Double Dragon II: The Revenge FAQ/Walkthrough

by antseezee

Updated to vFinal on Mar 11, 2011

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              FAQ/Walkthrough
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              For Sega Genesis
               Version Final
              By Chris Zawada
              User: antseezee
            E-mail: chris@z-wad.com
            Website: www.z-wad.com
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Author's Note
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The Double Dragon series has always been defined as one united term - kicking butt. Whether it be the flying hurricane kick, the numerous baddies that get pummeled, or the memorable Abobo, it was practically the definition of a fighting platform game. Progress through industrialized society with one goal in mind, the rescue or revenge a certain person. Double Dragon 2 is the sequel to the original Double Dragon, and it came out fairly bad on the Sega Genesis. Unlike the NES version which is a standalone, the Genesis version is a direct port of the Arcade version. The sad part is that most of the graphics and audio got sacrificed on the port version, meaning you have a toned down game. Not to mention the enemy AI is somewhat more challenging than it should be. This guide will provide a brief walkthrough, and boss strategies.

Contributing/Feedback

If you have any contributions, feedback, or strategies you'd like to have added to the guide, contact me via e-mail or on GameFAQs. I'll be more than content to add your segment of information, and will also provide credit. If you have any questions you'd like added to the Common Questions section, ask. I simply don't have the time to sit around thinking of questions. Provide me with what you want to know!

Updates

=03/10/11= vFinal Final update.

=01/08/05 = v1.0

Finished the FAQ. Only took a few hours, and the game was very short. Not what I expected.

=01/08/05 = v1.0

Started the FAQ. Estimating to finish it within the end of the day. Waiting for the Punisher to come out so that can be FAQed.

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- 1) Introduction -

If you haven't heard of the Double Dragon series, then you're either a Bruce Lee fanatic, or just one bored gamer. One of the earlier series to introduce platform fighting games was Double Dragon. It practically inspired the beat-emup genre with great expectations, by combining level traversing with the kicking of baddies' butts. To start off, Double Dragon 2 is the sequel to the original. Rather than your girlfriend, Marion, being kidnapped or stolen, she's actually murdered in this one. You decide to seek out revenge against the associates who did this, wreaking havoc, destruction, and melee whereever it deserves to be. Double Dragon 2 for the Genesis is actually a direct port of the arcade version, meaning you "should" see similar graphics/audio throughout the game. The translation got hampered though, and many of the important key elements were shot down quality wise.

Regardless, each level you progress through contains a series of mini-baddies, ending off with a level boss. The boss is usually tougher than the other opponents, and there are certain ways of destroying them. Sometimes enemies will be equipped with knives, whips, chains, and boxes that you can use against them, by first disarming them. Other times, you can karate kick people off ledges to fall to their death. Double Dragon 2 keeps many of the fun gameplay elements we remember from the series, it just doesn't keep any of the quality elements that help make the game better. Because of this, it is often regarded as a horrible arcade version of the Double Dragon series.

The storyline is quite simple. Your girlfriend, Marion, is murdered by a

street gang, and you decide to exact revenge against all associated with the gang. This means you'll be breaking up smuggling rings, illegal drug operations, and most of all, setting revenge upon thy opponents.

GAME INFO ##### ////////|\\\\\\

Players: 1-2

Developer: Technos Released: 1991 Rarity: fairly rare Special Features: n/a Cover Art on box:

- Shows Billy Lee holding onto Marion while being whipped by a chain

- 2) Game Basics

The Genesis controller is fairly simple to understand thanks to the A,B,C layout. Double Dragon 2's control system is also considered to be unique, as it was the first in the series to introduce a "proximity" system, where button pressing was based on your facing direction.

