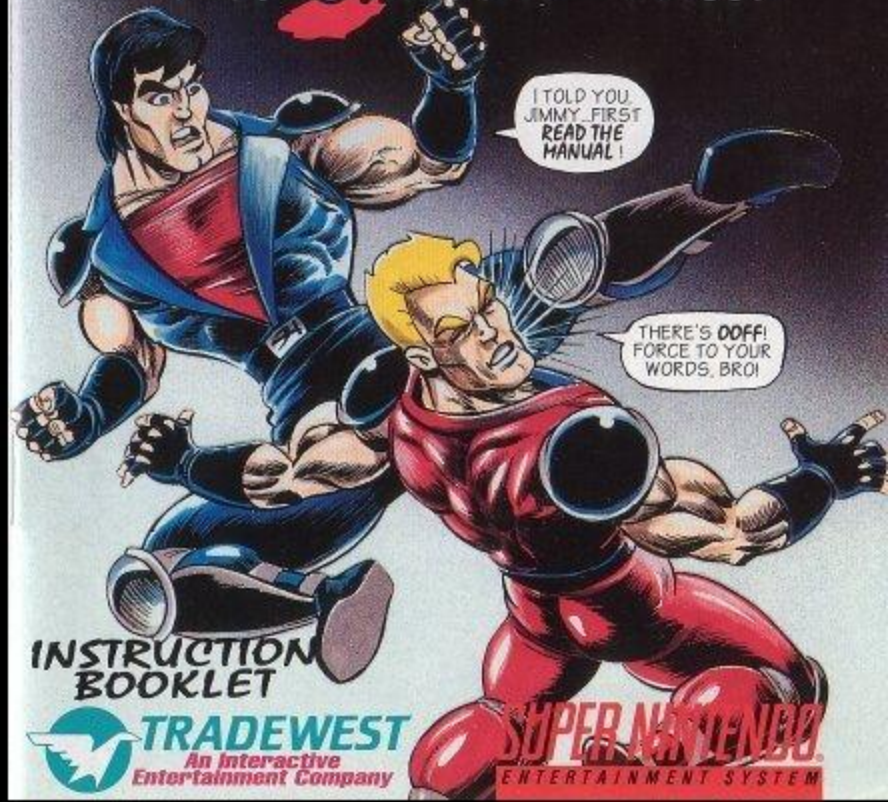


DOUBLE DRAGON™

The Shadow Falls



I TOLD YOU,
JIMMY, FIRST
READ THE
MANUAL!

THERE'S DOFF!
FORCE TO YOUR
WORDS, BRO!

INSTRUCTION
BOOKLET

 **TRADEWEST**
An Interactive
Entertainment Company

SUPER NINTENDO
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED
CONSUMER INFORMATION AND
PRECAUTIONS BOOKLET CAREFULLY
BEFORE USING YOUR NINTENDO®
HARDWARE SYSTEM OR GAME PAK.**

BY THE
CODE OF THE
DRAGON...

...THIS IS RULE
NUMBER
ONE!



LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE COMPLETE
COMPATIBILITY WITH YOUR SUPER
NINTENDO ENTERTAINMENT SYSTEM.
ALL NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR USE ONLY
WITH OTHER AUTHORIZED PRODUCTS
BEARING THE OFFICIAL NINTENDO
SEAL OF QUALITY.

WITH THE DEFECTION OF JIMMY
LEE, THE SHADOW MASTER
MUST RECRUIT A NEW
SECOND IN COMMAND...

TABLE OF CONTENTS

GETTING STARTED 3

OPTIONS 7

CONTROLS 9

BASIC FIGHT MOVES 11

DOSSIERS 13

CHARACTER SELECTION 19

ATTRIBUTES 20

BATTLE LOCATIONS 22

FIGHT MODES 27

FIGHT SCORING 31

WARRANTY 34

GOOD TO BE BACK ON THE
LIGHT SIDE, BRO! LET'S
CLEAN-UP THIS TOWN!

