

ATARI

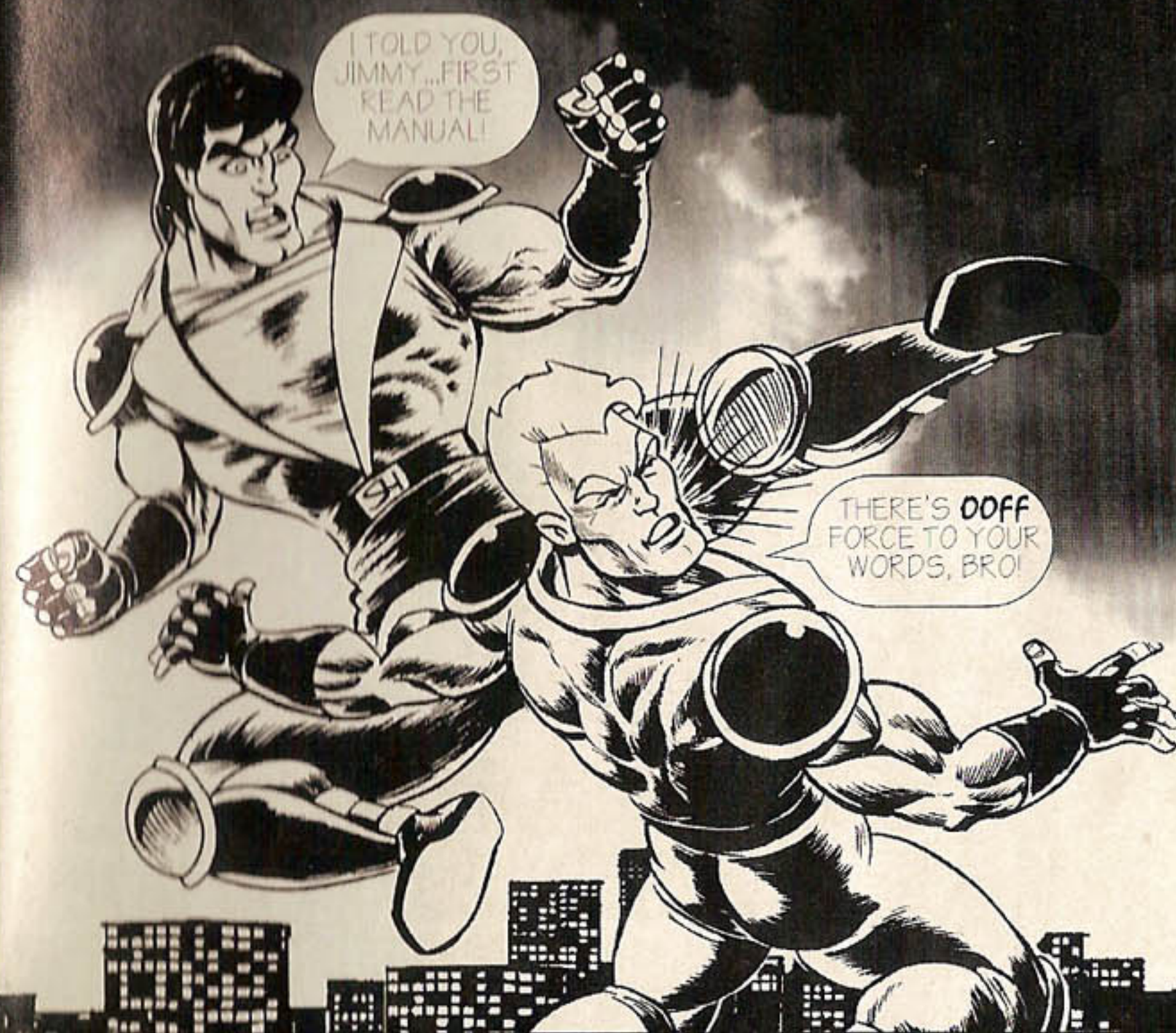


Tradewest™
1800 So. Business Highway 45
Corsicana, Texas 75110

Printed in USA

DOUBLE DRAGON

The Shadow Falls™



JAGUAR™

64-BIT

GAME
MANUAL



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.

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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. 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.



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.

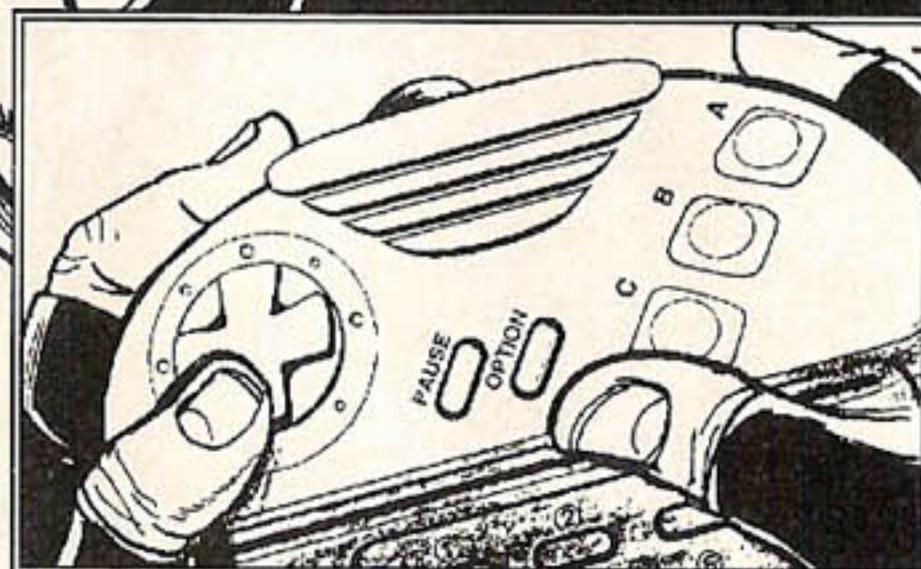
OPTIONS

HERE ARE SEVERAL THINGS TO MAKE GAME PLAY COOLER

OPTIONS

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!

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

SEE, IT PAYS TO **READ** THE INSTRUCTIONS!

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

PICK NUMBER OF **CONTINUES**. (1-5)

