

Super Double Dragon FAQ

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Super Double Dragon
Super Nintendo Entertainment System
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1. Introduction:
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This was probably one of my favorite SNES games. I used to rent it all the time a while back. I bought it about 9-10 years ago. I still love it even today. Anyway let's get to the action! Oh and if you people reading this FAQ didn't know both versions of the games are technically unfinished. Go to the website below to read what the game was going to be before it got rushed, but don't let this shy you away from playing this game its still a very fun game. Anyway here is the site:

<http://doubledragon.kontek.net/>

Also check out my youtube channel for a playthrough of the AMERICAN VERSION of the game. Please rate and comment if you check it out. Check out my other videos as well.

Thank You

<https://www.youtube.com/user/handheldgamefan89>

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2. Controls

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Control Pad - Moves

A Button - Kicks

B Button - Blocks

X Button - Jumps

Y Button - Punches

L or R Button - Increases Dragon Power Meter

Start - Pauses (on controller 2 it brings player 2 in the game if in 1 player mode.)

Select - Nothing

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3. Storyline

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Marian, a beautiful policewoman is a student of Kung Fu and part-time assistant instructor at the martial arts training school run by Billy and Jimmy Lee. A narcotics investigator, she has disappeared while attempting to infiltrate the ruthless criminal mob known as the Black Shadow Warriors.

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4. Game Modes

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1 Player game

2 Player A game - In this mode you can't hurt each other

2 Player B game - In this mode you can hurt each other

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5. Characters

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Billy Lee

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One-half of the Double Dragons, he began to learn the martial arts at the age of 12. He completed his art form of So-Setsu-Ken at the age of 20. He and his brother has a training school in Los Angeles where they teach the art form of So-Setsu-Ken.

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Jimmy Lee

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The other half of the Double Dragons, he is Billy's older brother. He is the master of the martial art forms and the training school.

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6. Missions
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Mission 1: Las Vegas
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You enter the casino with a grand background of a night view of Las Vegas. Take the elevator to the top floor where you meet the Boss of the casino, Steve. After fighting Steve, you can continue to the next mission

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Mission 2: The Airport
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This mission begins in the lobby of the Airport. As you move through the lobby, you'll find a door to go through. Make your way downstairs while fighting with the enemies. Eventually, this takes you outside onto the runway of the airport. It is here that you meet the Boss of this mission, Jackson. Defeat Jackson, and then move on to the next mission.

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Mission 3: Chinatown
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You begin this mission on the streets of Chinatown, in the shopping district. From here, you enter a Kung-Fu training school gymnasium. Go upstairs to the 3rd floor, and there you must fight the two Chin Brothers. As the fight progresses, the Chins run away to the balcony. There, you defeat the Chins and proceed to the next mission.

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Mission 4: Golden Gate Bridge
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Here, you will find yourself on a trailer, where many enemies wait. The trailer goes through a residential district, a forest, over a bridge, more residential areas, and then the trailer collides with the side of a large building. After falling down to the street, you begin to fight the Boss, McGuire. As this is happening, the gangsters of the Shadow Warriors are watching. In this scene however you will not be able to beat McGuire, and the mission will end.

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Mission 5: The Slums
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This mission will take you through an old building and into an abandoned factory. Here you meet again with McGuire, to fight him and defeat him.

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Mission 6: Forest and Mountain
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You pass through a forest of big trees. You'll cross a bridge and go over mountain roads to a pond, where you meet the Boss, Carlem, the gatekeeper of Duke's place. Fight it out with him, and you can find the gate that leads to Duke's house.

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Mission 7: Duke's House
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Here, you will face your final challenge. You will need to use a barrage of fighting techniques to battle your way through to Duke and rescue Marian.

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7. Moves
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Billy/Jimmy
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Combos
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A+A+A - This combo does two kicks to an enemy and the third kick is a roundhouse kick.

Y+Y+Y+Y - This combo does three punches and ends with an uppercut. (Jimmy does not do an uppercut he does a hard punch at the end)

Down+A - Does two kicks and you can either end with Y which does an uppercut, or A which does a roundhouse kick. (Jimmy does not do an uppercut he does a hard punch)

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Grabbing Enemies/Grabbing Techniques
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When you punch or kick an enemy twice they get dizzy, which means when you go up close to them you grab them by the hair and do various things.