HOLD ON JIMMY,
THERE'S SOMETHING
YOU NEED TO KNOW...





WHAT DO I NEED TO KNOW?

LET'S GET DOWN TO THE DOJO AND I'LL SHOW YOU!

GETTING STARTED

1. Turn the power OFF on your Super NES.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into the #1 Port on the Super NES.
3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn the power switch ON.
5. When you see the "DOUBLE DRAGON V The Shadow Falls" logo screen, press START to begin the game and get to the Main Menu.



THIS IS THE MAIN MENU... SCROLL UP/DOWN WITH THE CONTROL PAD...

...THEN PUSH START!

TOURNAMENT
VS BATTLE
QUEST MODE
BATTLE DEMO
DOSSIERS
OPTIONS



NOW, YOU'RE TALKIN!

DON'T SLIP ON THE STAIRS, JIMMY!

PRODUCER
MICHAEL ABBOT
CREATIVE DIRECTOR
KEVIN LYDY
ART DIRECTOR
STAN GORMAN

GAME DESIGNERS
MICHAEL ABBOT
STAN GORMAN
TIM HEYDELAAR
KEVIN LYDY
DAVID SCHWARTZ

ILLUSTRATION & PRINT DIRECTOR
DEBBIE AUSTIN

LEAD PROGRAMMER
DAVID SCHWARTZ
GAME PROGRAMMER
MIKE WALTMAN

GAME ARTISTS
DEREK BENSON
FRANZ BOROWITZ
REX CATAROJA
SUKRU GILMAN
FRANCISCO GRACIA
MARK MAY
GREG MILLER
HARRY TEASLEY

PACKAGING & MANUAL CONCEPT AND PRODUCTION
STEVE HIGH
SHAWN MURPHY
DEBBIE AUSTIN
BEELINE GROUP, INC.

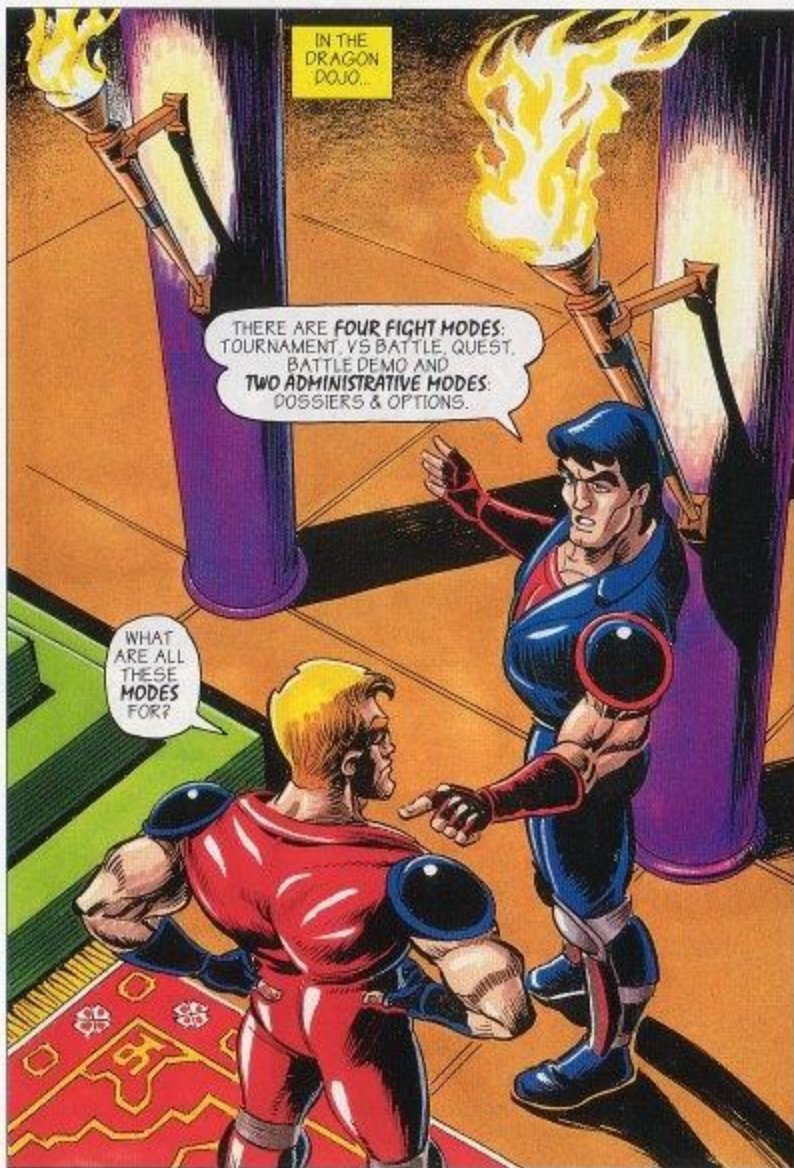
QUALITY CONTROL
RANDY ESTRELLA
TIM HEYDELAAR
BRIAN JOHNSON
STEVEN KRAMER
DAN LEWIS
JOHN STOOKEY

