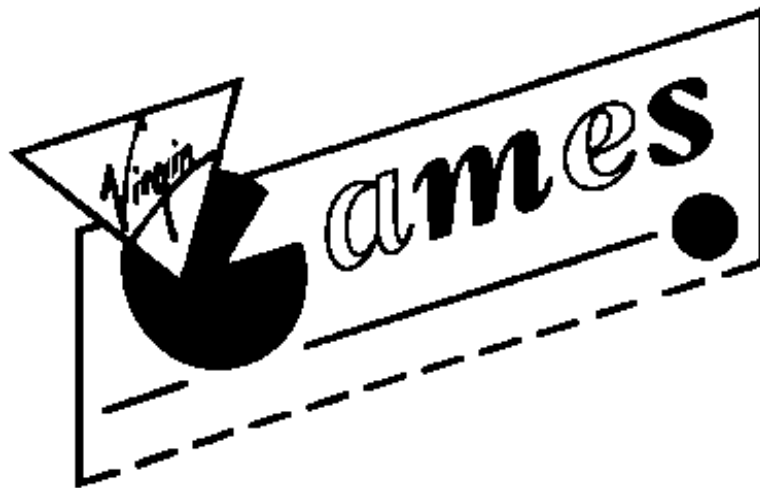


DOUBLE DRAGON II THE REVENGE



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"American Technos"[™] "Double Dragon II"[™] - The Revenge"[™]

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WEAPONS - HANDY OPPORTUNITIES TO FIGHT HARDER

Fighting through the hostile terrain, Billy and Jimmy will encounter thugs and villains (see the Cast List for details). Some of them will be armed, and it may be possible to force them to drop their weapons to the floor. Every now and again you'll find that a careless hoodlum has left a useful weapon lying on the ground. Whenever you get the chance, pick up a weapon and put it to use.

Spades, daggers, powerballs, boxes, chains, grenades, logs and whips can all be wielded to good effect against the marauding hordes. Be sure to take advantage of every opportunity to even the odds. As skilled fighters, Billy and Lee immediately become masters of any weaponry you can get into their hands.

THE STORY CONTINUES...

Things didn't go too well after all. When the Black Warriors gang kidnapped Marian and sparked off the previous expedition onto the city streets, her sweetheart Billy Lee saved the day. With the help of his brother Jimmy, Billy managed to rescue Marian and dispose of the evil leader of the Black Warriors - a gun-toting villain by the name of Willy.

At the end of Double Dragon I, the city streets had been rendered a much safer place with the Black Warriors put permanently out of action. Or so everyone thought.

Billy and Jimmy didn't kill ALL the Warriors. The solitary surviving member of the gang nursed herself back to health, and spent several years studying ancient oriental arts of healing. At the far fringes of the ancient medical science she studied, there is an area of what can only be called magic - magic powerful enough to reincarnate the dead. Linda, for it was she, perfected her powers of Undhai, or magic medicine, to the point where she had the ability to raise the mortal remains of the dead. She learnt how to breathe life back into the human remains left behind by souls long departed from this planet.

No prizes for guessing what Linda's main aim was. But first, she practised her powers on the remains of a few dead yobboes, lowly members of the Black Warriors gang, to make sure she had full mastery of the magic before concentrating on raising Willy himself. Before the Brothers Lee realised what was happening, the Black Warriors were up to full strength once more and back in action. And it seems Linda's early experiments produced one or two mutated gang members...

Driven by a powerful urge for revenge (sharpened by five years being dead) Willy ordered his minions to kidnap Marian once more. Within days of his command being issued, the hapless girl found herself transported to Willy's secret base. Never a thug to make the same mistake twice, Willy immediately murdered Marian and locked her remains in a magic field conjured up by Linda (who achieved remarkably rapid promotion within the hierarchy of the Black Warriors as a result of her success in getting Willy up and about).

Once again, the twins set out on a quest to rescue Marian - but this time their mission is likely to be even more complicated. Starting out in the city's heliport, Billy and Jimmy have to battle their way down a lift shaft, into and through a warehouse and out into the open countryside. Fighting their way up a cliff, they reach a hilltop where a door to Willy's secret base is hidden. Marian's body lies entombed in the centre of this hideout, and to stand any

chance of rescuing her and returning her soul to this world, the heroes have to kill Willy and then do battle with their own tortured souls...

Only when the Warriors and Willy have been defeated can the magic field that shields Marian's remains be penetrated. The Lees are twins, but they are also the seventh sons of a seventh son, so have magical powers bestowed on them as their Shinto birthright. When they have defeated their own souls in combat, they will draw sufficient power from the ether to enact a Shinto resurrection ceremony and restore Marian to life.

With the Warriors finally eradicated and Marian restored to the peak of health, Billy, Jimmy and Marian will pass through a portal into another space-time continuum and - hopefully - live a long and peaceful life together.

PLAYING THE GAME

Fight, fight and fight some more is the only way to rescue Marian. Billy can stage a one-brother rescue mission, but the chances of success are much higher if he can enter the fray with Jimmy by his side. (If two players embark on the quest to raise Marian, then they should work as a team and remember to keep an eye on their respective partners.)

