

# Double Dragon II Game Mechanics Guide

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Updated to v1.1 on Dec 30, 2011

**This walkthrough was originally written for Double Dragon II on the NES, but the walkthrough is still applicable to the GENESIS version of the game.**

Double Dragon II: The Revenge (NES)

Game Mechanics - Hit Points, Attack Values, Misc. Data - Version 1.1

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\*I. Introduction\*

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This is a guide to hit points, attack values, and other relevant game mechanics information for Double Dragon 2 - The Revenge on the NES. All values are in eighths, because this is how the game divides hit-points - 1/8 of an HP is the smallest unit used. Where whole hit points are concerned, I use whole numbers or mixed fractions as needed. Values are listed from lowest to highest unless otherwise noted. Subjects within categories are organized by order of appearance.

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\*II. Notation\*

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Hit patterns: Some attacks, instead of hitting for consistent damage, hit for varying amounts of damage in a repeating pattern. In this case, I describe the pattern with #-#-#-#. Each number is in eighths, not a whole number - I left off the "/8" to make it easier to read. In all other cases, eighths and whole hit points are clearly delineated.

Some attacks have particular effects, which are notated thus:

- (kd) - knocks down the target in one hit.
- (shortfly) - sends the target a distance of one quarter of the screen.
- (longfly) - sends the target across approximately half the screen.
- (flyup) - sends the target mostly upwards.
- (diagonal) - this move/attack can be used diagonally across the screen.

Any shortfly/longfly attack automatically causes knockdown, so (kd) is not used. See V. Gameplay, F: 2 1/2 D for more info on (diagonal).

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\*III. Player Character\*  
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(Billy/Jimmy Lee)

8 HP (all difficulties)

A. Standard Attacks

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Jump.....N/A  
Kick.....1/8  
Punch.....2/8\*  
Knee stun.....2/8  
Knockdown kick.....3/8 (kd)  
Knockdown uppercut...3/8 (flyup)  
Jump kick.....4/8 (kd)  
Cyclone Kick.....1 HP (shortfly)  
Hyper uppercut.....1 2/8 (flyup)  
Flying knee.....1 7/8 (longfly)

\* This can vary based on Extra Tough enemy status. See V. Gameplay, A: Hit Counter/Extra Tough for more info.

The Knee Stun can only be used while your opponent is getting up. It stuns in 1 hit.

The Cyclone Kick allows you to hang in the air for a short time, which can be useful for some platforming sections and for avoiding attacks.

The Flying Knee shifts your position to the side faster than getting up and walking. This can be used strategically in platforming sections, or for outmaneuvering enemies.

B. Shopping Cart

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In addition, the player can use the hair grab/shopping cart technique on a stunned enemy. This allows you to hold the enemy and deliver a combination of up to 3 hits.

Possible shopping cart attacks -

Knee bash.....3-2-3-2  
Elbow.....3/8  
Throw.....6/8 (shortfly)  
High Kick.....7/8 (flyup)

Up to three knees/elbows may be used, while throws and high kicks finish the hold. The damage varies depending on the combination. It requires 3 hits and/or a finishing attack to complete the hold, unless it is interrupted by a third party attack. Damage values add up exactly, the whole is equal to the sum of its parts.

Here are all possible combinations:

If interrupted

1 knee.....3/8  
1 elbow.....3/8  
2 knees.....5/8  
2 elbows.....6/8

#### Normal Situation

1 throw.....6/8  
1 high kick.....7/8  
3 knees.....1 HP  
1 elbow/2 knees.....1 HP  
2 elbows/1 knee.....1 1/8  
3 elbows.....1 1/8  
1 knee/1 throw.....1 1/8  
1 elbow/1 throw.....1 1/8  
1 knee/highkick.....1 2/8  
1 elbow/highkick.....1 2/8  
knee/knee/throw.....1 3/8  
knee/elbow/throw.....1 4/8  
elbow/elbow/throw.....1 4/8  
knee/knee/highkick....1 4/8  
knee/elbow/highkick...1 5/8  
elbow/elbow/highkick..1 5/8

Most enemies are vulnerable to the shopping cart, exceptions are noted.  
Enemies with 2 1/8 HP or more will break the hold, knocking you down without damage.

If the shopping cart is interrupted, the enemy will be knocked down.

#### C. Weapons

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Some enemies carry weapons, some of which can be picked up and used by the player. Damage that can be done with weapons by the player is described below. Enemy use of weapons is described in their relative sections, since weapons are only used by their respective enemy carriers.

All weapons cause knockdown.

Pipe (swung).....2/8  
Throwing knife.....5/8  
Grenade.....1 HP (shortfly)  
Morning star.....1 2/8  
Incendiary.....1 2/8 (shortfly)  
Pipe (thrown, far)....1 2/8  
Pipe (thrown, close)..3 3/8\* (shortfly)

\*At point blank range, the pipe can travel through the target and hit another.

It is important to note that while you are holding a weapon, your attacks are limited. Other than using the weapon, you may only jump, jump kick, and kick. In the case of the pipe, you cannot kick (the pipe is thrown instead).

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\*IV. Enemies\*  
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There are many enemies throughout the course of the game. They are divided into standard enemies, strong enemies and bosses. Standard enemies are grunts who use weapons. Strong enemies are distinguished by their extra tough status, fast attack rate, and non-use of weapons. A boss is any enemy that appears as the boss of a level with accompanying music, even if they are used as regular enemies elsewhere.

Each enemy category describes their HP and attack values. HP is given for each level they appear in, as it often varies. Where the HP of an enemy type varies within the level, this is notated in order of appearance.

