

#1 ARCADE SMASH... EXCELLENT!

It's all the explosive action of the blockbuster arcade smash! You are a T-800 Terminator sent back from the future to prevent Judgment Day!



One or two player arcade action for Genesis!

Hasta la vista, baby!



Blast endoskeletons and aerial HK's on the battlefield



Escape the T-1000's helicopter attack



This game is playable with Sega Menacer or standard Genesis Control Pad.

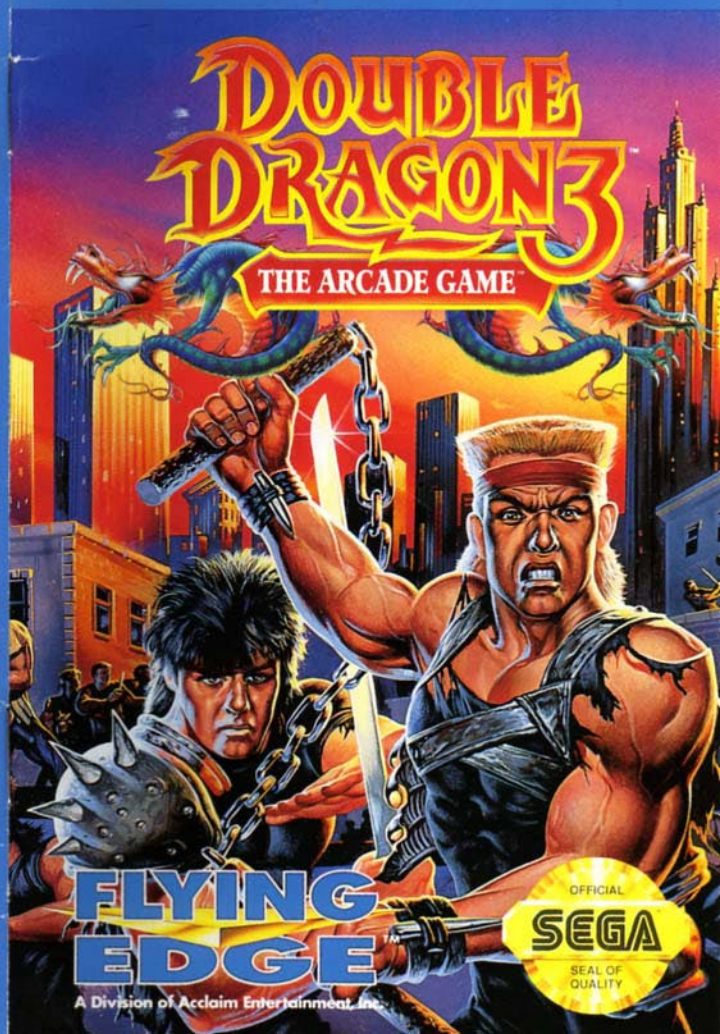
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GENESIS INSTRUCTION MANUAL



FLYING
EDGE

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Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

DOUBLE DRAGON 3: THE ROSETTA STONES

Billy Lee and his twin brother Jimmy are the finest of warriors; they are Double Dragon warriors. Years have gone by since they first took to the streets to save their world from the Black Shadow warriors who brought nuclear death and destruction to their city. After the senseless shooting of Billy's girl Marion, and the destruction of the Double Dragon dojo, home of the Double Dragon warriors, there was no turning back. They took on the Black Shadow warriors and defeated them. But then, they found that enemies waited for them in a guise of a new gang, The Scorpions. Framed as murderers, Billy and Jimmy were forced to fight against one foe after another, while they set about clearing their names. After their innocence was proven, they set out on a journey to complete their martial arts training.

Now, two years later, every bit of their long experience and extensive training will be needed. Their skills will be tested to the limit. The brothers face their toughest quest yet — the search for the three magical Rosetta Stones. Can the Double Dragon warriors survive the onslaught of evil thugs and henchmen that want the precious stones for themselves and will stop at nothing to block their way?