ADDITIONAL ARTISTS
JUAN GALCERAN
GARY LUECKER
MICHAEL PLATTETER

STORY CONSULTANTS
DEREK BENSON
DAVID SCHWARTZ

MUSIC
ROB ATEGALP
SOUND EFFECTS
ORPHEUS HANLEY

SOUND/MUSIC PLAYER © 1992, 1993 CHIP LEVEL DESIGNS



OPTIONS

HERE ARE SEVERAL THINGS TO MAKE GAME PLAY COOLER

OPTIONS	
DIFFICULTY	PRO
TIME LIMIT	90
CONTINUES	3
MUSIC	ON
SOUND EFFECTS	ON
MUSIC TEST	S
SOUND TEST	S
AUDIO	STEREO
CUSTOMIZE CONTROLS	

SCROLL UP/DOWN AND LEFT/RIGHT WITH THE CONTROL PAD

ALL CHANGES LEFT SHOWING WHEN YOU EXIT THE SCREEN BY PUSHING START WILL BE ACTIVE.

NOW, LET'S LOOK AT THE SPECIFICS.

YEAH, I GET IT!

PICK ONE OF FOUR LEVELS OF DIFFICULTY: NORMAL, HARD, PRO OR IF YOU'RE REALLY DENSE, PICK EASY.

SEE, IT PAYS TO READ THE INSTRUCTIONS!

PICK ONE OF FOUR TIME LIMITS: INFINITY, 30, 60, OR 90 SEC.

PICK NUMBER OF CONTINUES (1-5)

SELECT MUSIC, EITHER ON OR OFF

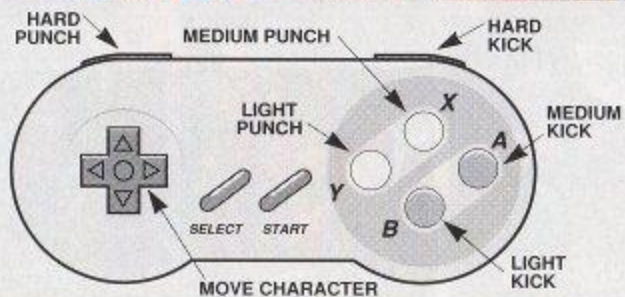
SELECT SOUND EFFECTS, ON OR OFF.

MUSIC TEST AND SOUND TEST ALLOW YOU TO HEAR ALL THE AUDIO IN THE GAME... JUST FOR FUN!

PICK AUDIO - EITHER MONO OR STEREO

CHECK OUT CUSTOMIZE CONTROLS ON THE NEXT PAGE AND RETURN TO THE OPTIONS SCREEN WHEN DONE.