There are three different difficulty levels - Practice, Warrior, and Supreme Master. The Hit Points vary between them, although the attack values remain the same. The HP values for all difficulty settings are given for enemies where applicable. Practice has only the first 3 levels, Warrior has 8, and Supreme Master has 9, so not all enemies are present in easier difficulties. The enemy attack rate increases incrementally with difficulty - see V. Gameplay, C: Attack Rate for more information. There are also minor differences in the levels themselves based on difficulty, see VI. Environmental Hazards.

There is a universal difference of 3/8 in enemy HP between warrior and master. (The only exception is in level 5, see X. Notes: 3 for more info). The enemy HP difference between Warrior and Practice ranges from 2/8 to 6/8.

Strong enemies and most bosses are Extra Tough, while standard enemies are not. Extra Tough enemies have a doubled hit-counter, but are more vulnerable to punches. More information on this is under V. Gameplay, A: Hit Counter/Extra Tough.

Standard enemies use weapons, while strong enemies and most bosses do not.

#### A. Standard enemies

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##### \*1. Williams/Jakes\*

HP

Supreme Master	Warrior	Practice
Level 1 - 1 1/8	Level 1 - 6/8	Level 1 - 4/8
Level 2 - 1 1/8	Level 2 - 6/8	Level 2 - 4/8
Level 3 - 1 6/8	Level 3 - 1 3/8	Level 3 - 1 HP
Level 4 - 2 1/8	Level 4 - 1 6/8	
Level 7 - 2 1/8	Level 7 - 1 6/8	

Attack Values

Cartwheel.....	N/A*
Run.....	N/A*
Weak punch.....	1-0-1-0
Strong punch.....	1/8
Jump kick.....	1/8 (kd)
Pipe swing.....	2/8 (kd)
Knife throw.....	5/8 (kd)

\*See V. Gameplay, G: Walking Speed for more information on their movement.

The Strong Punch stuns you in 1 hit and can knock you down if there are 1 or more hits on your hit-counter.

#### Weapon Usage

- 1 - None, None, Knives, Pipes
- 2 - Pipes
- 3 - Pipes
- 4 - Knives
- 7 - Knives

#### \*2. Ropers/Grocers\*

##### HP

Supreme Master	Warrior	Practice
Level 1 - 1 3/8	Level 1 - 1 HP	Level 1 - 5/8
Level 2 - 1 3/8, 1 5/8	Level 2 - 1 HP, 1 2/8	Level 2 - 5/8, 7/8
Level 4 - 1 5/8	Level 4 - 1 2/8	
Level 5 - 1/8*, 1 7/8, 1 3/8, 1 5/8	Level 5 - 1/8*, 1 4/8, 1 HP, 1 2/8	
Level 7 - 3 7/8, 2 3/8	Level 7 - 3 4/8, 2 HP	

2 - First value is for the Ropers on the first platform. The second value is for the rest.

5 - First value is the weak Roper on the platform. Second value is for the Ropers by the river. Third Value is for the Ropers by the cabin. Fourth Value is for the Ropers on the bulldozer.

7 - First value is for the Ropers on the second bridge. Second value is for the Ropers in the last room.

\*See X. Notes: 3 for more info on this strange enemy.

#### Attack Values

- Punch.....1-0-1-0
- Jump kick.....1/8 (kd)
- Boomerang.....4/8 (kd)
- Incendiary.....1 2/8 (shortfly)

#### Weapon Usage

- 1 - None
- 2 - Boomerangs\*, None
- 4 - Boomerangs
- 5 - None, Boomerangs, Incendiaries, Incendiaries
- 7 - Incendiaries, Incendiaries

\* Strangely, the first Ropers on the platform can throw boomerangs in Supreme Master difficulty. However, this usually does not happen in gameplay. See X. Notes: 2 for more info.

#### \*3. Linda\*

HP

Supreme Master	Warrior	Practice
Level 1 - 7/8	Level 1 - 4/8	Level 1 - 2/8
Level 2 - 1 3/8	Level 2 - 1 HP	Level 2 - 5/8
Level 4 - 1 3/8	Level 4 - 1 HP	
Level 5 - 1 1/8	Level 5 - 6/8	

Attack Values

Punch.....	1-0-1-0
Elbow.....	1-2-1-2 (kd)
Kick.....	3/8 (kd)
Morning star.....	3-2-3-2 (kd)
Grenade.....	1 HP (shortfly)

See X. Notes: 4 for an explanation of the exceptional list ordering.

Weapon Usage

- 1 - None, Morning Star
- 2 - Grenades
- 4 - None, Grenades
- 5 - Morning Star, Morning Star

B. Strong Enemies

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Both Strong enemies have extra tough status and fast attack rate. See V. Gameplay, A & C for more info.

\*1. Migiude (Right Arm) /Boxers\*

HP

Supreme Master	Warrior	Practice
Level 2 - 1 7/8	Level 2 - 1 4/8	Level 2 - 1 HP
Level 3 - 1 7/8	Level 3 - 1 4/8	Level 3 - 1 HP
Level 4 - 1 7/8	Level 4 - 1 4/8	
Level 5 - 1 7/8	Level 5 - 1 4/8	
Level 6 - 2 3/8	Level 6 - 2 HP	
Level 7 - 1 7/8, 4 7/8	Level 7 - 1 4/8, 4 4/8	
Level 8 - 2 3/8	Level 8 - 2 HP	

7 - First value is for the Right Arm on the first bridge. The second value is for the Right Arms in the last room.

