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\*\*\*100%\*\*\*\*\*Introduction\*\*\*\*\*Completed\*\*\*\*\*

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 Version History <Versn>  
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Version 1.0 Submitted 9/5/03: Submitted the FAQ/Walkthrough.

Version 1.1 Submitted 11/9/03: Fixed grammar mistakes, added the instruction manual's story and a section for Mode B in the Walkthrough.

Version 1.2 Submitted 11/17/11: Reformatted along with all my other FAQs and included Neoseeker as an allowed site to host my FAQs.

Version 1.3 Submitted 11/28/11: Just a spell check.

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## Introduction

<Induc>

---

I was introduced to this fine beat 'em up back in the early 90's courtesy of my Uncle Paul. The NES port is much different than the arcade and other versions. Co-op sadly is gone and something that will catch your eye when you start playing is you now have an experience system that will give you the most powerful attacks to use to beat the Black Warriors up with. Uncle, if you read this one day, this one's for you. Thanks for introducing me to this great game!

---

## The Story

<Sline>

---

Copied from instruction manual. Copyright (c) 1988

### THE DOUBLE DRAGON STORY

Double Dragon is the story of Billy and Jimmy Lee, twin brothers who learned to fight the cold, tough streets of their city. Their expert knowledge of the martial arts, combined with their street-smarts, has made them both formidable fighting machines. But now Billy is faced with his greatest challenge: his girlfriend, Marian, has been kidnapped by the Black Warriors, the savage street gang of the mysterious Shadow Boss! Using whatever weapons come to hand-knives, whips, bats, rocks, oil drums, even dynamite-Billy must pursue the gang throughout the slums, factories, and wooded outskirts of the city to reach the hideout for his final confrontation with the Shadow Boss...his brother Jimmy!

---

## The Characters

<Crctr>

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**Billy Lee:** The protagonist of the game out to save his girlfriend from the Shadow Boss who is now his turned evil brother, Jimmy. Yeah, he's not happy.

**Jimmy Lee:** Originally a playable character in the arcade version but is the antagonist on the NES port and the leader of the Black Warriors responsible for taking Marian captive. Jealous Jimmy?

**Marian:** Billy's captive girlfriend awaits to be rescued after Billy kicks Jimmy's face in along with his other cronies.

**Willie:** Machine gun Willie is the final boss in the other versions of the game. Despite that, he still awaits you in the final gauntlet of the game.

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## Controls

<Cntrl>

---

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|_____|
|           Nintendo |
|  _  |  |  |
|  _ o _ | Select Start |
```

```

|   |_ |   _____   _____   |
|           (____) (____) B A   |
|_____ |

```

D-Pad: Moves Billy  
 Down above enemy: Pins enemy down  
 Forward twice: Headbutt in Mode A, Run in Mode B  
 Select: Does nothing  
 Start: Starts, pauses and resumes game  
 B+A: Jump Kicks  
 B: Kicks  
 A: Punches, Pin Punches, Elbow

\*\*\*100%\*\*\*\*\*Walkthrough\*\*\*\*\*Completed\*\*\*\*\*

```

+++++
                                Walkthrough                                <Wlkth>
+++++

```

This is the walkthrough section, the bulk of the guide. I've now included Mode B which is the versus mode. Some day but I may add strategy to it but I'm not crazy about that mode so don't expect it to happen soon. When I say a specific screen number it details what happens in an area before you're allowed to move on with the level signaled by the thumbs up signal. So i.e. the killer blocks and the red Chintais in Mission 4 count as screen 1 since the thumbs up appears after that fight. I also go over how to level up your skills since this version has an experience system which I'll cover first.

