

# DOUBLE DRAGON

*The Shadow Falls*™



JAGUAR™

GAME  
MANUAL

6 4 - B I T



**TRADEWEST**  
An Interactive  
Entertainment Company



## **READ BEFORE USING YOUR ATARI VIDEO ENTERTAINMENT SYSTEM**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of 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 CARTRIDGE**

- THE ATARI JAGUAR INTERACTIVE MULTIMEDIA CARTRIDGE IS INTENDED FOR USE EXCLUSIVELY WITH THE ATARI JAGUAR64-BIT INTERACTIVE MULTIMEDIA 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 RECESS DURING EXTENDED PLAY TO REST YOURSELF AND THE JAGUAR 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.

©1994 Leland Interactive Media. Licensed to Tradewest, Inc. by Leland Interactive Media. Software developed by Telegames, Inc., for and under license. All rights reserved. "Double Dragon" is a © and ™ Technos Japan Corporation licensed exclusively to Tradewest, Inc. Atari, the Atari logo and Jaguar are trademarks or registered trademarks of Atari Corporation. ©1994 Atari Corporation. Hologram on front of package assures purchaser that software is licensed by Atari Corporation for use with the Jaguar 64-Bit Interactive Multimedia System.



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

# TABLE OF CONTENTS

GETTING STARTED 2

OPTIONS 6

CONTROLS 8

BASIC FIGHT MOVES 11

DOSSIERS 12

CHARACTER SELECTION 18

ATTRIBUTES 20

BATTLE LOCATIONS 21

FIGHT MODES 26

FIGHT SCORING 30

WARRANTY 33

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. Plug the Jaguar Controller into Port #1 on the front of the ATARI Jaguar 64-Bit Interactive Multimedia System.
2. Make sure the Power Switch is off and that the Power Indicator Light is **NOT** illuminated.
3. Insert the Cartridge **FIRMLY** into the cartridge slot, with the picture facing you if you are in front of the unit. The cartridge should "lock" into place.
4. Set the RF Switch Box to "Game". To return to normal viewing, set the RF Switch Box to "TV".
5. Press the Power Switch once.
6. If all connections have been made properly, the ATARI logo will appear on your television or monitor, followed by the game title screen. When you see the **DOUBLE DRAGON V, THE SHADOW FALLS™** logo, press **OPTION** to start the game.







NOW, YOU'RE TALKIN'!

DON'T SLIP ON THE STAIRS, JIMMY!

**JAGUAR VERSION DEVELOPED BY**  
TELEGAMES CDG

**LEAD PROGRAMMER**  
EDDIE SALVO

**ADDITIONAL PROGRAMMING**  
JANET SALVO  
DAVID G. MAHAFFEY

**JAGUAR GRAPHICS**  
SCOTT MARTINDALE  
LAKE EFFECTS ANIMATION  
RAUL DELEON  
MARIANN HOWARTH

**JAGUAR MUSIC ADAPTATION**  
BYRON PARKS

**PRODUCER**  
TERRY GRANTHAM



IN THE  
DRAGON  
DOJO...

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

WHAT  
ARE ALL  
THESE  
**MODES**  
FOR?





IF YOU SELECT ANY OF THE 3 FIGHT MODES, YOU WILL GO DIRECTLY TO THE **CHARACTER SELECTION SCREEN** (PG 18).



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 6). WHERE YOU CAN CUSTOMIZE YOUR GAME PLAY.



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



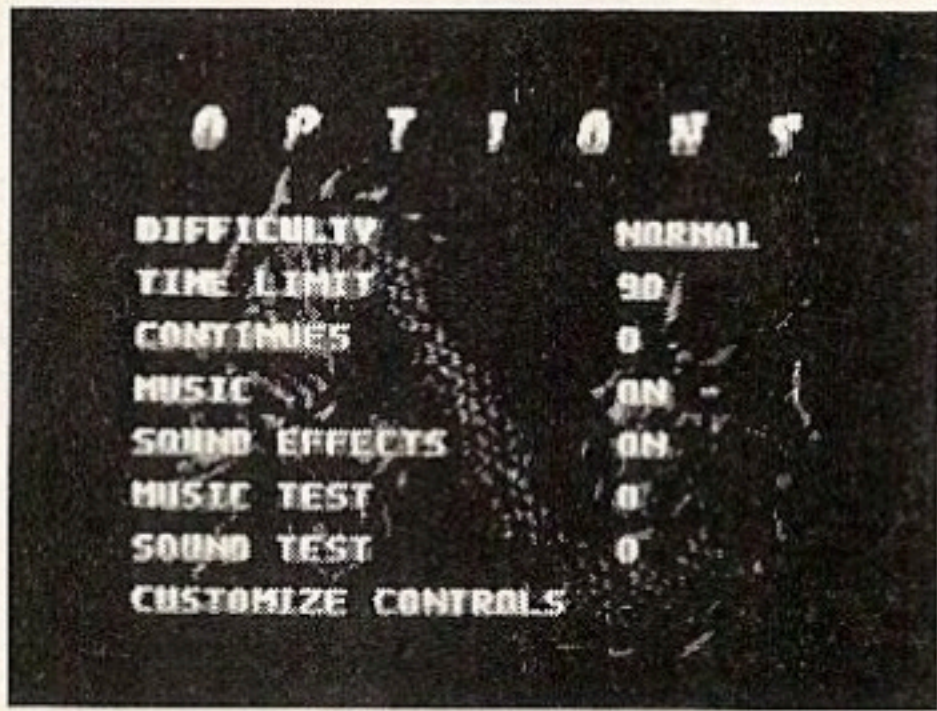
OKAY...LET'S TAKE A LOOK AT THE **OPTIONS**, FIRST.



# OPTIONS



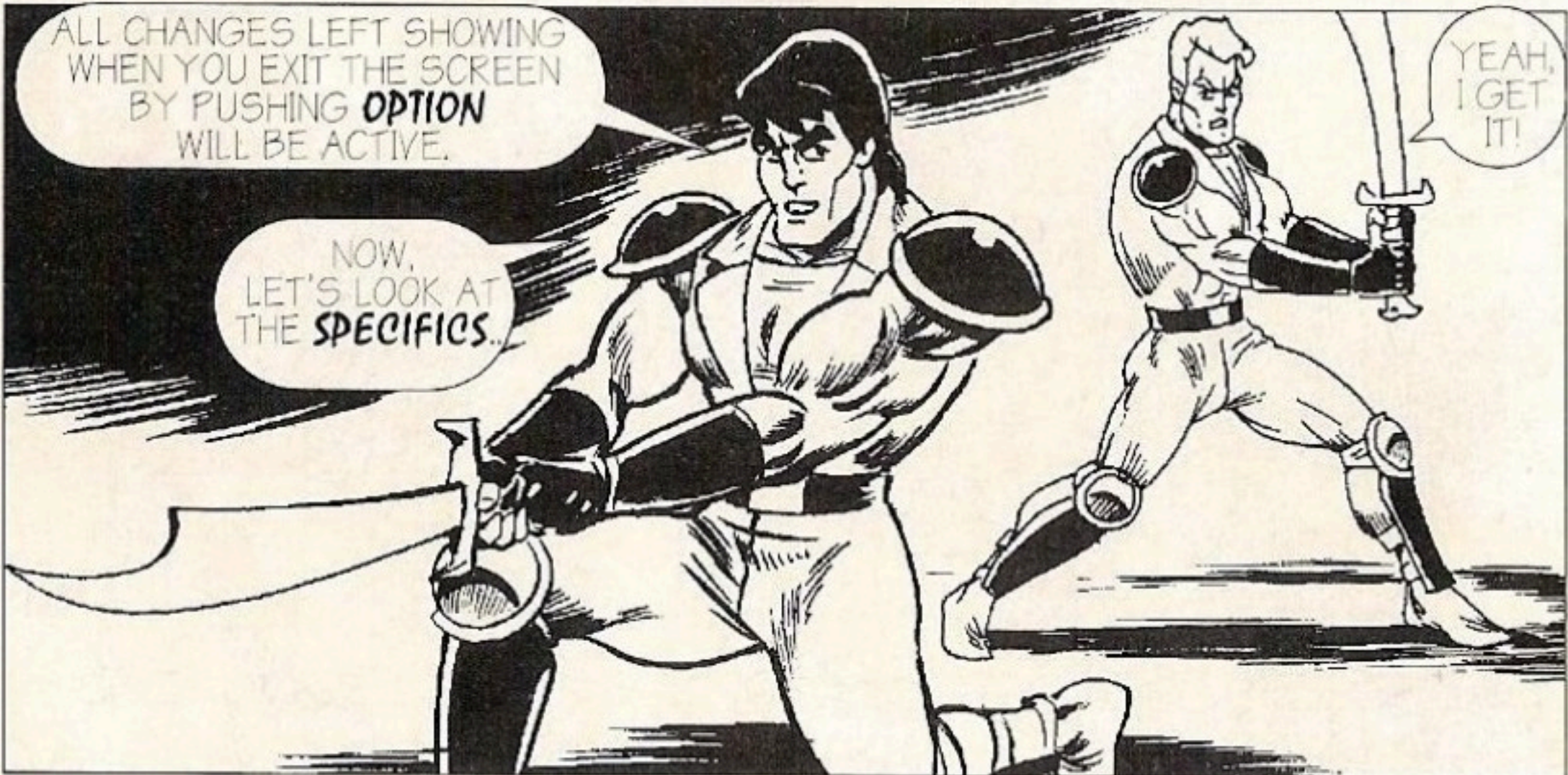
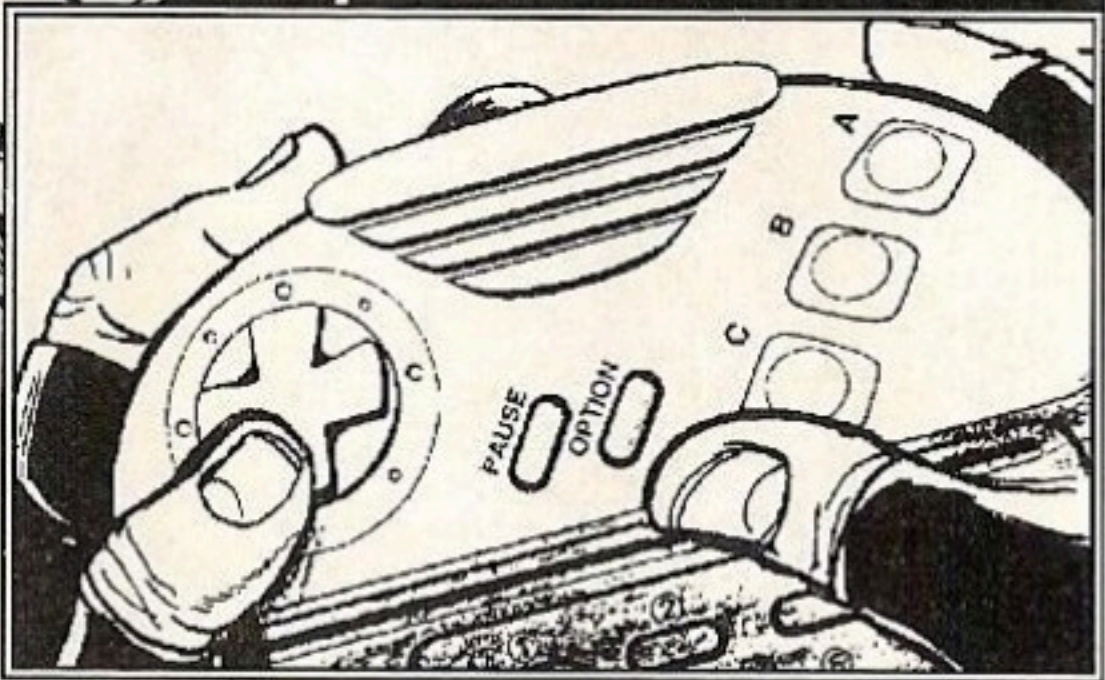
HERE ARE SEVERAL THINGS TO MAKE GAME PLAY COOLER!



