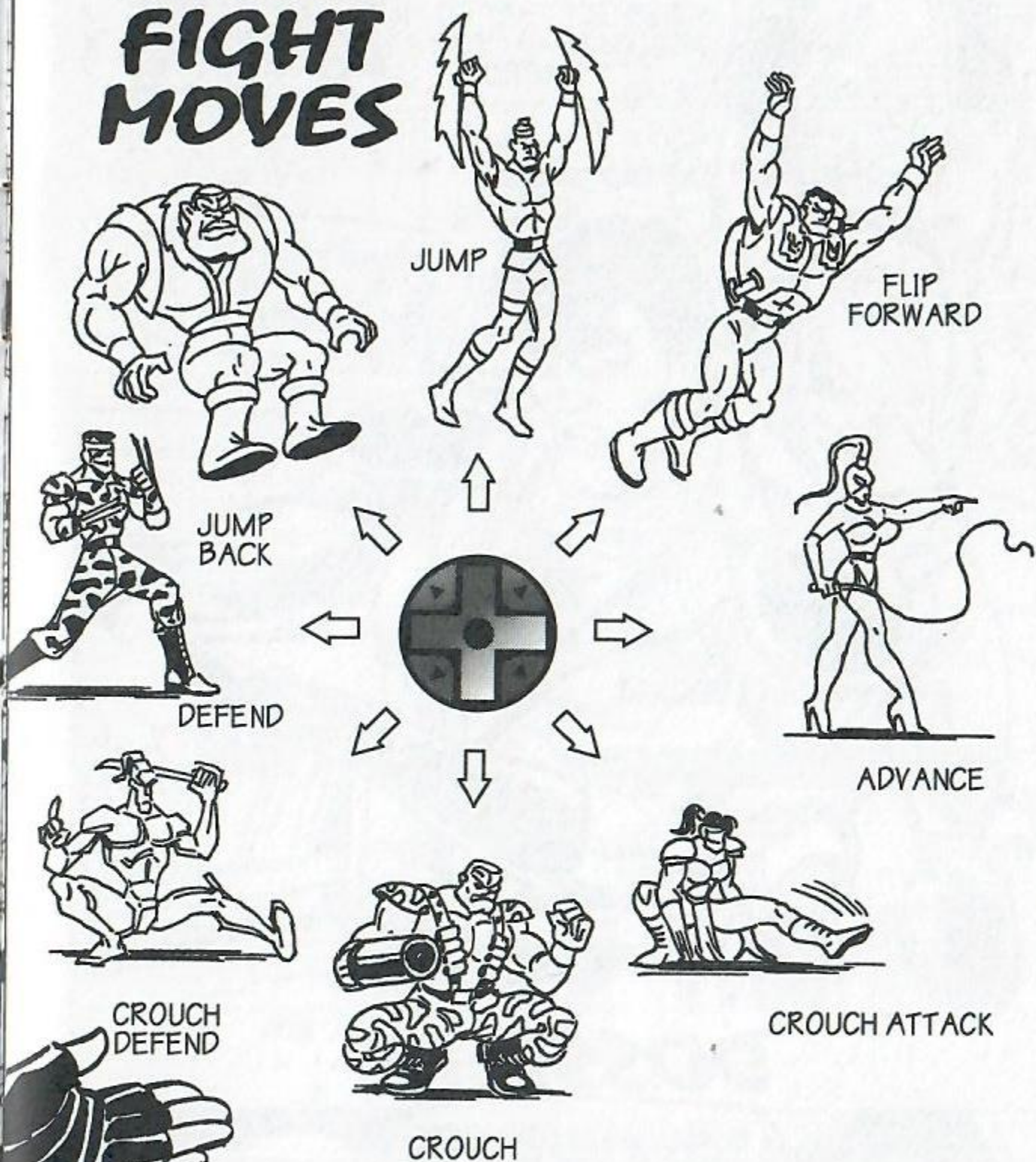


HERE ARE THE **BASIC FIGHT MOVES.**

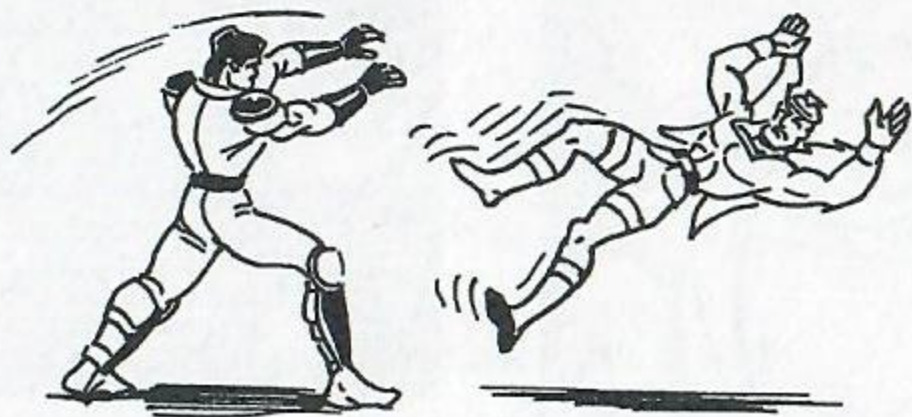
GREAT! LEMMEE STUDY THIS A MINUTE.