Attack Values

Weak punch.....	2-1-2-1
Kick.....	3-2-3-2*
Strong punch.....	3/8 (kd)
Jump kick.....	5/8** (shortfly)

\*There are actually 2 different kicks used, the Roundhouse kick and the Straight-leg kick. There is no difference in damage, and they fall into the same damage pattern if used consecutively. The straight-leg kick is faster and is not used in combination. The roundhouse kick is slower, and can be used up to 4 times in a row in combination. 1 kick will stun you; but in a roundhouse

combo, the slower attack speed means that they come in right after the stun window and won't knock you down.

\*\*He uses the jump kick more frequently than Williams or Ropers.

Weapon Usage - N/A

\*2. Chin Taimei/Martial Artists/Crossing Guards\*

HP

Supreme Master	Warrior
Level 5 - 3 7/8	Level 5 - 3 4/8
Level 6 - 1 7/8	Level 6 - 1 4/8
Level 7 - 1 7/8	Level 7 - 1 4/8
Level 8 - 1 7/8	Level 8 - 1 4/8

Attack Values

Kali sticks.....1-2-1-2  
Leg Sweep.....2/8 (shortfly)  
Somersault.....4/8 (kd) (diagonal)

Kali sticks cause knockdown if they hit you from behind.

Chins are immune to the shopping cart.

Weapon Usage - N/A (See X. Notes: 5 for more info)

C. Bosses

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Bosses are Extra Tough, immune to the Shopping Cart, do not wield weapons, and have a fast attack rate. Exceptions are noted.

\*1. Burnov/Fading Helmet Dude\* (Extra tough exception)

HP

Supreme Master	Warrior	Practice
Level 1 - 3 4/8, 1 2/8	Level 1 - 3 1/8, 1 2/8	Level 1 - 2 3/8, 1 2/8
Level 7 - 3 4/8, 1 2/8	Level 7 - 3 1/8, 1 2/8	

First value is HP until first fade out, second value is HP until defeat.

Attack Values

Punch.....1/8  
Grab & punch.....4/8\* (shortfly)

\*He will usually only grab & punch you after stunning you with two punches. He only rarely does it without warning.

Burnov has a unique Extra Tough status. Instead of the usual 3-2-3-2 pattern, punches hit him for 2-3-2-3.



\*2. Ninja\* (not extra tough)

HP

Supreme Master	Warrior	Practice
Level 2 - 2 3/8	Level 2 - 2 HP	Level 2 - 1 3/8
Level 8 - 2 3/8	Level 8 - 2 HP	

Attack Values

- Backflip.....N/A
  - High Jump.....N/A
  - Side Jump.....N/A
  - Shuriken (ground).....3/8 (kd)
  - Shuriken (air).....3/8\* (kd) (diagonal)
  - Knife hit.....3/8 (kd)
  - Punch.....4/8 (kd)
  - Running bash.....4/8 (longfly) (diagonal)
- \*The midair Shuriken is only thrown from a high jump.

The Punch has a faster attack speed than the Knife hit.

The Ninja attack pattern varies between levels 2 and 8. See V. Gameplay, C 3: Ninja Exception for more details.

For extra information pertaining to Ninjas, see IX. Miscellaneous, A: 7 & 8.

Weapon Usage

- Level 2 - Shuriken
- Level 8 - Shuriken

Ninjas are a unique Boss in several ways. They use weapons (See X. Notes: 5 for more info), they always appear as a pair with both on-screen, and they are not Extra Tough.

\*3. Bolo/Abobo/Indians\*

HP

Supreme Master	Warrior	Practice
Level 3 - 2 7/8	Level 3 - 2 4/8	Level 3 - 1 6/8
Level 4 - 3 7/8	Level 4 - 3 4/8	
Level 5 - 2 7/8	Level 5 - 2 4/8	
Level 8 - 2 7/8	Level 8 - 2 4/8	

Bolo comes in pairs in Levels 3, 5, and 8. There is only one on level 4, thus the extra HP.

Attack Values

- Punch.....1/8
- Kick.....3/8 (kd)
- Throw.....4/8\* (shortfly)

\*He usually only throws you after stunning you with two consecutive punches. He only rarely does it without warning.

\*4. Abore/Simon\*

HP

Supreme Master	Warrior
Level 4 - 3 7/8	Level 4 - 3 4/8
Level 5 - 4 7/8	Level 5 - 4 4/8
Level 7 - 6 3/8	Level 7 - 6 HP
Level 8 - 3 7/8	Level 8 - 3 4/8

Attack Values

High slap.....	2/8 (kd)
Quick karate chop.....	2/8 (kd)
Slow karate chop.....	4/8 (shortfly)
Shoulder Slam.....	4/8* (shortfly)

\*The shoulder slam hits at the longest range.

\*5. Doppelganger/Shadow Clone\* (Extra tough exception)

HP

Supreme Master	Warrior
Level 8 - 8 3/8	Level 8 - 8 HP

Attack Values

Possession.....	0/8 (kd)
Punch.....	1/8
Knee.....	2/8
Kick.....	3/8
Uppercut.....	3/8 (flyup)
Hadouken.....	4/8 (kd) (diagonal)*

\*The Hadouken tracks you across the screen.

The Shadow Clone can be put in the shopping cart hold once his HP is 2 or lower.

Although he has extra tough status, he responds to punches unpredictably. He gets stunned after anywhere from 1-6 punches.

In two-player mode, there will be two Doppelgangers on the screen.