Hiruko, an ancient fortune teller, knows the legend of the Rosetta Stones and where the elusive gems might be found. She has come to offer herself, to guide Billy and Jimmy through the five missions in search of the stones. The power of the Rosetta Stones is unmatched. Hiruko has warned the Double Dragon warriors that they must find the priceless gems before they fall into the hands of the mysterious evil one who hunts for them also and knows how to use them for her own dark purposes. The Double Dragon warriors know they must summon all their strength, courage, and fighting skill to complete their quest and destroy the great mystical enemy that awaits them at the end of the journey. And now, you will travel with them around the globe, from New York to China to Japan and beyond, as their incredible adventure begins...

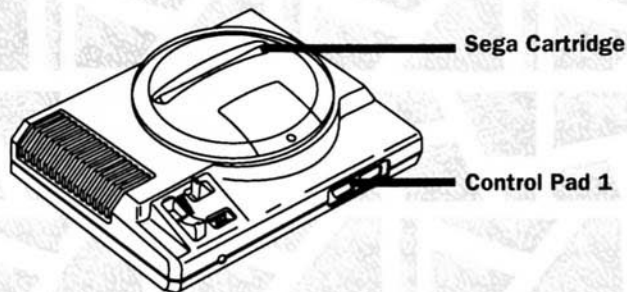


STARTING YOUR QUEST

1. Set up your Sega Genesis™ System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the Power Switch is OFF. Then insert the Double Dragon 3™ Sega cartridge into the console.
3. Turn the power switch ON. In a few moments, the title screen appears.
4. If the title screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the console is turned OFF when inserting or removing your Genesis™ cartridge.

Note: Double Dragon 3™ is for one or two players.



CHOOSE YOUR CORRECT PATH

At the Double Dragon 3 title screen either press **START**, to begin the quest, or press **A**, **B** and **C-BUTTONS** simultaneously, to bring up the **OPTIONS SCREEN**.

START	
COIN	15
SOUND TEST	TITLE TUNE
START MEN	BILLY JIMMY
MUSIC	ON

Within the **OPTIONS SCREEN** you have a number of personal choices that you can make.

COINS - Using the **LEFT** and **RIGHT ARROWS** and the **D-BUTTON**, you may choose to add more coins to the Double Dragons at the beginning of their quest. These can be used to buy weapons and other upgrades in the **WEAPON SHOP**.

SOUND TEST - Using the **LEFT** and **RIGHT ARROWS** and the **D-BUTTON**, you may sample the various background music themes and sound effects used in the Double Dragon game.

START MEN - Use this option to start with a different starting team of Double Dragon members. Each team of warriors has unique fighting abilities.

MUSIC - Using the **LEFT** and **RIGHT ARROWS** and the **D-BUTTON**, you can use this option to toggle the background music, either **ON** or **OFF**.

After setting your choices in each option, use the **D-BUTTON** to choose the **START** option, then press **START** to begin your quest.

BASIC SKILLS OF A WARRIOR

CONTROL PAD - To move, press the **CONTROL PAD ARROWS** to the **LEFT**, **RIGHT**, **UP** or **DOWN**.

A BUTTON - To punch your enemy.



B BUTTON - To jump and stomp.



C BUTTON - To kick your enemy.



START - Pause/Restart. Also adds a second player.

TWO-PLAYER MODE

Start the game with one controller. To add the second player, the second player hits **START** on a second controller and the second player is automatically added to the screen and clearly marked.

THE MEMBERS OF THE DOUBLE DRAGON GANG

When you choose EXTRA GUYS in the WEAPON SHOP, it gives you the full strength of the Double Dragon Gang. The members of Jimmy's squad are Roney, Seime, and Masao. The members of Billy's squad are Sunny, Taime, and Nunio. The squad member readies himself to replace the fallen warrior before him and carry on the search for the stones. Each of these skilled warriors has special talents that make him invaluable to the gang.

INTERMEDIATE KNOWLEDGE OF THE DOUBLE DRAGON MASTER

RUNNING HEAD BUTT -

The Master said, "When confused, use your head". Always a successful strategy. Run and **PUNCH** to execute.



