Double Dragon II FAQ/Walkthrough Final

by Alex

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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.

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A Button	Punch/kick right
B Button	Punch/kick left
 Select	Not applicable
Start	Pause
+	++

1.02 ----- STAGE ONE -----

Look out! Gangster thugs are comin' atcha! Defeat these three guys at the beginning, the A button will attack on your right while the B button will attack on your left. This applies no matter which direction you are facing. Some more difficult muscle men await you on the right, kick the crap out of them too. Don't forget you have an awesome spin kick attack by pressing A & B at the same time though using it will deplete your health if it actually connects with an enemy. Continue right and try to climb up the ladder. A couple of ugly women will drop down and try to beat your face in, show them the same courtesy. Make sure to eliminate those damn thugs who try to come to the rescue. Always remember to kill first and think later. At the top of the ladder there's some more ugly women who think that just because they have weapons they can stand up to your powerful fists of fury. Prove them wrong by planting the palm of your hand upside their nose. PRess the A & B buttons at the same time to jump, this is how you will get up to the platform on your right. Contuing the streak of enemies who think they are more badass than you solely because they have weapons, some thugs will jump out of the door and try to take you down with the power of their throwing knives. After kicking the crap out of one of them, pick up the knife and jam it in the spleen of another. At the top of the ladder we've got some sidescrolling action going on, these musclemen are no macth for you. Same goes for those damn thugs at the top of the ladder. Stay low so you can approach them without being pipe'D and give them a one-two punch kick the the knee. The pipe may also help you out, not that you need any weapons to help you kill. Onward to the boss!

+----- STAGE ONE BOSS -----+ 1 | This guy has a nasty habit of pounding you and not letting you get up. | His horizontal karate chop will send you flying and if that doesn't then 1 | you'll feel an equal amount fo pain when he lifts you into the air and | punches you repeatedly in the gut. Jump kicks can work rather effectively | | but I find just running up to this guy and punching him over and over and | | over and over again works equally as well. Be sure to watch out for the | edge at the bottom, it may sound like a no brainer but if you drop off the | | bottom, you really will drop! After knocking this boss out a couple of | times his entire body will disintegrate, but it's not over! Within a few | \mid seconds he is back and ready for more. It'll take one more beating to win \mid -----+

1.03 ------ STAGE TWO ------

Start this level by moving right and jumping down toward the muscle men on the lower level. See if you can land on them in some kind of dropkick fashion. When they're dead and the arrow is pointing down it does not mean "jump off the cliff" but rather climb down that yellow pole thing in the middle. Jump across the gap at the bottom and fight your way up. When you're just about to reach the roof of the building you'll hear the sound of a helicopter, this is your cue to CLIMB BACK DOWN lest you wish to be hit by gunfire if you're still standing on the roof. Stay at the bottom of the pole while the ugly women jump out. Kick them off as they come down and they'll likely drop their grenades which will blow up, killing them in the process. Just make sure you stand back. After this knock the thugs off the pole and then beat them to death with their own iron rods. Club them in the temple and splatter their brains on the wall. Lastly some badass pugilists will descend the the chopper. These are the first enemies in the game who truly deserve to do battle with you, however of course you will still force them to eat their own shit. Just because you can. Climb up the pole and drop down to the lower level. Some musclemen appear but all you need to do is take your foot and jam it into their appendix. After this come the stage's boss battle.

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| Holy shit! Ninjas! A worthy adversary! You're going to have to use all | of your cunning for this battle. Since it is scientifically documented | in numerous sources that NO ONE can move faster than a ninja, you're | going to have to use the one advantage you do have: brute physical | strength. Sure the ninjas may run up and knock you down, but if they're | not smart enough to take off after that you can get up and use your one | second of invulnerability to jam your elbow down their throat. Try to | take advantage of both attack buttons so you can punch one in the face | and hopefully deliver a swift kick the other coming up from behind.