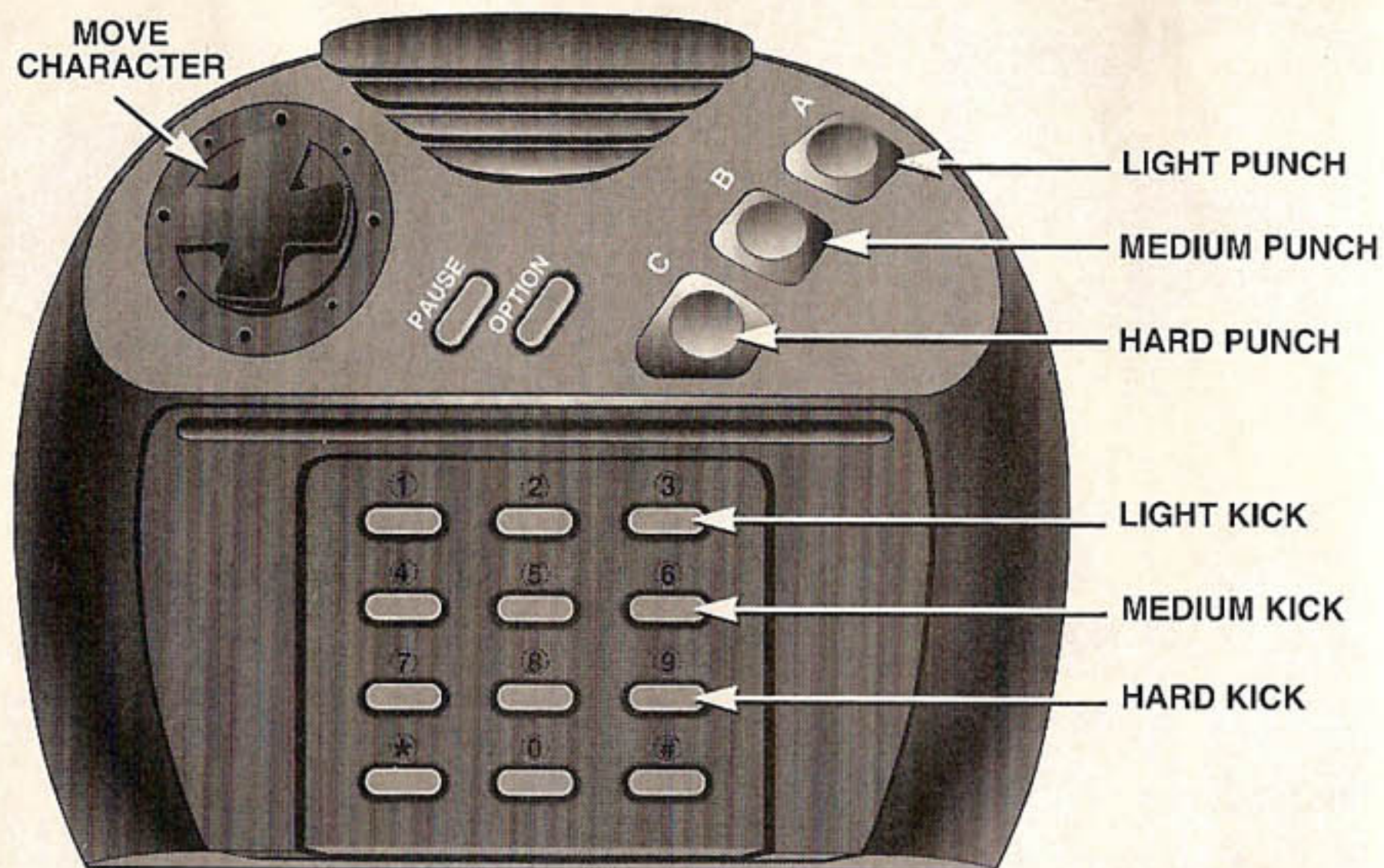
SELECT **MUSIC**, EITHER ON OR OFF.

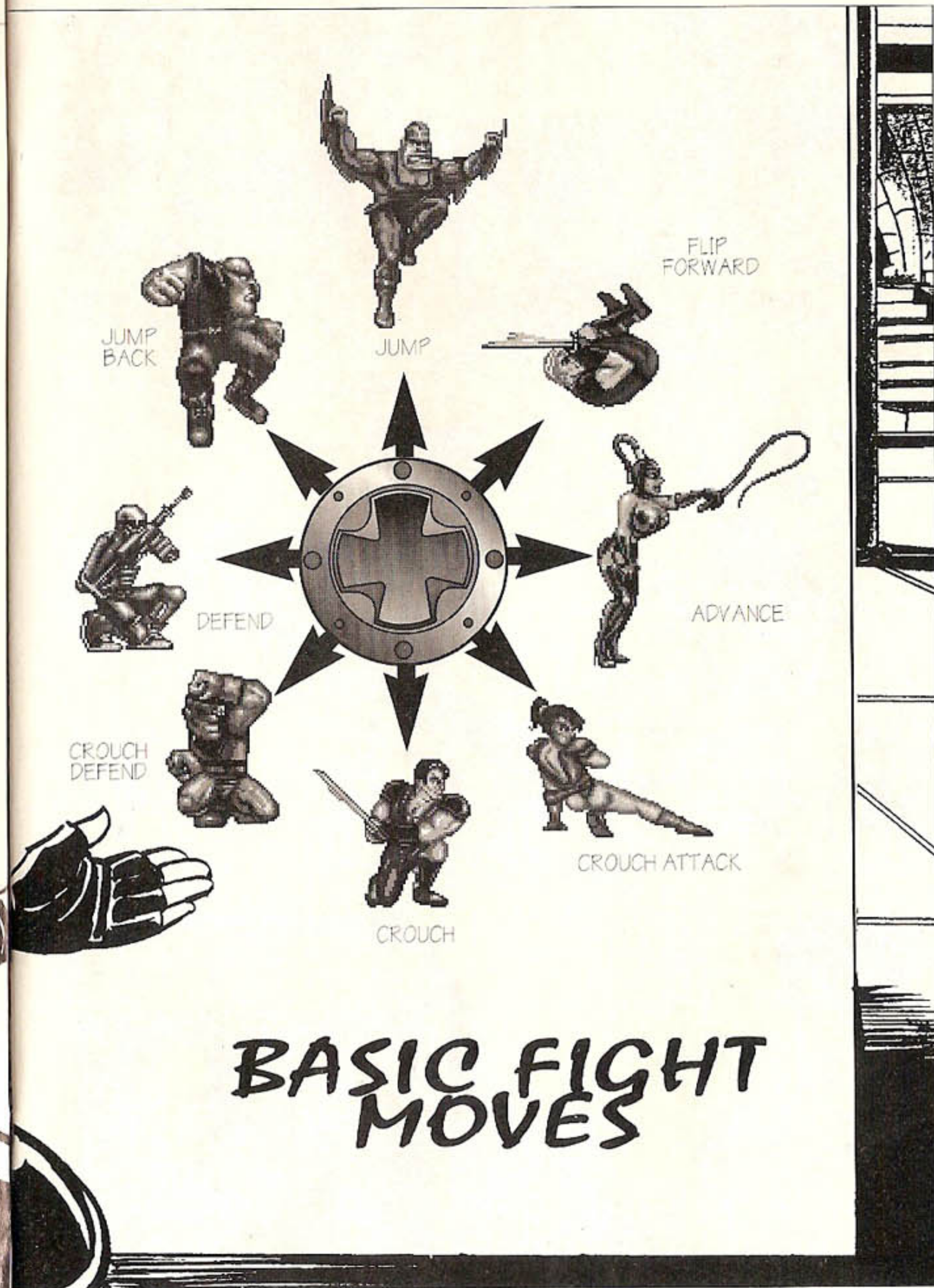
SELECT **SOUND EFFECTS**, ON OR OFF.

MUSIC TEST AND **SOUND TEST** ALLOW YOU TO HEAR ALL THE AUDIO IN THE GAME... JUST FOR FUN

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

USING THE CONTROLLER







DOSSIERS

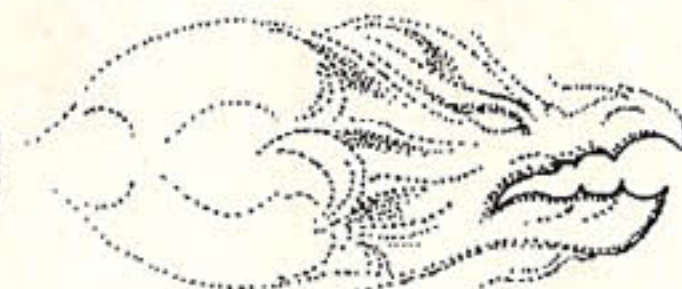


SCROLL LEFT/RIGHT WITH THE CONTROL PAD TO VIEW THIS INFO.