BASIC FIGHT MOVES



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

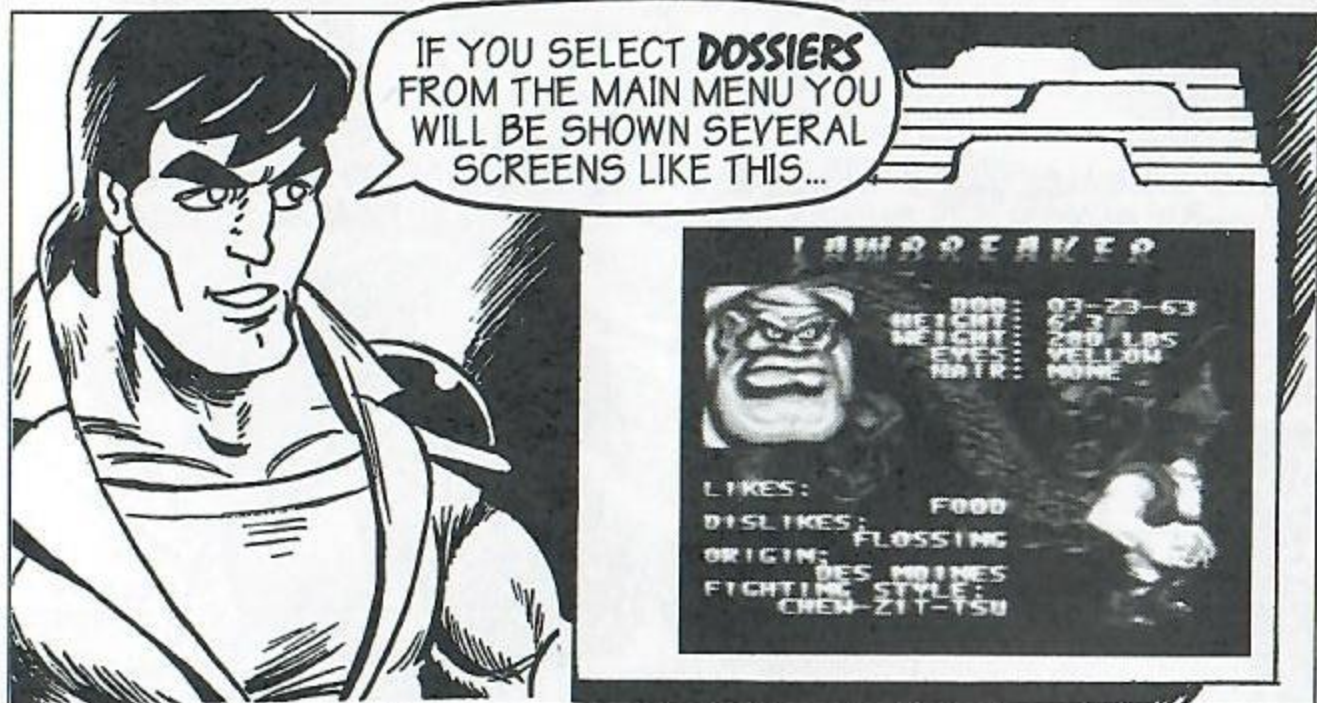




WELL, I GOT THAT DOWN.
NOW I'M READY FOR A
LITTLE **ACTION!**

NOT SO FAST, JIMMY.
LET'S JUST CHECK OUT
THE **DOSSIER** FILES.

DOSSIERS



IF YOU SELECT **DOSSIERS**
FROM THE MAIN MENU YOU
WILL BE SHOWN SEVERAL
SCREENS LIKE THIS...