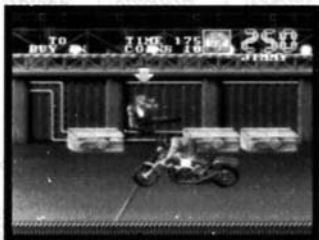
BACK-TO-BACK HURRICANE KICK -

In a two-player game, you can maneuver your players into a back-to-back stance to protect themselves, while taking on all adversaries in a double whirlwind of hurricane kicks.



TRIANGLE JUMP KICK -

The triangle is an integral structure in the universe. This kick is an integral element to success in combat.



TO KNOW AND TO ACT IS ONE IN THE SAME: ADVANCED SKILLS OF THE DOUBLE DRAGON WARRIOR

Each of these Advanced Skills must be acquired by purchasing them in the WEAPON SHOP.

BELLY-TO-BACK THROW - An illegal move in martial arts competition, the Double Dragon warriors must be prepared to match the guerrilla terror tactics of their aggressors. Approach from the rear and press **DOWN** and **C BUTTON** for this empowering strategy. This is Masao and Nunio's specialty.

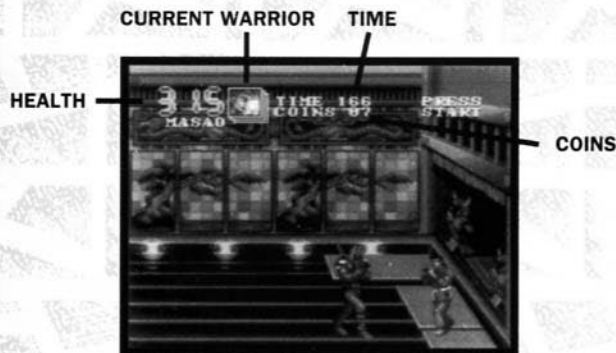
THE HURRICANE KICK - A high-wielding kick of fury and power, press **UP-RIGHT** and **C BUTTON** simultaneously as the enemy approaches.

ONE-ARMED HEAD BUTT - A forceful upper-body thrust, press **DOWN** and **C BUTTON** simultaneously to allow Jimmy or Billy to devastate a foolish adversary who's moved in too close.

HANDSTAND ANKLE FLIP - When a cunning foe moves in on Roney or Sunny, press **DOWN** and **C BUTTON** at the same time and they'll execute this acrobatic martial arts feat with grace and deadly precision.

LOCKING HEAD SQUEEZE - Double Dragon warriors Seime and Taime use this fierce technique to stop an enemy who has moved within reach. Press **DOWN** and **C BUTTON** simultaneously.

FIGHTING SCREEN



At the top left-hand side of the screen is your health. Time remaining is indicated in the center of the screen. Below the time is the number of coins left to you to purchase extra men, weapons, tricks, and power ups to energize your warrior. All these are purchased in the dark cavernous WEAPON SHOP.

In a two-player game, the health of the second player will be in the right-hand corner. Since both players are Double Dragons, the time left and coins are shared. When one player runs out of time or coins, so does his fellow warrior.

WEAPON SHOP

Go In And Choose:



EXTRA MEN - To aid you in your quest for the stones, three Double Dragon brothers wait to replace Jimmy if the fate of battle demands. Three others faithfully back up Billy.

TRICKS - Here you'll acquire the advanced skills of the Double Dragon.

WEAPONS - Tachi (the deadly samurai long-sword) and Nunchakus.

POWER UPS - Each power up revitalizes the battle-fatigued warrior.

Note: Each purchase in the **WEAPON SHOP** costs a different number of coins. The meter at the top right-hand corner of the screen indicates how many coins and how much time you have left in the shop.

IN SEARCH OF THE STONES

MISSION I

Hiruko comes to Billy and Jimmy Lee for their help in finding the Rosetta Stones. Vicious thugs have followed her. A battle erupts outside the Double Dragon dojo. Just as you think you've defeated the intruders, more of them gang up on you. Be aware! These vicious fighters have no honor. They're determined to end your quest before it starts.