O P T I O N S	
DIFFICULTY	NORMAL
TIME LIMIT	90
CONTINUES	0
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 **OPTION** WILL BE ACTIVE.

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

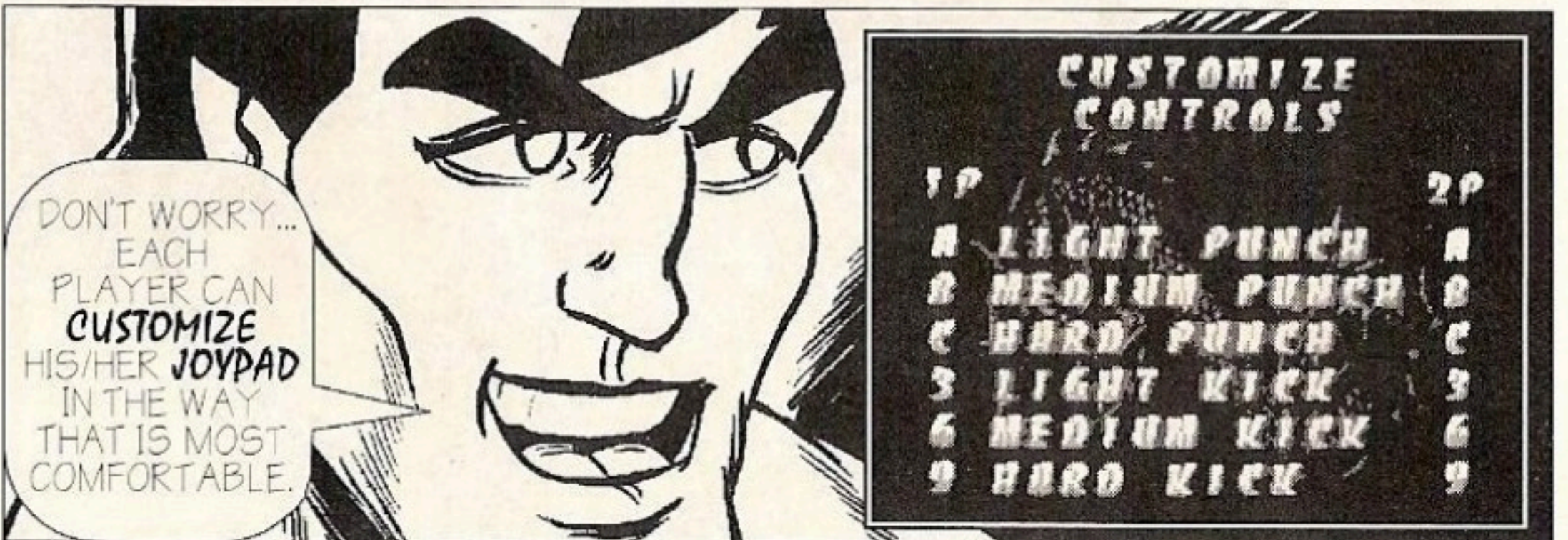
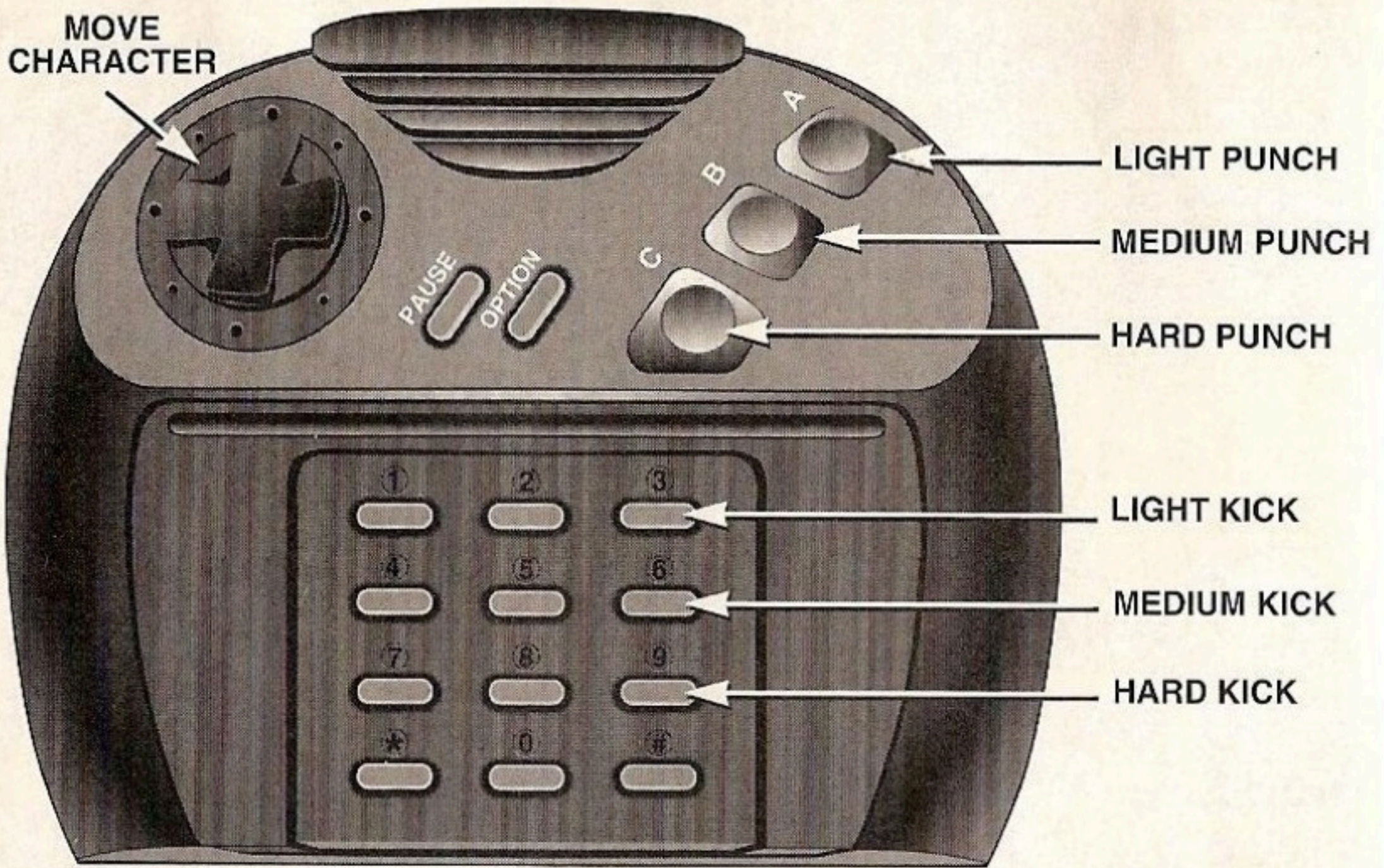
YEAH, I GET IT!







# USING THE CONTROLLER







AND I BET WE SCROLL UP/DOWN WITH THE CONTROL PAD AND PUSH THE APPROPRIATE BUTTON TO CHANGE!

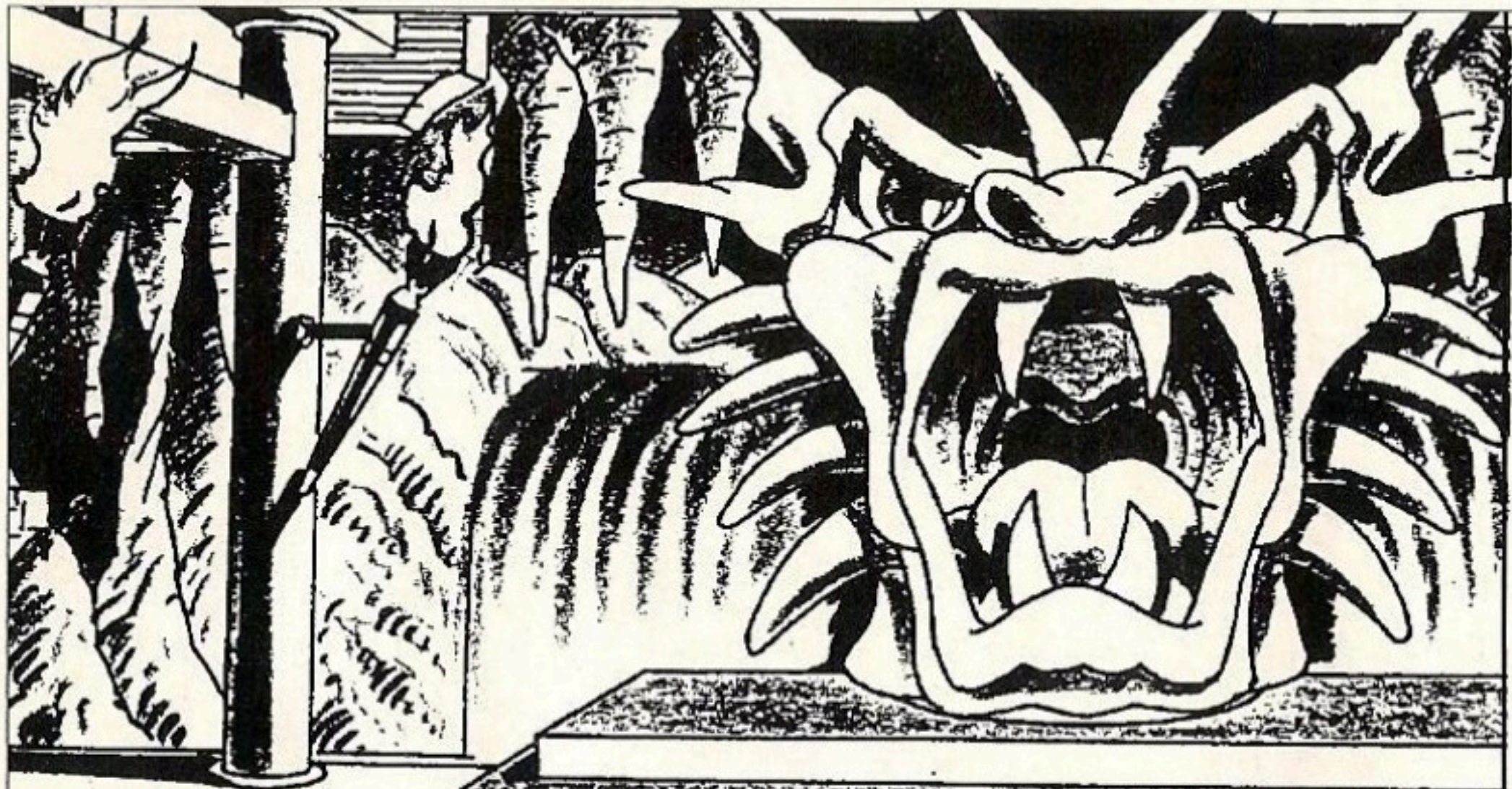
YOU GOT IT, BRO. THEN PUSH **OPTION** TO EXIT BACK TO THE OPTIONS SCREEN.



BUT BEFORE WE DO THAT, LET'S HAVE A LOOK AT THE **BASIC MOVES**.

OH GOOD! **NOW** WE GET TO THE BUTT KICKIN' PART!