1.04 ------ STAGE THREE ------

The first thing you want to do in this level is get as far left as you possibly can. This is of course, only if you're a big sissy. Real men know that if you're in a helicopter and the door keeps blowing open, the best place to fight is right on the goddamn doormat. Of course you'll have to use your lightning fast reflexes and be ready to move down if the door opens, but think of all the enemies that will get sucked out if you're battling so close to the door. Obviously if you're lying on the ground you're going to be sucked out no matter what, but fortunately this only applies to people who get their ass kicked on a regular basis and spend the majority of the time lying on the ground. Pussies. Anyway crush the skulls of these pugilists who attack you off the bat then begin taking on the thugs with the iron poles. A whole bunch of them come at you so pick up a pole and get yourself close to the door. A single hit with this thing and they go down, sucked out easily in seconds.

1.05 ------ STAGE FOUR ------

Damn the music in this level is awesome. The musclemen at the beginning don't have the first idea how to fight like real men, they stand at a distance and hurt some kind of boomer-flail (Define: combination boomerang and flail-mace-

thing) at you. Move up and down on the screen to keep them too stupified to even act then crack their shoulder blades when you get up close. Be sure not to move too far down or you'll drop in the water and die. There's a couple of ugly women after this who don't really do anything besides stand around and die, so take them out and proceed into the door at the end. At the bottom you might not notice but those are spikes on the roof. Any attack or combination that ends in an uppercut is sure to kill the enemy instantly, but the same massive damage applies to you as well if you're knocked into the air or stupid enough to jump. After taking down a couple of pugilists a large golden wrestleman appears. Don't let this guy get near you, most of his attack will knock you into the air. Start punching or kicking before he even gets in range, that's your best bet. A couple of trips up into the spikes will have him lying on the ground flashing. Watch out for these spike pillars coming up on the right, it's difficult to dodge them unless your timing is perfect, mostly due to clunky controls. Position yourself in the middle of the area where the ceiling is open so if you get hit, you won't fly up into the spikes. Some ugly women will drop down with genades, even after killing them you have to be careful to move away from the grenades they drop. Some less dangerous thugs drop down following them, just kick them stright up and impale their skulls on the roof spikes. Lastly before you can go any further you have to fight another one of the super musclemen from the chopper. The fact that he can throw you means instant spike damage always, you'll have to hit him again before he hits you, it's the only way to go. Now proceed through the door.

1.06 ----- STAGE FIVE -----

You know you're in for some serious trouble when the level is called Forest of Death. Defeat the ugly women at the start wielding flails and then drop down. There's a ladder here but you don't have to use it. If no enemies appear at the bottom try moving down further, that should trigger them. It's just more ugly women with flials of course. Now for some awkward platforming. Don't jump across the skinny platforms, move up toward the waterfall and jump across there, it's much easier. Defeat the musclemen as they come down the vines and then climb up either one of them. At the top some more musclemen will come out the door, but this time with sticks of dynamite. You'll have to watch carefully where the dynamite lands and avoid it while simultaneously planting your foot in their faces. Perhaps you can knock one of them onto his own dynamite and incinerate him. The options are limitless. When the musclemen are dead the super muscleman comes out to see what the hell is going on. Simply stand to the left of the door and begin kicking him in the testicles when he comes out. Same deal for the second one. Now head to the right, it looks like Link has been working out. I don't really know what these are so I'll just call them pansy boys, but in fact they are quite skilled fighters. Keep your distance from the pansy boys and try to take them on one at a time using your feet rather than your hands. Shouldn't be too difficult.

+----- STAGE FIVE BOSS -----+

| The boss of this stage is a giant machine but it doesn't really attack |
you. Instead what you have to do is jump up to the top where the door is |
while avoiding the engine exaust and stuff like that. It shouldn't be too |
difficult but they won't just let you go in the door. Some dynamite |
wielding musclemen and some pugilists are there to make sure fo that. |
After cracking their spines in half stand near the door, one final battle |
against the golden muscleman awaits before you can go inside. As long as |
you're attack right when he appears he shouldn't be able to counterattack. |

1.07 ------ STAGE SIX ------

As far as I'm concerned no game that forces you to jump by pressing two buttons at once and gives you recovery time upon landing should have platforming elements, but this game does. This first part is ridiculously difficult for no reason at all. If you want to land on a platform and jump you'll have to jump very early, just as the other platform is disappearing and you'll also have to randomly hope you don't get hit by the fire dropping down from above. If you manage to get across you'll have to battle some pugilists under the watchful menacing eyes. After they die some pansy boys will attack, I find that if you corner them against the raised area i nthe middle you can defeat them quite easily. To your left is a small platform, if you don't jump you will die. Now for the stupidest part of any game ever.