\*6. Mysterious Warrior/Shadow Master\*

HP

Supreme Master
Level 9 - 16 HP

Attack Values

Invisibility.....	N/A
Backflip.....	N/A (diagonal)

Punch.....2/8  
Kick.....3/8 (kd)  
Flip kick.....4/8 (longfly)  
Spinning fist.....1 5/8 (shortfly)  
Combo punch (4).....2 HP\* (kd)  
Flying spinning fist..3 3/8\*\* (shortfly)

\*Each punch in the 4 punch combo does 4/8 damage.

\*\*The flying spinning fist, his strongest attack, is typically used as a counter-attack to your cyclones or hyper knees, especially if they miss.

During the first half of the fight, he can turn invisible periodically. This can be interrupted by attacking him during the fade-out. After losing just over half his health (8 1/8 damage), the screen will change from the illusion to a temple. His attacks and patterns remain the same, but he will not be able to turn invisible.

\*\*\*\*\*  
\*V. Gameplay\*  
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#### A. Hit Counter/Extra Tough

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All characters have a hit-counter which determines when they are stunned. Standard enemies are stunned by 1 kick or 3 punches, while Extra Tough enemies are stunned by 2 kicks or 6 punches. However, the mechanics are slightly more complicated. To be specific, you need one hit on the extra tough enemy hit counter to stun them with a kick; or 5 hits on the hit-counter to stun them with a punch. For standard enemies, it requires no hits to stun them with a kick, and 2 hits to stun them with a punch.

The hit-counter is reset for all characters after being knocked down, or after approximately 3 seconds without hits.

While extra tough enemies have a doubled hit-counter, they are vulnerable to punches. Punches hit extra tough enemies in a pattern of 3-2-3-2, instead of the usual 2/8 damage. The only exception is Burnov, who gets hit for 2-3-2-3 by punches.

#### B. Stun/Knockdown/Duck

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##### \*1. Stun Window\*

The player gets stunned for .300 seconds. All enemies are stunned for .600 seconds.

##### \*2. Knockdown\*

The player stays down for .500 seconds, while the enemies are down for 1 second.

##### \*3. Getting Up/Ducking\*

Characters will take a crouching position while getting up from a fall, getting up from a jump, or while picking up a weapon. This state lasts for

approximately .300 seconds. While ducking, the character will evade all attacks. Most enemies can duck at will to avoid attacks, except for the Ninjas and the Mysterious Warrior. They will typically do this in response to aerial attacks. The player cannot duck at will, however he can use the effect to his advantage through proper timing.

### C. Attack Rate

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Enemies attack at certain rates of speed which change in increments of .066 seconds between difficulties. There are two attack rates, Standard and Fast, with a difference of .133 between them. The Standard Attack Rate refers to Standard enemies. The Fast Attack Rate refers to strong enemies and most bosses. These figures are for attacks which use 2 frames of animation. Naturally 1-frame attacks are faster, as 3-frame attacks are slower.

#### \*1. Standard Attack Rate\*

Practice - .733 seconds  
Warrior - .666 seconds  
Supreme Master - .600 seconds

#### \*2. Fast Attack Rate\*

Practice - .600 seconds  
Warrior - .533 seconds  
Supreme Master - .466 seconds

#### \*3. Exceptions\*

##### i. Burnov

He follows the guideline in Level 1, but he speeds up in Level 7 to become one of the fastest enemies in the game.

##### Level 7

Warrior - .466  
Supreme Master - .400

##### ii. Ninjas

Their attack rate stays the same between difficulties, but changes between appearances.

Level 2 - .533 (2 knife hits, 1 punch)  
Level 8 - .490 (4 knife hits, 2 punches)

As noted, the attack pattern also changes between appearances. His striking pattern will fall into repetitions of the aforementioned combinations. Other than that, the patterns are the same, except for different interactions with a 2D or 2 1/2D environment.

#### \*4. Player Attack Rate\*

The players attack rate varies based on input. However, it is possible to reduce the delay to .300 seconds.

#### D. Attack Speed

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Some attacks are faster or slower, depending on the number of frames in their animation. This is always the case with jumping attacks, since they are more complex. But this also applies to ground attacks. For example, the Right Arm's roundhouse kick takes longer to execute than other attacks. The Ninja's Punch is faster than the Knife Hit. Many attacks are not uniform in length of execution. Where there is a significant difference in ground-based attack execution, this has been noted in the enemy section. For example, two of Abore's attacks are described as Quick/Slow Karate Chops, respectively.

#### E. Ranged Attacks

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Some enemy attacks are only launched from a certain distance. An enemy will approach or move back to the corresponding distance before using the attack. The distances and related ranged attacks are listed below.

Short (5 screen units) - Jump kicks by Right Arms, Williams and Ropers. Chin Taimei's Somersault. Ninja's Shuriken (ground)\*. Doppelganger's Hadouken. Mysterious Warrior's Flip Kick and Flying Spinning Fist.

Long (10 screen units) - William's Knife throw. Roper's Boomerang and Incendiary. Linda's grenade throw.

\*The 5 unit screen distance is also a trigger for other attacks by the Ninja.

While some projectile attacks go across the screen until they are stopped, others act differently. Roper's Boomerangs will travel 16 screen units before stopping and reversing. Incendiaries and grenades are thrown about 12 screen units before bouncing to a stop.