USING THE CONTROLLER



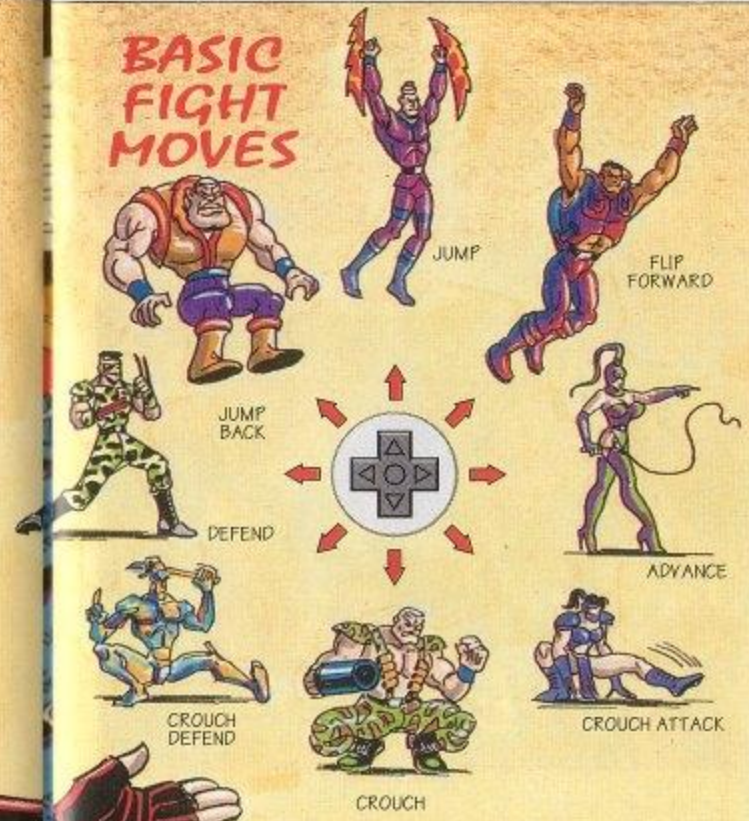


HERE ARE THE **BASIC FIGHT MOVES**.

GREAT! LEMMEE STUDY THIS A MINUTE.

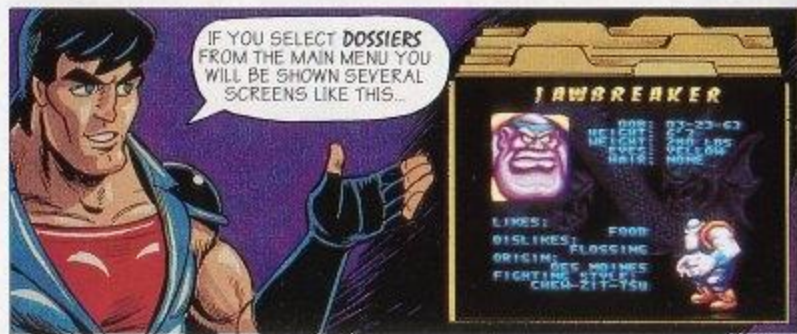


BASIC FIGHT MOVES



YOU CAN ALSO **GRAB & THROW** IF YOU'RE CLOSE TO AN OPPONENT, BY ADVANCING AND PRESSING AN **ACTION** BUTTON





SCROLL LEFT/RIGHT WITH THE CONTROL PAD TO VIEW THIS INFO.

BILLY LEE

DOB: 10-23-69
HEIGHT: 6'2"
WEIGHT: 210 LBS
EYES: BLUE
HAIR: BLACK

FIRSTBORN SON OF THE UNION BETWEEN THE VIRGINIA LEE FAMILY AND CHINESE LEE CLAN. BILLY PROFESSES AN INTEREST IN NEW AGE STUDIES. HE CAN SING AND HE LIKES TO LINE DANCE, ESPECIALLY PROUD OF HIS EXTENSIVE COLLECTION OF COWBOY BOOTS.