LAWBREAKER

DOB:	03-23-63
HEIGHT:	6'7"
WEIGHT:	280 LBS
EYES:	YELLOW
HAIR:	NONE

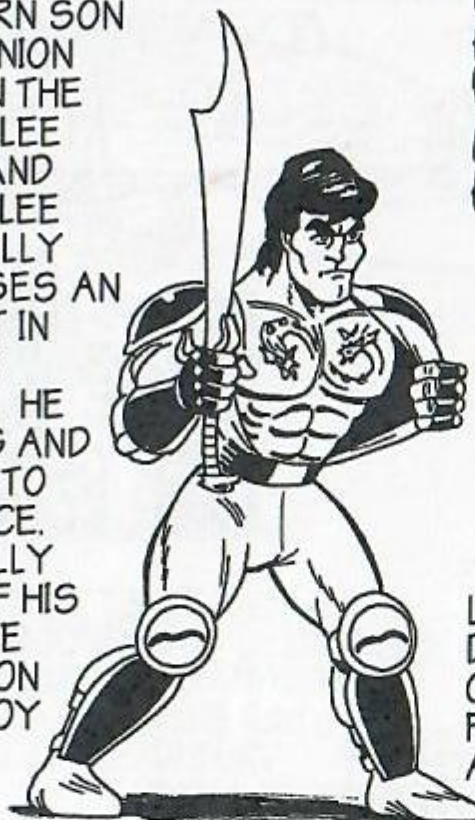
LIKES: FOOD
DISLIKES: FLOSSING
ORIGIN: DES MOINES
FIGHTING STYLE: CHEN-ZIT-TSU



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

BILLY LEE

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



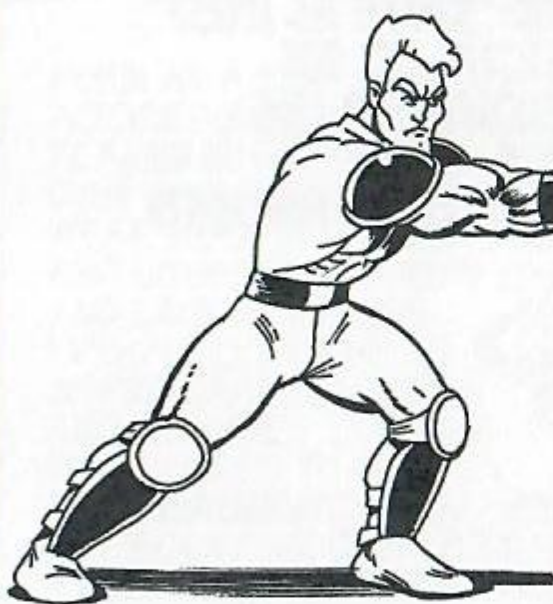
DOB: 10-23-69
HEIGHT: 6'2"
WEIGHT: 210 LBS
EYES: BLUE
HAIR: BLACK



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 RUNAWAY MOUTH THAT HAS BECOME ENCUMBERED WITH HIS FEET ON MORE THAN ONE OCCASION. SPENDS A LOT OF TIME IN FRONT OF THE MIRROR.

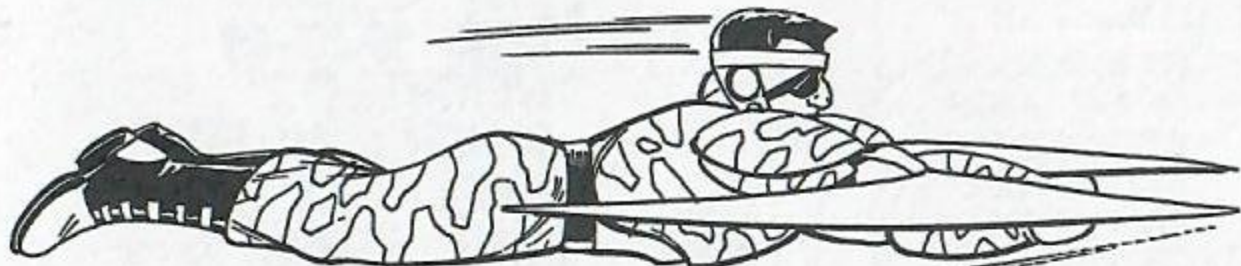
LIKES: VIDEO GAMES
DISLIKES: BAD HAIR DAYS
ORIGIN: METRO CITY
FIGHTING STYLE: SHADOW DRAGON

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+P

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 11, 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



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

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

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

SPARE
TIME,
PLAYS
ACCORDION
WITH A
ZYDECO
BAND.

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

DOMINIQUE

BORN AT A TIME WHEN AGGRESSIVE WOMEN WERE FEARED IN THE FASHION WORLD, DOM WAS COMPELLED TO WEAR MOSTLY SWEAT-SUITS 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 DON'T 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**

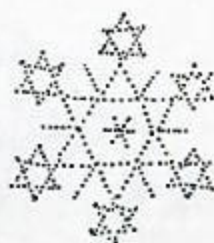
ICEPICK

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 MIDWEST, 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: INFOMERCIALS
ORIGIN: SILICON VALLEY, CA
FIGHTING STYLE: RE BOOT TSU

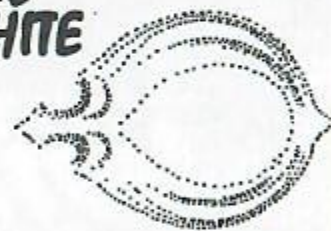
SPECIAL MOVE: **CLAW ROLL ATTACK:**
D, DB, B+P

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 SCISSORHANDS.

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

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 UPPERCUT:
F, DF, D+P**

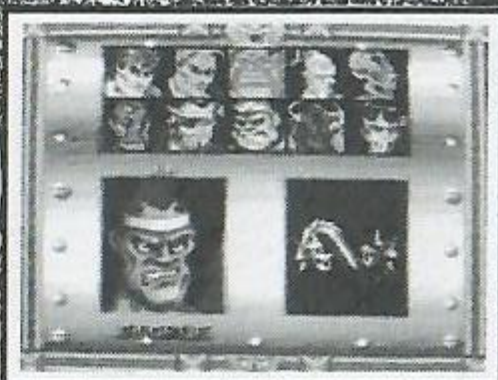


PUSH **START** TO GET BACK TO THE MAIN MENU...AND SELECT ONE OF THE FOUR FIGHT MODES, THAT SENDS YOU TO THE **CHARACTER SELECTION** SCREEN.

CHARACTER SELECTION

MEANWHILE, IN ANOTHER PART OF METRO CITY...

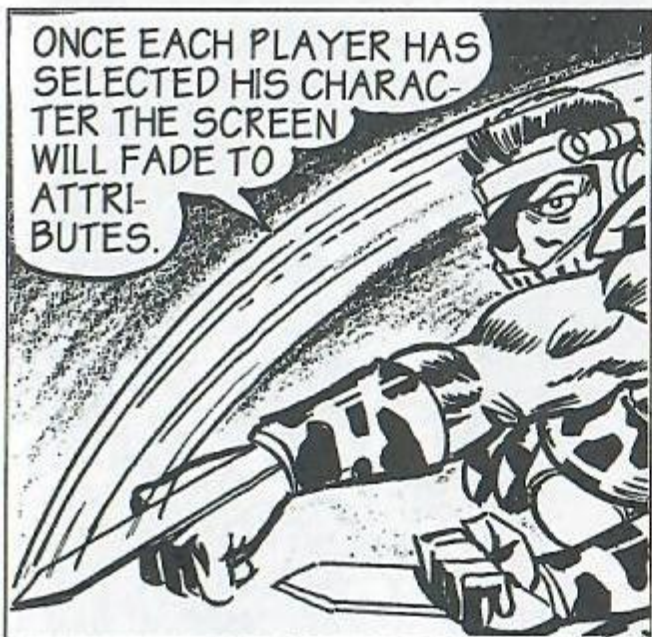
YOU CAN SELECT ANY OF US 8 VILLAINS OR (YUK) THE 2 LEE BROTHERS!