KEY representation for each button:

A = A button (black)

B = B button (black)

C = C button (black)

Control Pad = directional pad (black)

START = start button (gray)

/Game Controls/

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Up/Down - moves character up/down, useful for entering doorways/elevators

 ${\tt Left/Right\ -\ moves\ player\ left/right\ across\ screen}$

A/C - performs normal punch/back kick, depends on which direction you face

B - jumps

 $\mbox{\ensuremath{B}}\mbox{\ensuremath{B}}\mbox{\ensuremath{A/C}}\mbox{\ensuremath{-}}\mbox{\ensuremath{press}}\mbox{\ensuremath{stab}}\mbox{\ensuremath{a$

B + A/C - press this with someone behind you and you'll back hyperelbow START - pause game

- The control system works as follows. Basically, if you're facing frontwards towards an enemy, and you press the C button (rightmost on the controller), you will punch. If you're facing right, an enemy is behind you, and you tap A, you'll back-kick them. The system is based on the direction of your character. Facing the other way would reverse the attacking buttons. To perform a cyclone kick, jump, and press the toward attack button at the PEAK of the jump. The cyclone kick lasts about two seconds, and hits all enemies standing around you. Some opponents are smart enough to duck out of the way. You can also perform a hyperelbow attack, which is the same as before, except you jump, and quickly press the back-attack button. The back elbow is an instant knockdown, and hits close range targets with ease.

/Characters/

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The Double Dragon series features many "familiar" characters that repeat themselves throughout the series. This section will briefly describe them.

|[Billy Lee]|

- ROLE: Martial Arts master
- Billy is the main character of the game. He has blonde hair in the game, although normally he has a reddish/brown mix. Billy and Jimmy are brothers. They have their own dojo where they practice various moves. The speciality move for both is the Cyclone Kick.

|[Jimmy Lee]|

- ROLE: Martial Arts master
- Jimmy is the secondary character of the game, only attainable during 2Player. He has red hair in the game, although normally he has a blonde mix. Billy and Jimmy are brothers. They have their own dojo where they practice various moves. The speciality move for both is the Cyclone Kick.

|[Willy]|

- ROLE: Shadow Gang Overlord
- This is pretty much your arch-nemesis throughout the game. In the introduction sequence, he murders Marion, your girlfriend. Willy is equipped with an M16 that fires in five bullet bursts, and that's his primary attack. He also performs basic melee attacks.



- 3) Game Modes

Double Dragon 2 not only featured an encompassing beat-em-up mode, but it has "usually" offered co-op play throughout. Rather than just playing as the generic Billy Lee, why not play with a friend, and kick ass together! At least, that's the theme Technos was trying to get across. You must remember that Double Dragon 2 is a challenging game, which is why it's best to customize it before playing.

/1Player/

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This is the primary mode of play in DD2. You basically play as Billy Lee, on a quest to exact vengeance against those who murdered your girlfriend. You'll be taken through a series of levels where you'll face up to three enemies at one time, with ending bosses on each level. An ending is rewarded to you for beating the game.

/2Player/

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This is the secondary mode of play in DD2. You play as Billy and Jimmy Lee, who are karate/judo/tae kwan do/kick butt masters. Jimmy should have blonde hair, but he doesn't. There are more enemies, but the difficulty is based on what you set it to.

/Options/

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This is the way of customizing your game before it begins. After selecting one

or two players, go to the Options menu. You can set the difficulty to Easy, Normal, or Hard. On the lower difficulties, the life meter of each enemy is shorter. On Hard though, there is a huge increase. You can set your extra player lives anywhere from three to five people. I recommend maxing this, as you'll need every chance to keep on playing the game. Finally, you can do a sound test of some of the soundtracks in the game to make sure they work.

- 4) Walkthrough

This is the main game mode of the FAQ. It will guide you through each level, tell you of the enemy encounters, what to expect, and how to defeat bosses. Spoilers may be present if you're reading ahead, but there's not much to spoil except plenty of kicked butt.

/Mission 1 - Street Race/

A brief cutscene shows Marion standing outside, when she is gunned down by the leader of the Shadow gang, a man in a reddish-masked uniform. She dies. Suddenly, Billy pops out of the garage, and notices her death. He sees the men running away from the scene.

Move to your right and you'll run into three thugs. Watch for the wifebeater-dressed thugs, as they can do rolls and jump kicks. Try using your cyclone kick, and combo punches to bring one of them down, then concentrate on the other two. You'll run into a group of Linda and her two friends, who simply don't feel like playing. Disarm the woman with the metal whip, then try to use it on the others. Jump over the knife-tossing women, and again, make use of the weapons. Try to keep the metal chain on the screen, so you can use it up ahead. Proceed ahead, and watch out for a red conveyor door. Hit the large muscular man who pops out with the chain, or jump kick him. You can make use of the wooden box on the ground as well, but it only acts as a projectile. You'll run into another three thugs, 2 wifebeaters and the scruffy man. One of them has a shovel. Make use of either the box or whip from before. You can also go to the roof if you're having trouble, but they USUALLY will not follow up. Finally, three more Linda thugs ahead, and thankfully they're unarmed, so it should be a quick fight. Proceed to the right end.