```

-----
                                Leveling Up                                <LvlUp>
-----

```

You acquire the most powerful attacks in this version by building up experience unlike in the arcade version where you have all of them at your disposal. Every attack you dish out gives you a different amount of experience. The EXP counter is the heart total on the right side. The amount of hearts on the left side is your EXP level. Once you bypass the 999 counter you get a heart and the target EXP total is the same for every level you advance to. You start the game with one and the highest level you can reach is seven. When you reach level seven you won't be able to gain any more experience. Below is a list of all the attacks you can learn, at what level and how much EXP the attacks and two weapons add on to your experience total. The rock, knife, TJC box, dynamite and oil drum will give you none. Dynamite and knives however can kill generic enemies in one shot as you long as he/she's not in Billy's face. Some reason they won't if they're up close to you.

Level #	Attacks	Weapons
1	Punch=20 Kick=15 Headbutt=12	Bat=25 Whip=30
2	Roundhouse=10 Uppercut=10	
3	jump kick=12	
4	Hair Pull Grab=0 Hair Pull Knee=0 Hair Pull Throw=0	
5	Pin Punch=0	
6	Elbow=3	
7	Big Roundhouse=0	

An easy way to build up experience early is to kick an enemy twice, move away and repeat. Don't move behind a couple steps and kick him/her again. Get off the row you're on, let them come to you and then keep kicking them. If you don't switch rows and just move back a couple steps, drop two more kicks you're likely to kill him/her. The safest way to do this is lure the final enemy in the group to the top or bottom row. Kick them twice then move up or down to the other row and keep pummeling the enemy until you feel satisfied.

Early in the game if you come out punching you will get clobbered. Its best to mix in punches after a kick or two if you want to throw some. There's a cheap way to reach level 7 easily and its listed in the secrets section if you're interested. I'm covering how to level up Billy legit here.

---

### Billy's Skills

---

<Skills>

When you start the game at level 1 you can jump which won't be necessary until you reach level three. Then you can actually damage enemies while jumping. As attacks go you start off with standard punches, kicks and a headbutt which is a very bad attack that leaves you wide open for a beating. NEVER do one.

At level 2 you gain a small uppercut at the end of throwing multiple punches or kicking twice and then the punch button. You also get a small roundhouse kick after kicking three times in a row. Its still possible to do three in a row without the roundhouse but I find it harder to pull off.

Once you reach level 3 you get one of the best moves in the game, the jump kick. Its a great way of taking of two enemies in front of you and if timed right you can block knives with them! Just be far away when you do. It takes practice to get it down. When you learn this move Williams and Rowpers will start using this as well.

Level 4 gives you the hair pull. This ability opens up some options of what to do in the position. You pull his/her hair by kicking them a couple times. Sometimes it only takes one kick to get an enemy in this position. You can either immediately throw them, hit their skulls up to five times with your knees or do 1-4 knees and then toss them. Its a great instant death move if positioned properly to throw anyone but Abobo into pits. Keep in mind once you get this ability when you kick him/her twice you more likely to grab them than do a combo with your feet. Despitethat this won't work on Abobos or Jimmy Lee.

You learn the pin punch at level 5. To do these punches an enemy must be on the ground. Quickly stand above it and press down and then keep punching until either the enemy dies or shrugs you off. The Chintais take a good amount of damage before you can punch them in the face. Abobos, Willie and Jimmy Lee on the other hand can not be attacked with this move. If one of those three can let me know but I think that's not the case.

The elbow move that is acquired at level 6 can only be performed by facing away from enemies and pressing A. This is the most damaging move in the game and can drop Jimmy's cronies fast. This is the best move to use on Chintais, Abobos and the final bosses to take them out fast. Its best set it up with two kicks to stun the enemy before dishing out the pain. After you kill an enemy with this move don't kill another until the dead guy's body disappears. Its a weird bug.

The moves Level 7 rewards you with a more powerful roundhouse kick which kills generic enemies faster than ever assuming you don't up grabbing their hair. To increase the chance the big roundhouse always connects do four punches instead

