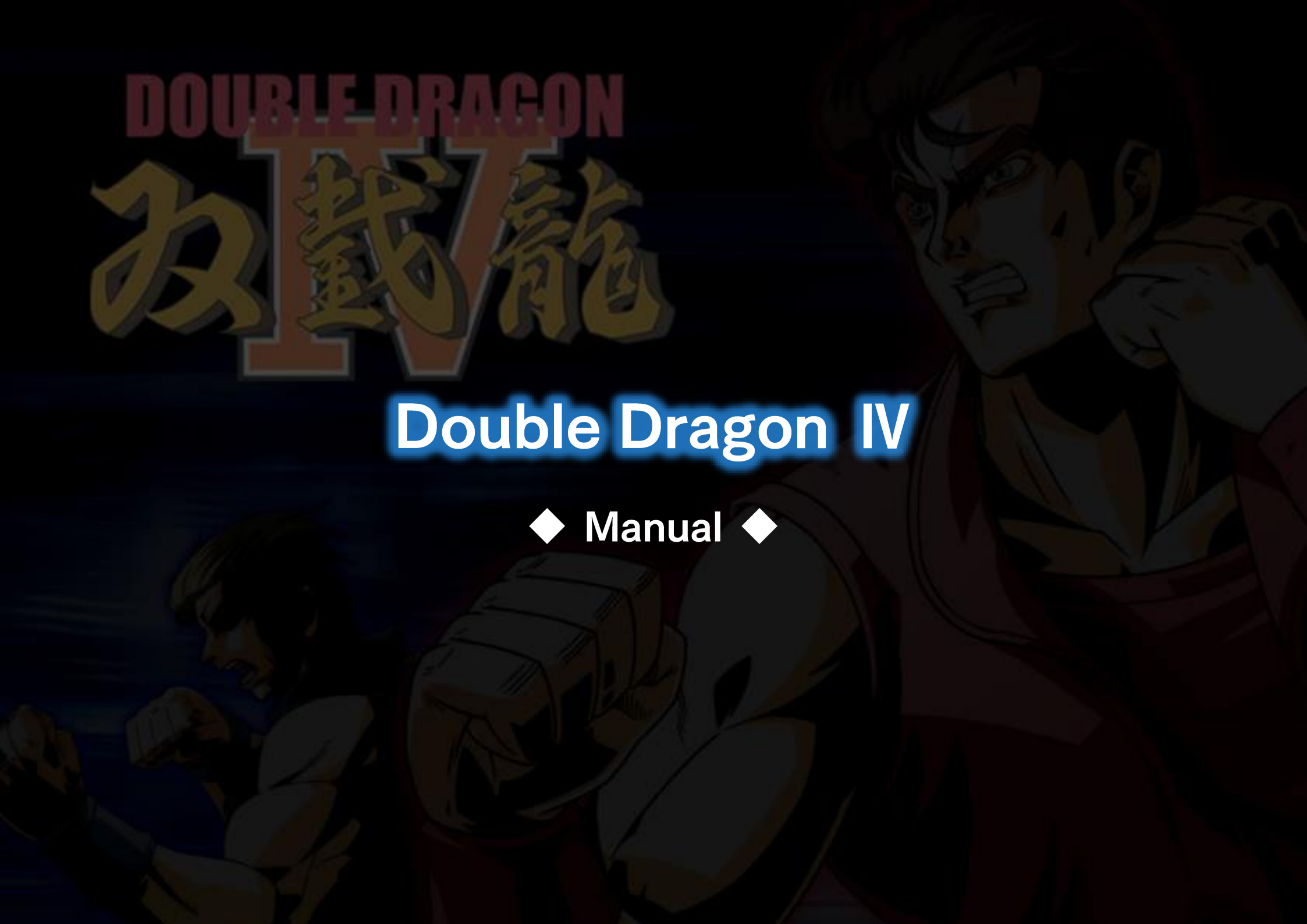


Double Dragon Ⅳ

◆ Manual ◆

Game Mode

• Story

The Story Mode featuring the Double Dragon, Billy and Jimmy.
It is a continuation of the story in Double Dragon II: The Revenge, and features all new enemies! Defeat the on-rushing attackers, and try to clear all the stages!
The game can also be played with a friend!

• 2P Duel

This is a two-player battle mode!
Progress in Story Mode to unlock extra characters for use in this mode!
In this mode even enemy characters are selectable! They possess different skills to those seen in Story Mode, so try playing as all sorts of characters!