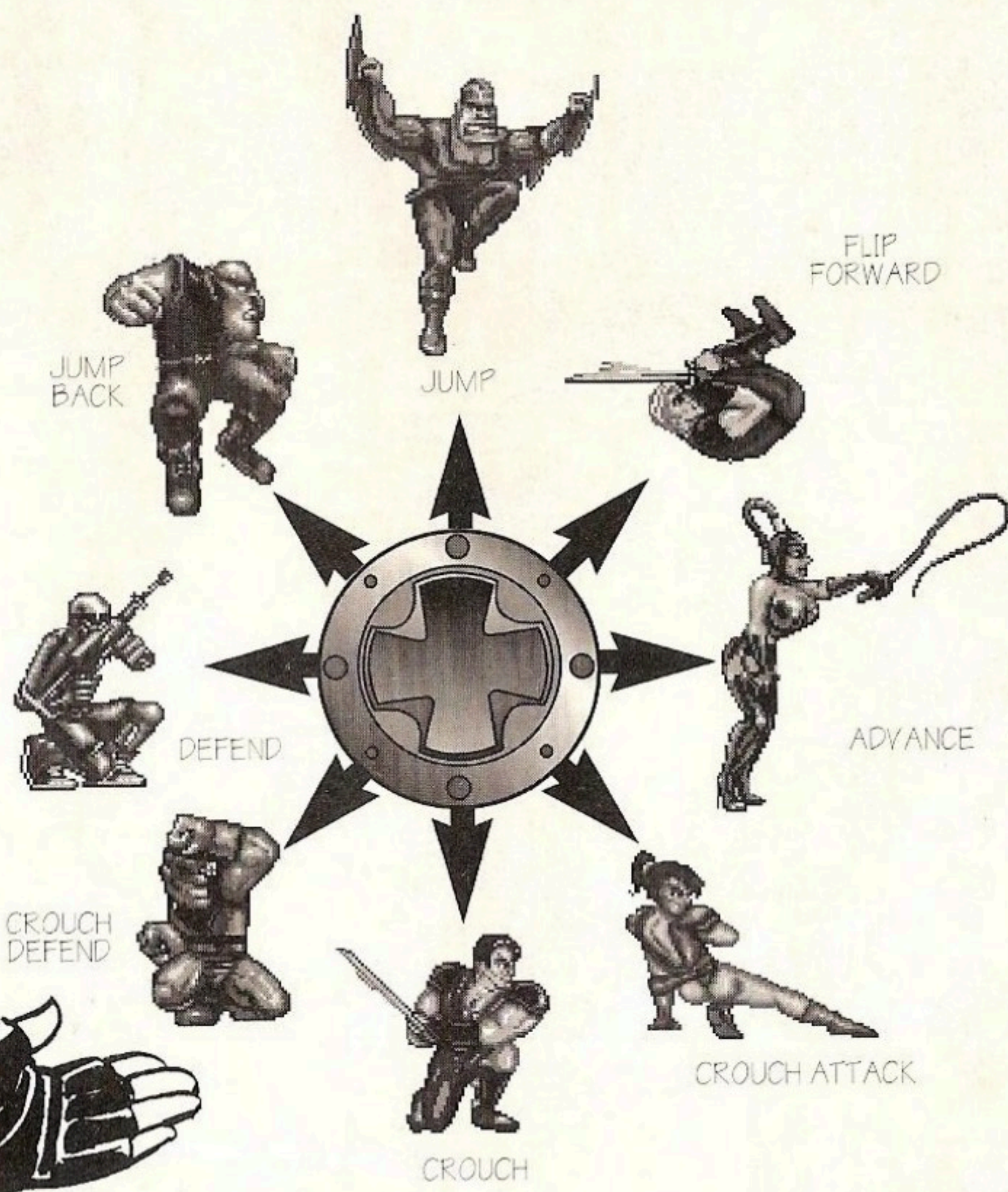


HERE ARE  
THE **BASIC**  
FIGHT MOVES.

GREAT! LEMMEE  
STUDY THIS A  
MINUTE.







# BASIC FIGHT MOVES





## DOSSIERS





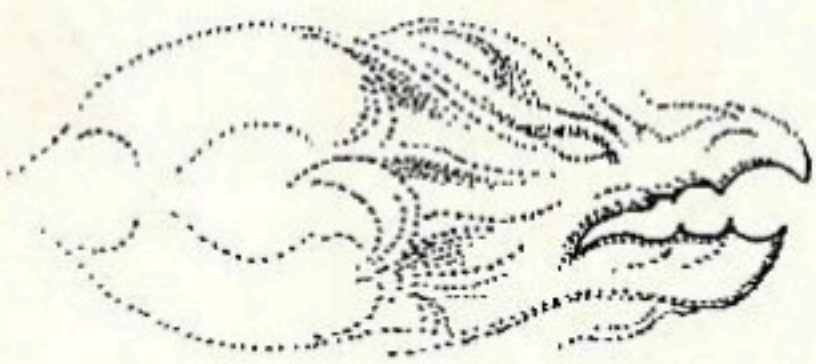


SCROLL LEFT/RIGHT WITH THE CONTROL PAD TO VIEW THIS INFO.

# BILLY LEE

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

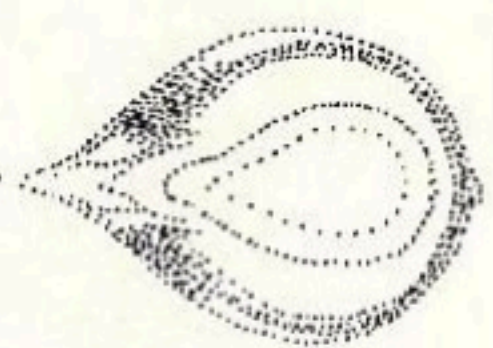
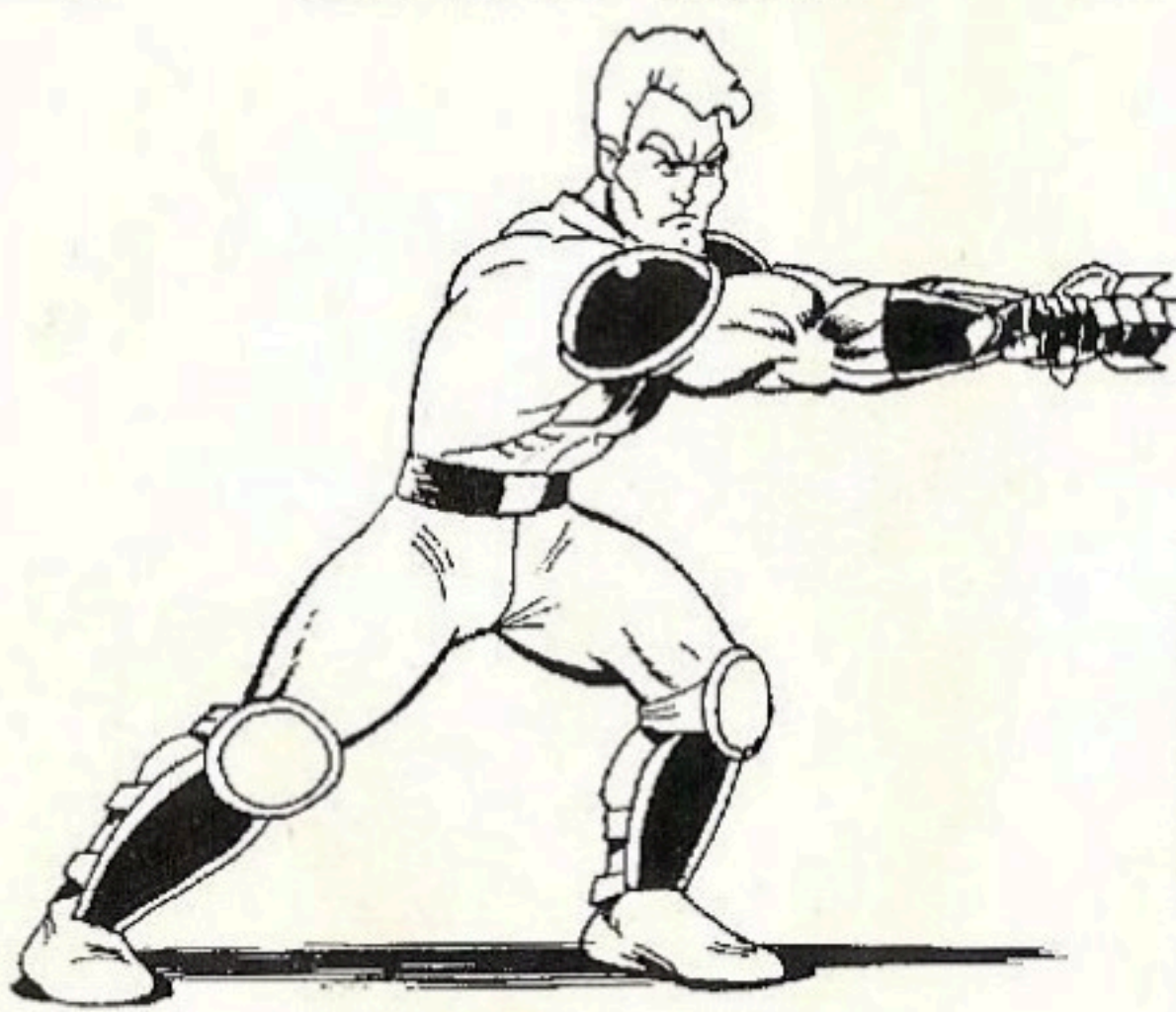
FIRSTBORN SON OF THE UNION BETWEEN THE VIRGINIA LEE FAMILY AND CHINESE LEE CLAN. BILLY PROFESSES AN INTEREST IN NEW AGE STUDIES. HE CAN SING AND HE LIKES TO LINE-DANCE. ESPECIALLY PROUD OF HIS EXTENSIVE COLLECTION OF COWBOY BOOTS.



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

SPECIAL MOVE:  
**DRAGON SHOCK:** CB, F+P (HOLD CHARGE BACK FOR 1.5 SECONDS)

# JIMMY LEE



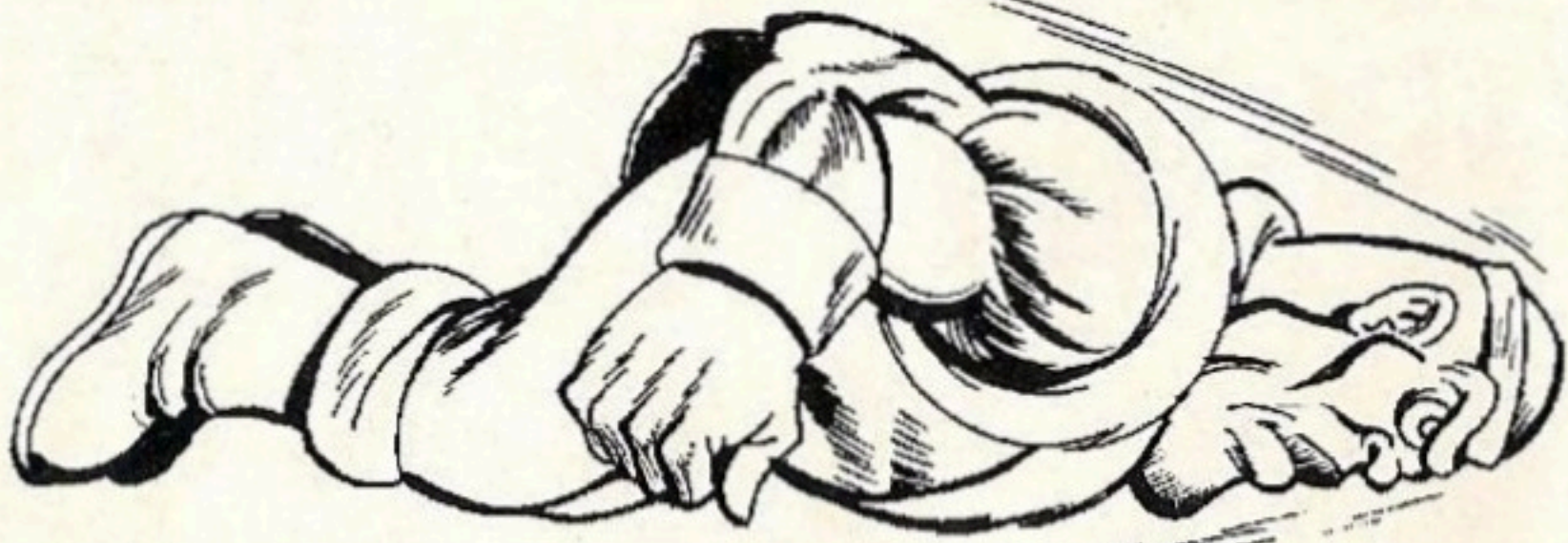
TWIN BROTHER OF BILLY AND ANNOYING COUNTERPOINT TO BILLY'S GOOD QUALITIES. JIMMY HAS A RUN-A-WAY MOUTH THAT HAS BECOME ENCUMBERED WITH HIS FEET ON MORE THAN ONE OCCASION. SPENDS A LOT OF TIME IN FRONT OF THE MIRROR.  
LIKES: VIDEO GAMES  
DISLIKES: BAD HAIR DAYS  
ORIGIN: METRO CITY  
FIGHTING STYLE: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

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

SPECIAL MOVE:  
**DRAGON FIRE:** CB, F+P (HOLD CHARGE BACK FOR 1.5 SECONDS)



## 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**

## 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 CAN'T 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 DON'T CALL HER "BABE".