BILLY LEE

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

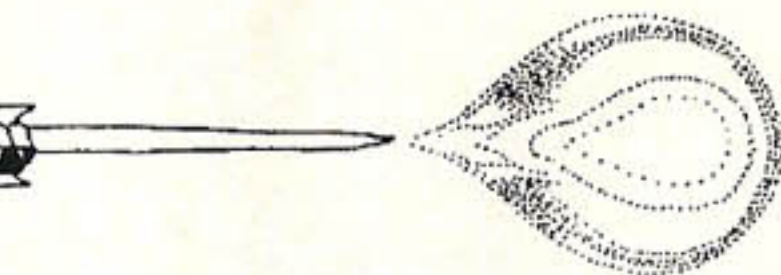
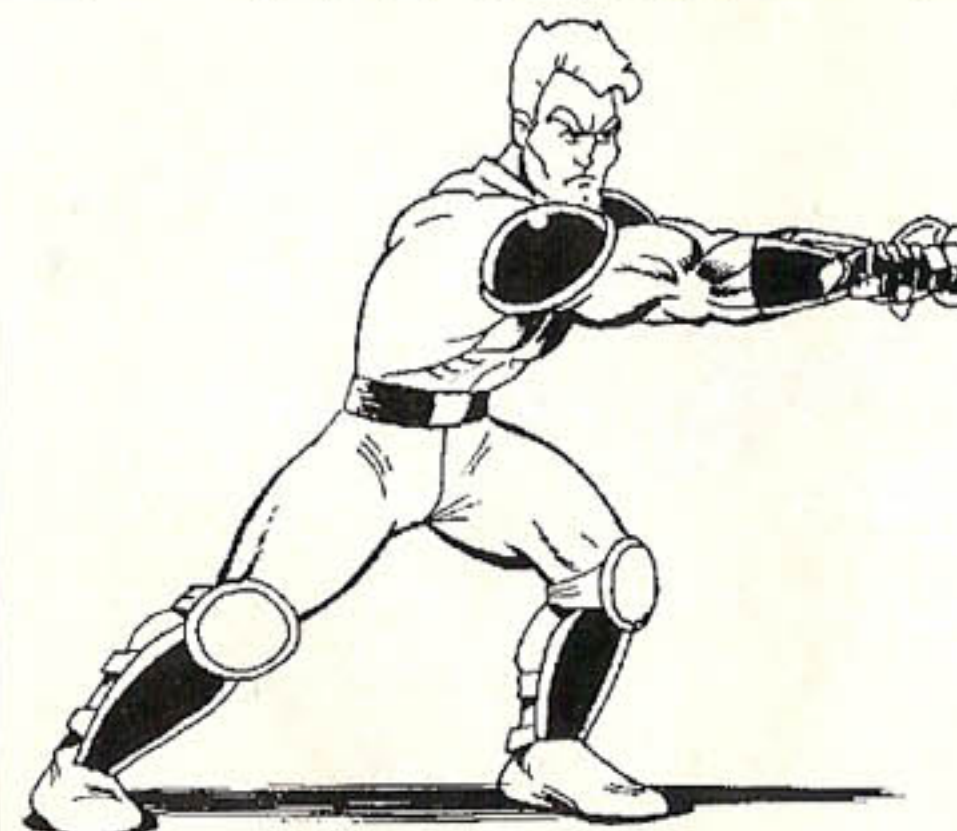
FIRSTBORN SON OF THE UNION BETWEEN THE VIRGINIA LEE FAMILY AND CHINESE LEE CLAN. BILLY PROFFESSES AN INTEREST IN NEW AGE STUDIES. HE CAN SING AND HE LIKES TO LINE-DANCE. ESPECIALLY PROUD OF HIS EXTENSIVE COLLECTION OF COWBOY BOOTS.



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



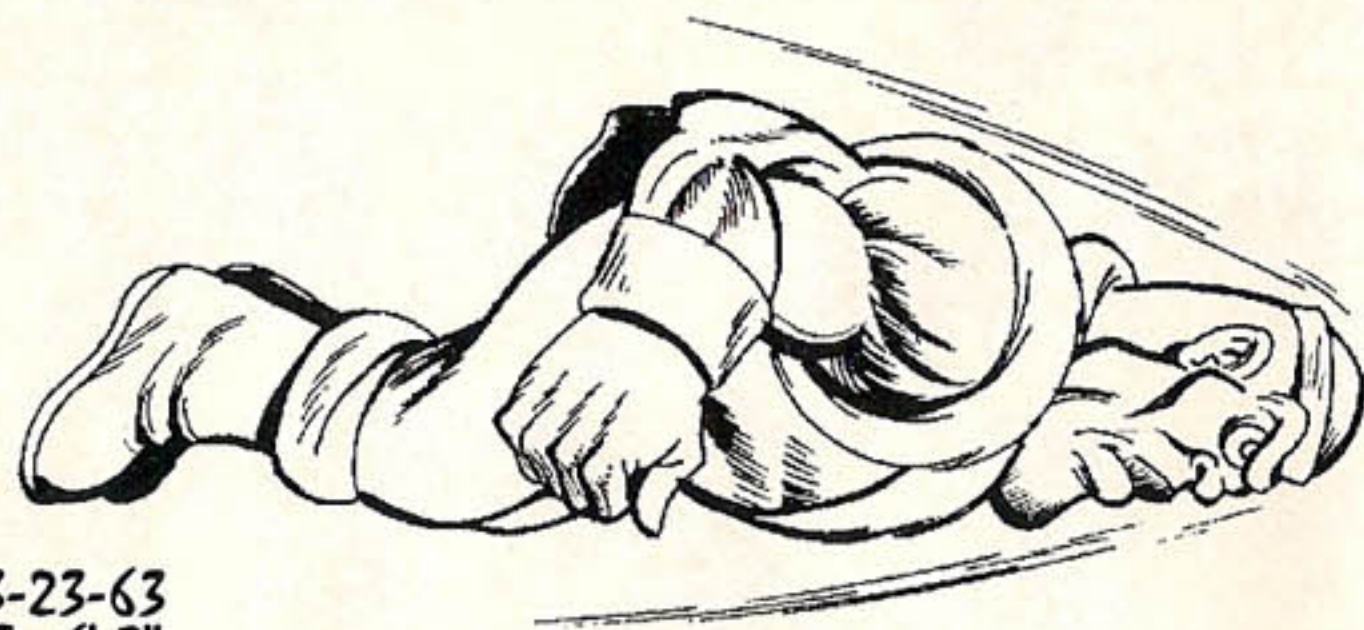
TWIN BROTHER OF BILLY AND ANNOYING COUNTERPOINT TO BILLY'S GOOD QUALITIES. JIMMY HAS A RUN-A-WAY MOUTH THAT HAS BECOME ENCUMBERED WITH HIS FEET ON MORE THAN ONE OCCASION. SPENDS A LOT OF TIME IN FRONT OF THE MIRROR.

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.