#### F. 2 1/2 D

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Game areas are either 2D (two dimensional) or 2 1/2 D. The latter is a design that provides the illusion of three-dimensional space. In addition to moving left and right, you can walk up and down in 2 1/2 D areas. However, fighting for the most part takes place in a 2D plane - if you are slightly above or below your opponent, attacks will not land. However, there are a few attacks that can move diagonally across the 2 1/2 environment, instead of being restricted to a 2D plane. They are noted with (diagonal), and are as follows:

Chin Taimei - Somersault  
Ninja - Running Bash, Shuriken (air)  
Doppelganger - Hadouken  
Mysterious Warrior - Backflip

#### G. Walking Speed

---

The player character can walk quickly, with the ability to cross a screen length in about 4 seconds. Most enemies are about half as fast, with only a few exceptions. The Doppelganger and Mysterious Warrior walk at the same speed as the player. The Jakes walk at the normal slow speed, but their Cartwheel is at player speed and their Run is slightly faster than the player. Ninjas

always run, and are faster than the player.

#### H. 1-player vs. 2-player Enemy Waves

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There are extra enemies to fight in 2-player mode. However, this is only if both players are active. If one player loses all their lives, subsequent waves of enemies will revert to 1 player numbers (starting with the next wave). Numbers in parentheses () indicate additional enemies in 2-player mode. Brackets [] indicate the weapon used. Angle brackets <> indicate special groupings of enemies. Slashes / separate the enemy waves.

\*Level 1\*

3 Williams (+1) / 3 Ropers / 3 Lindas / 3 Williams / 3 Lindas (+1)  
[morningstar] / 3 Williams (+1) [knives] / 2 Ropers / 4 Williams (+1) [pipes]  
/ 1 Burnov

\*Level 2\*

2 Ropers [boomerang-master] / 2 Ropers / <Helicopter: 2 Lindas [grenades] / 2  
Williams [pipes] / 2 Right Arms> / 4 Ropers (+1) / 2 Ninjas

\*Level 3\*

2 Right Arms / 3 Williams (+1) [pipes] / 2 Bolos

\*Level 4\*

3 Ropers (+1) [boomerangs] / 3 Lindas (+1) / 3 Right Arms (+1) / 1 Simon / 3  
Lindas (+1) [grenades] / 3 Williams (+1) [knives] / 1 Bolo

\*Level 5\*

3 Lindas (+1) [morningstar] / 1 weak Roper, / 3 Lindas (+1) [morningstar] / 3  
Ropers (+1) [boomerangs] / 3 Ropers (+1) [incendiaries] / 2 Bolos, 2 Chin  
Taimei / <Machine: 3 Ropers (+1) [incendiaries] / 2 Right Arms / 1 Simon>

\*Level 6\*

3 Right Arms (+1) / 3 Chin Taimei (+1)

\*Level 7\*

1 Right Arm / 1 Burnov / 3 Ropers (+2) [incendiaries] / <Last room: 3 Williams  
(+1) [knives] / 3 Ropers (+1) [incendiaries] / 2 Chin Taimei / 2 Right Arms /  
1 Simon>

\*Level 8\*

3 Chin Taimei (+2) / 3 Right Arms (+2) / 1 Simon / 2 Bolos / 4 Ninjas (+2) /  
Shadow Clone (+1)

\*Level 9\*

Final boss

For more information on 2-player mode, see IX. Miscellaneous, A: 4 & 5.

\*\*\*\*\*  
\*VI. Environmental Hazards\*  
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Throughout the game, you will find hazards in the level itself. Falling off cliffs, into spikes or water, or falling out of the chopper door in level 3 will take away one life. Other hazards will do a certain amount of damage without being fatal, which are listed below.

Level

- 2 - Chopper Bullet....4/8
- 4 - Spike Crushers....1 HP
- 5 - Bulldozer Exhaust.3/8 (shortfly)
- 6 - Mansion torches...4/8
- 7 - Flying spikes.....2/8

All environmental hazards listed cause knockdown.

The following is a list of all environmental hazards encountered in the game, excluding pits/spikes/water.

#### A. Level 2 - Chopper Bullets

-----

Chopper bullets typically come out in a burst of 3, then bursts of 2. Getting hit by a bullet causes an extra bullet to fire, which can alter the pattern. For example, getting hit by the first 3 causes subsequent bursts to be 3 instead of 2. Other hits can lead to a staggered stream of bullets. This is the same in all difficulties.

#### B. Level 3 - Chopper Door

-----

The chopper door switches between open and closed. While closed, it is harmless. But when it is open, it actively pulls the player, enemies, and loose weapons towards it. Anything that reaches the open door is sucked out - enemies are defeated, loose weapons disappear, and it costs the player one life.

The timing of the opening and closing is the same in all difficulties.

Door Open - 2 seconds

Door Closed - 6.5 seconds

#### C. Level 4 - Spike Crushers and Treadmills

##### \*1. Spike Crushers\*

There are 4 Spike Crushers. They will synchronize with each other - either rising and falling together or in opposition, usually together. The spikes alternate between movement and rest, with timing windows that vary by difficulty.

Warrior

Move - .600 seconds

Rest - .400

Supreme Master

Move - .533

Rest - .333

There is a difference of about .066 between the values, which is consistent with enemy attack rates.

## \*2. Treadmills\*

At the end of the level is a screen with 2 pairs of treadmills on two platforms. There are pits at the sides and in between. The top treadmills move toward the center, while the bottom treadmills move toward the sides. In Warrior difficulty, the treadmills move slightly slower than you walk. In Supreme Master, they move at your exact walking speed.

### D. Level 5 - Exhaust Pipes

-----

The timing and pattern of the exhaust blasts varies significantly between Warrior and Supreme Master difficulty levels.

#### i. Timing

The exhaust blasts always last for 1 second. However, the delay between them differs between difficulties.

Warrior - .590 seconds

Supreme Master - .390

The .200 difference is consistent with enemy attack rates.

#### ii. Patterns

To describe the patterns:

- 1 - The shortest exhaust on top.
- 2 - The medium-length exhaust in the middle.
- 3 - The long exhaust on the bottom.