SCROLL WITH THE CONTROL PAD AND NUKE YOUR CHOICE WITH THE **START** BUTTON.



YO! THE **A,B,C, X,Y,Z** BUTTONS CAN BE USED TO CHANGE THE COLOR OF YOUR CHARACTER. YUM, YUM!



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



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

ATTRIBUTES



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



SCROLL UP/DOWN WITH THE CONTROL PAD, THEN PUSH **RIGHT** TO **INCREASE** OR...

...**LEFT** 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**.



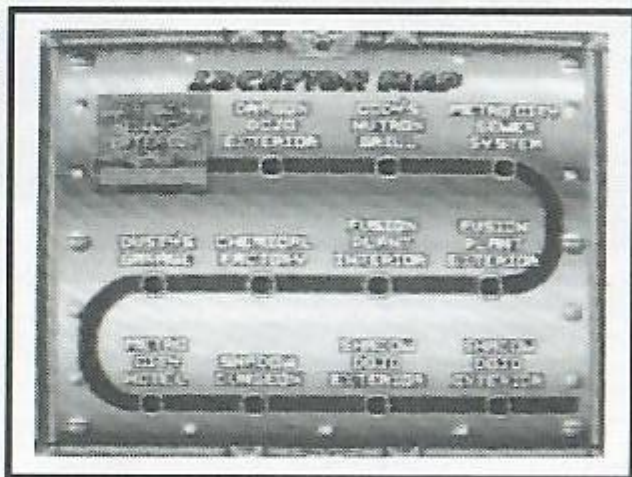
BATTLE LOCATIONS

BACK AT THE
DRAGON DOJO

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



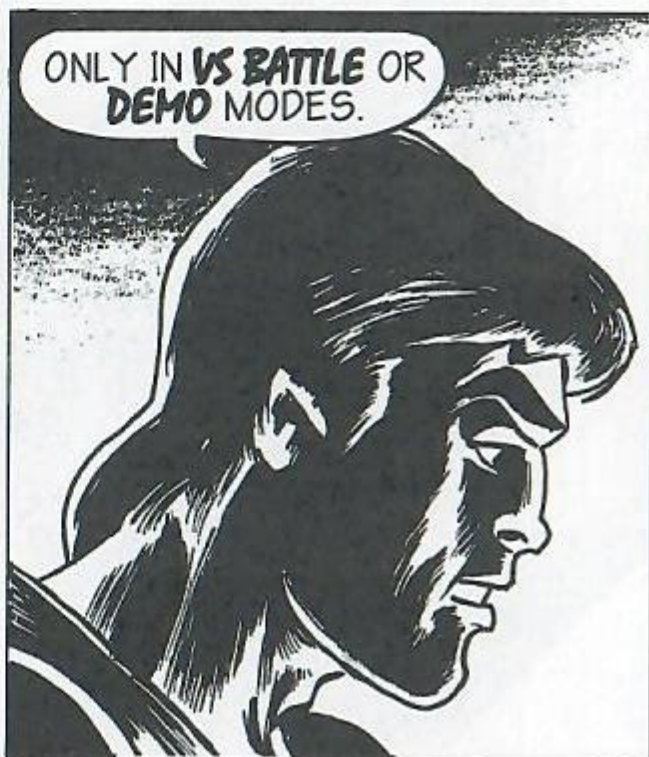
THERE ARE **12** FIGHT ARENAS
IN METRO CITY. SCROLL WITH
THE CONTROL PAD TO THE
LOCATION OF YOUR CHOICE AND
SELECT WITH **ANY BUTTON**.



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

YOU MEAN I CAN FIGHT
ANYWHERE I LIKE?