Press B to throw them behind you -You can throw an enemy into another enemy which can be useful.

Press A, A, A, A to kick them in the head

Press Y, Y, Y, Y to punch them in the head

=====
Blocking Techniques
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You can block enemy's punches or kicks by pressing B. If you block punches you grab the enemy's arm and can do various things to them:

Press B to throw them - Again you can throw an enemy into another enemy

Press A, A, A, A to kick them in the face rapidly.

Press Y, Y, Y, Y to punch them in the face rapidly.

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Fighting Techniques
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Note: To use these moves you have to use the Dragon Power meter by holding the R or L button unless otherwise noted.

Arm Spin - Hold R and press Y - Billy/Jimmy spin and do a one-armed spin punch (you can do a combo by doing three of these in a row, or by doing two of them and pressing Y or A to end it, Y finishes it with an uppercut, and A finishes it with a roundhouse kick. You can also just do one arm spin and press Y for an uppercut or A for a roundhouse kick of course Jimmy doesn't uppercut he does a hard punch.)

Jump Off a Wall - Press X+Back (you have to be near an actual wall)

Jump Back Kick - Press X to jump, then press Back+X

Jump Kick - Press X twice (does not use Dragon Power meter)

Downward Kick - Press X, then while in the air press Down+X - Billy/Jimmy does a hard airborne downward kick. (Does not use Dragon Power meter.)

Hurricane Kick - Hold R until Dragon Power meter is about halfway full, and press Y or A - Billy/Jimmy does a spinning kick in the air across the screen.

Jump Side Kick - Hold L or R and press A - Billy/Jimmy jumps in the air and does a hard side kick.

Super Dragon Power Mode - This is when the Dragon Power meter is full. The bar flashes blue and you have pumped up punches and kicks. This only lasts for a minute or two, but it is useful for swarms of enemies.

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8. Weapons
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To pick up weapons, you go right over a weapon and press Y. You also use weapons once picked up by pressing Y. (Once you have a weapon you can't drop it and pick up a new one you have to get hit, unless of course it is a weapon that can be thrown such as the knife. You also DO NOT keep weapons when you move on to a new part of a mission or a whole new mission.

Knife - You throw this weapon. It is good for long distance and does heavy damage

Boomerang - You also throw this weapon is also good for long distance, but be careful once you throw it can come back and hit you as well! So be careful

Fire Bomb- Yet another throwing weapon good for large groups of enemies because it kills in one hit! But it also kills you in one hit so be careful when using this weapon. (I suggest throwing it then backing away to be safe.)

Drum Can - Yes, that's right another throwing weapon. To keep it simple you can pick this up and throw it at enemies or kick it while it's on the ground at enemies.

Punching Bag (In mission 3 only) - With this you can punch or kick it to make it swing back and forth, and eventually it will fall off the chain and you

can pick it up and throw it at enemies.

Small Punching Bag (In mission 3 only) - Very hard to use this to your advantage, but you punch or kick it and it shakes back and forth and if enemies are close they will take damage, but don't get too close or else you will be hurt as well.

Rock - Same as the drum can you can only pick it up and throw it though it will not roll like the drum can.

Nanchaku - The best close combat weapon it can do three fast hits in a row and is quite powerful. (My personal favorite weapon)

Konbo Stick - Second best close combat weapon it can do three hits in a row and has great power.

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9. Enemies
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=====
Williams: (Long-Blond Hair and Beard enemy, and other variations of clothes)
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A member of the Shadow Warriors. He is an expert at the martial art forms of Kenpo and Konbo.

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Roper: (Bandanna and Dark-Skinned enemy, and other variations of clothes)
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I have no description for him because I am getting the descriptions for the enemies, characters, and missions from the instructions manual.

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Baker: (Blond-hair blue and white shirt, and other variations of clothes)
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He is the master of the Chinese sword. His best technique is the "Two Swords."

=====
Jeff: (Green clothes and looks like Billy)
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The supervisor of the Shadow Warriors, he is a Karate master.