Each of the five game sections has to be completed before the timer above the main screen reaches zero - or the heroes lose one of their precious Shinto lives. Hits from members of the Black Warrior wrecking crew also reduce the Lees' life force, taking power from the brothers' two life-status displays shown below the screen. The total number of lives Billy and Jimmy have at their disposal is shown by a digital readout immediately above their life-force meters.

The route to Marian's location takes the battling boys relentlessly to the right of the screen. The only way to move from one section of the play area to the next is to kill off all the Warriors lurking there - once the zone is empty the Guiding Hand will appear in the skies, urging Billy and Jimmy to move to the exit point.

As Jimmy and Billy have led such clean, honest lives, the Shinto Powers that rule the universe have granted them a limited level of immortality to be going on with. (Should they succeed in the mission, full Shinto Deity status is accorded to them before they move on to another space-time continuum.) If one of the brothers Lee should meet an untimely end, it is possible to activate one of the five immortality credits the Shinto Powers have granted - the quest can continue with a freshly rejuvenated hero.

LOADING INSTRUCTIONS

SPECTRUM +3 - DISC

Insert disc and press ENTER. Program will load and run.

SPECTRUM - CASSETTE

SPECTRUM 128K/+2/+2A - Insert cassette and press ENTER.
SPECTRUM 48K - Type LOAD"" and press ENTER.

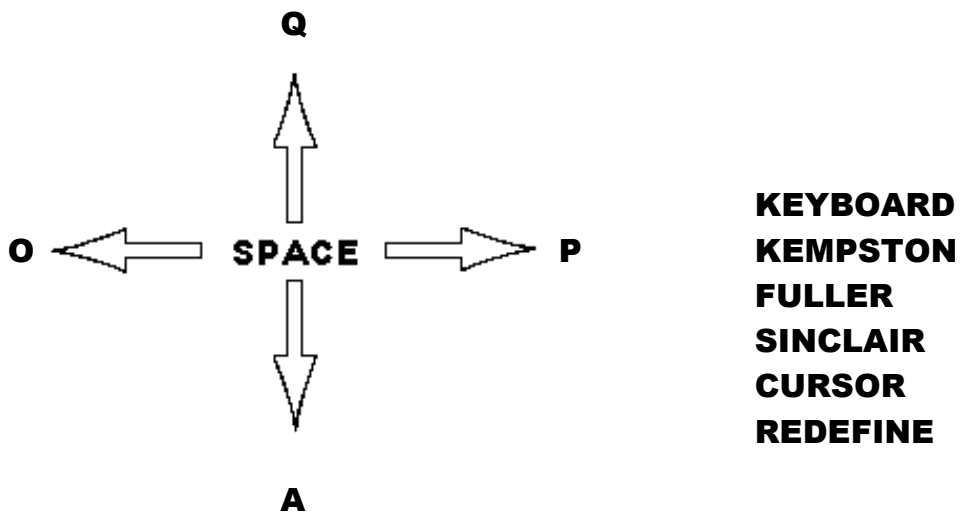
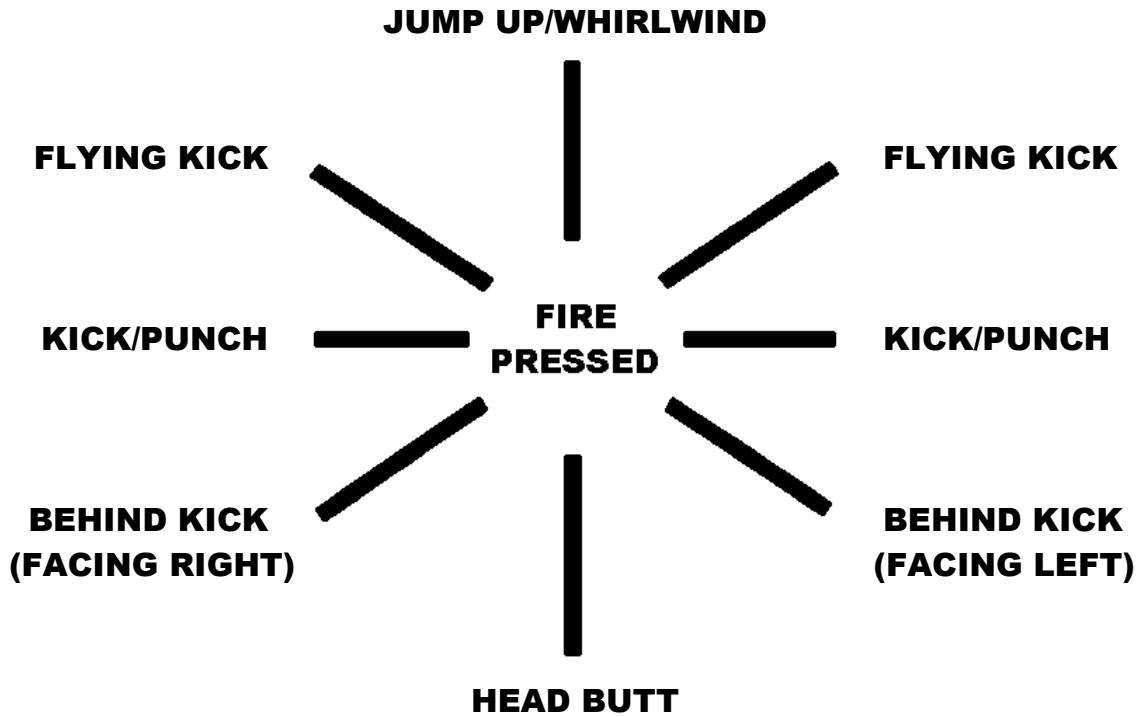
THE MOVES