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

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

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

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



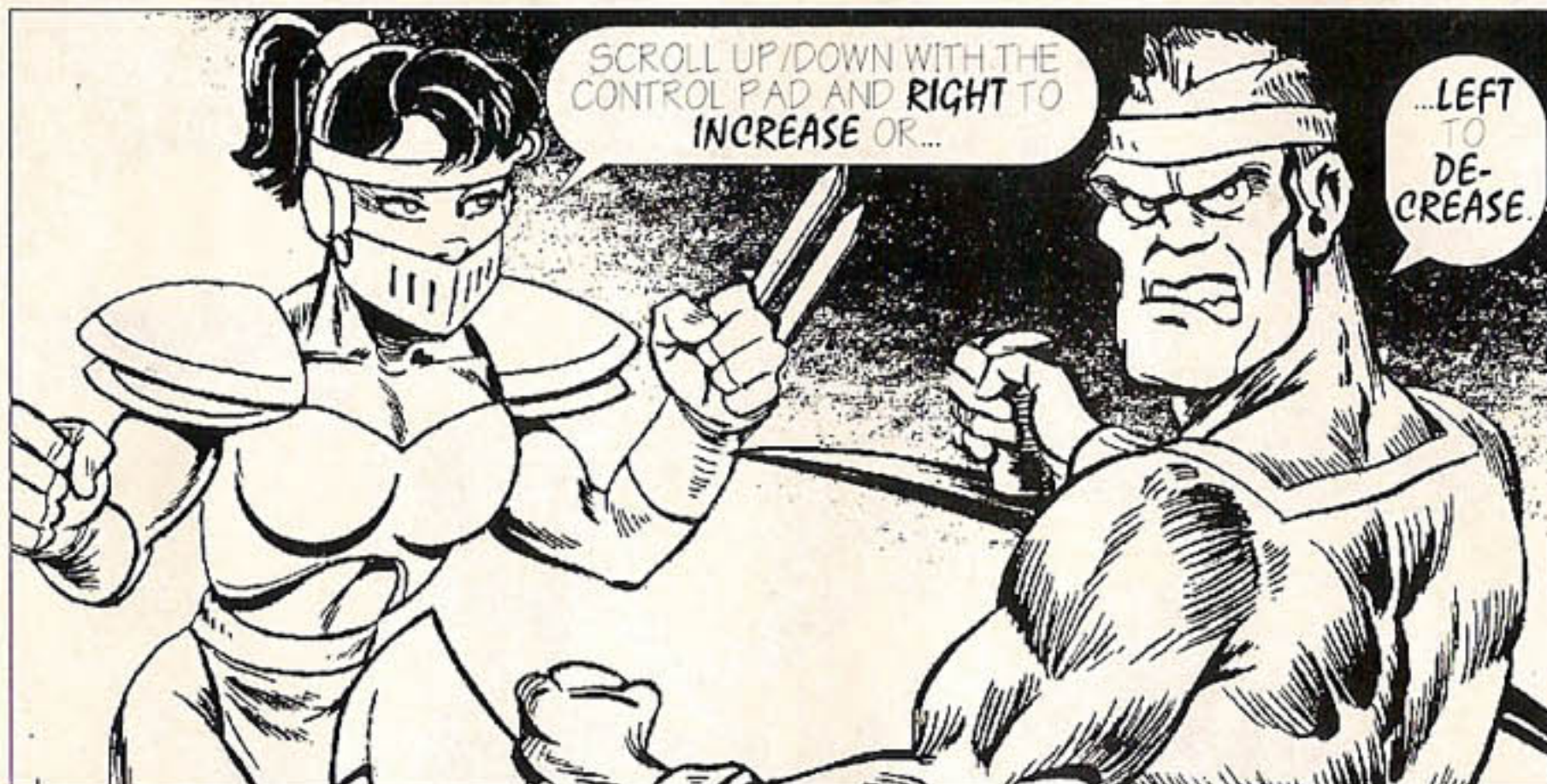
CHARACTER SELECTION



ATTRIBUTES



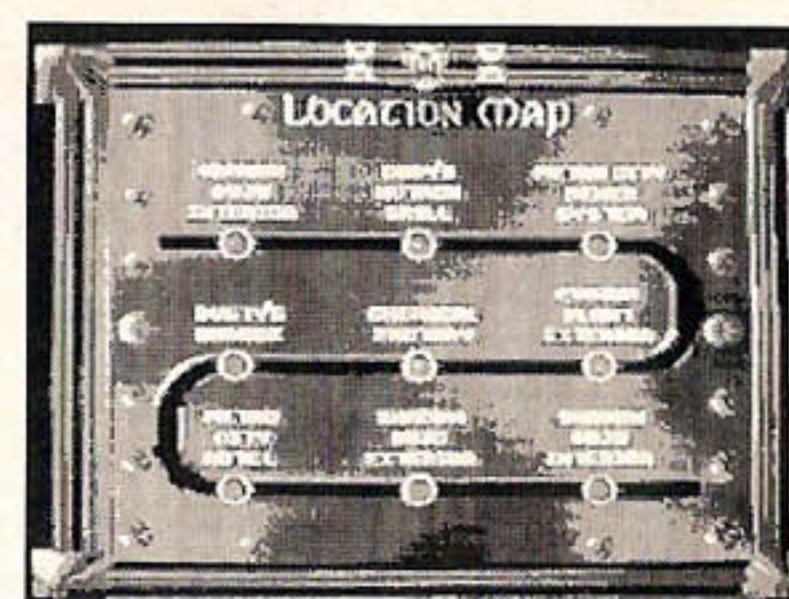
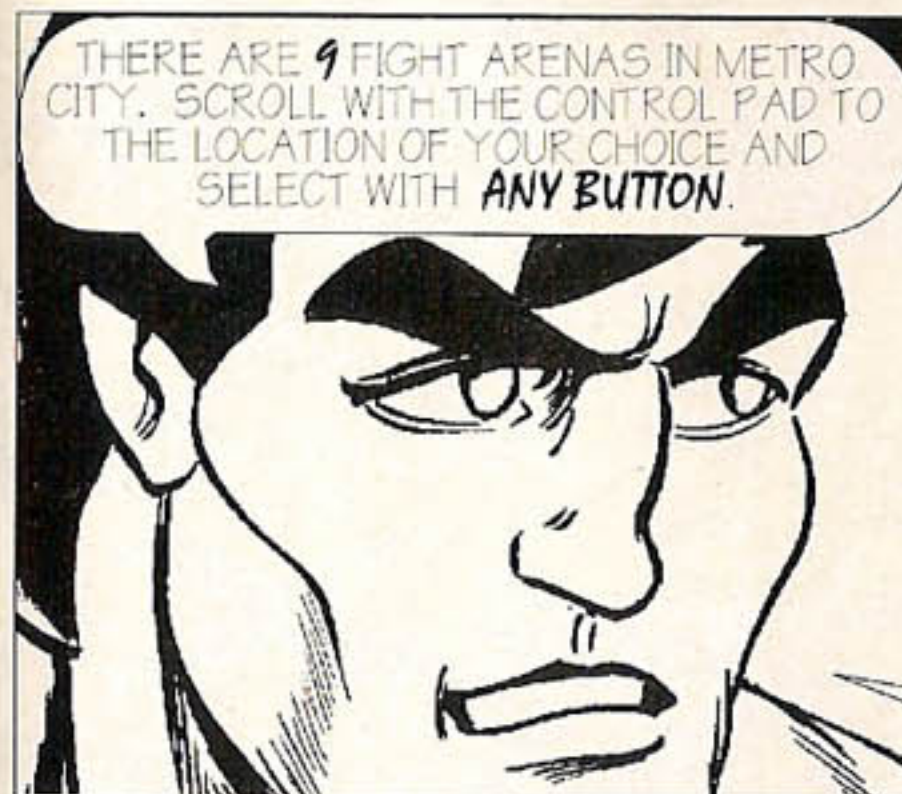
EACH CHARACTER HAS 11 TOTAL POINTS OF ATTRIBUTES THAT CAN BE DISTRIBUTED TO YOUR LIKING.