LIKES: MILK
DISLIKES: SHADOW MASTER
ORIGIN: METRO CITY
FIGHTING STYLE: ART OF THE DRAGON

SPECIAL MOVE:
DRAGON SHOCK: B, F+D

JIMMY LEE



TWIN BROTHER OF BILLY AND ANNOYING COUNTERPOINT TO BILLY'S GOOD QUALITIES. JIMMY HAS A RUN A WAY MOUTH THAT HAS BECOME ENCUMBERED WITH HIS FEET ON MORE THAN ONE OCCASION. SPENDS A LOT OF TIME IN FRONT OF THE MIRROR.
LIKES: VIDEO GAMES
DISLIKES: BAD HAIR DAYS
ORIGIN: METRO CITY
FIGHTING STYLE: SHADOW DRAGON

DOB: 10-23-69
HEIGHT: 6'1"
WEIGHT: 205 LBS
EYES: BLUE
HAIR: BLONDE

SPECIAL MOVE:
DRAGON FIRE: B, F+D

BLADE



RECEIVED HIS FIRST PROSTHETIC IMPLANTS DURING THE WAR. THE INDIGNITIES OF HIS BATTLE EXPERIENCE, PLUS THE EVENTUAL TOTAL REMOVAL OF HIS CARDIAC SYSTEM HAVE LEFT BLADE CRUEL AND HEARTLESS. NOT GIVEN TO EMOTIONAL OUTBURSTS, HE IS CAPABLE OF INFLECTING GREAT PAIN WITHOUT CONSCIENCE HAS BEEN KNOWN TO SHED TEARS OVER A PERFECT SOUFFLE.

DOB: 9-07-69
HEIGHT: 6'2"
WEIGHT: 240 LBS
EYES: GRAY
HAIR: BLACK

LIKES: GOURMET CUISINE
DISLIKES: FAST FOOD
ORIGIN: PARIS, FRANCE
FIGHTING STYLE: SLICE AND DICE

SPECIAL MOVE:
TORPEDO: B, F+P

BONES



DOB: SAME AS DUST
HEIGHT: 5'10"
WEIGHT: 72 LBS
EYES: RED
HAIR: DECOMPOSED

LIKES: MARROWLYN MONROE
DISLIKES: DOGS
ORIGIN: SIX FEET UNDER
FIGHTING STYLE: STICKS AND STONES

SPECIAL MOVE:
GUN SHOT: F, DF, D+K

FORMERLY, A VALET TO KING SARGON II, BONES WAS CONSEQUENTLY ENTOMBED WITH HIS MASTER WHEN HE DIED. RATTLES WHEN HE WALKS, SO HE CANT SNEAK UP ON ANYONE. THE QUESTION OF WHETHER OR NOT BONES IS ACTUALLY ALIVE HAS NEVER BEEN FULLY ANSWERED. FAVORITE SONG IS "SHAKE, RATTLE & ROLL."

COUNTDOWN



ASSEMBLED DURING THE LAST NIGHT OF MARDI GRAS, HE WAS A FACTORY REJECT FROM THE INFAMOUS BATON ROUGE BIONICS LAB AND WAS SOLD AS ELECTRONICS SCRAP TO A LOW-PROFILE CALIFORNIA GAME COMPANY. NO MATTER, HAS BEEN HEARD TO MUTTER TO HIMSELF, "THE ONLY WAY TO BE SURE IS TO NUKE THE SITE FROM ORBIT". DURING HIS SPARE TIME, PLAYS ACCORDION WITH A ZYDECO BAND.

DOB: CYBORG TYPE
 0041 ALPHA
HEIGHT: 6'1"
WEIGHT: 225 LBS
EYES: BROWN
HAIR: BLACK

LIKES: NEW YEAR'S EVE
DISLIKES: DMV EYE TESTS
ORIGIN: NEW ORLEANS, LA
FIGHTING STYLE: DISSIN

SPECIAL MOVE:
MISSILE SHOT: F, DF, D+K

DOMINIQUE



BORN AT A TIME WHEN AGGRESSIVE WOMEN WERE FEARED IN THE FASHION WORLD, DOM WAS COMPELLED TO WEAR MOSTLY SWEATSUITS AND STUFF. NOT A RUFFLES AND LACE TYPE, SHE EVENTUALLY CAME TO APPRECIATE FLEECE AND SPANDEX TOGS. LIKES TO GO FOR THE "BURN". NOT SOMEONE YOU WOULD TAKE HOME TO MEET YOUR PARENTS, AND DONT CALL HER "BABE".