=====
Steve (Brownish-Hair and suit enemy, sometimes seen wearing a gray suit)
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He has the appearance of gentleman, but his character is that of a ruthless killer. A master of the martial arts, he is very good at collecting secret information.

=====
Chin Ron Foo (Long-Black Hair in a ponytail enemy, sometimes wearing orange)
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He is the best Chinese Kenpo master in the Shadow Warriors. He operates

Duke's Kenpo gyms with his brother in Chinatown. He claims that he and his brother are the real Double Dragons!

=====
Chin Ron Pyo (Same as above just with different variations of clothes sometimes wears orange)
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He wields a variety of hand-to-hand combat techniques. He has a severe scar over his eye that he suffered from a past death match.

=====
Jackson (Blue vest Blond Hair Blue pants and Boxing gloves also has some other color)
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In the past, he was a heavyweight-boxing champion. His jab and uppercut are awesome. His best technique is the uppercut.

=====
Carlem (Black-Hair Red Coat Sunglasses and Short Pants)
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Very little is known about Carlem. His fighting technique is similar to Karate. He has a special technique Middle kick called "Death Leg" that is very fast and powerful.

=====
McGuire Green Hair fat yellow shirt and bluish purple coat)
=====

A very large enemy. It is very difficult in fact, almost impossible to damage this enemy.

=====
Duke (Last Boss Yellow Bandanna Yellow pants Yellow and Black Striped Shirt)
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The Dictator. He owns several martial arts gyms, but most of them were taken by force. His background is a mystery.

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10. Tips/Tricks
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There are many tips/tricks I can give you, here are some:

- You can stop a knife by kicking, jump kicking or punching it/ (In the Japanese version it actually knocks it back to the enemy.
- This is more like a glitch, but I don't want to make a glitch section just for one, but if you find more contact me and I will update. Sometimes in 2 player A mode if both Billy and Jimmy are punching/kicking an enemy together at the same time sometimes an enemy will get trapped in the barrage of attacks. (Note: This is useful, but hard to pull off)
- Anytime an enemy throws a knife press B to block and it will go through you and maybe hit an enemy.

- In the second part of Mission 1 when Jeff comes with the knife, jump on top of the vending machines and he may do one of three things. He may throw it and it will hit the wall, he may be intelligent and jump up on the vending machines and throw it and try to hit you with it, or he may throw it at an enemy by accident.
- In the last part of Mission 1 (the part with Steve) there is a Williams enemy with a knife get him to throw it against the wall, then pick it up and throw it to the left of the stage. I recommend using the knife on Steve. It doesn't kill him instantly, but he will be heavily damaged.
- In the beginning of Mission 2, a Williams' enemy will be holding a knife; if you block it and make it go through you it will hit an enemy.
- On the runway of Mission 2 (the last part) try to save a firebomb so you can use it on Jackson to kill him quickly.
- In the third part of Mission 3 use the big punching bag on the far right of the screen to your advantage.
- In the last part of Mission 3 (where you fight Chin Ron Foo and Chin Ron Pyo) try not to use any kicks on them, if you do they will grab your leg and flip you
- In the last part of Mission 5 before you go down the flight of stairs wait for a Williams enemy to throw the knife he has kill him get the knife and try to hit the boss McGuire with it.
- In Mission 6 try to knock as many enemies as you can down cliffs to make it easier.
- Also in Mission 6, at the part with the gap in the bridge, use the Hurricane Kick to get across easier, but charge up your meter for a little before the bridge or the part of the bridge you are on could break and you will die
- Near the end of Mission 6 (the bridge) one of the enemies you come across will have a knife. Use the knife on Carlem it doesn't kill him, but it deals heavy damage to him.
- All I can say for Mission 7 is use some of the previous tips/tricks I've given you. One thing block often and use special techniques often.

These new tips are credited to Jason Wenn thanks man

- in the elevator, get both enemies on one side lumped together, you can easily kill them w/ the staff w/ the right timing.
- in the last stage of mission 1, as soon as you exit the elevator, don't walk down, stay at the very top into the doorway and the guy w/ the knife will throw it against the wall, missing everybody, allowing you to pick up and use or save for the suited boss down the hall.
- in mission 3, on the 1st floor of the building w/ the sm. punching bag, stand at arm's length away from the bag and wait for an enemy to get right in line w/ the bag, and then start swinging. your enemy will be trapped and get nailed by both the bag and your fists, allowing you to rack up some major points. you'll also avoid the bag hitting you. this seems to work best w/ the sword guys.