+----- STAGE SIX BOSS -----+ | | I feel sorry for anyone not playing on an emulator here. They make this | | so clunky and difficult and just to add insult to injury, it's designed so | | that just about every time you miss, you get impaled by spikes. Nice. | | After the first couple of jumps you'll land on a small platform, to reach | | the next one you have to stand over and on the right side of this of you | | will jump too far. The rest of them are pretty self explanatory. This | | is far harder than any boss you've faced so far up to this point. |

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1.08 ----- STAGE SEVEN ------

And because stationary platforms weren't challenging enough, how about jumping between mid air conveyor belts. Well just so you don't have to go through trial and error, the first one is moving left, the second is moving right and the small final one is moving left. In the next room start attacking quickly. There's a sole pugilist and then you have to take on another visor man like the first boss but all the while the ground is disappearing on your left. Be sure you get in the door before you drop off entirely. Now there's some odd gear things you have to jump across, pay attention to which way they are moving so you can compensate for the movement upon landing. Keep in mind also that they don't move all the time, and also that the spikes on the ground are not simply content staying still, they like to bounce up into the air for no reason. They go in a specific pattern, far right, mid-right, mid-left, far left, middle, so always note this before jumping. Remember that when it comes to jumping you will almost always overjump, it's near impossible to jump too short in this area. No bosses in this next area but the musclemen are beefed up and throwing dynamite like crazy. If you need a surefire way to defeat them then get over to the left side and knock them off. It's dangerous of course, but who the hell cares. Head through the door afterward.

+----- STAGE SEVEN BOSS ----------+

| Continuing the tradition of having bosses which aren't really bosses, just |
| a bunch of enemies, this level does exactly that. Continue the tradition. |
| Fight off a spectrum of fighting warriors with the punks, musclemen, |
| pansy boys, pugilists and finall ending with a harder-than-normal |
| golden muscleman. I still find that these guys' weakness is a fast |
| attacker with a powerful offense so be sure to stay close and hit hard. |

1.09 ----- STAGE EIGHT -----

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There's a couple of pansy boys to fight off right at the beginning, show them that fists of fury will outclass a couple fo stupid sticks any day. Follow the path being careful not to drop off the bottom at any point. You'll be ambushed by a couple of pugilists but you should be able to make short work of them. At the bottom of the ladder is another golden muscleman then a super muscleman with arms longer than your legs. Do your best and keep kicking anyway. To the right is the dragon arena. Now, everyone knows the only thing more powerful than two ninjas on a single plane is FOUR ninjas on a full playing field. You'll be attacked by two ninjas and then two more i nthe most difficult battle you've faced up to this point. Try to use the whole area to your advantage, the only defense you have against their super fast and super powerful attacks is the ability to dodge up and down, it won't be easy.

+----- STAGE EIGHT BOSS ------+

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- Thugs.....The basic enemy in the game with slick red hair. Usually carries a weapon of some sort and likes to cartwheel around like an idiot. Rarely attacks first and easily defeated.
- Musclemen.....Sometimes carry weapons, usually either a flail or dynamite. They are slower than the thug but stronger of course.
- Ugly Women.....These women like to grab whatever they can get they hands on and hit you with it, as if to make up for their own inadequecies as failed fighters. Punch them until they die.
- Pugilists.....These guys are truly worthy. They never carry weapons and are only interested in seeing who is the more proficient fighter. It's never them of course, but at least they try.