• Tower

Defeat enemies to advance as far as you can up the tower!
This mode unlocks once you have beaten Story Mode.
There are no continues! How far up the tower can you make it?

How To Play



Back

Front

Punch

Kick

J Jump

I Extra 1

II Extra 2

III Extra 3

Regular Attacks



★Punch

Unleash quick punches. Hitting the punch button in quick succession lets you unleash a one-two jab hook punch.
The jab is particularly effective at making an enemy groggy with one hit.



★Kick

Kick out in front of you. This can make an opponent groggy in one fell swoop.



★Jump Kick [or] while jumping

Kick while jumping.

Fly into an opponent and knock them down.

■ Regular Finishing Moves ■

Enemies will become groggy after taking a number of attacks.
When they are in this state, it is possible to take them down with
with a finisher.



★Uppercut while the enemy is groggy

Take down an opponent with an upwards punch.



★Round House Kick while the enemy is groggy

Take down an opponent with a raised spinning kick.

■ Grab ■

★Grab State　Approach a groggy enemy head-on to initiate a grab.




Several enemies you can't grasp exist.
When more than one person is around you, an enemy can't be grabbed.A total of three elbow smashes and knee thrusts can be done to an enemy before the grab state is broken.

～ Grab Attacks ～

★Grab Elbow Smash



Unleash a fierce elbow smash to the head of a grabbed enemy.

★Grab Knee Thrust



Deliver a knee thrust to the stomach of a grabbed enemy.

★Grab Throw ← + [or]



Throw a grabbed enemy behind you. Depending on the distance from the enemy, this move can blow down an enemy in one go.

★High Kick ↑ +



Kick a grabbed enemy and send them flying. It is possible to defeat some enemies in one with this attack.

■ Extra Techniques ■

The three unique input methods for each move allows you to find one that matches your control style.

～ Input Examples～

- Press a specific key while holding or
  (for example, + , +)

- Press a combination of , , or
  (for example, • together to perform a back elbow)

- Press a single button or or .
  (it is possible to configure a move to a single button or key).

★Headbutt [(+) or (• • J) or (i)]



Although this move has a small hit range, it is useful for countering an enemy's jump attack.

★Spin Kick [(+) or (• J) or (ii)]



Attack and close the distance on an enemy at the same time.
Depending on the distance to the enemy, it is possible to takedown an enemy in one go with this move.

★Back Elbow [(+) or (• J) or (iii)]



Attack an enemy behind you. This is useful when you find yourself surrounded and being attacked from behind.

■ New Techniques ■

～ Special Finishing Moves ～

These moves are similar to Regular Finishing Moves in that they are special attacks that can be used when an enemy is groggy.



★Jump Elbow - Billy only

[(+) or (• J) or (iii)]

Unleash an elbow attack while jumping to knock an enemy to the floor.



★Axe Kick - Jimmy only

[(+) or (• J) or (ii)]

This move damages an enemy via a sweeping leg kick. A swinging leg attack that strikes with a downward heel.

～ Extended Special Moves ～



★Spinning Headbutt [or or J] while performing a headbutt

This is an extension of the headbutt attack. It is an extremely powerful attack where you rotate and smash into an enemy.

The Three Great Sōsetsuken Techniques

The Cyclone Kick, Hyper Uppercut, and High Jump Kick are known as the three great Sōsetsuken techniques. These are fierce attacks that render you invincible to enemy attacks while they are being performed.

★Cyclone Kick  at the peak of a jump



This technique is commonly known as the Rotating Whirlwind Kick and has been passed down from generation to generation. It is a Sōsetsuken technique that conjures the spinning image of a raging dragon god.It is frequently used when facing many foes because it has the power to sweep away everything in the vicinity.

★Hyper Uppercut  at the right time when low to the ground (i.e. crouched or getting up)



This is a rapid technique that summons the power of a heavenly dragon. It can catch an enemy off guard and is often used when battling a large foe.

★High Jump Kick at the right time when low to the ground
(i.e. crouched or getting up)



This is the most destructive Sōsetsuken technique. It is used to finish off enemies with a single blow.

■ Raging Counter ■

Raging Counter renders you immune to damage from certain attacks for a small period of time. It activates if you perform one of the below attacks while getting up off the ground.

Headbutt



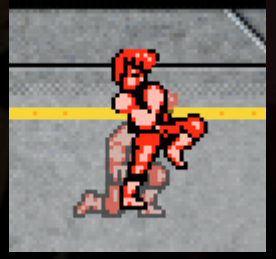
Hyper Uppercut



SpinKick



High Jump Kick



Back Elbow