MISSION II

Hiruko leads you to China, deep into its beautiful green forests. But amidst the peaceful tranquility lay treacherous foes who have vowed to stop the Double Dragon warriors. These are skilled martial artists who could stop you if you make one careless move. They are guarding the first stone. They know all about its magical power and are desperate to hold on to the powerful gem.



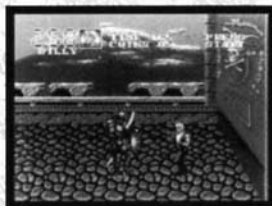
MISSION III

A crack team of Japanese samurai have been informed about your search for the Rosetta Stones. They fight with a skill unsurpassed by any martial art experts that the Double Dragon warriors have ever faced. They possess a ruthless tenacity that makes them frightening opponents. What stake they have in this, you don't know. All you know, is that you must complete this mission in your search for the remaining stones.



MISSION IV

Hiruko leads Jimmy and Billy to the ruins of an ancient Roman city. A secret society of Roman archers attacks, mercilessly pelting them with



a shower of poisoned arrows. These warrior-archers are mad, trying to destroy the Lee brothers for the glory of ancient Rome. They have no fear for their own lives. The archers' reckless abandon is rivaled only by their deft handling of the weapons.

MISSION V

The quest for the Rosetta Stones finally leads them to Egypt. Hiruko takes Jimmy and Billy to a hidden oasis in the desert. To their surprise, this oasis is enchanted! Men who are half-trees slash at them with their whip-like limbs. The Double Dragon warriors must somehow defeat these non-human creatures. Their martial arts training never prepared them for this! Hiruko knows of a secret tomb underneath the oasis. There, the secret of the Rosetta Stones will be found, but not before a surprise encounter with the supernatural guardians of the tomb. The betrayal of the Double Dragon warriors and the mystery behind the stones will be revealed once you have defeated the many evil enemies, both natural and otherworldly, that guard the tomb like a small army. Only you and the Double Dragon warriors could complete these impossible missions! Good luck!



THE JOURNEY OF A THOUSAND MILES BEGINS WITH A SINGLE STEP

This new formless evil threatens the entire world. You know you have little time to spare. Hiruko is your guide. She will show how to find the Rosetta Stones, but only you can fight the battles ahead. And no one has come back alive in their search for the gems. Only a Double Dragon Warrior, with all your experience and cunning, could defeat the many perils that lie in store for you.

Be warned! It will take all your moral courage to face the treachery and betrayal that are the legacy of these coveted stones. You must travel the world for the powerful Rosetta Stones. And only you can defeat this monstrous evil!



NOTES

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Flying Edge at the address below via UPS or registered mail. Enclose a statement of the defect, your name, your return address and a check or money order for \$20.00.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Genesis with respect to the receiver
- Move the Genesis away from the receiver
- Plug the Genesis into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4

Flying Edge Hotline (516) 624-9300

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Name: _____

Phone: () _____ Date: _____

Street Address: _____

City, State, Zip: _____

1. Game title: Double Dragon 3 GENESIS

2. Who purchased this game? ☐ Male ☐ Female Age _____

3. Who plays this game the most? ☐ Male ☐ Female Age _____

4. Why was game purchased for player?
☐ Self-purchase ☐ Requested gift ☐ Unrequested gift

5. How did you hear about this game?
☐ Friend ☐ Radio ☐ TV ☐ Newspaper ☐ Magazine Ad
☐ Game Review ☐ In-Store Display
☐ Played Before Buying ☐ Arcade ☐ Salesperson

6. How would you rate the game play?

1 2 3 4 5 6 7 8 9 10 (Best)

7. How would you rate the graphics?

1 2 3 4 5 6 7 8 9 10 (Best)

8. Which kind of game do you like the most?

☐ Action ☐ Role Playing ☐ Sports
☐ Simulation ☐ Maze/Puzzle

9. How often do you play coin-op arcade games?

☐ Never ☐ Sometimes ☐ Frequently

10. What game/computer systems are in your household?

☐ NES ☐ Super NES ☐ Genesis ☐ Game Gear
☐ Game Boy ☐ PC (IBM or other)

11. How many times a month do you rent video games? _____

12. Which magazines and comic books do you read?

13. Comments: _____

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