You'll run into the end boss of the level. You should STILL have a weapon of some sort from before (either the Shovel or Chain). Just keep whipping the boss with it, and he'll eventually teleport away, leaving his uniform behind. If you don't have a weapon, try using jump kicks and cyclone kicks to repel him. The boss has heavy grapple moves, where he'll try to get in close. Mission complete!

/Mission 2 - Industrial Complex/

Billy pops out of an elevator, and arrives near the base of an established complex.

Start off by grabbing the Swedish Ball next to the iron slabs. Toss it at the three thugs that rush you from the right. Once they're down, take the Ball with you. Toss it up the packed steps near the pit, then engage the two women up top. You can use the ball. I found it too difficult to try and hit them off

the ledge, so I just kept beating them down. Jump up the next ledge, then hold up to bring the screen up. A black-haired man will pop out from a backdoor room. You'll have a narrow space to navigate through. I found it best to initially jump kick him to the ground. Then, move back, and re-engage but with a Cyclone Kick. Keep mixing the attacks up to catch him off guard. The jump kick is a sure fire way of knocking him down, but does little damage. The cyclone kick does extra damage, but sometimes he will "duck" under it. He'll mainly do grapple moves, which is why you shouldn't let him close. He also has a melee punch attack, so it gets rough if you time your punches. Climb the ladder when you're done. There should be three conveyor belts moving. Three green-colored thugs will drop from above. Try to move from belt-to-belt, luring the enemies towards you (one at a time). Try using normal combos for the quick kills.

Now, stay on the middle conveyor belt and go right. Jump at the ledge to solid ground. Three more generic thugs will pop from the brown door. Since the area is narrow, make use of Cyclone Kicks and jump kicks to neutralize opponents. It can get messy trying to do normal combos. Climb down the ladder, then engage Linda and the two thugs who pop from the doorway. This time, try doing one cyclone kick with them to your left, and they should fly off the ledge. Great for a quick kill. Go right. You should see a doorway in the center. When the light reaches the third slot, three generic thugs pop out. Try to lure them on the conveyor belt, get them behind you, then kick once to stun them. They'll die when they reach the blackness at the end of the belt. The next series of bad guys will consist of 2 Lindas, and a Arnold-look-a-like boss. The man has red eyes that pierce through his glasses. This guy is faster than your typical boss from before, so watch out. Try to rid of the Lindas first by luring them onto the belt, and kicking them off. The man will do powerful judo chops and kicks. I found it best to jump onto the belt, lure them over, then jump kick OVER them, and hope they stand still on it.

/Mission 3 - Mountain Fight/

Billy pops out from the complex, to only reveal himself in a mountain setting with a sunset.

Move right and quickly engage the pair of thugs. You'll run into two more Commando Lindas. These women are equipped with ranged grenades that can be used when you get out of melee range. They explode upon impact, so WATCH out. Thankfully, the damage is low, but they're still stuntastic. Try to use combos and jump kicks to neutralize them. Move right as usual. Three more generic thugs are awaiting to attack you near the barns. Nothing you cannot handle. Again, you'll face three more to the right, but this time there's a log on the ground. Make your way over, grab it, and toss it at the opposing enemies. Many of them will attempt to pick it up, which is perfect timing to ambush them with some powerful jabs. Up ahead, it will get very tough. A tractor in the background will light up its headlights when it's about to "expand" with some sharp floor blades. Try to cyclone kick when then lights reach their peak, to avoid being sliced on the ground. Unfortunately, the arena is limited during this battle when you face the three thugs. The blades do little damage, but are annoying. Concentrate on killing the three thugs with Cyclone Kicks and Jump Kicks. Getting a weapon and using it is too hard because you'll be knocked down by the time you start to wield it.