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



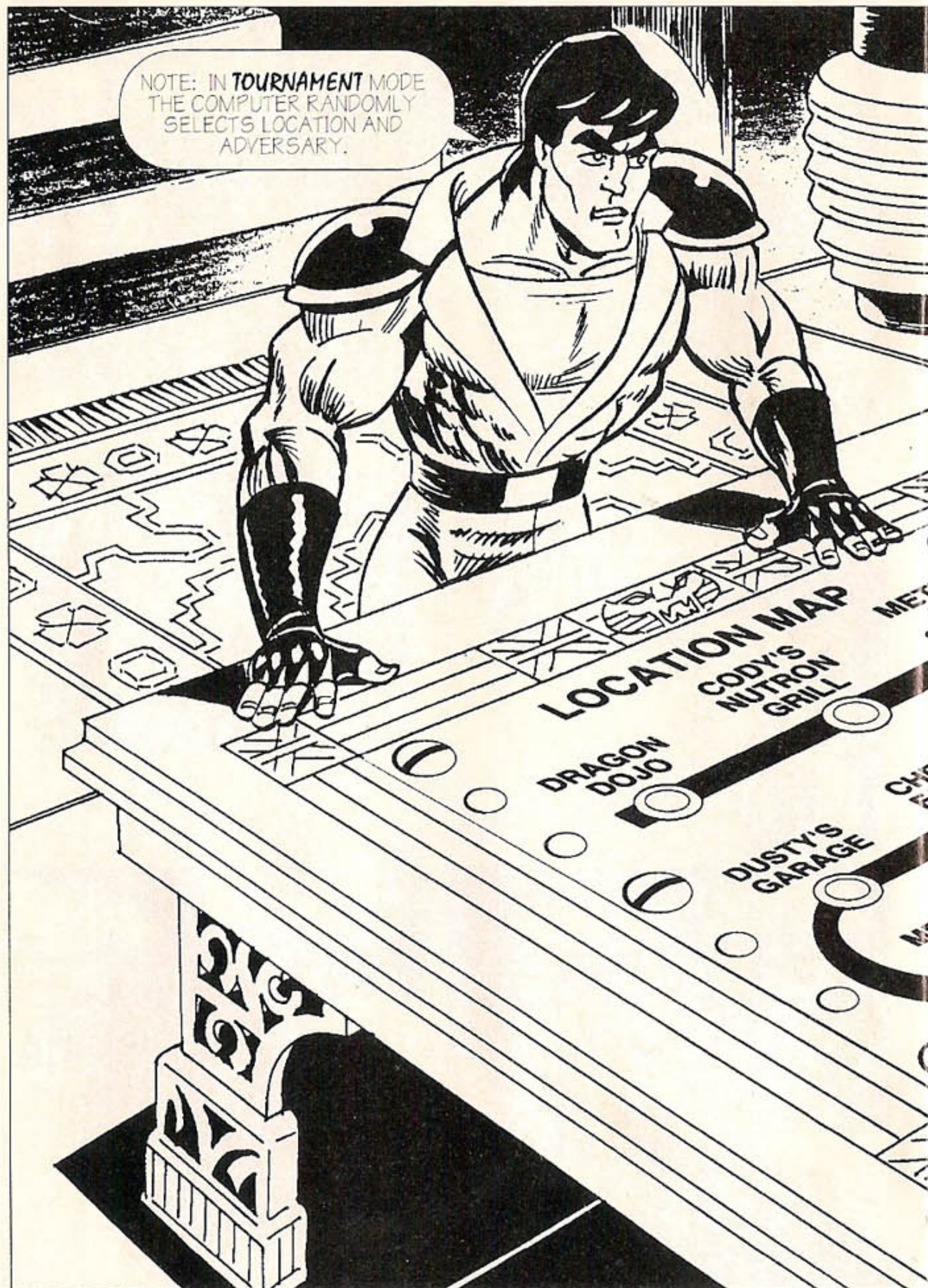
EXITING THE ATTRIBUTES SCREEN WHEN IN VS BATTLE OR BATTLE DEMO MODE WILL SEND YOU TO THE LOCATIONS SCREEN.



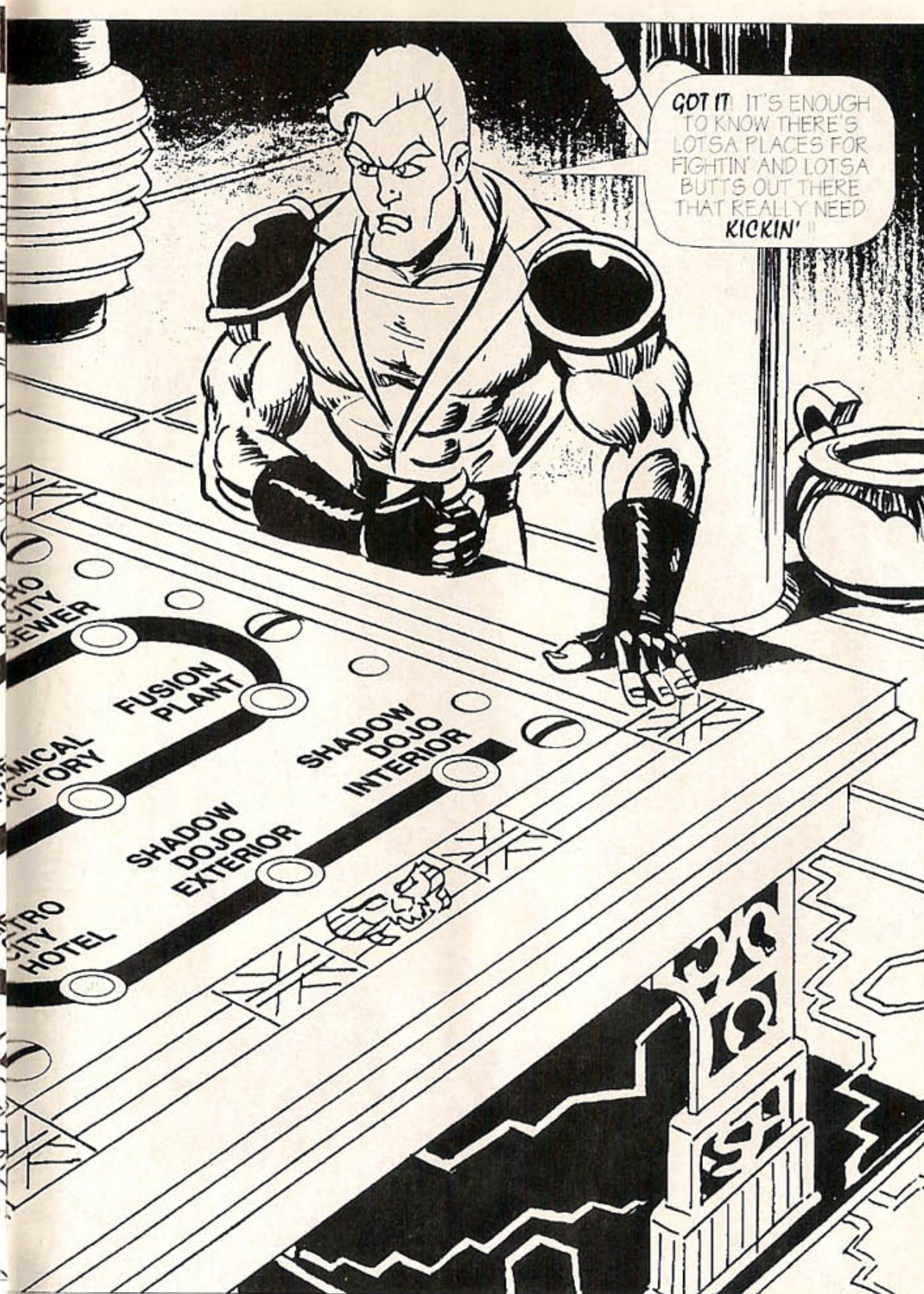
(THE LOCATION IS SELECTED BY THE FIRST PLAYER TO PUSH THE OPTION BUTTON.)