of two kicks.

=====  
Mode A

<Arcde>  
=====

-----  
Mission 1-Slums

<Misn1>  
-----

Screen 1

The first enemies you encounter in the Slums are three Williams. However due to NES limitations only two enemies will appear on screen at the same time. Begin building up your EXP by kicking them repeatedly. You can punch them without being harmed if you do this combo before you reach level 2. Kick them twice, punch, kick. You can also do kick, punch, kick, kick which won't be affected when you level up since the punch after two kicks will turn into an uppercut. Three kicks however will send them to the ground but not kill them. Two rounds of three kicks in a row will however.

Screen 2

Climb the left ladder to surprise the Lindas that will pop out of the door here. Kick them both once they get up to ya. Grab the whip from them and use it against them! Very easy fight here. Most of the time it'll work and once in a while they or one of them won't fall for it but that happens rarely.

Screen 3

Keep building up your EXP a little against the four Rowpers with the kick one twice and move away strategy. Avoid using the oil drum here since you need to build up your skills early to survive the final two missions.

Screen 4

After you slay the Rowpers, you'll face more five Lindas and one of them carries a whip. Grab the whip and use the same EXP boost trick until you get to level four or five. I usually level up here until the time's near 10 seconds or so. Five isn't necessary but you'll want to be at least level three before entering the door and being that high leveled gives you a great chance of taking on the boss at level 7 on Mission 2.

Screen 5

Jump kick both Rowpers off the conveyer belt and do the same to the Abobo when he comes out of the door for an easy victory and off to the Industrial Area!

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Mission 2-Industrial Area

<Misn2>  
-----

Screen 1

You can jump kick the Rowpers but I prefer using the hair pull instead. You'll also wanna dodge the TJC box one of them carries with them.

Screen 2

After the Rowpers are disposed of you'll face off against some Williams. Be

careful as the first one you see is carrying a stick of dynamite! Dodge it and throw it back at 'em! Climb the fence to face the second Williams but this one has a bat. Jump kick him to drop the bat and leave it on the ground. Climb down or jump off the fence ahead of you to face three Williams but one of them has dynamite. Move away from the one throwing the dynamite, pick it up quickly and use it to take any of them out. This is why I said to drop the bat. I'll take instant kills weapons over those with EXP any day. Keep in mind you can't carry both the bat and the dynamite. You have to choose which one you want ahead of time. If you immediately kill the one that had the dynamite the next one will come out with one as well. There's a secret for this area of I was told years ago. In my secrets section if you are interested in a cheap way to reach the max level.

### Screen 3

After you defeat the Williams you'll face more five Lindas. Take her whip and do the EXP boost trick from Mission 1 on these ladies after taking out the first four. One will then come down two ladders. I suggest you take this time which you should have a ton of by now to grind up to level 7. Once she's defeated, climb every ladder to face the second boss, Chintai. Use 4 elbows or you can throw him over the edge with the hair pull throw or by jump kicking him over the edge to bypass the halfway point of this game and into the Forest.

-----  
Mission 3-Forest

<Misn3>  
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### Screen 1

When the mission starts you see a Williams carrying a knife when you start this Either jump kick him before he throws it to drop it or jump kick the knife itself from a distance. Pick it up and then throw the knife back at him to kill him instantly and just like the dynamite you can't let it hit you no matter what! After that, you'll face four more Williams. Two other will carry a knife. You know what to do, right? One thing to keep in mind now that you've learned Billy's elbow move can lay out the Williams and Lindas in one shot now!

### Screen 2

Next up are three Chintais. Its best to fight them one at a time so slowly walk until you see one appear. Four elbows or two rounds of either four hair pull knees followed by throwing him or five hair pull knees are your best moves to use to defeat them.

### Screen 3

More Williams are ahead, one with a bat and two with a knife assuming you use the knife on the first immediately. Sacrifice the bat for the knives to plow through these wussies. Failure to jump over the bridge will cost you a life.