-when faced w/ multiple enemies, try to get them lumped together on one side, and punch away. once I knock a guy down, I'll walk over him, the enemy on the other side of you will follow as the other gets off the ground, then turn around and attack, you can nail 2 or more enemies at a time. stand close to their fallen bodies, as soon as they get up, start wailing on them, you can finish them off quickly w/o suffering much damage.

-w/ the firebomb, stand on the side showing red/orange to avoid being hit. the blast will head in the direction away from you, nailing enemies in its path.

- I like to use the down and a button double kick, you'll stun the enemy allowing you to grab him and beat the s*%t out of him. also, when you have grabbed an enemy, you can do that little back kick and nail the sword guys. this double kick also works really well vs. most of the boss characters, who can block a lot of your other attacks but rarely block the double kick.

-also, if you have a knife when 2 or more enemies are lumped together, try stunning them w/ the double kick and you can stick both w/ the knife.

-toward the end of mission 6, try going about halfway up the stairs, you can nail the guys above you with the nanchaku, and turn the firebomb away from you toward the enemies. often times they'll get hit by the bomb, and you won't even have to climb all the way up the stairs. also, on the other side, when climbing down, vs. the 2nd set of enemies stay on the stairs and allow the guy to throw the knife before going all the way down, he'll miss you and often times nail the sword guy. usually I'll go after him and try to get the knife to use on that fat guy at the end.

-w/ mission 7, w/ the 3rd set of enemies, you can sometimes avoid all the knives by staying at the top of the screen behind the tree. also, you can save a lot of damage/time by knocking enemies off the edge of the cliff. also, that boulder rocks, you can throw it over the gap in the bridge and carry it w/ you to fight the boss.

-on mission 8, when the floor starts to move down, stand in the upper right corner and punch/kick the guy w/ the knife once he jumps onto the scene. I love saving these knives for the fat guy and especially duke, I try and nail him at least 3 times w/ knives.

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11. Japanese Game Differences
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I own both the Japanese and English versions of the game. There are many differences between the two. Here they are:

- Enemies duck finishing combos (example: Billy's uppercut and roundhouse kick or Jimmy's hard punch. They also block and move around more

- Finishing moves (example Roundhouse kick and Uppercut for Billy and Jimmy's hard punch has an echoing sound effect. Many other things you do can produce the same sound effect.

- Some enemies are weaker

- The knife and fire bomb do less damage to Billy/Jimmy

- The boomerang goes a shorter distance, but

you can also catch it.

- You can pick up a different weapon (Example if you have the Konbo Staff you can go by another weapon and pick it up by pressing Y or A. You can also do this with the knife and firebomb, but if you have the firebomb and switch move quickly.
- The Hurricane Kick does significantly more damage to enemies. In this version it does 4 consecutive hits.
- There is an options menu where you can choose how many credits you want (you can choose up to nine), a sound test, and a difficulty setting option. By the way every option is in English text.
- There are some different music tracks for the missions.
- In Mission 3 you fight Chin Ron Pyo, and Chin Ron Foo At the same time, but you still have to do the other part where you would fight whichever of the bosses above, instead you just fight normal enemies.
- Mission 7 is longer, yes I said longer. The first new part is just a room with a staircase where you fight various enemies. Then, the last part you again fight many enemies after awhile Duke will appear.
- There is no "ending" like in the American version

I personally like this version better because it's a lot easier because you can choose credits and difficulty level, but I do like the English version better because it's more of a challenge. I recommend picking both of them up either by EBay or emulators. One more thing there is many more subtle differences that I'm but going to list because I don't think they are that important.

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12. Cheat Code
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Unlimited Credits:

To do this cheat you must have 1 credit left, press start on both Controllers simultaneously, if you did it correctly, both players will buy in. Next time you die you will have seven credits!