Directional movement, e.g. up = move up, left = walk left, etc.

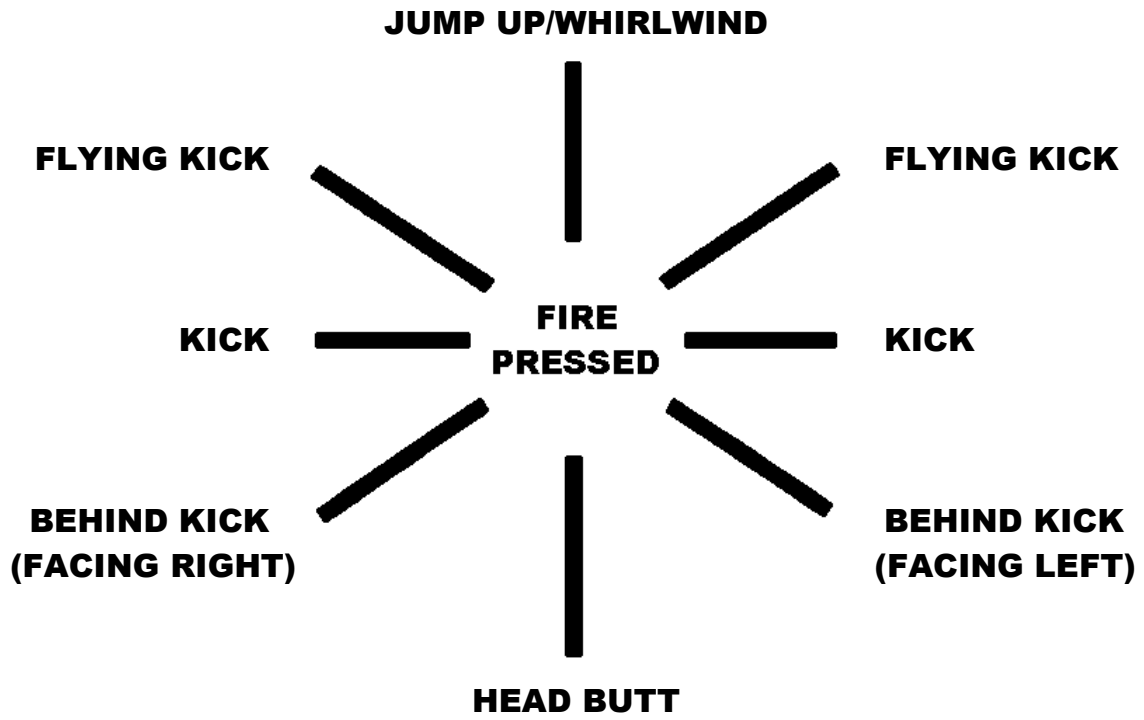
Fire = punch, whip, throw knife, box or grenade, etc.

SPECIAL MOVES

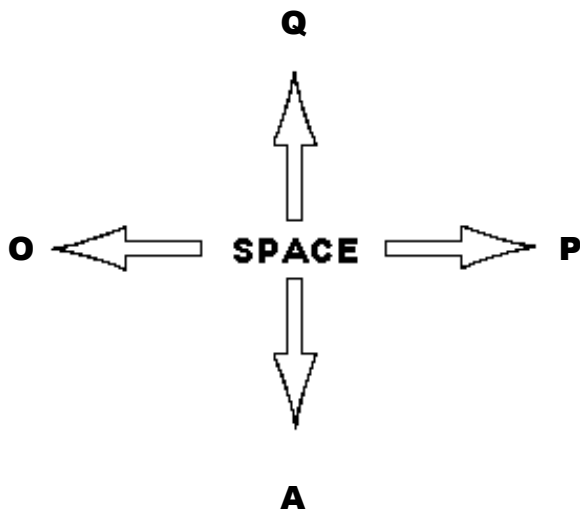
SPECTRUM DISK



SPECTRUM CASSETTE



**PUNCH - FIRE PRESSED - PUNCHES IN DIRECTION FACED
(NO JOYSTICK MOVEMENT)**



**KEYBOARD
KEMPSTON
FULLER
SINCLAIR
CURSOR
REDEFINE**