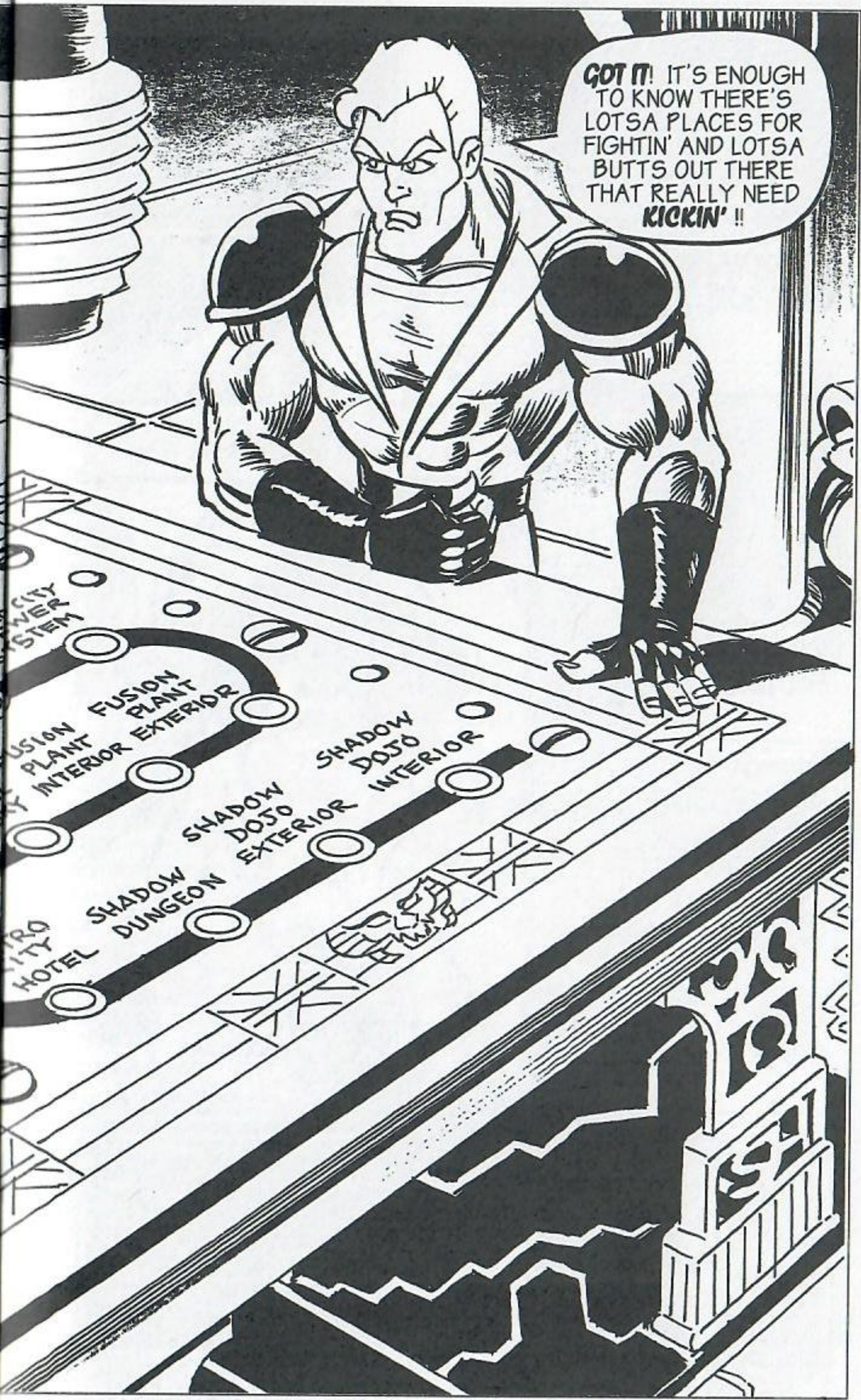
ONLY IN **VS BATTLE** OR
DEMO MODES.



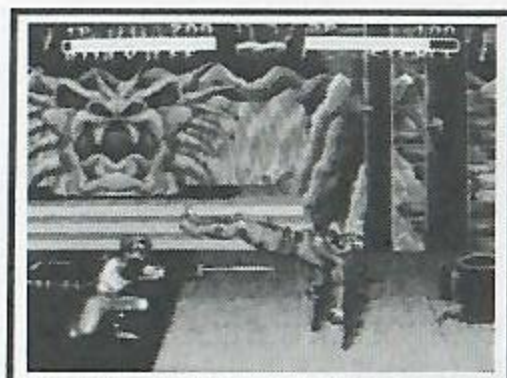
NOTE: IN **TOURNAMENT** MODE THE COMPUTER RANDOMLY SELECTS LOCATION AND ADVERSARY.

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





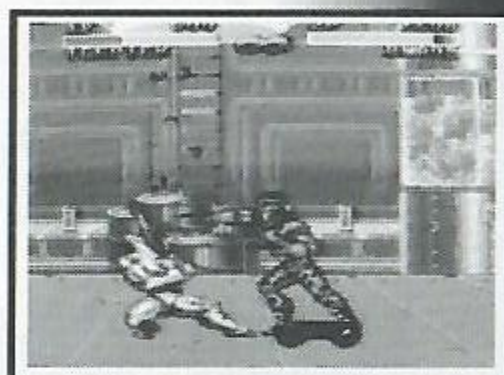
GOT IT! IT'S ENOUGH TO KNOW THERE'S LOTSA PLACES FOR FIGHTIN' AND LOTSA BUTTS OUT THERE THAT REALLY NEED KICKIN' !!