- Pansy Boys.....Attack in pairs, a green robed kid who looks suspiciously like Link. Equipped with two sticks he thinks that somehow they'll help him out in battle against your powerful fists.
- Ninjas.....Speed demons of the night, and day, and whetever the hell else they want because they are ninjas. You'll be dead before you even see them. Equipped with ninja stars and knives, ninjas are a very dangerous foe.
- Visor Man.....The first boss which appears as a normal enemy later. You might think he's dead but he always seems to come back.
- Super Musclemen...You'll first encounter this guy in the helicopter, he likes to grab you and throw you over his shoulder. With his long arms he can grab from quite a distance too.

Golden Musclemen..Similar to the super muscleman, this guy is all gold and shiny looking. Unfortunately, it doesn't help him much.

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----- STAGE ONE BOSS -----

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----- STAGE TWO BOSS ------

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----- STAGE THREE BOSS -----

This hardcore muscleman makes the other musclemen look like... less... muscley... men. No matter how fast your reflexes are or how strong your punches are this guy always seems to be the one with the longer arms and ability to grab you and throw you over his shoulder. Obviously with an open pit to death nearby this isn't too pleasant. The solution is being a big cheapass. Despite his arm stength it seems this guy does not possess the leg strength to keep himself from falling out of the helicopter so stand as far to the right as you can and as he approaches you, watch and the door opens and he just dies. Defeat two for the win.

#### ----- STAGE FOUR BOSS ------

I don't know what the hell they were thinking with this room. It's like it's not enough to simply end the level after a battle, first you must go from this completely normal area to a room with pointless conveyer belts and cliffs on all sides. All you need to do is jump across to the door and that's the end of the level but of course the awkward controls make this stupid room as dangerous as any boss fight. It's so retarded I decided to call it a boss. The boss of this level is a room. Now jump.

# ----- STAGE FIVE BOSS ------

The boss of this stage is a giant machine but it doesn't really attack you. Instead what you have to do is jump up to the top where the door is while avoiding the engine exaust and stuff like that. It shouldn't be too difficult but they won't just let you go in the door. Some dynamite wielding musclemen and some pugilists are there to make sure fo that. After cracking their spines in half stand near the door, one final battle against the golden muscleman awaits before you can go inside. As long as you're attack right when he appears he shouldn't be able to counterattack.

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----- STAGE EIGHT BOSS -----

When it comes to an awesome martial arts fighter like you, you realize that there is only one person who could possibly beat you... yourself! The evil spirit of your soul has come to life and is ready for battle. He has mostly the same attacks as you with two notable exceptions, he can fire a Hadoken and has the ability to fuse himself inside you to deal damage. Both of these attacks can be dodges if you know what you're doing. Simply stay moving up and down to avoid the first one. The second one will always happen a few seconds after the enemy disappears but if you jump right before he possesses you, he'll reappear and that's it. Now that you know how to dodge the two attacks you can give this guy the final one-two punch needed to show who the true dragon really is.

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I am no longer active writing guides for video games, and thus I will no longer any questions or update with any corrections sent through email. It is likely that after this point this guide will never be updated again. I am aware that there are errors occasionally and I apologize for those. Please do not email me any corrections, or ask me for any help with this particular game, as I will not respond.

It is also not necessary to send any email to thank me for the work, I will say right now that you are very welcome.

Furthermore, please do not contact me about hosting this guide on your website, I will not grant permisson. I am still willing to take action if I find this guide being hosted anywhere other than GameFAQs.com, IGN.com, or a very small number of other select sites.

Finally, if you need to contact me for some reason that is not covered above, then you can reach me at StarOceanDC(a.t)gmail(d.o.t)com.

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Thanks to CJayC for continuing to keep GameFAQs running smoothly, and the same to Sailor Bacon. Thanks to Sean, Mark and Jeremy here at the University of Guelph, thanks to everyone in the GameFAQs FAQ contributor community for being great people, and thanks to everyone who takes the time to send feedback.

Thank you very much finally, to anyone and everyone reading this walkthrough.

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