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



GOT IT. IT'S ENOUGH
TO KNOW THERE'S
LOTS OF PLACES FOR
FIGHTIN' AND LOTS OF
BUTTS OUT THERE
THAT REALLY NEED
KICKIN'.





DRAGON DOJO INTERIOR

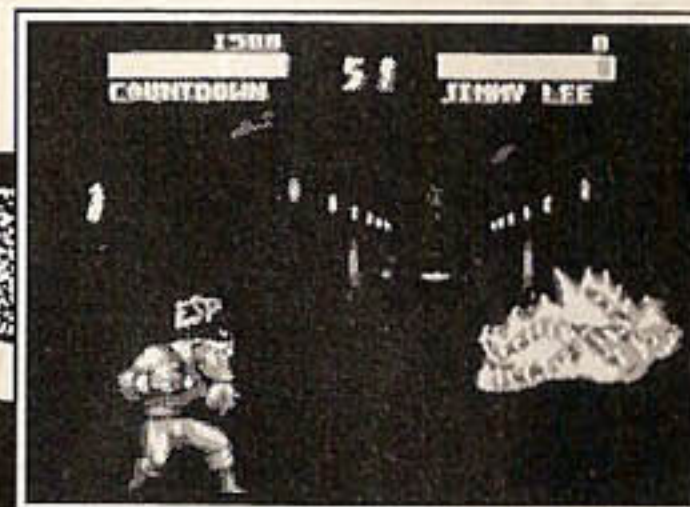


CODY'S NUTRON GRILL

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



METRO CITY HOTEL



METRO CITY
SEWER SYSTEM

YEAH, OK, FINE. I
JUST WANNA GET
GOING



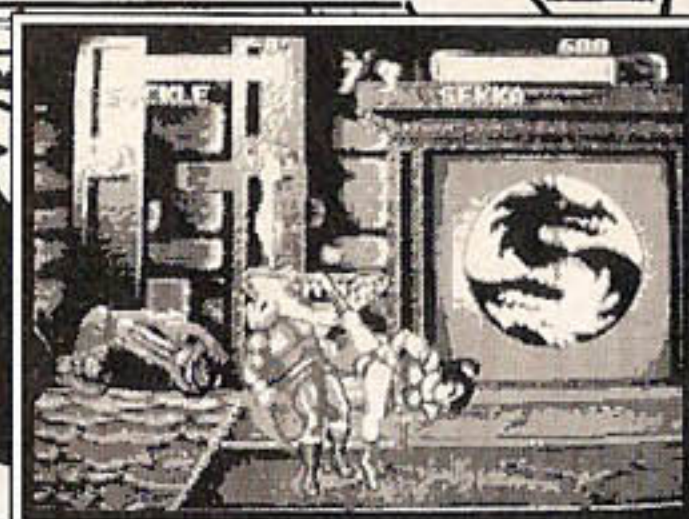
CHEMICAL FACTORY



DUSTY'S GARAGE



FUSION PLANT EXTERIOR



SHADOW DOJO EXTERIOR

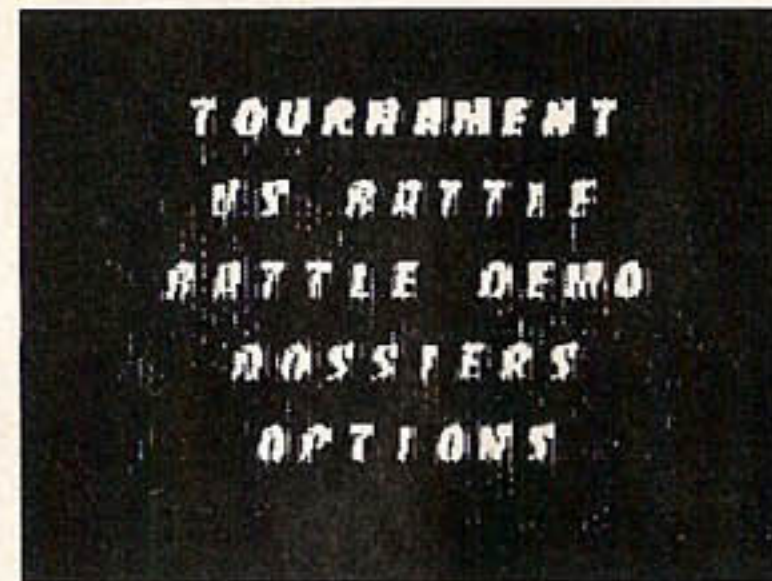


SHADOW DOJO INTERIOR

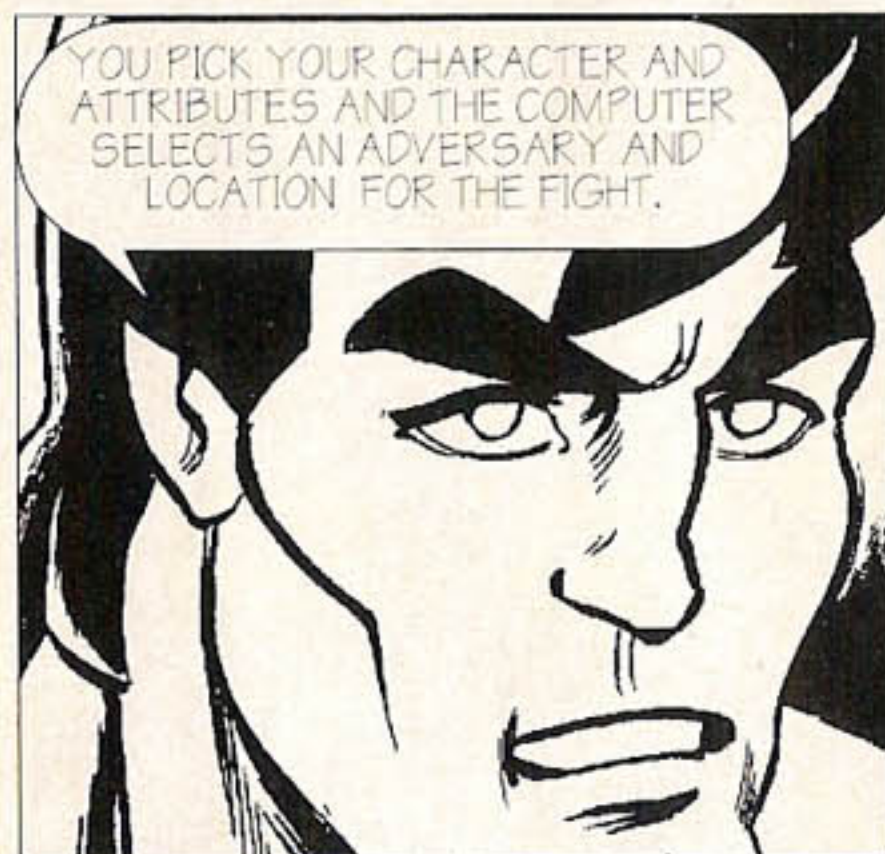
FIGHT MODES



THE GAME IS
DEFAULTED TO
TOURNAMENT
MODE SO THAT
ONE PLAYER CAN
FIGHT ALL THE
VARIOUS OPPO-
NENTS IN THE
DIFFERENT
LOCATIONS.