LIKES: AEROBICS
DISLIKES: FLAB
ORIGIN: BRONX, NY
FIGHTING STYLE: DIRTY

DOB: NOT TELLING
HEIGHT: 5'11"
WEIGHT: NO CONCERN
 OF YOURS
EYES: BLUE
HAIR: BLACK

ICEPICK

DOB: 2-20-65
 HEIGHT: 6'4"
 WEIGHT: 245 LBS
 EYES: YELLOW
 HAIR: TRANSLUCENT

LIKES: ESKIMO PIES
 DISLIKES: GREENHOUSE
 EFFECT
 ORIGIN: NOME, AK
 FIGHTING STYLE: ICEKIDO



WITH AN AVERAGE BODY TEMPERATURE OF 30°, ICEPICK IS INDEED A COOL DUDE. HE HAS BEEN ACCUSED OF BEING COLD AND UNFEELING WHEN THE TRUTH IS THAT ICEPICK LONGS FOR A NORMAL RELATIONSHIP WITH THOSE OF HIS OWN KIND. PROBLEM IS, HE'S ONE OF A KIND. MAKES THE BEST HOMEMADE ICE CREAM IN THE SHADOW WORLD AND IS AN AVID SKIER.

SPECIAL MOVE:
 ICEBALL: B, F+P

JAWBREAKER

DOB: 3-23-63
 HEIGHT: 6'3"
 WEIGHT: 280 LBS
 EYES: YELLOW
 HAIR: NONE

LIKES: ANYTHING EDIBLE
 DISLIKES: FLOSSING
 ORIGIN: DES MOINES, IA
 FIGHTING STYLE:
 CHEW ZIT-TSU



BREAKER HAILS FROM THE MID-WEST, WHERE YEARS OF SURVIVING ON THE GREAT PLAINS ENABLED HIM TO EAT ANYTHING, BUT HE'S ESPECIALLY FOND OF TRAILER HITCHES AND BUNGEE CORDS. COULD DEFINITELY BE CALLED THE WORLD'S GREATEST CONSUMER.

SPECIAL MOVE:
 FLYING HEADBUTT: F, F+P

SEKKA

DESPITE TWO LOVING PARENTS, SEKKA WAS NOT A NORMAL KID. KEPT AN EXTENSIVE COLLECTION OF PET ROCKS. YEARS OF RIDICULE FROM OTHER KIDS LED HER TO DEVELOP A SKIN SO THICK THAT IT EVENTUALLY EVOLVED INTO ARMOR PLATING. SHE ALSO BECAME ADEPT AT MARTIAL ARTS BUT SUSTAINED MANY INJURIES, WHICH LED HER TO ACQUIRE SEVERAL BIONIC PROSTHESES. SHE DOES HER OWN HAIR.