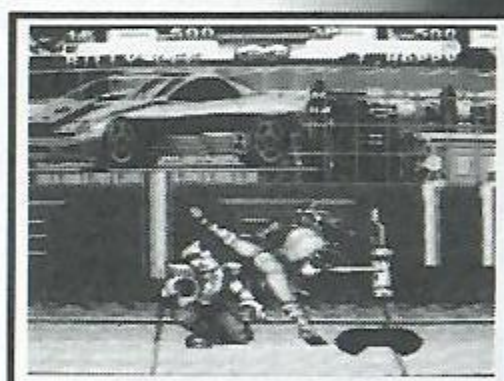
**DRAGON DOJO
INTERIOR**



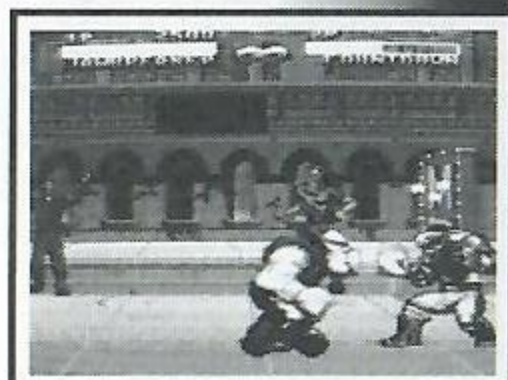
DRAGON DOJO EXTERIOR



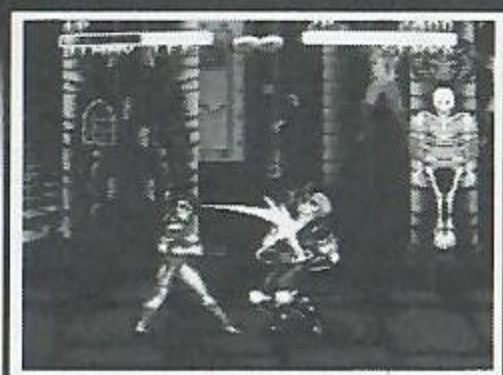
**CHEMICAL
FACTORY**



**DUSTY'S
GARAGE**

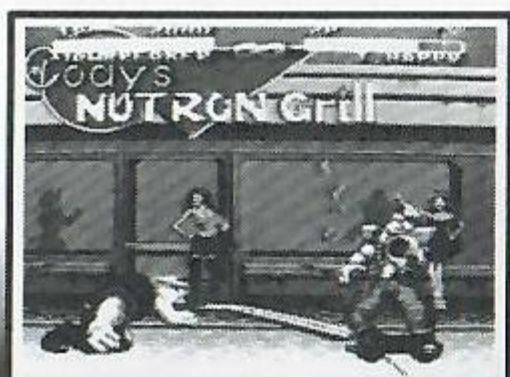


METRO CITY HOTEL

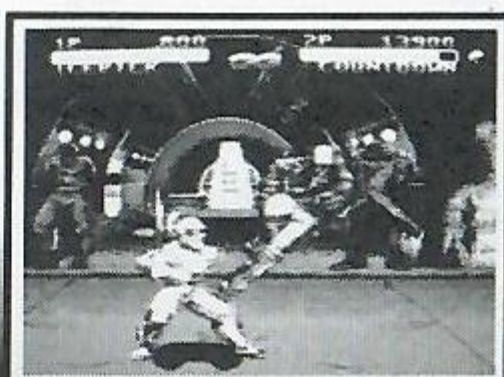


SHADOW DUNGEON

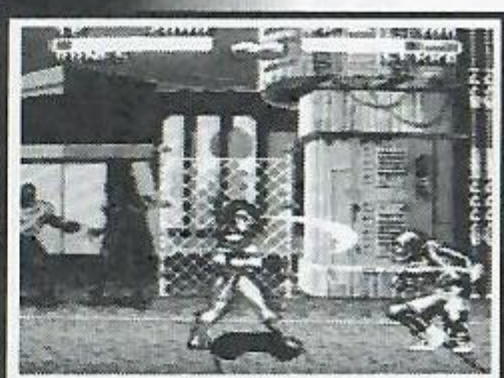




CODY'S NUTRON GRILL



METRO CITY SEWER SYSTEM



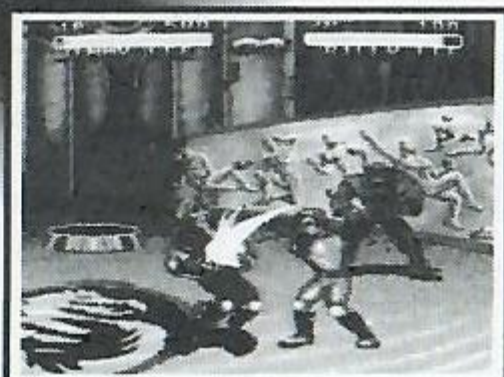
FUSION PLANT EXTERIOR



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
BOSSIES
OPTIONS

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

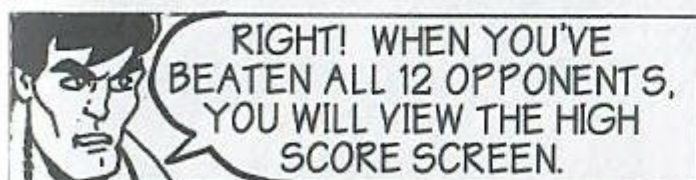
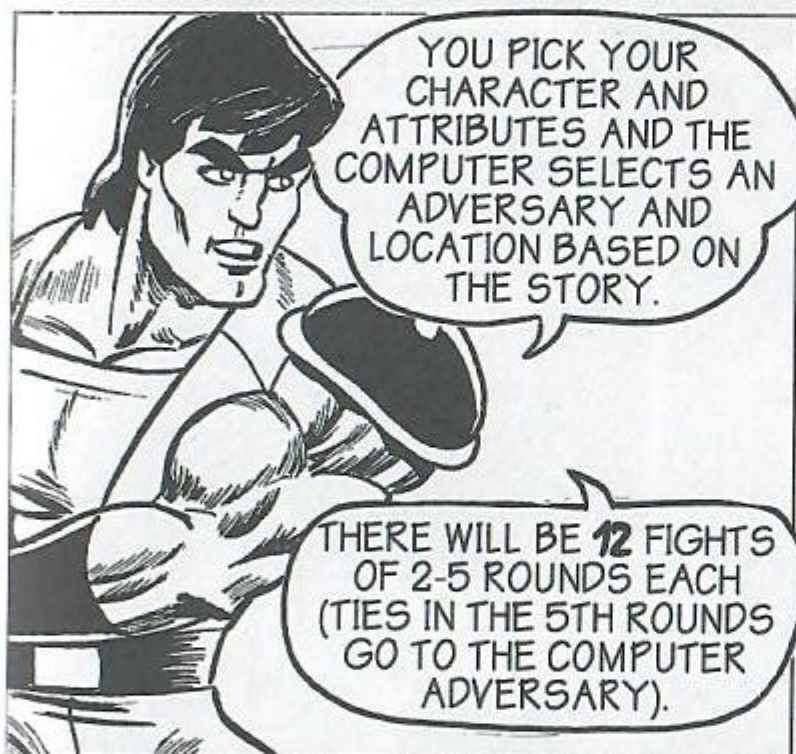


THERE WILL BE **12** FIGHTS OF 2-5 ROUNDS EACH (TIES IN THE 5TH ROUND GO TO THE COMPUTER ADVERSARY).