TOURNAMENT
VS BATTLE
BATTLE DEMO
BOSS FIGHTS
OPTIONS

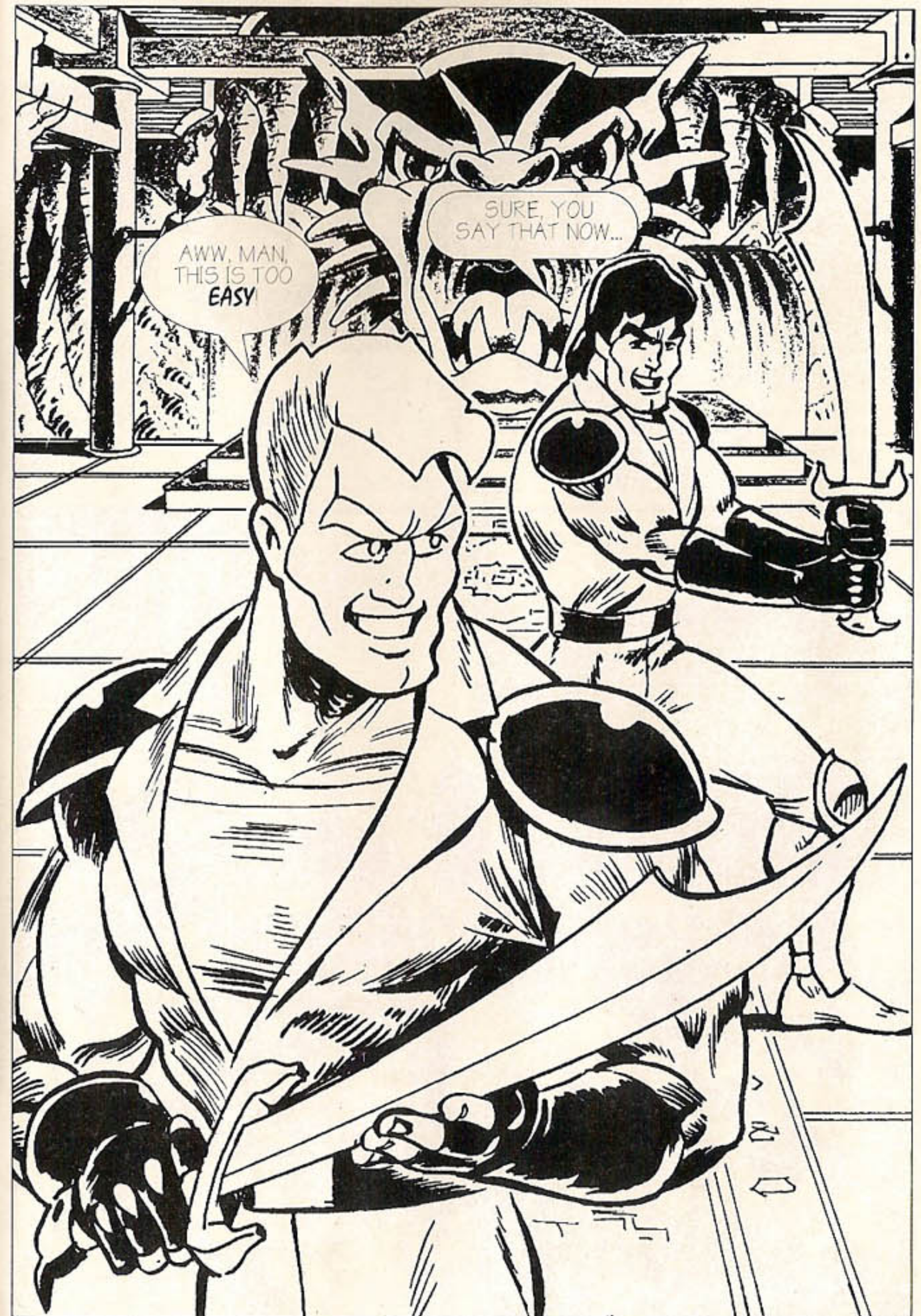


YOU PICK YOUR CHARACTER AND
ATTRIBUTES AND THE COMPUTER
SELECTS AN ADVERSARY AND
LOCATION FOR THE FIGHT.

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



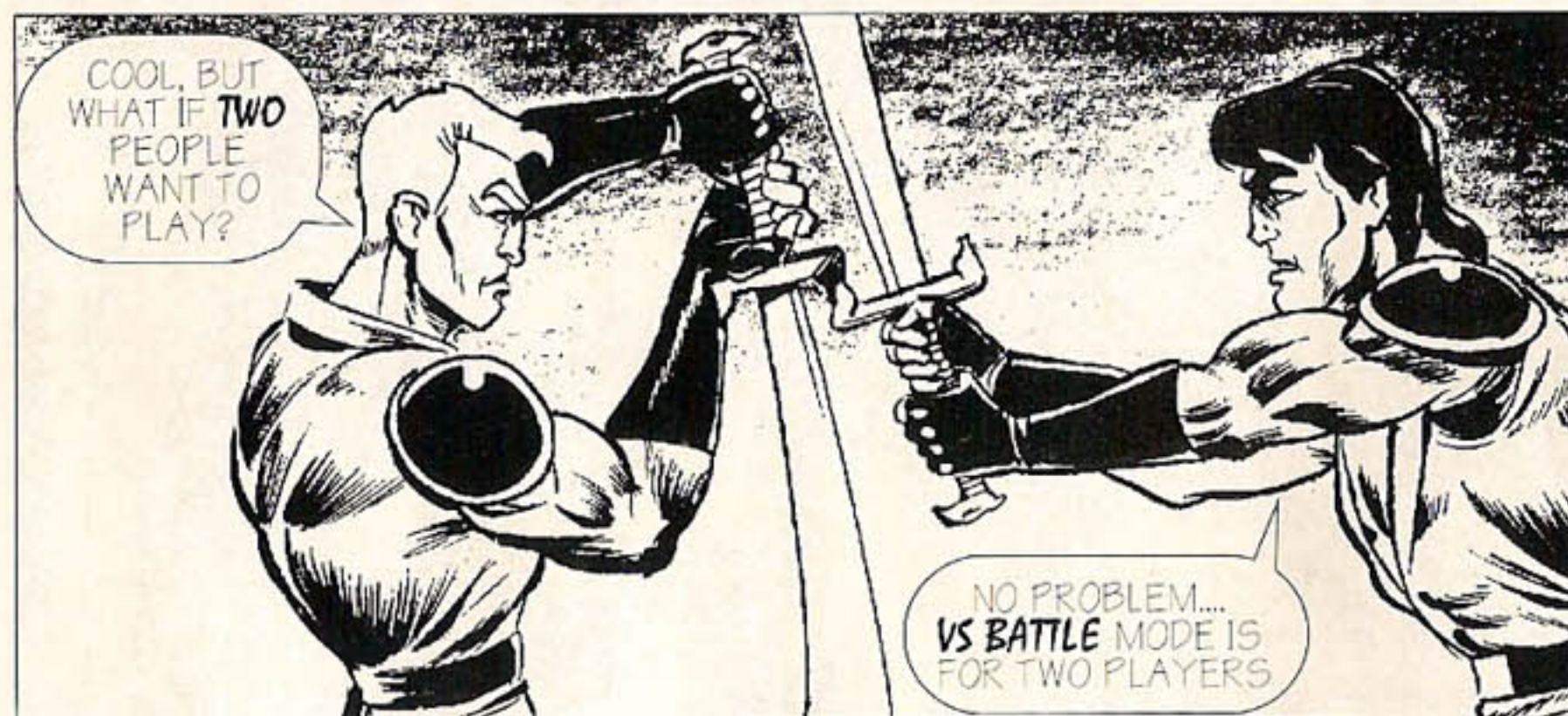
IF YOU **WIN**
YOU GO TO THE NEXT
COMPUTER-SELECTED
ADVERSARY AND
LOCATION.