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

SPECIAL MOVE: STILETTO KICK  
D, DB, B + K

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



## 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.

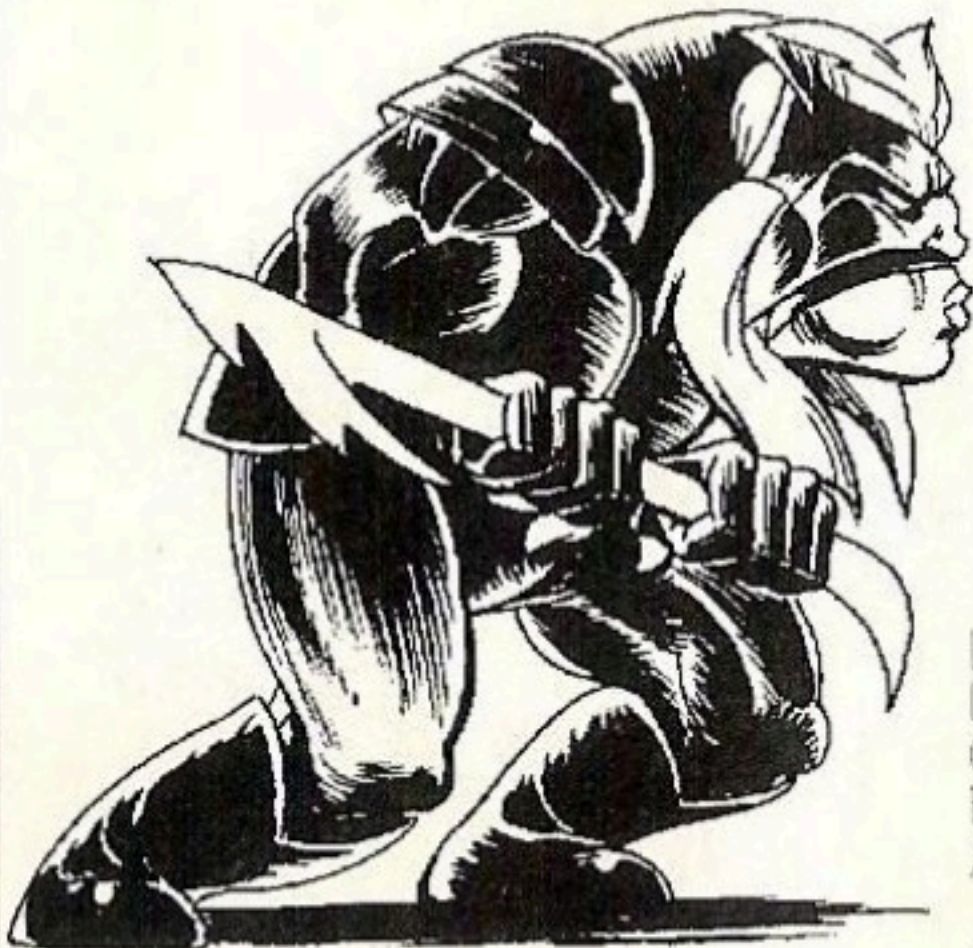


LIKES: TALK SHOWS  
DISLIKES: INFOMERCIALS  
ORIGIN: SILICON VALLEY, CA  
FIGHTING STYLE: RE BOOT TSU

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

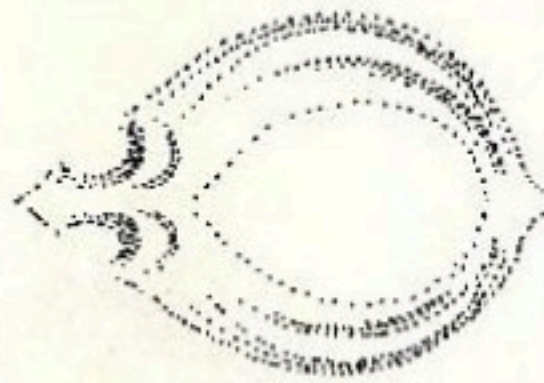
DOB: 5-21-70  
HEIGHT: 5' 10"  
WEIGHT: 115 LBS  
EYES: GREEN  
HAIR: BLACK

## SHADOW MASTER



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

SPECIAL MOVE:  
**SHADOW FIRE: D, DF, F + P**



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

"...TO BRING ME INTO THE GAME, YOU MUST ENTER THE SPECIAL CODE ON THE TITLE SCREEN. WORK HARD AND YOU MAY FIND IT...."

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

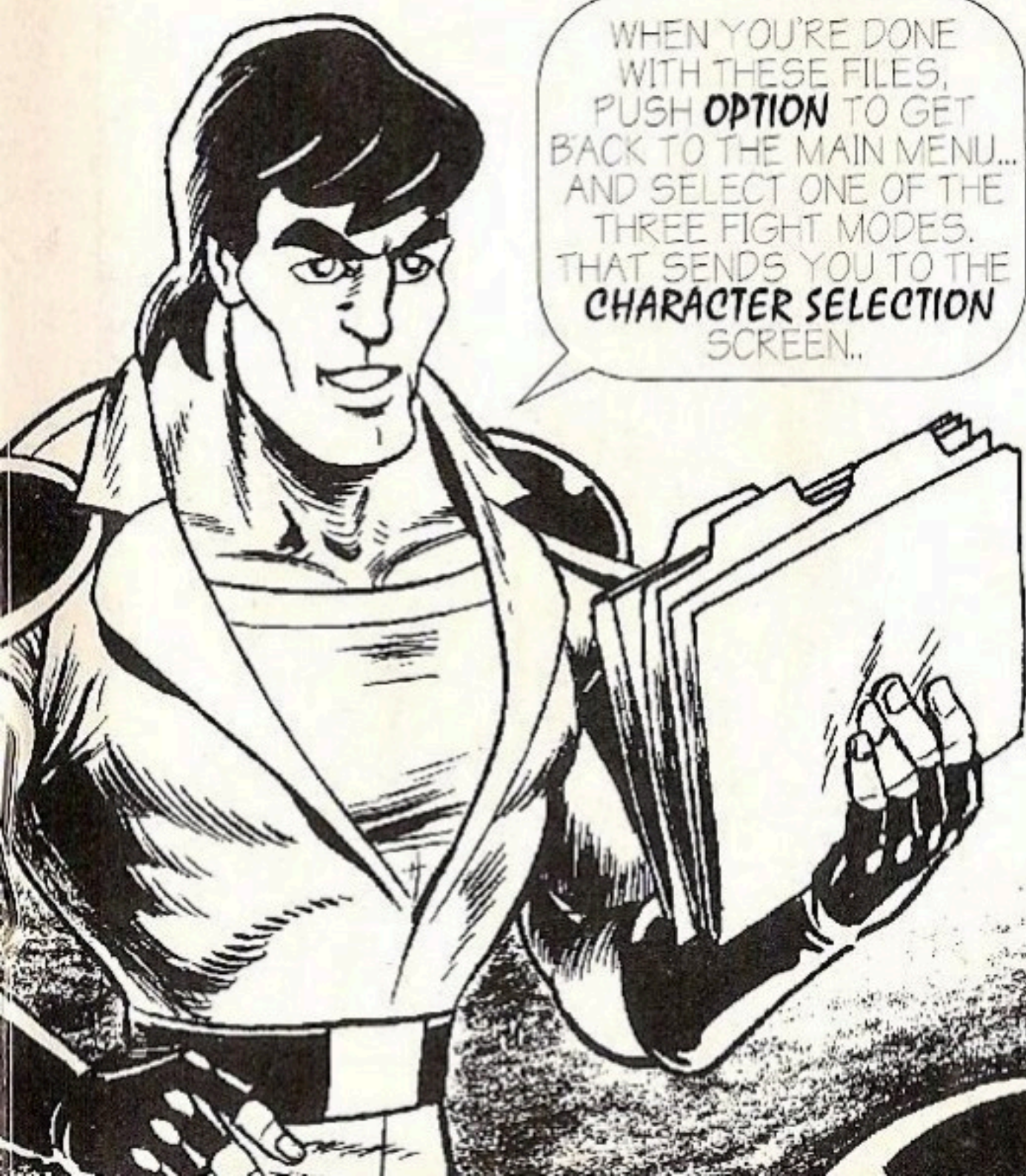


DOB: 7-23-64  
HEIGHT: 6' 1"  
WEIGHT: 215 LBS  
EYES: BROWN  
HAIR: RED

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 SISSORHANDS.

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

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



WHEN YOU'RE DONE WITH THESE FILES, PUSH **OPTION** TO GET BACK TO THE MAIN MENU... AND SELECT ONE OF THE THREE FIGHT MODES. THAT SENDS YOU TO THE **CHARACTER SELECTION** SCREEN..





# CHARACTER SELECTION

MEANWHILE, IN ANOTHER PART OF METRO CITY...

IF YOU ENTERED THE SPECIAL SHADOWMASTER CODE, YOU CAN SELECT ANY OF US 7 VILLAINS... IF NOT, THEN YOU CHOOSE FROM 6



...OR (YUK) THE 2 LEE BROTHERS!