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13. Game Genie and Pro Action Replay Codes
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- | | |
|-----------|--|
| DF8C-070B | 1 extra credit--2-player game A |
| 1D6F-0766 | Invincibility (For both Players) NOTE: If you start losing life to an enemy use punches to defeat them so they can't perform the move to take your life! |
| DB86-070B | 9 lives--1-player game |
| D186-070B | 6 lives--1-player game |
| DF86-070B | 1 life--1-player game |
| DB88-0D6B | 9 lives--2-player game A |
| D188-0D6B | 6 lives--2-player game A |

DF88-0D6B 1 life--2-player game A
4A86-6F05 Infinite lives--player 1
DDB3-A7F1 Dragon power increases faster
D7B2-A7B5 Prolonged maximum dragon power
C267-0DD6 Invincibility (Alternate)
CB87-A4A1 + 6287-A761 + 4587-A7A1 + F480-ADD1 + 9587-A7D1 - Infinite Energy

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GAME GENIE CODES FOR JAPANESE VERSION:
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NOTE: If you want to use these codes on an American SNES
and you have the Japanese Version you must do the following
steps:

1. Get a Game Genie (Duh)
2. Carefully cut off the two small little tabs on the inside of the
Game Genie (2 little grey tabs on the left & right side)
3. After that's done the game should fit in perfectly.

One more thing if you're using an emulator, of course
don't worry about this

Invincibility	1D6F-0766
Credit Music	D?A3-0DA4
Mission 1 Music	D?A0-A7A4
Mission 2 Music	D?27-D70D
Mission 3 Music	D?2B-040F
Mission 4 Music	D?24-64D4
Mission 5 Music	D?20-DD67
Mission 6 Music	D?30-DFDD
Mission 7 Music	D?32-670D
Mission 7 Part 2	D?36-0F04

Replace the ? in any of the missions music with

D - Double Dragon Theme (Title Screen/Great Hall)
F - City Slum (Mission 5)
4 - Duke's Hideout part 2 (Mission 2)
7 - Golden Gate Bridge (Mission 6)
0 - Duke's Trap (Mission 4)
9 - Duke's Awakening (Ending Theme)
1 - Forest (Mission 7)
5 - Cut-Scene Theme (Unused)
6 - Las Vegas (Mission 1)
B - Chinatown (Mission 3)
C - Duke's Theme (Unused)

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Pro Action Replay Codes
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7E00DC09	Player 1 nine lives.
7E00DC02	Unlimited lives.
7E0B2719	Infinite Health P1
7E0F2719	Infinite Health P2
7E0A2700	1 Knockdown Kills Enemy #1
7E142700	1 Knockdown Kills Enemy #2

7E0E2700	1 Knockdown Kills Enemy #3
7E092700	1 Knockdown Kills Enemy #4
7E082700	1 Knockdown Kills Enemy #5
7E072700	1 Knockdown Kills Enemy #6
7E0B2700	1 Knockdown Kills Enemy #7
7E162700	1 Knockdown Kills Enemy #8
7E132700	1 Knockdown Kills Enemy #9
7E062700	1 Knockdown Kills Enemy #10
7E102700	1 Knockdown Kills Enemy #11
7E122700	1 Knockdown Kills Enemy #12
7E0D2700	1 Knockdown Kills Enemy #13
7E0F2700	1 Knockdown Kills Enemy #14
7E0C2700	1 Knockdown Kills Enemy #15
7E112700	1 Knockdown Kills Enemy #16
7E00D905	Infinite Credits
7E00FA01	Speed Up The Game Tremendously
02811E60	Mostly Invincible
7E0B2719	Infinite Health Player 1
7E0F2719	Infinite Health Player 2
7E00DC02	Infinite Lives Player 1
7E00DD02	Infinite Lives Player 2

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14. Disclaimer
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Do not sell this guide to anyone if you do I will take legal action upon you. Also do not make any corrections without my permission or else you will be violating my copyright and I will take legal action if you do. Also you are not allowed to put this guide up on your website without my permission.

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15. Copyright
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All the character, weapon, mission, and enemy descriptions were taken from the official instructions booklet and are a trademark of Tradewest and Technos of America.

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16. Contact Information
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If you have any comments, contributions, or questions about the game or my FAQ e-mail at kevbbach@fuse.net. Thank you and I hope you enjoy this game!