Patterns are described in order of appearance.

#### Warrior Pattern

In the beginning, there are 4 random blasts, followed by 2333. After that, the cycle consists of two patterns:

122333 (3 reps)

112333 (4 reps)

After each cycle, there is an extra 3, and then it loops.

#### Supreme Master Pattern

In the beginning, there are 5 random blasts. This is followed by 5 reps of the first pattern, and it follows normal cycles after that.

There are three patterns in the cycle:

321 (5, then 8/7 reps)

331 (4/3 reps)

332 (3/4 reps)

There is an extra 3, then the cycle loops.

The repetitions vary in their own pattern from one cycle to the next. The first cycle is 5/4/3, the second is 8/3/4, the third is 7/4/3, and so on.



## E. Level 6 - Torch Flames and Platforms

---

### \*1. Torch Flames\*

The timing and pattern of the dripping torch flames vary between Warrior and Supreme Master difficulty levels.

In Warrior, the delay is 2.5 seconds.

In Supreme Master, it is 1.5 seconds.

To describe the patterns, the torches are labeled thus:

1 - The lower torch furthest to the left, above the spikes.

2 - The torch in the middle.

3 - The torch furthest to the right.

Warrior Pattern: 1132

Supreme Master Pattern: 1123

Both patterns loop indefinitely.

The other two torches by the icon are harmless.

First Screen:

```
      2   3
     1  \/  \/  %%%
      \|      ..%%%.
        \|%%%\|

=====
=====
=====  ||  _____
          ||  ||  _____
          ||  ||  \\\|/|/  ___S___
//          ||  ||  ||  \\\|/|/
 ^^^^^^^^^^
```

Second/Third Screen:

```
      ###
      ###
      ###
      ----

=====
=====
=====

          ----

          ----  --
          \\\|/|/  \\\|/|/  \\\
^^^^^^^^^^  ||  ^^^^  ||  ^^
```

The relevant screens are illustrated in ASCII above. They are 32 characters horizontal and 12 lines vertical, giving a close approximation to the game.

^^^^ - spikes  
 \_\_\_\_\_ - solid ground  
 ----- - solid platform  
 ===== - fading platform  
 \ / - torches. With a number above, a dripping torch.  
 S - the starting point.  
 #### - the exit door.

The rest are decoration.

**\*2. Disappearing Platforms\***

While the platforms don't cause damage, their disappearance can drop you onto spikes, costing you one life. The timing and pattern of the platforms are the same between difficulties. There is no delay between the disappearance of one and the appearance of the next. The time windows of the platforms are consistent within each screen, and are as follows:

First screen - 1.5 seconds  
 Third screen - 2 seconds

On the first screen, the platforms change in a counter-clockwise pattern. On the third screen, they change from bottom to top in sequential order.

There is always only one platform on the screen at a time.

**F. Level 7 - Treads, Bridges, Flying Spikes and Gears**

-----

**\*1. Treads\***

The treads appear in this layout:

```

%%%
%%%
%%%S
-----
<<<<<<
  1          #####
              #####
              >>>> <<  #####
                2    3  #####
                    -----
  
```

^^

The ASCII illustration has 32 characters horizontal and 12 lines vertical, so it is approximately proportional to the game.

^^^^ - spikes  
 ---- - solid platform  
 <<<< - tread moving left.  
 >>>> - tread moving right.  
 S - the starting point.  
 #### - the exit door.  
 %%%% - background/decoration

The ASCII indicates the direction the treads move you in - left for 1, right for 2, and left for 3. The treads move about half as fast as you walk.

## \*2. Bridges\*

There are two bridges, both have the same properties. They collapse from left to right, one segment at a time. 25 segments disappear, with a total of 31 on the screen, which leaves a small platform on the right at the end. There is one segment off-screen to the right, so the total is 32.

The speed of collapse varies between difficulties. Here are the values for the length of time a segment stays on screen.

Warrior - 2.3 seconds  
Supreme Master - 1.9 seconds

## \*3. Flying Spikes and Gears\*

This is the layout of the gear room:

```
####  
####  
####  
#### .. --II  
-----{5v} -- -- .. II  
                      {v4} II  
%%%%                      II  
%%%%                      .. II  
%%%% ----{v2}          II  
%S%% ..                .. II  
-----{1v}          {v3} II  
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^_-----  
          1   5   2   4   3
```

The ASCII illustration has 32 characters horizontal and 12 lines vertical, so it is approximately proportional to the game. The flying spikes are not shown, but are lined up with the numbers at the bottom.

^^^ - spikes  
---- - solid platform  
..  
{ } - gears. The v indicates the direction of turning.  
II - the ladder.  
S - the starting point.  
#### - the exit door.  
%% - background/decoration

### i. Spikes

Spikes fly up from the bottom of the screen in a fixed pattern. Referring to the diagram, the flying spikes are labeled in the order of their appearance, from 1-5. The pattern is the same in both difficulties and continues indefinitely.

The spikes stay on the screen for 1.6 seconds in both difficulties. The only difference between difficulties is in the pause length between spike launches, as described below:

Warrior - 1.5 seconds

Supreme Master - .5 seconds

ii. Gears

Each gear consistently turns clockwise or counterclockwise. They turn in two groups, upper (4, 5) and lower (1, 2, 3), taking turns consecutively. The upper gears turn for 2 seconds. In the lower set, gears 1 and 2 turn for .6 seconds. Gear 3 starts turning .2 seconds early, so it turns for .8 seconds.