# CHARACTER SELECTION



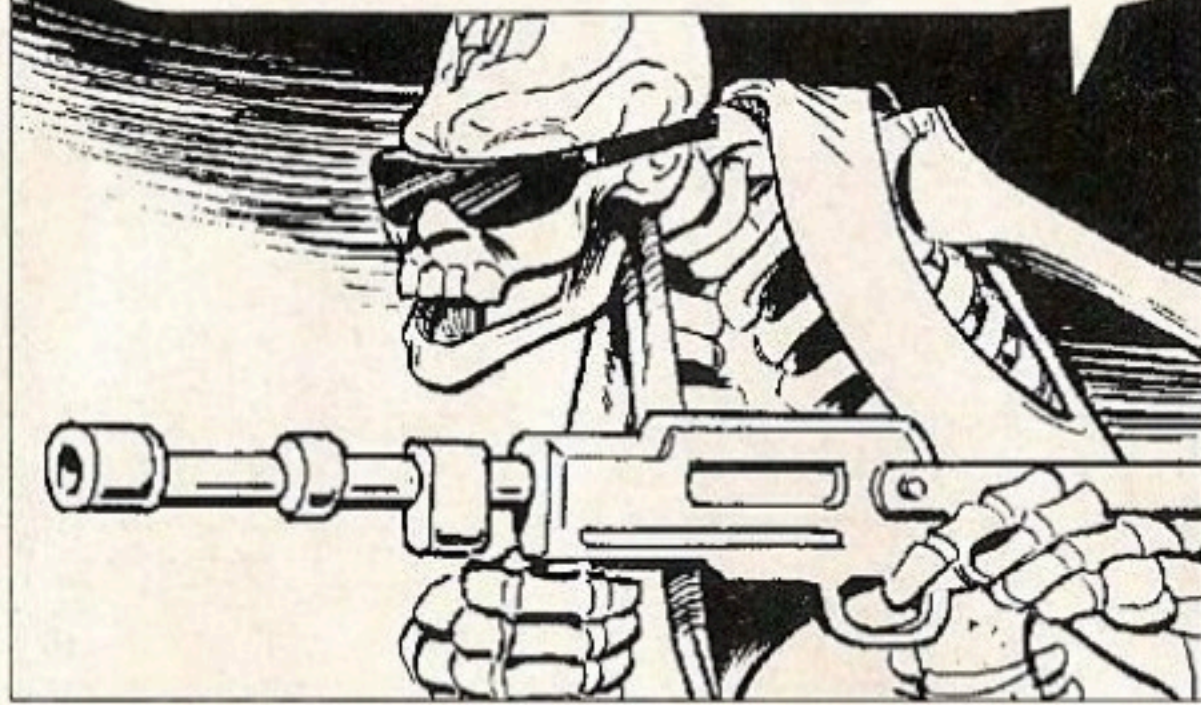


# ATTRIBUTES

EACH CHARACTER HAS 11 TOTAL POINTS OF ATTRIBUTES THAT CAN BE DISTRIBUTED TO YOUR LIKING.

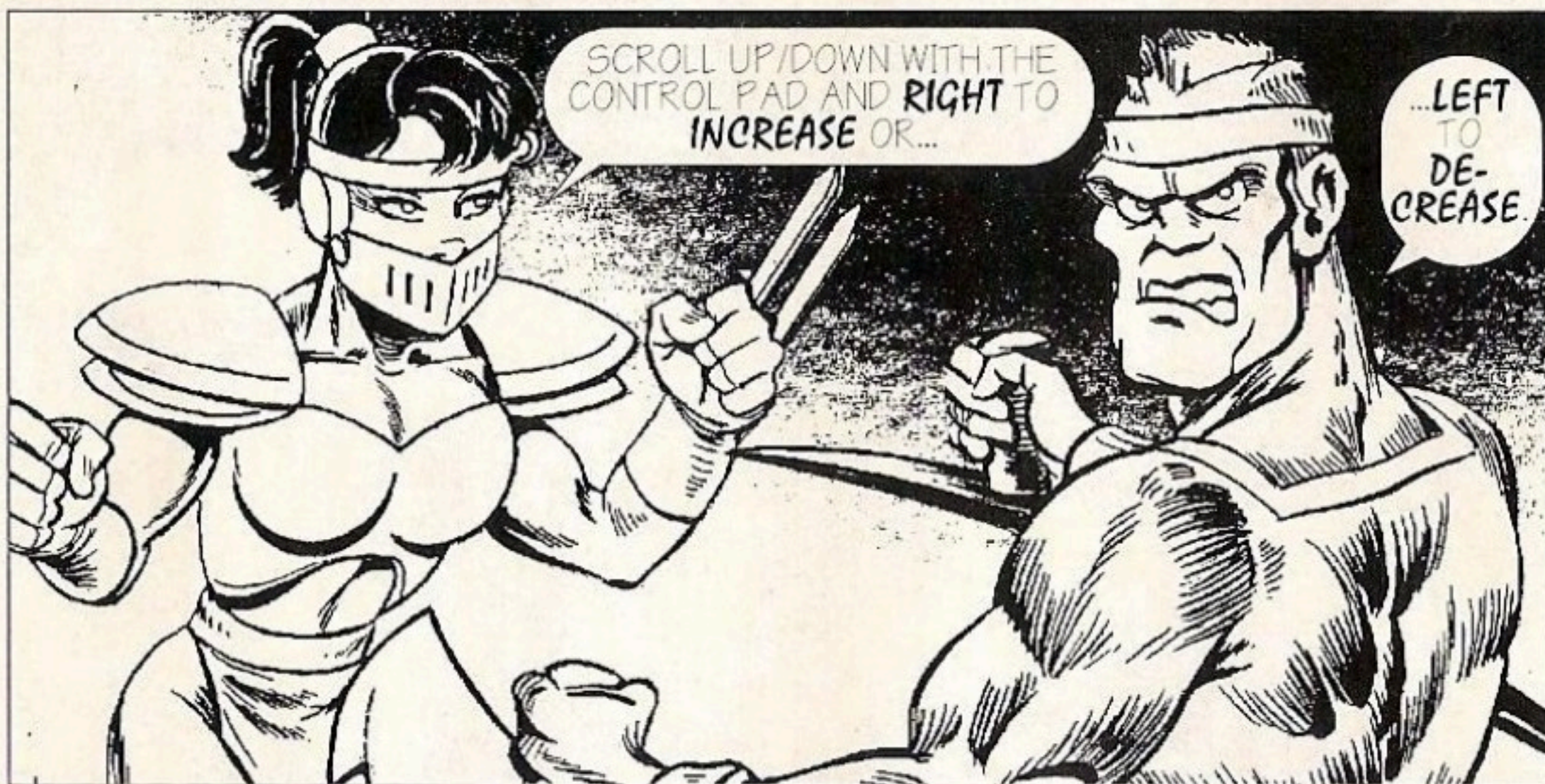


	
STRENGTH 3	STRENGTH 3
DEFENSE 3	DEFENSE 3
SPECIAL 2	SPECIAL 2
RESERVE 3	RESERVE 3



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

...LEFT TO DECREASE.

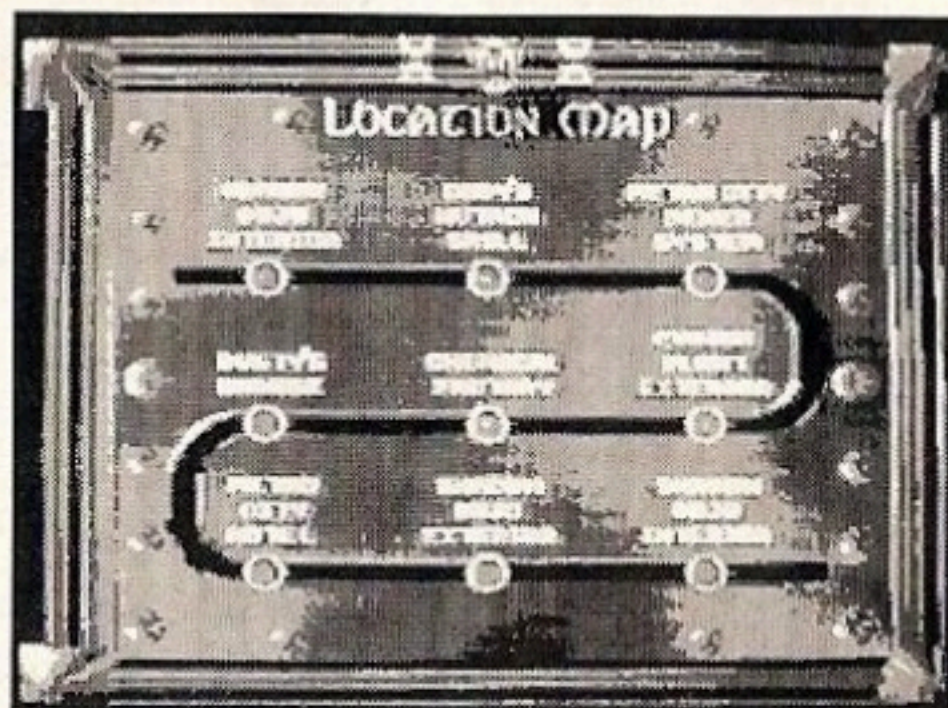


NOTE: WHEN SPECIAL ATTRIBUTE REACHES ZERO, IT WILL SAY "OFF". NORMAL SETTING IS 3.

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







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

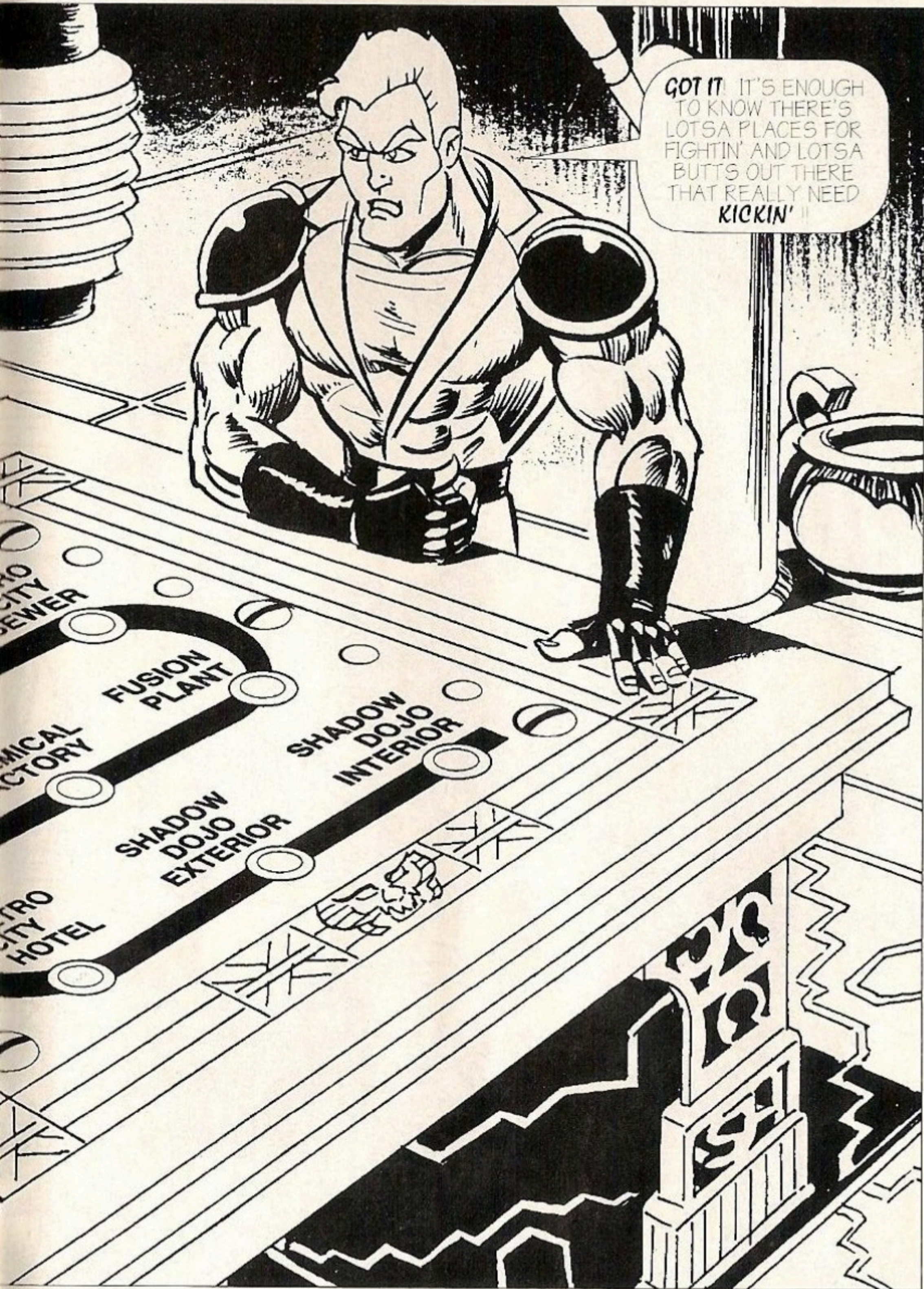




NOTE: IN **TOURNAMENT** MODE  
THE COMPUTER RANDOMLY  
SELECTS LOCATION AND  
ADVERSARY.