Once they're dead, move right. Make sure you take the Shovel that one of the thugs had. You'll run into two Biker Muscles. Quickly shovel them down. If you don't have a weapon, you will be screwed because they're big, fast, and strong. Now, proceed right. Two red-dressed Murderous look-a-likes will pop

out from above. Keep shoveling away, and get both of them on one side (so you're not flanked). Keep swiping with the weapon till they teleport-retreat. Now, it tells you to invade the enemy base. Jump onto the elevator, and it'll shoot you up. You'll be ambushed by 2 Abobo-look-a-likes. Use Jump Kicks and small combos to knock them down. Cyclone Kicks are effective, but you can also back kick the two Abobos. Just time the first kick in range, and the second kick should knock both down. Move to the right until you see a temple entrance. Suddenly, a Samurai dude will pop out of the doorway. He has two sharp swords, and isn't going to show mercy. Honestly, I found it easiest to jump repeat kick this boss. Basically, knock him down with a Jump Kick. Now, Jump Kick in the air and time it so he gets knocked down, right after getting up. Just keep doing it. It's not too tedious because the boss is fast and has great recovery time. Takes about 15-20 Jump Kicks to put him down permanently. Note that Cyclone Kicks are not an effective attack. While they'll work at times, he actually has a jump counter which he uses on you as you float in the air.

/Mission 4 - Temple Battle/

Billy pops through the Temple entrance to reveal himself inside a shiny Arabian-like palace. I hope this isn't a terrorist hideout!

Two Biker Muscles will greet you along the right. The trick is to jump past them, go to the far right, then move down, and kick them off the ledge to the left. Time your back kicks so they both get engaged. One will probably get smart enough and try to flank you along the right. All you have to do is move back, jump kick them, lure them back down, and repeat. Two more green Samurai dudes will rush from the right. Somehow, get them to face the pit, with you facing left. This is where the Cyclone Kick is effective. While they'll duck under it a few times, usually one of them will get pelted and fly off the ledge. It's great for a quick and easy death. Now, move right, but watch out for the poky Spear statue. This guy was pesky. Just go near the bottom, and proceed right as the spear retreats. Up ahead will be solid pillars that blast out of the wall. There is NO set pattern to it. They shoot out randomly from either a high/low spot, with three columns. However, the same spot never repeats twice. Just stay in one column, jump over, and try to reach the ladder. I took some damage regardless.

Climb down, and engage the two wifebeater thugs at the bottom. Fairly easy, and a great warmup from obstacle dodging. Now, two Teleport Bosses will breach the wall. These guys are a real pain to kill, because there are no ledges to hit them off, nor weapons to use. Focus on Jump Kicks and Cyclone Kicks if possible. It was way too hard try to time back kicks, because of their double damage grapple move. Move right, and you'll see a black doorway. Suddenly, two Biker Muscles and Linda pop out. I found it easiest to get a spot along the left part of the area, face your back to the Biker Muscles, and wait for them to get near. Now, just back kick them, and repeat the strategy. For some reason, Linda should stay behind, and the two Biker Muscles have no ranged attacks. Once dead, you'll move into the next room. Two Arnies are here to greet you. These guys are a pain, if you remember from level two. Since there are no pits or weapons, use CYCLONE KICKS. Mix your attacks with Jump Kicks to stun them. Arnies can dodge the cyclones, but mixing them with Jump Kicks will catch em' off quard.

Once they're down, another series of dual orange Samurai Dudes will pop out. Use the Jump Kick strategy, and try to get them lined up horizontally, so BOTH are knocked down immediately. Cyclone Kicks are NOT effective against the Samurais, although they're great for temporary evasion. After one of them

dies, Willy, the game's ending boss will appear. He murdered your girlfriend, that bloody bastard! The problem is that you'll have to deal with the remaining Samurai and Willy, which is almost INSANE. Your best bet is to focus on the Samurai first. Try to get a quick back-kick combo in. Willy basically scrolls vertically along the screen firing bullets. He will fire over your feigned body though, which should keep knocking you down. Try to move vertically to avoid getting gunned down. Once Willy is alone, don't even bother back kicking; it's a waste of time. Instead, get front punches in, and do uppercuts. Willy has a melee attack with the butt of the gun, but he can be caught off-guard quite easily. Jump Kicks are also somewhat futile. His burst intervals are five shots, so rush in after the fifth shot for an exposed Willy (haha, that's funny). Repeat this strategy, and Willy should die.

Suddenly, the screen darkens, and a purplish-image of Billy rises from the ground. It's your mirror image of hate and revenge! Dun, dun, dun!