### Screen 4

You'll fight four Rowpers next. if you don't feel like using the hair pull or pin punches, elbows almost take these dudes out in one shot. Somehow unlike the Williams and Lindas being a generic enemy can withstand one of Billy's elbows.

### Screen 5

After surviving all that you will end up fighting two Abobos! If you have a lot of energy elbow them. It only takes four elbow punches to defeat one. 16

jump kicks will also get the job done. The same applies to Chintais. Once both are dead enter a door. If you keep on the path you return to the start of the mission so don't be dumb. Enter a door.

#### Screen 6

Dodge the icicles that fall from the ceiling VERY carefully. Four of these will cost you a life. Jump onto each platform to reach the other side. If you accidentally drop below the moving platforms, you'll face three Rowpers and the one from the left carries a rock! You cannot block the rock with your feet so just avoid it if you do fall down. If you do, after the Rowpers you'll go through the icicle drill again so don't fall.

After jumping platform to platform you'll come to a door and be greeted by two red Chintais. Defeat them with hair pulls or elbows. Once they are defeated enter the door and you'll enter a cave where Williams are waiting for you.

#### Screen 7

One interesting thing to note here is if you end up taking a ton of damage here you can go back to the previous screen through the entrance here and get all your health back. Three of the five Williams that come after here will have Dynamite assuming you throw it back to them immediately. Be careful, this is a tight corridor with a Williams coming from both sides. To ensure success here let the Williams throw the dynamite, move away and throw it back at the former user. Then quickly kill the other Williams before the next one comes out with dynamite. My move of choice is elbows or hair pull knees. If you pull this off you can kill three of them with dynamite sticks. Just remember not to throw them when one is in your face to kill 'em. They'll also blow up after a certain amount of time in your hands so do them in fast!

#### Screen 8

After the Williams have been defeated keep going straight and drop all the way down to dodge the rocks. If you jump instead you will lose a life! Jump across the pits from the circles on the ground. Once again if you don't jump from these spots, one of your lives will go down the drain! Dodge more icicles then drop down to take on two Incredible Hulks...uh, I mean two green Abobos. Sorry. Couldn't help myself there. Proceed with caution and elbow both of them. Yes, once the first one is taken out a second one appears. When they're defeated entered the door. If you're crafty you can jump kick them off the side of the steps leading down to them. It takes practice to do it I hear. Personally I've never tried it.

#### Screen 9

I don't know what's up with the moon in the background but I like it. Nice touch programmers! Anyway, climb down the ladder and here you have eight Lindas to deal with. The best strategy for here is the hair pull throw combo or just throw them off the left side. You can also do five hair pull knees but I prefer the others. When the eight are defeated, you'll hear the sound of a door opening. Jump kick from here for a little shortcut to reach the big door which is south of here. When you enter it you'll access the final level of the game inside the Black Shadow's Fortress! Don't worry, Mission 4 isn't longer than this one.

## Screen 1

Congrats on making it this far. Welcome to the mission from hell and what better way to welcome us than with an awesome looking skull above us and epic music! Your first obstacle is the deadliest one in the entire game, the killer blocks. Believe it or not, this little death trap can sap all your lives if you're not careful! This method has gotten me through without a scratch many times. Hope it helps. Move up next to the killer block wall and wait for the second block to pop out three times, NOT out consecutive times! That part is VERY important! As the second set goes wait for the same block to pop out once then run. When you reach the last row of both walls jump over the bottom block just to be safe as it has a tendency to be a jerk and trip you up before heading on to the first fight of the mission.