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

CITY SEWER

CHEMICAL FACTORY

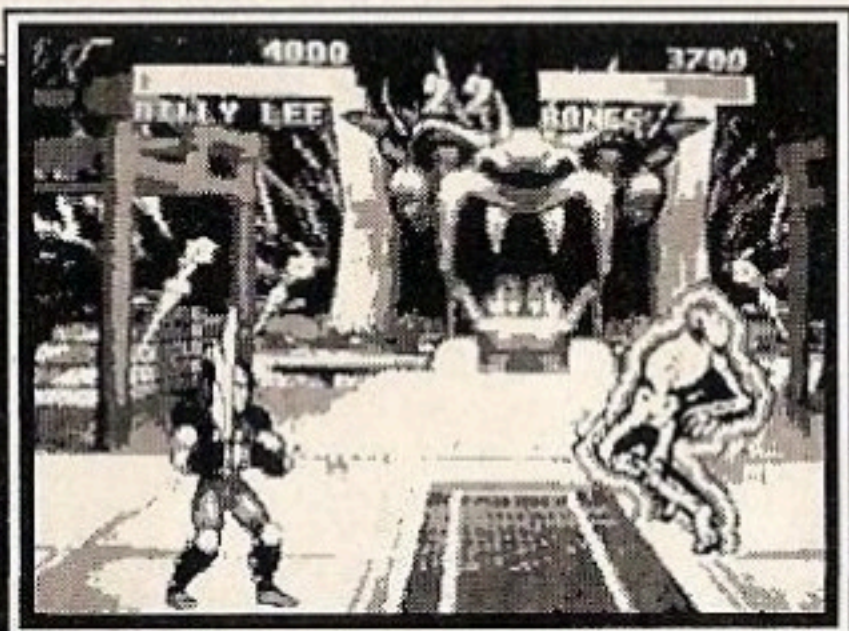
FUSION PLANT

SHADOW DOJO INTERIOR

SHADOW DOJO EXTERIOR

CITY HOTEL



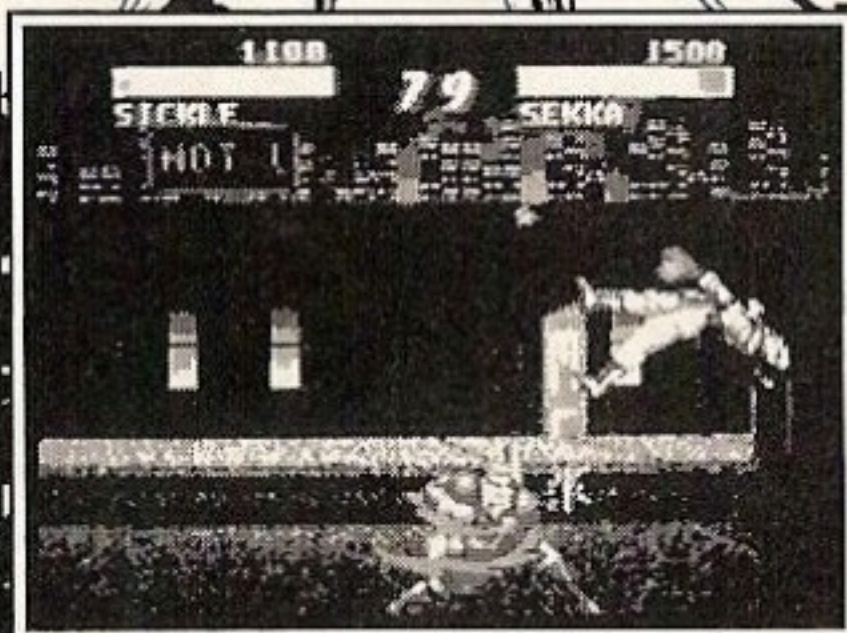


DRAGON DOJO INTERIOR



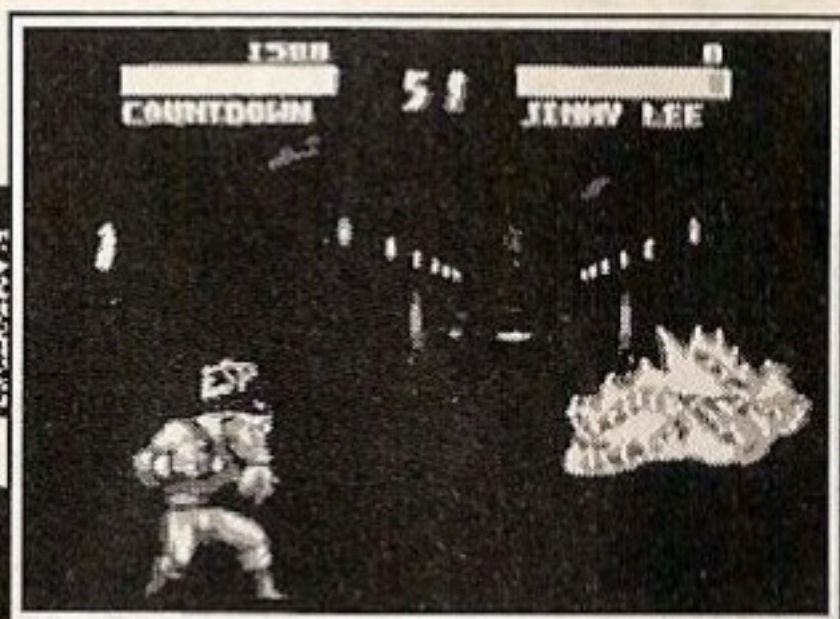
CODY'S NUTRON GRILL

THERE'S JUST ONE MORE DETAIL... WHICH FIGHT MODE DO WE WANT?