LIKES: TALK SHOWS
 DISLIKES: INFOMERCIALS
 ORIGIN: SILICON VALLEY, CA
 FIGHTING STYLE: RE BOOT TSU

SPECIAL MOVE: CLAW ROLL ATTACK: D, DE, B+P

DOB: 5-21-70
 HEIGHT: 5'10"
 WEIGHT: 115 LBS
 EYES: GREEN
 HAIR: BLACK

SHADOW MASTER

DOB: CENTURIES AGO
 HEIGHT: 6'5"
 WEIGHT: 250 LBS
 EYES: RED
 HAIR: WHITE



LIKES: NIGHTLIFE
 DISLIKES: DAYTIME TV
 ORIGIN: NIGHTMARE'S
 FIGHTING STYLE:
 ART OF THE SHADOW

EVIL INCARNATE. CANT SAY ENOUGH BAD THINGS ABOUT THIS DUDE. HAS WREAKED HAVOC THROUGHOUT THE AGES. WAS PERSONALLY RESPONSIBLE FOR THE BLACK PLAGUE AND BOTH WORLD WARS, AS WELL AS THE CURRENT HEALTH CARE CRISIS IN THE USA. HIS ABILITY TO PERVERT NORMALLY INTELLIGENT BEINGS FOR HIS OWN PURPOSES MAKES HIM CLEARLY DANGEROUS.

SICKLE

DOB: 7-23-64
 HEIGHT: 6'1"
 WEIGHT: 215 LBS
 EYES: BROWN
 HAIR: RED



A LIFELONG BITTERNESS AND GENERAL LOATHING OF UNTIDY HUMAN HAIR FOLLICLES LED SICKLE TO DEVELOP A SET OF PARTICULARLY NASTY WEAPONS, FOR WHICH HE IS NAMED. HE ENJOYS LONG WALKS IN THE RAIN AND ENDLESS HOURS AT HIS GRINDING WHEEL SHARPENING THE SICKLES. FAVORITE MOVIE IS EDWARD GISSORHANDS.

LIKES: STYLING MOUSSE
 DISLIKES: DULL KNIVES
 ORIGIN: HOLLYWOOD, CA
 FIGHTING STYLE: SU GIN

SPECIAL MOVE:
 ENERGY BLADE: D, DF, F+P

TRIGGER HAPPY

DOB: 4-21-59
 HEIGHT: 6'2"
 WEIGHT: 270 LBS
 (WITH GUN)
 EYES: BROWN
 HAIR: SILVER



LARGE HULK FASCINATED WITH PYROTECHNICS AND PROJECTILES OF ALL KINDS. SURPRISINGLY FOND OF KNITTING AND DESIGNING HIS OWN VERSIONS OF KEVLAR ARMORED FABRIC. HIS PRIZED POSSESSION IS A GOLD-PLATED NAIL GUN AWARDED HIM BY THE METRO CITY CARPENTER'S UNION.

LIKES: CREW CUTS
 DISLIKES: BALLET
 ORIGIN: BARSTOW, CA
 FIGHTING STYLE: LOCK AND LOAD

SPECIAL MOVE:
 ROCKET UPPERCUT: F, DF, D+P

PUSH START TO GET BACK TO THE MAIN MENU...AND SELECT ONE OF THE FOUR FIGHT MODES. THAT SENDS YOU TO THE CHARACTER SELECTION SCREEN.

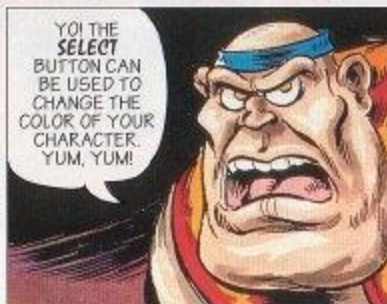
CHARACTER SELECTION

MEANWHILE, IN ANOTHER PART OF METRO CITY...

YOU CAN SELECT ANY OF US 8 VILLAINS OR (YUK) THE 2 LEE BROTHERS!



SCROLL WITH THE CONTROL PAD AND NUKE YOUR CHOICE WITH ANY BUTTON EXCEPT SELECT.



YO! THE SELECT BUTTON CAN BE USED TO CHANGE THE COLOR OF YOUR CHARACTER. YUM, YUM!



ONCE EACH PLAYER HAS SELECTED HIS CHARACTER THE SCREEN WILL SLICE DOWN TO ATTRIBUTES.



LET'S TAKE A LONG, COLD LOOK AT SOME OF THE ATTRIBUTES ON THE NEXT PAGE...



(THE LOCATION IS SELECTED BY THE FIRST PLAYER TO PUSH THE **START** BUTTON)



NOTE: IN **TOURNAMENT** MODE
THE COMPUTER RANDOMLY
SELECTS LOCATION AND
ADVERSARY.