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

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

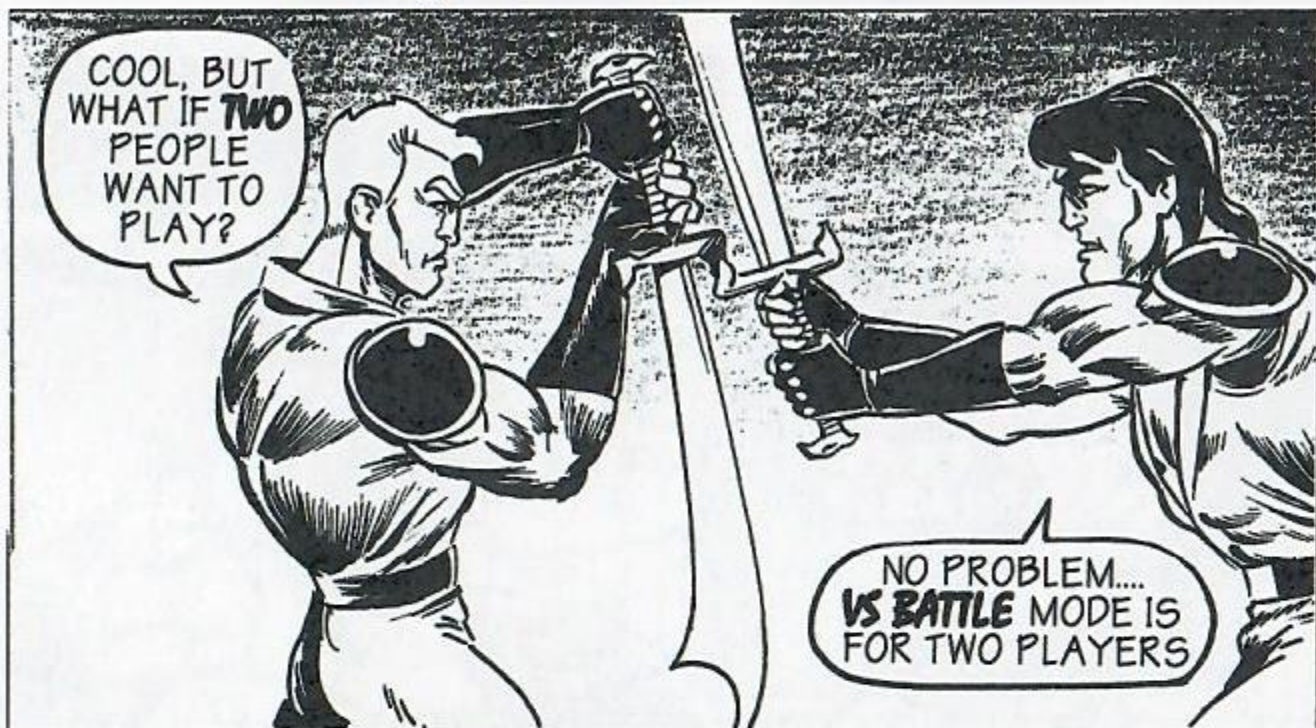
FIGHT MODES



HIGH SCORES	
MYX	678000
ROB	321300
DRY	111200
ERT	77900
DBS	55900



FIGHT MODES



COOL, BUT
WHAT IF **TWO**
PEOPLE
WANT TO
PLAY?

NO PROBLEM...
VS BATTLE MODE IS
FOR TWO PLAYERS



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.



BATTLE STATS									
1P					2P				
W	L	D			W	L	D		
1	0	0	BILLY LEE		0	0	0		
0	0	0	JIMMY LITTLE		0	0	0		
0	0	0	MARTIN BAKER		0	0	0		
0	0	0	TERRY LICK		0	0	0		
0	0	0	BOBBIE		0	0	0		
0	0	0	STEVE		0	0	0		
0	0	0	BLAKE		0	0	0		
0	0	0	T. HARRIS		0	0	0		
0	0	0	COLUMBUS		0	0	0		
0	0	0	SEKON		0	0	0		
1	0	0	TOTAL		0	1	0		

JUST PUSH **A,B,C, (X,Y,Z)** TO GET THE CONTINUE / RESET SCREEN.