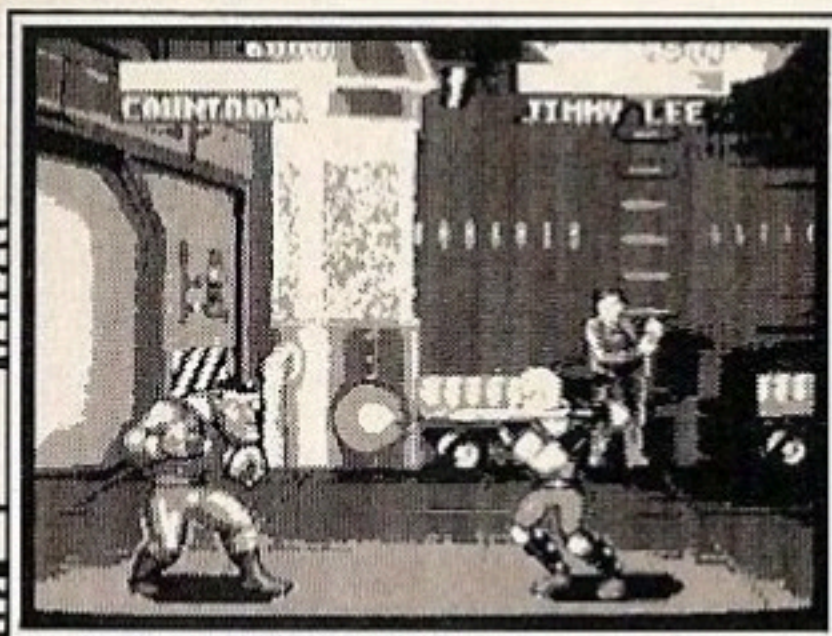


METRO CITY HOTEL

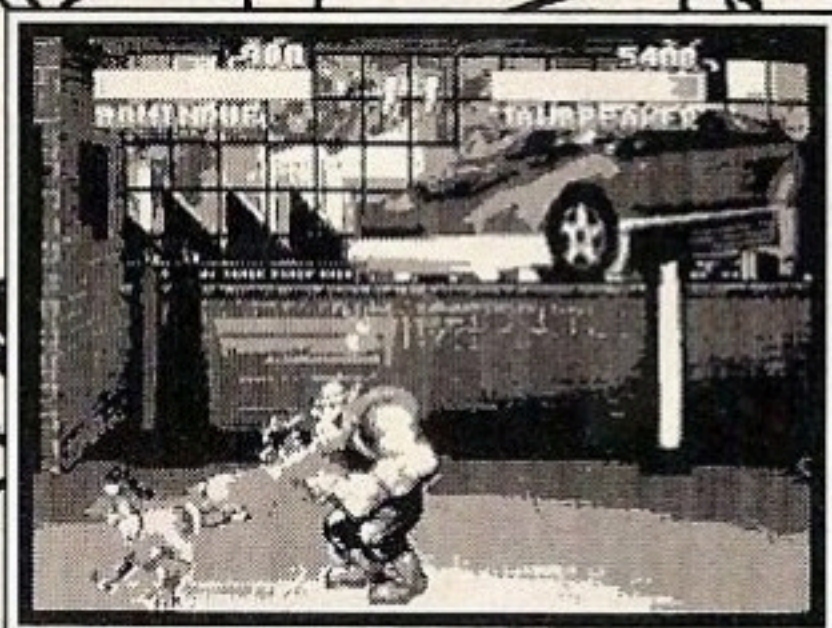




METRO CITY SEWER SYSTEM



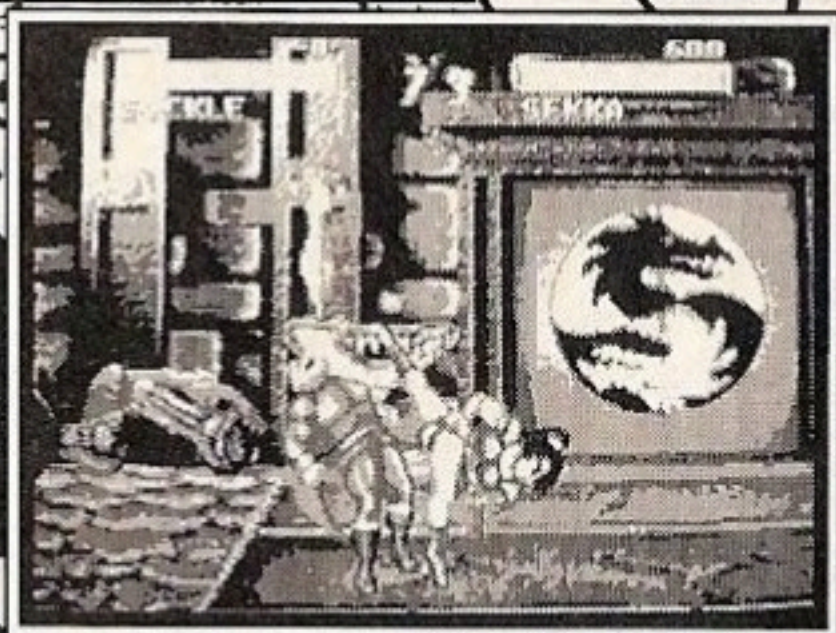
CHEMICAL FACTORY



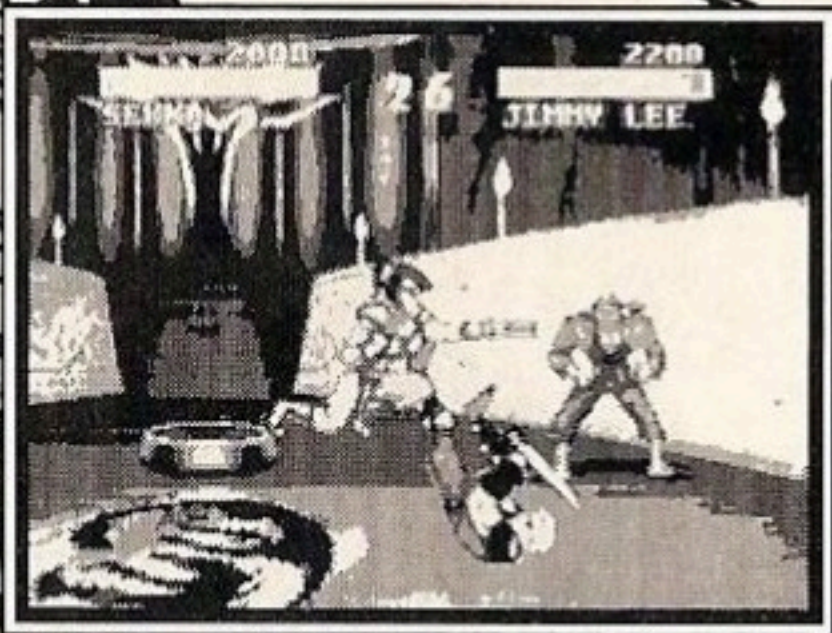
DUSTY'S GARAGE



FUSION PLANT EXTERIOR



SHADOW DOJO EXTERIOR



SHADOW DOJO INTERIOR

YEAH, OK, FINE. I JUST WANNA GET GOING





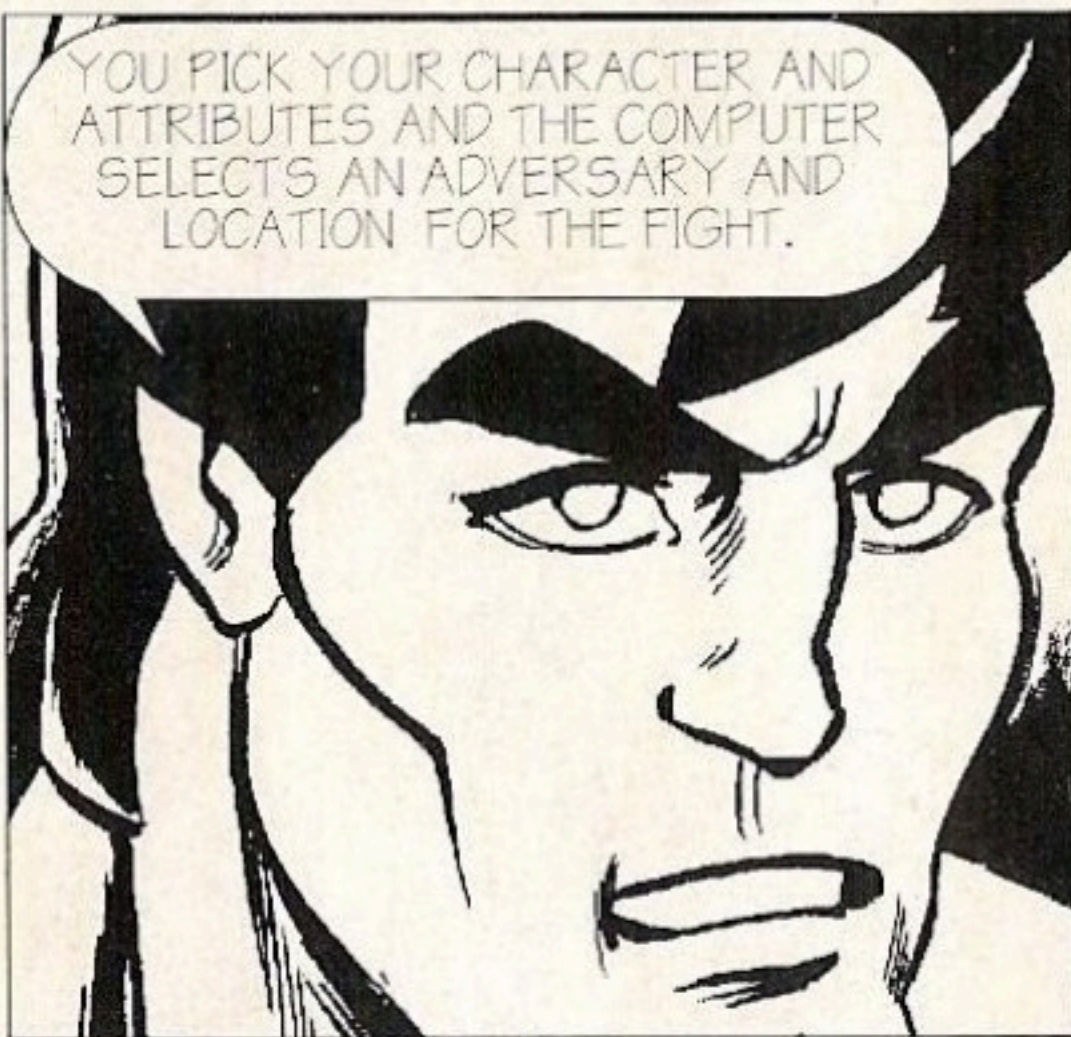
# FIGHT MODES

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



**TOURNAMENT**  
**VS BATTLE**  
**BATTLE DEMO**  
**MASTERS**  
**OPTIONS**

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

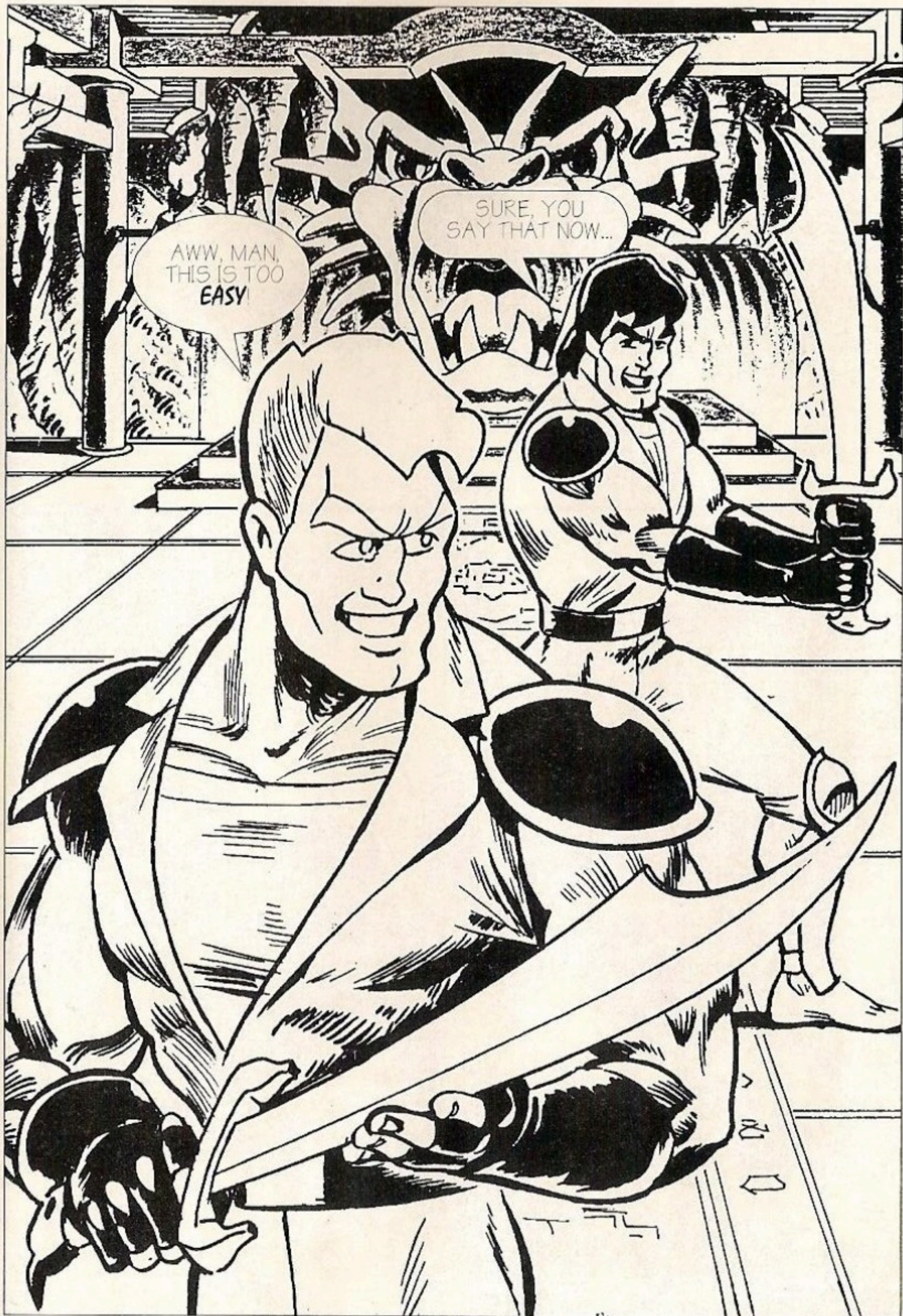


THERE WILL BE 9 FIGHTS OF 2-5 ROUNDS EACH (TIES IN THE 5TH ROUND GO TO THE COMPUTER ADVERSARY).



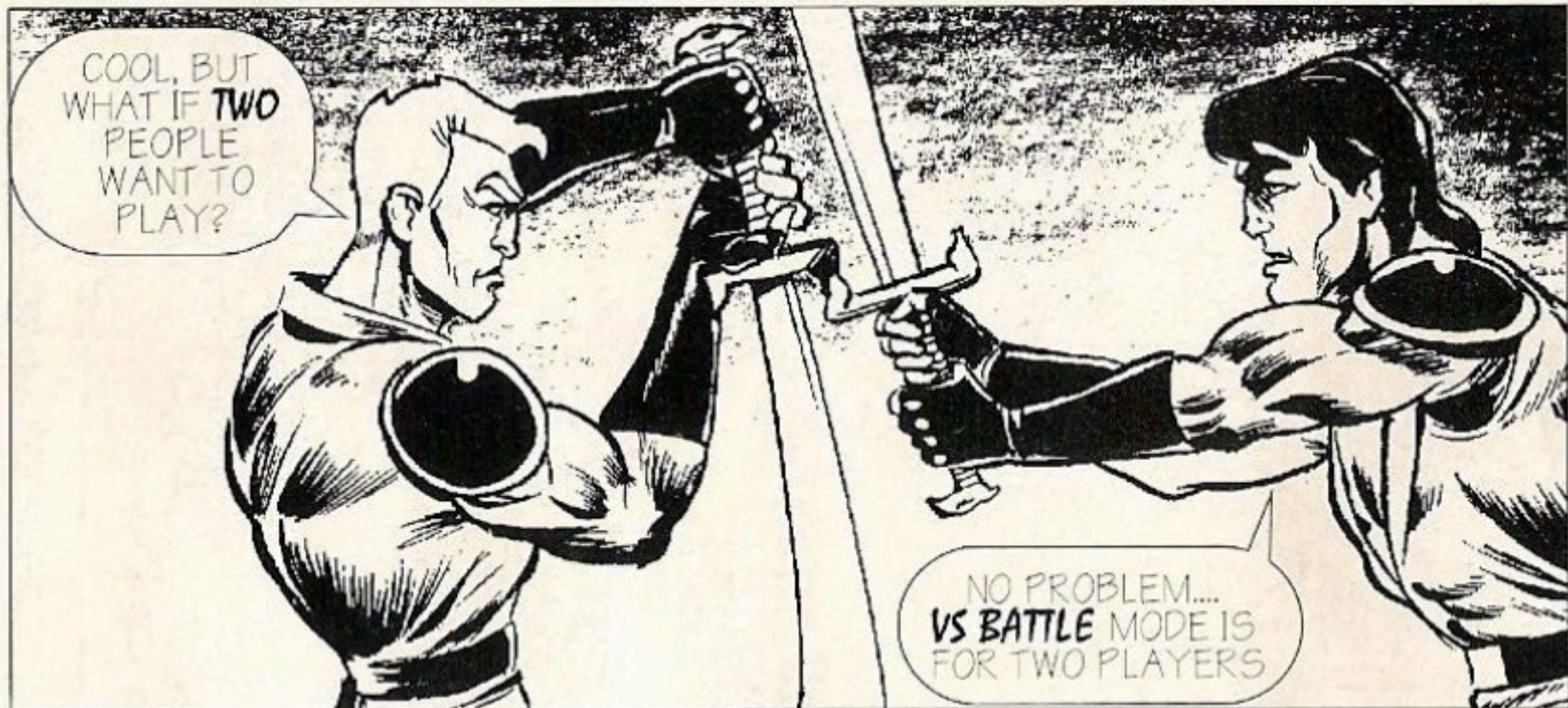
IF YOU **WIN** YOU GO TO THE NEXT COMPUTER-SELECTED ADVERSARY AND LOCATION.