Turning speed is determined by difficulty. In Warrior, the gears turn exactly as fast as you walk, allowing you to resist the motion. In Supreme Master, they turn slightly faster than you walk.

Individual gears are described below with their orientation, # of revolutions for each turning, time window, and unique characteristics.

Gear 1 - Clockwise.  $1 \frac{2}{8}$  revolutions. .6 seconds. Reverses by  $\frac{1}{8}$  at the start of turning.

Gear 2 - Counter-clockwise.  $1 \frac{7}{8}$  revolutions. .6 seconds.

Gear 3 - Counter-clockwise.  $2 \frac{2}{8}$  revolutions. .8 seconds. Starts turning .2 seconds early.

Gear 4 - Counter-clockwise.  $2 \frac{2}{8}$  revolutions. 2 seconds. Reverses by  $\frac{2}{8}$  then moves forward by  $\frac{1}{8}$  at the end of turning.

Gear 5 - Clockwise.  $2 \frac{1}{8}$  revolutions. 2 seconds. Reverses by  $\frac{2}{8}$  at the end of turning.

\*\*\*\*\*

\*VII. Point Scoring\*

\*\*\*\*\*

Throughout the course of the game, you can add points to your high score by landing attacks. Here are the point values for all attacks.

Any attack with a weapon - no points

Knee stun - no points

Kick - 10 points

Punch - 10 points

Jump kick - 30 points

Knockdown kick - 100 points

Knockdown uppercut - 100 points

Shopping cart:

Using the hold - 20 points

Kick - 10 points

Elbow - 20 points

High kick - 30 points

Throw - 50 points

Cyclone kick - 500 points

Hyper uppercut - 500 points

Flying knee - 500 points

\*\*\*\*\*

\*VIII. Naming\*

\*\*\*\*\*

I have included various names for the enemies and bosses. My naming convention

is to include all relevant names, as well as names I made up in childhood. The official names are on the left, my made up names are on the right, and alternate unofficial names that are frequently used are in the middle and/or right.

\*A. Made-up names\*

Jakes  
Grocers  
Crossing Guards  
Fading Helmet Dude  
Indians  
Simon

\*B. Unofficial names\*

Boxers  
Martial Artists  
Abobo  
Shadow Clone  
Shadow Master

\*C. Official names\*

Williams  
Roper  
Linda  
Migiude (Right Arm)  
Chin Taimei  
Burnov  
Ninja  
Bolo  
Abore  
Doppelganger  
Mysterious Warrior

Migiude is Japanese for Right Arm. See IX. Miscellaneous, C: Japanese Translation for more information.

Bolo is frequently referred to as Abobo, as he does look very similar to that boss from the first Double Dragon game. However, he is officially known as Bolo.

The final boss is officially known only as the Mysterious Warrior, but "Shadow Master" is the best and most descriptive name I know of.

I have tended to use the plural form for unofficial enemy names.

Names for weapons and attacks are for the most part my own invention, with some influence from the official names in the instruction manual.

\*\*\*\*\*  
\*IX. Miscellaneous\*  
\*\*\*\*\*

A. Random Facts and Oddities

-----

1. The screen is divided into 32 units horizontally, and 24 units vertically.
2. Every time you go through a door and change screens, your health is refilled. This happens once in Level 4, and four times in Level 8.
3. Whenever enemies drop a weapon that they can recover, they will walk towards the weapon to pick it up, ignoring everything else. They will duck to pick it up even if the weapon is removed.
4. In two-player mode, enemies will focus on one of the players while ignoring the other. Typically, two enemies will focus on both players respectively, and enemies tend to focus on player 1 first. This can be used to your advantage.
5. In two-player mode, the players must be in proximity for the screen to scroll properly. When going down to a new area, a player can lose a life unless both descend at the same time. For this reason, using ladders is recommended for 2-player mode.
6. Boss enemies cannot climb ladders. Standard and Strong enemies can all climb ladders, with the exception of Chin Taimei. Going up a ladder against a Chin or a boss will result in them freezing in place until you are within reach again. It should be noted that characters can be hit while on ladders. It is not known whether the Doppelganger can climb ladders.
7. Ninjas can be tricked into falling off the screen in both appearances. In stage 2, they disappear if they travel too far to the left. In stage 8, they can fall down the pit at the bottom of the screen.
8. Ninja jumps can bounce off of walls.
9. Grenades cause no damage to a target when they are stunned, only knockdown.
10. Occasionally, enemies throw two weapons in rapid succession. This applies to all enemy thrown weapons - knives, grenades, boomerangs, incendiaries, and Shuriken. I am not as certain about the Shuriken due to the Ninja attack pattern, but they seem to fit (see X. Notes 5 for more info). This effect can occur in any difficulty.
9. At the chopper fight in level 2, you can knock the enemies onto the lower rooftop on the right. If you do, they will automatically jump off.
10. Chin Taimei use Kali sticks for fighting, making them practitioners of Eskrima.
11. When Burnov fades out, his helmet makes a clanking sound when it hits the ground, just like knives. The fade effect usually drowns it out in the noise channel, but pausing and unpausing beforehand will let you hear it.

## B. Glitches

- 
1. There is a dramatic glitch in Level 1, which can be triggered when fighting the Jakes equipped with knives. You take a knife and throw it off the left side of the screen. The Jake will walk to the left, and you follow him. Once he reaches the step, he will walk diagonally up the wall. Once he is above the door, he will duck to pick up the knife (which briefly flashes under him), before teleport-jumping to ground level.
  2. In Level 8, a glitch can be triggered where you fight the three bosses. If

you jump off the bottom of the screen right after defeating a boss, the next one will walk in on the very bottom of the screen with only his head visible. To trigger it, you must jump while the previous boss is in his last frames of flickering, before he disappears entirely. This will prevent you from advancing in the level.