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



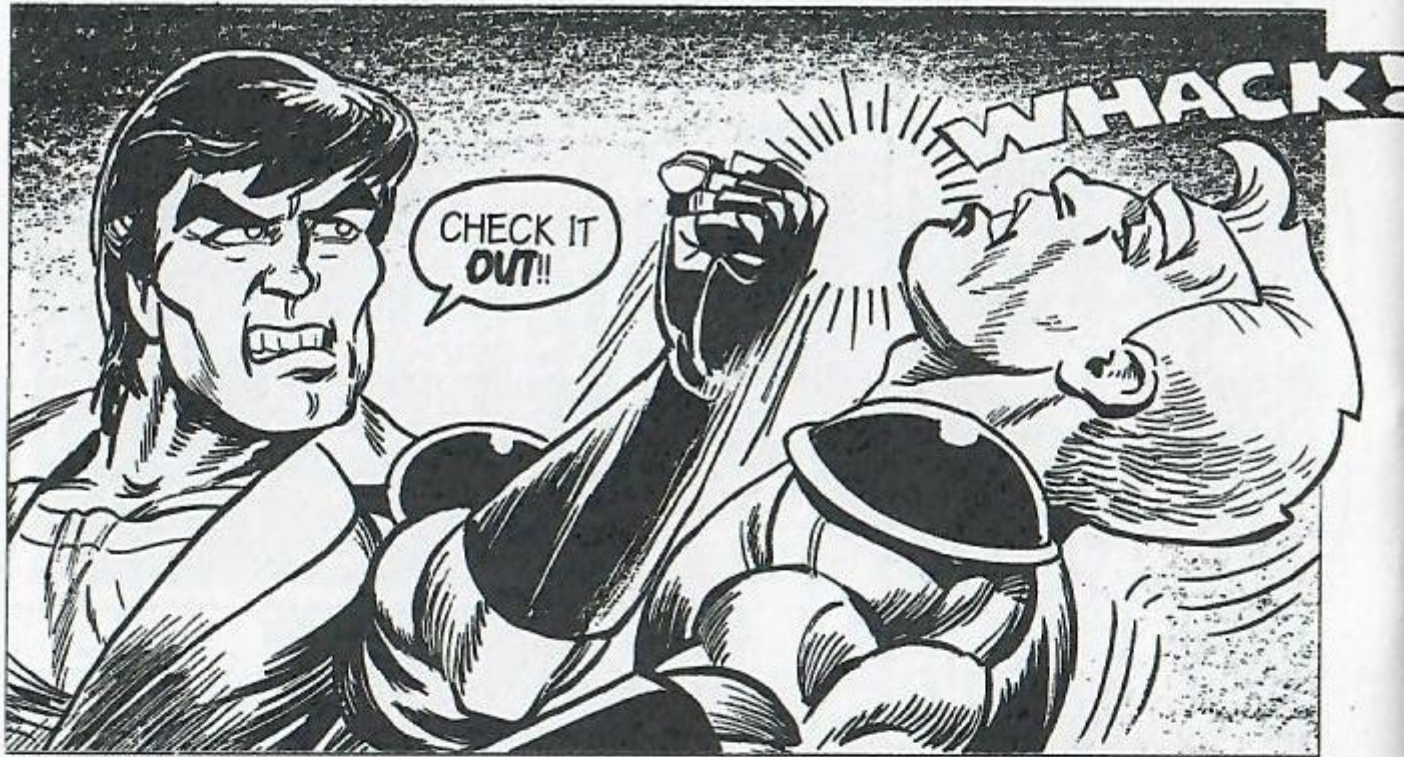
BATTLE DEMO MODE ALLOWS YOU TO PICK TWO OF 10 FIGHTERS AND ONE OF 12 LOCATIONS AND VIEW A COMPUTER CONTROLLED FIGHT!



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?







I'LL GET YOU FOR THIS!

FOLLOWING THAT, A SCREEN WILL APPEAR TO CONGRATULATE THE **WINNER** OR CONDEMN THE **LOSER**.

THE WISE HARBOR KNOWS WHEN TO CUT YOU DON'T LOOK VERY WISE



ADDITIONALLY, IN **VS BATTLE** ONLY, WHEN THE PLAYERS HAVE COMPLETED THE FULL COURSE FIGHTS FOR THAT MODE, THE **BATTLE STATS** SCREEN WILL APPEAR TO SUMMARIZE THE ACTION.

COOL, **NOW** CAN I GET ME SOME FIGHTIN' ROOM? I WANT TO **KICK SOME BUTT!**



OK, JIMMY. I GUESS YOU'VE EARNED IT.



BUT REMEMBER THE CODE OF THE DRAGON...



DON'T WORRY, I REMEMBER. "FIGHT **FIRST**..."

OOFF!

WRONG! IT'S FIGHT FAIR!...

... FIGHT **PURE** AND FIGHT WITH **HONOR!**

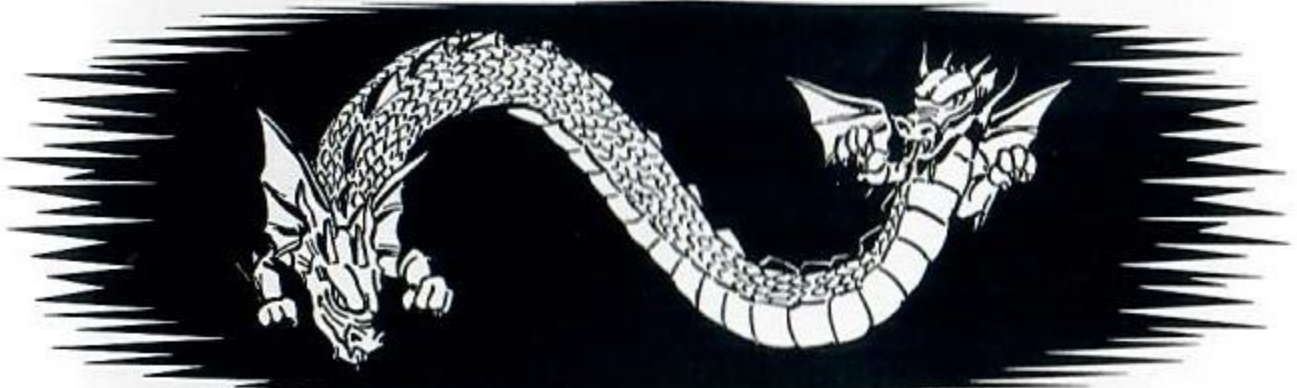
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