The mirror image of yourself is fairly easy to kill. Knock him down with a punch combo, back kick, or jump kick. He will then teleport into the ground, and mystically warp up into your body. It does minimal damage but is effective. To evade it, simply continually hop around the room after knocking Evil Billy down. There's no way he can affect you. After several knockdowns, he will fall into the ground.

Billy enters the doorway, and we're brought to some flashbacks of Billy kicking butt. He defeats each of the four bosses (teleport man, Arnie, Samurai Dude, and Willy). That's pretty much it though. There's no excitement, some revenge-squeezing scene, just Billy kicking butt. So much for the storyline.

- 5) Codes -

Many games are limited in action. Double Dragon 2 is one of them. In order to expand the experience, certain codes/secrets allow you to increase the replayability aside from getting a friend to play along. This section will describe some of the available codes for the game.

-- THERE ARE NO KNOWN CODES for Double Dragon 2.

- 6) Common Questions -

)) Gameplay ((

- << How does this compare to other beat-em-up games on the Genesis? >>
- To be honest, this one is quite crappy. The best series by far is Streets of Rage, which rules over Double Dragon in graphics, music, and yes, even gameplay. To be honest, this game would barely receive an average rating from most reviewing websites if it wasn't for the "Double Dragon" tagged theme. The game has a popular name, but the music/sound effects are horrid. Graphics are dark-colored, and do not show the vibrant atmosphere of the DD universe. Not to mention the game is very short, consisting of only 4 missions, which is a disgrace in my opinion. A boring ending does not help the situation. Overall, I'd rate it a 3/10. The NES version is a much better choice in my opinion.
- << How many Double Dragon games are there on the Genesis/Megadrive? >>
- There are technically four releases of the Double Dragon series for the Sega Genesis, although one of them was a Japanese release. Double Dragon, Double Dragon 2, Double Dragon 3, and Double Dragon 5 were all released for it. Double Dragon 2 was released in Japan only, hence why it's hard to find and rarely played. The other three were all released in North America, so no worries there. From what I hear, most of the Genesis versions are worth avoiding. The SNES only has a few, but has the funtacular Super Double Dragon.
- << Why is this version so bad? >>
- Little is known on what exactly happened. While the game was ported by Technos Japan, something obviously went wrong in between. As some of you may know, the NES version of the game is much brighter, features more levels, and is often considered the best of the Double Dragon trilogy on the NES. However, DD2 on the NES wasn't exactly "ported" over. It more of the less had a standalone story that separated it from the other games. DD2 on the Genesis tries to emulate the exact arcade port, and simply doesn't have the hardware to do it. The color palettes are horribly off, and the sound is a complete abomination. My guess is that the Genesis lacked the hardware to match the arcade version correctly, and Technos said screw it. I'm not even sure the level designs match the same, and a special "flying sidekick" was removed from the Genesis version. Many things are missing, include quality. Was it worth the sacrifice? Probably not, since most people dislike this game.
- << Who are the bad guys in the game? >>
- I honestly do not know each of their names, although fans of the Double Dragon series probably do. Each thug in the game is categorized with a general name. For example, the women fighters are Lindas, and the final boss of the game is Willy thug of the Shadow Gang. Basically, in the first Double Dragon, they kidnap your girlfriend (she must have been hot), and you rescue her back, while beating most of them down. They decide to exact revenge against you by killing Marion, which angers you, thus making you counter with vengeance of your own. All in all, the Shadow Gang comes back into play from the original classic.

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- 7) Copyright/Distribution/Reproduction Guidelines -

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- http://www.gamefaqs.com/
- http://www.ign.com/
- https://www.neoseeker.com/
- http://www.cheatcc.com/
- http://www.cheatplanet.com/

- 8) Proper Credit -

I'd like to thank the following people for their help in making this FAQ possible:

-)) CJayC ((for constantly updating GameFAQs, and dedicating his entire life to it. Takes a lot of effort to keep a site going this long.
-)) Rootsecure.net ((for providing an ASCII generator which I used to create the title. Very nifty, useful as always, thanks.

"Some people make sacrifices to make other people happy." - Chris Zawada "Frrrrreeeeeeeeeeeddddoooooooooommmmm!" - William Wallace, Braveheart

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