After the killer blocks, you'll face five red Chintais, one with and without a knife. You can use the same strategy as in screen seven of mission three. The major difference between the two situations is the lack of space to walk around in this one. There's even a pit to the far right of the screen, so be careful not to get kicked in it. Use it to your advantage and watch your back! The Chintai that pops out near the far side of the screen once you enter has the knife so waste no time and jump kick him to drop it. If you kill the first four without using the knife to kill a Chintai and it stays on the ground the entire time, none of the others will come out with one making the fight a bit easier. I do like using knives against enemies but they don't kill Chintais in one shot. My recommendation is to throw as many as possible into the pit or connect with four elbows and leave the knife on the ground.

## Screen 2

Once the Chintais are disposed of jump over the gap and Abobo breaks out of the wall to take you on! Ignore him and climb up the ladder to face seven Rowpers. If you do decide to take on Abobo, another will be waiting for you and whatever you do don't go straight. You'll be right back at the start of the mission with the killer blocks! Be careful up here especially since there is a pit to the far right of the screen. Throw as many of them over the edge as possible. When the seventh is destroyed enter a door and sadly when you do the epic music ends. Why couldn't it last the entire level like in the arcade version?

## Screen 3

Go up the ladder and when the door opens out comes a Williams. Every door in this area contains a Williams. Once he pops out jump kick him and keep going up and down ladders until you reach a moving platform that goes up and down. If he gets up and goes after you, you can keep more Williams from coming out of the doors despite the enemies on screen limitation! After you jump over you'll have to deal with one more Williams before jumping up to another moving platform that brings you to the final area of the game. If possible get behind the door to get the jump on him.

## Screen 4

Once you arrive in the final room the title screen theme begins! Awesome! You start the final area will seven Williams to knock out. I prefer to use jump kicks and pin punches since there are too many and nobody carries a weapon on them. Once they are eliminated go straight and prepare to run the gauntlet.

## Screen 5

The gauntlet consists of every enemy you have ever fought in the game except Williams who you just wiped out. You also have two new and hard boss battles,

machine gun Willie and the Shadow Boss. You have go through it without ever recovering any of your lost health! However the game is merciful enough if you lose to the final boss you restart at that battle with full health.

Your first victims are two Abobos. Elbow them and keep them separated from each other to avoid taking any extra damage. Watch your back and you'll be fine. Next up are two Chintais and one of them has a knife on them so grab it and use it the first shot you get to drastically lower the health of one of the two since the knife isn't strong enough to kill them in one shot. At that point you can then begin to pick them apart with elbows. Next up are two Lindas and then two Rowpers. Nothing exciting as elbows will instantly kill the Lindas and severely damage the Rowpers. Hair pull knees work well if you don't want to risk taking any extra damage. After the last Rowper is dead stand to the right of the door to catch machine gun Willie off guard.

When the door opens immediately kick Willie. Once he gets up, begin to trap him in a corner and use the hair pull knees continuously and DO NOT throw him! The last thing you want is to give him range with his machine gun. If it looks he's too close to the wall move down a bit and start the process again. Don't attempt to use elbows as his machine gun dishes out a TON of damage. I think two or three hits alone can kill you. Bottom line? Don't let him breathe! Once he's dead prepare for the final battle against the Shadow Boss, Billy's own brother Jimmy! You better have a lot of energy left. You will need every ounce!

Once the door opens don't attack him. Just about every time I try to get a cheap hit in on him he tends to him me instead so I suggest waiting for him to come out then kick him twice and follow it up with Billy's elbow. 16 elbows alone will be enough to bring Jimmy down but its best to kick him twice in the gut to stun him which pretty much guarantees the elbow move will connect. Its best to not stand in front of him as he'll either triple kick or jump kick you. No other strategy is capable of working against him because it will take forever to beat him without using Billy's elbow attack. Once you see Jimmy's body flash, its time to celebrate as you just beat Double Dragon! Afterwards ou get a quick scene of Marian kissing Billy as a heart rises to the top bringing Mode A to a close.