### C. Japanese Translation

-----

This section will describe the meaning of all Japanese, as well as the relevant Romaji and Unicode designations. Romaji is in On reading unless otherwise stated.

The three characters on the title screen mean "Twin Intercepting Dragons". The Romaji is Sou-Setsu-Ryuu. Unicode is U+53CC U+622A U+9F8D. The first Unicode designation is for the Kanji equivalent, since the first character is in cursive/Sousho form.

The enemy name Migiude is Japanese for Right Arm. More specifically, the Romaji is "Migi Ude". This can be translated literally as Right Arm, but more accurately as "Right Hand Man", or reliable henchman. After all, "Ude" can also refer to wrist. Unicode for the corresponding characters is U+53F3 U+8155.

The Lee's martial arts style is Sou-Setsu-Ken, which means "Twin Intercepting Fist". Unicode for the corresponding characters is U+53CC U+622A U+62F3.

The Mysterious Warrior's martial arts style is Gen-Satsu-Ken. Possible translations include "Phantom Killer Fist", or "Illusion Assassination Fist". Unicode for the corresponding characters is U+5E7B U+6BBA U+62F3.

\*\*\*\*\*  
\*X. Notes\*  
\*\*\*\*\*

1. Knockdown attacks usually move the target a short distance. However, it is possible for an "improper knockdown" to move the target an even shorter distance. This can happen in various ways - a knockdown uppercut delivered in the opposite direction of the initial attack will often cause this. A regular punch or kick that causes knockdown will have this effect as well.

2. The first two Ropers in Level 2 can throw boomerangs in Supreme Master difficulty. They may be equipped with boomerangs in lower difficulties, but I have been unable to prove this. Because boomerangs are thrown from half a screen length, they only use them if they are standing on one edge of the building with you on the opposite edge. Jumping off the building while the Roper is far back can cause this more easily. In normal gameplay, you will usually not encounter this, although the difference in movement patterns can be seen.

3. The first Roper in Level 5, on the platform, is a strange case. It is certain that he has 1/8 HP at maximum. It is possible that he has no HP - if a character loses all HP, they are only defeated after being knocked down. Since I cannot knock down an enemy without doing at least 1/8 damage, this is one point I am not certain of. It is notable that this is the only enemy that doesn't get the uniform 3/8 boost in Supreme Master. The way I tested this, by the way, was getting close to him while he was punching - then I walked through him as he jump kicked, so I could kick him from behind while he was in

the air. This knocked him down with 1/8 damage.

4. As a general rule, I have ordered all damage value lists from least to greatest. The damage value list for Linda is the single exception. Normally, 3/8 would be listed after 3-2-3-2 - however, I switched them to keep the two weapons next to each other.

5. In the case of Chin Taimei and Ninjas, it was somewhat difficult to classify weapons. Chins use Kali sticks; but they're always equipped, used for regular attacks, and do not cause knockdown. All other weapons are sometimes equipped, distinct from regular attacks, and cause knockdown. Based on this, I decided that the Kali sticks could not be categorized as a weapon. However, the Ninja presented difficulties. The knife is just like the Kali sticks, but the Shuriken are different. The player can't use them, but the Boomerangs also can't be used. They are used two different ways, but so are Pipes. The latter pair of Ninjas in level 8 typically don't use them, so they're not always equipped. Also, Shuriken seem to be consistent with the occasional rapid throwing seen with other weapons, although this is difficult to determine due to the attack pattern. Based on this, I have decided to classify Shuriken as a weapon. It should be noted that the Hadouken attack of the Doppelganger is not considered a weapon, even though it is a projectile. It doesn't fit the characteristics, although it is used in a similar way to weapons. I could be wrong, but that's my judgment for now.

\*\*\*\*\*

\*XI. Addendum\*

\*\*\*\*\*

In compiling this data, I had no help from the source code or programmers. All information came entirely from gameplay experimentation. I was very thorough and exacting in gathering the values, however, I cannot be 100% certain that all information is complete and correct. If you find any errors or omissions, feel free to contact me at bigdan201 [AT] yahoo . com (remove spaces).

In particular, I would like to know more information about enemy AI/attack patterns and precise in-game timing windows.

With that said, I am confident in the veracity of this guide. In particular, patterns such as the universal 3/8 enemy HP difference between Warrior and Supreme Master lend credibility to my results.

\*\*\*\*\*

\*XII. Credit\*

\*\*\*\*\*

Credit to Tronblaster for inspiration on the ASCII diagrams featured under VI. Environmental Hazards, E & F. They are my own creation, but with influence from his work. The diagrams may be used freely as long as I am credited.

Credit to TronBlaster and dinobotmaximized for inspiration on organization and style of the document.

Credit to Technos Japan Corp., Acclaim Entertainment, and Hiroyuki Sekimoto for an awesome game!

Credit to GameFAQs for being a resource to gamers everywhere and for their consistency.



\*\*\*\*\*  
\*XIII. Version Notes\*  
\*\*\*\*\*

4/15/11 and later - 5 different beta versions  
9/27/11 - Version 1.0  
12/30/11 - Version 1.1. Corrected formatting errors. Added glitches and Japanese translation. Overhauled attack rates, corrected inaccurate info. Added neoseeker to copyright. Reformatted and added various content. Version 2.0 will have complete documentation for the Famicom version, which has the same basic game engine but differs in important ways.

\*\*\*\*\*  
\*XIV. Legal/Copyright\*  
\*\*\*\*\*

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