AWW, MAN,
THIS IS TOO
EASY

SURE, YOU
SAY THAT NOW...

FIGHT MODES



IF YOU SELECT TOURNAMENT MODE, A
SECOND PLAYER CANNOT JOIN YOU IN
BATTLE



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 9 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.



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



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?

BATTLE STATS

1P	2P
W L B	W L B
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 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

BILLY LEE

TIMMY LEE

TAURBREAKER

BONES

STEINLE

COUNTDOWN

SEMYA

DOMINIQUE

SHADOW MASTER

TOTAL

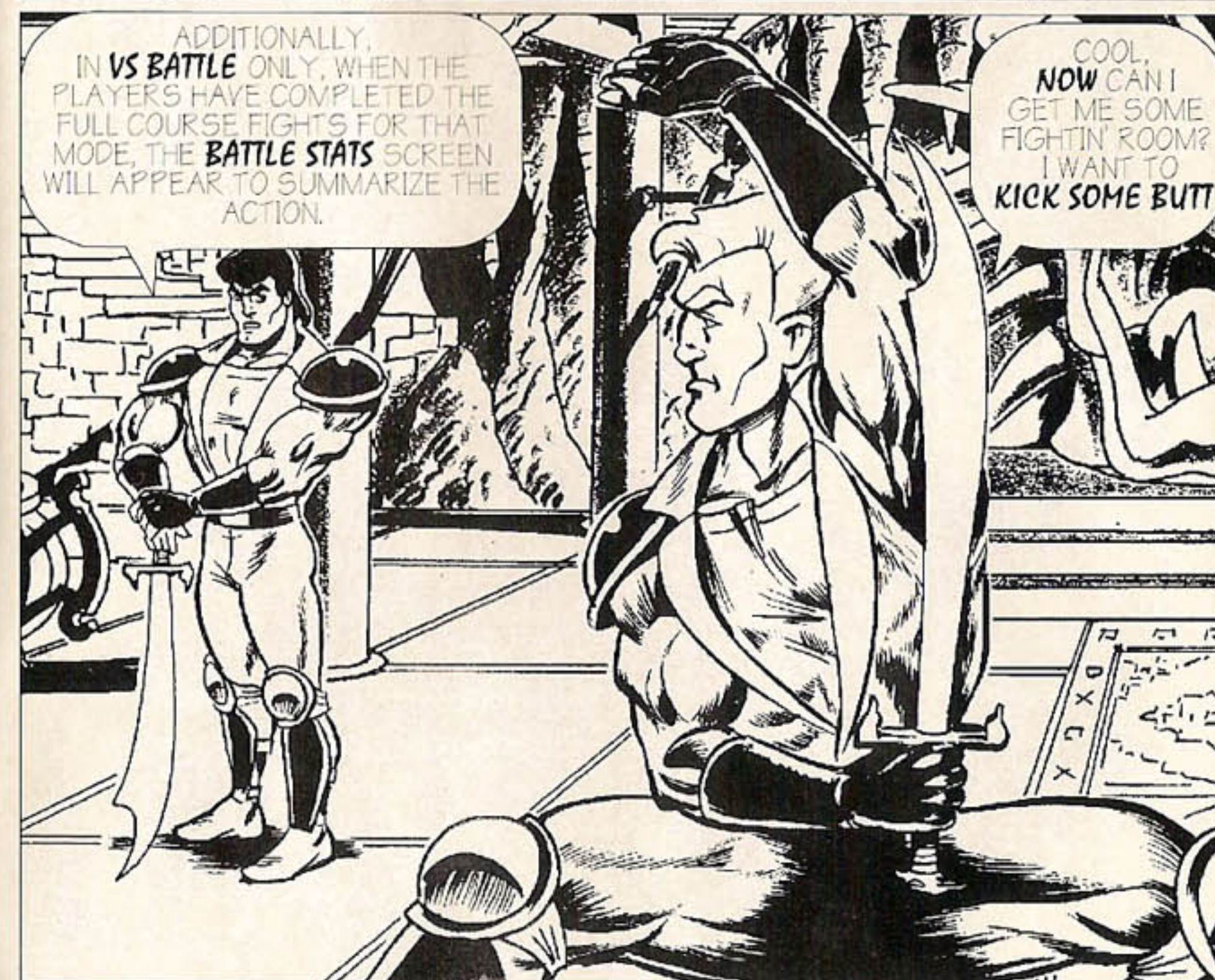
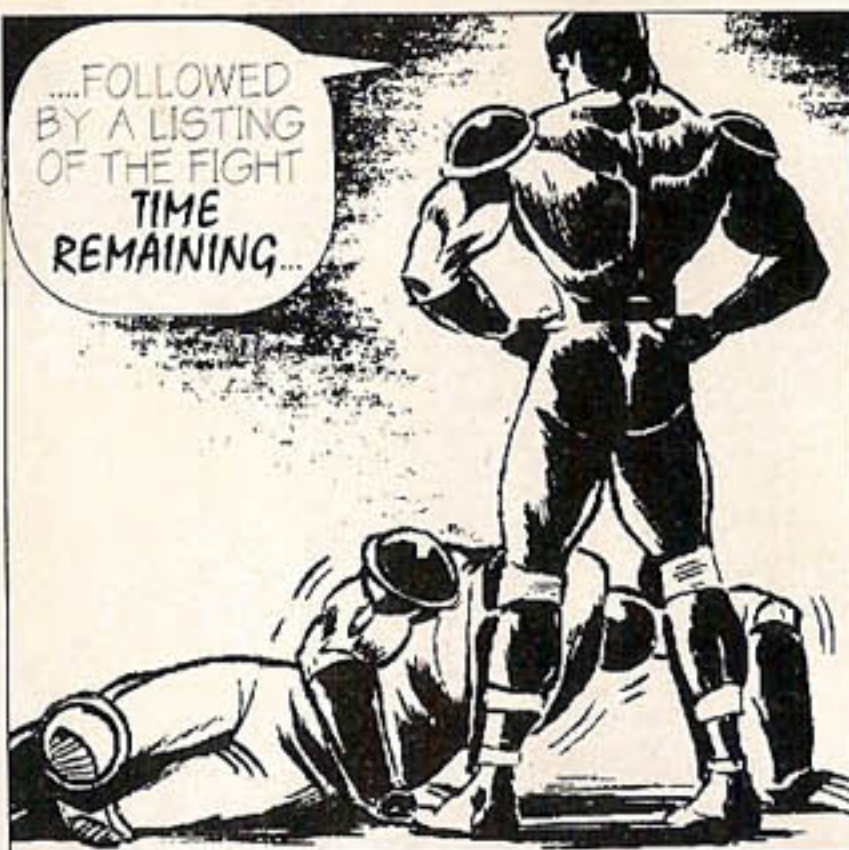
JUST PUSH
OPTION TO
GET THE
CONTINUE /
RESET
SCREEN.



**CONTINUE
NEW FIGHTER
QUIP**



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



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



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