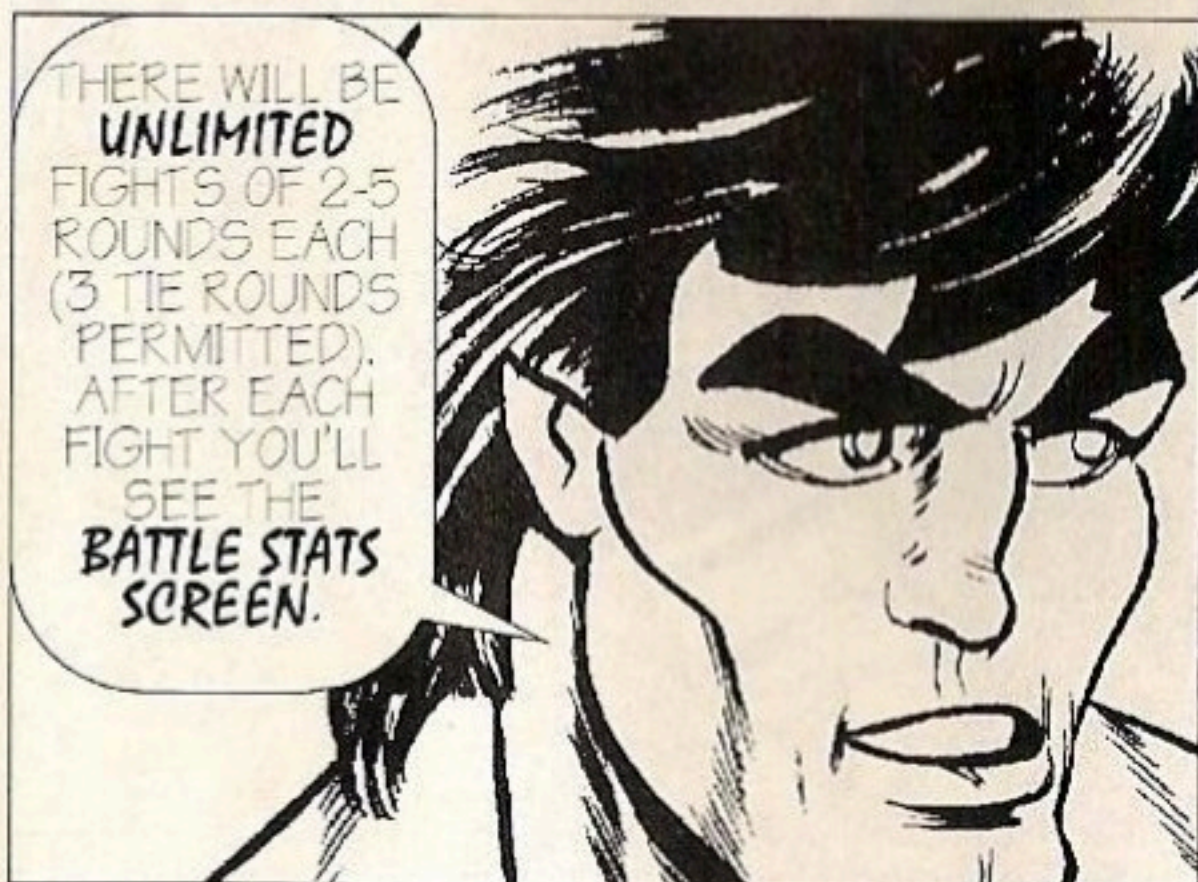


# FIGHT MODES





# 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		
H	L	T	H	L	T
0	0	0	0	0	0
2	0	0	0	0	0
0	0	0	0	0	0
0	0	0	0	0	0
0	0	0	0	2	0
0	0	0	0	0	0
0	0	0	0	0	0
0	0	0	0	0	0
0	0	0	0	0	0
2	0	0	0	2	0
<b>TOTAL</b>			<b>0 2 0</b>		



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



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



**BATTLE DEMO** MODE ALLOWS YOU TO PICK TWO OF 9 FIGHTERS (IF **SHADOWMASTER** CODE WAS ENTERED), PLUS THE EVIL TWIN OF EITHER OF THESE 9 FIGHTERS, ONE OF 9 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.

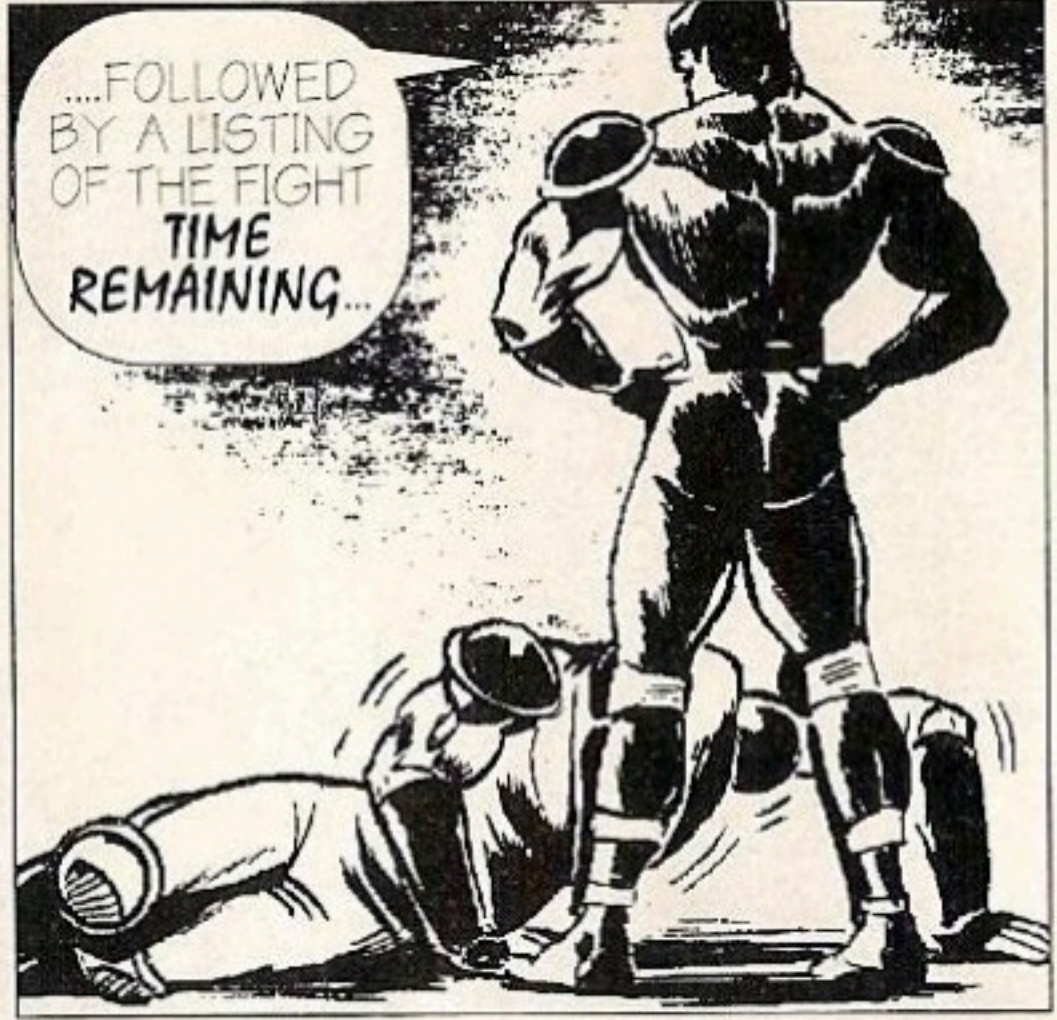


WELL, HOW DO WE KNOW WHO **WINS** AND STUFF?





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











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



BUT REMEMBER THE CODE OF THE DRAGON...



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

DOFF!!

WRONG IT'S FIGHT FAIR...

... FIGHT PURE AND FIGHT WITH HONOR



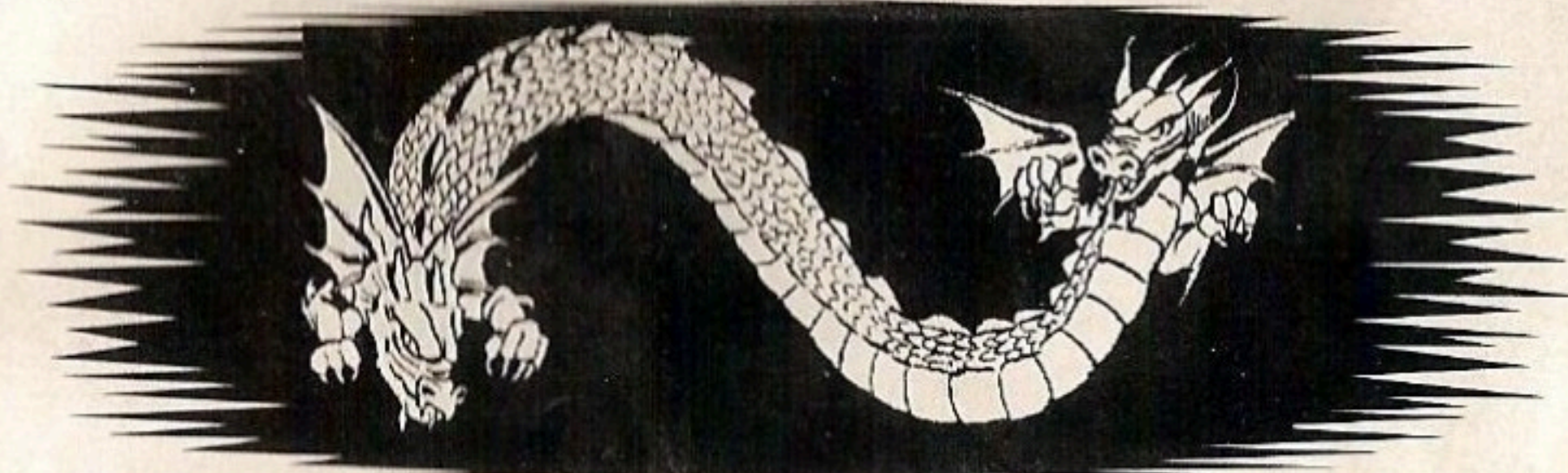
# WARRANTY

Tradewest, Inc. warrants to the original purchaser of this Tradewest software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Tradewest software program is sold "as is," without express or implied warranty damages of any kind, and Tradewest is not liable for any losses or damages of any kind resulting from the use of this program. Tradewest agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Tradewest software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Tradewest software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TRADEWEST. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TRADEWEST BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TRADEWEST SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**Tradewest, Inc.**  
**1800 South Business 45**  
**Corsicana, TX 75151.**  
**(903) 874-2683.**







ATARI



Tradewest™  
1800 So. Business Highway 45  
Corsicana, Texas 75110

Printed in USA