```
=====
                                Mode B                                <Vrsus>
=====
```

Can't believe I forgot to add this in the walkthrough. I won't go too in-depth with this mode since I'm not a fan of it and honestly don't think its fun at all but I'll note a few things that are worth mentioning for those who wish to play Mode B, this game's versus mode. You can go head to head with a friend or the computer and whether you take on the AI or a friend, whoever the first player chooses is also going to be the second player's character. Sadly there's not a way to choose a different opponent and no strategy needed to win.

The controls are the same as Mode A except that pressing forward twice will make your character run instead of doing a headbutt. While running you can add in a punch, kick or jump kick. Instead of a jump kick for Abobo he was given a shoulder block move which I think really suits him.

If you choose Williams, Rowper or Chin there will be a weapon in the middle when the fight begins. Williams gets a knife, Rowper gets a club and Chin gets nunchuks. Running into walls won't damage you. Another thing worth noting is that when playing against the AI you have less health than the computer so you have to work extra hard to be victorious. That's probably the biggest reason I don't like this mode. How can you have the computer have more health than you? Its not far at all!

-----  
Enemies List

<EList>  
-----

-----Enemies-----

Abobo: This typical bodybuilder on steroids looking foe is one of the most fearsome enemies in the game. Never trade punches with this dude as you'll get your butt handed to you every time.

Chintai: Not gonna lie when I was a kid I always thought Chintai was a girl because his hair and pants are purple. Chintai takes a lot more damage than the generic enemies. Don't take him lightly, beat him to a pulp very quickly.

Jimmy Lee: Billy's brother and leader of the Black Warriors. Its basically a fight against your inner self since Jimmy knows you inside out. Forget the fact he's your brother for a minute and give him what he has coming!

Linda: Unlike the Rowpers and Williams, Lindas thankfully never gain the jump kick move making them the weakest enemy in the game despite that at times they will carry whips.

Rowper: Like Williams he's a pushover. He tends to use the jump kick more than a Williams but isn't that bad of an enemy. Steer clear of them when they throw the TJC box or a rock at you. Unlike the other two generic enemies he's the only one that can't be killed by Billy's elbow attack in one shot.

Williams: Basic as enemies come in this game. The only time you have to be wary when you fight one is when they carry Dynamite or a Knife. Even so they're nothing to worry about.

Willie: A big mean dude who carries a machine gun that can kill you VERY quickly if you're not paying attention to what you're doing. Don't go in his line of vision or waste any time beating him into the ground.

-----Traps-----

Falling Rocks: Unless you don't move that's probably the only time these will ever hit you. Every time I jump across pits with these never hit me.

Icicles: These fall from the ceiling in two parts in the cave areas of the third mission. They hit you pretty hard so dodge them at all costs since you can't destroy them. The same goes for the other traps listed here.

Killer Blocks: Everybody's most hated part of the game like I said in the walkthrough can sap your lives fast. Don't be hasty once they start popping out. Four hits and you're dead!

Spikes: The only way you'll drop onto the spikes is when you accidentally fall off the edge near them which shouldn't happen at all.

-----  
Secrets

<Scret>  
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Pixelated weapon: Pick up a weapon just before you move on to the next screen. It will then appears as a pixelated bat and disappear a few seconds later.

Climbing the wall: Before entering the door to access the final room of mission one you can scale up the wall at the end over and over.

Cheap experience building: On Screen 2 of Mission 2 after jumping off the fence lure the Williams you first see to the pipes and then climb back up the fence and walk until you see NO part of the area you were just at then go back and swing the pipes. Your EXP should be increasing! Its a cheap way to quickly get your skill level up to seven. This trick will not work if the Williams threw the dynamite and destroyed someone or blew up!

Cheap win over Mission 2 Boss: Once Chintai pops out of the door climb down a couple ladders and you instantly move on to Mission 3.

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Contact Info. and Rules

<Cntct>

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Please read the FAQ before e-mailing or sending me messages. I've gotten a few questions through e-mail that were already answered in my FAQs. Make sure that you speak proper English in your e-mails/messages please. I want to understand what you trying to say not see a big mess or words that don't make sense. If you didn't like it tell me what to improve. I don't mind criticism at all. I just ask you don't be nasty about it. Thank you.

E-mail: [kevinmrrll1519@gmail.com](mailto:kevinmrrll1519@gmail.com)  
Twitter: <http://twitter.com/KMerrill03>

---

Credits

<Crdit>

---

-My Uncle Paul for introducing me to this game when I was a kid.  
-Technos Japan for making it.  
-Aksys Games for releasing it on the Virtual Console.

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