IN **QUEST** MODE THE COMPUTER
SELECTS LOCATION AND
ADVERSARY DEPENDING ON WHICH
CHARACTER YOU HAVE SELECTED
FOR YOURSELF. GOT IT?

GOT IT! IT'S ENOUGH
TO KNOW THERE'S
LOTS A PLACES FOR
FIGHTIN' AND LOTS A
BUTTS OUT THERE
THAT REALLY NEED
KICKIN'!



DRAGON DOJO INTERIOR



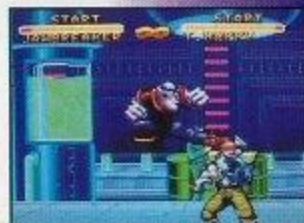
DRAGON DOJO EXTERIOR



CODY'S NUTRON GRILL



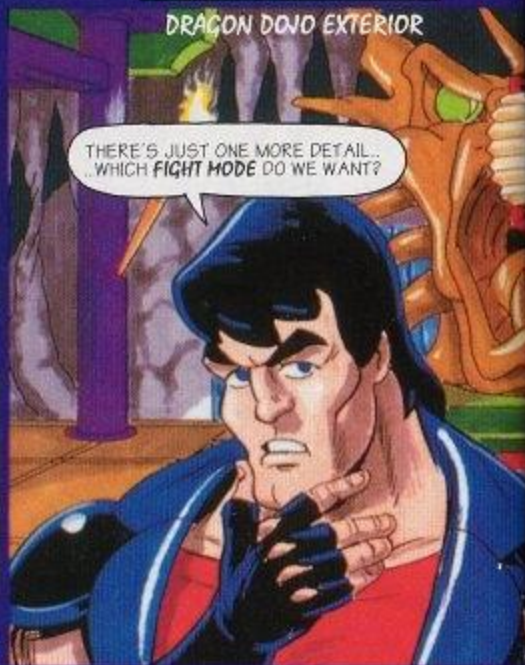
METRO CITY SEWER SYSTEM



CHEMICAL FACTORY



DUSTY'S GARAGE



FUSION PLANT EXTERIOR



FUSION PLANT INTERIOR



METRO CITY HOTEL



SHADOW DUNGEON



SHADOW DOJO EXTERIOR



SHADOW DOJO INTERIOR

FIGHT MODES

THE GAME IS DEFAULTED TO **TOURNAMENT** MODE SO THAT ONE PLAYER CAN FIGHT ALL THE VARIOUS OPPONENTS IN THE DIFFERENT LOCATIONS



TOURNAMENT
VS BATTLE
QUEST MODE
BATTLE DEMO
BOSSERS
OPTIONS

YOU PICK YOUR CHARACTER AND ATTRIBUTES AND THE COMPUTER SELECTS AN ADVERSARY AND LOCATION FOR THE FIGHT



THERE WILL BE **12** FIGHTS OF 2-5 ROUNDS EACH (TIES IN THE 5TH ROUND GO TO THE COMPUTER ADVERSARY).



IF YOU **WIN** YOU GO TO THE NEXT COMPUTER-SELECTED ADVERSARY AND LOCATION.



WHEN YOU HAVE BEATEN ALL 12 OPPONENTS (INCLUDING YOUR EVIL TWIN) YOU WILL VIEW THE HIGH SCORE SCREEN

FIGHT MODES

I BET THE OTHER ONE-PLAYER MODE IS **QUEST**



YOU GOT IT! SELECTING **QUEST** ALLOWS ONE PLAYER TO FIGHT AS EITHER ONE OF US (BILLY OR JIMMY), OR AS ONE OF EIGHT VILLAINS IN ONE OF TWO STORYLINE SERIES OF FIGHTS!



YOU PICK YOUR CHARACTER AND ATTRIBUTES AND THE COMPUTER SELECTS AN ADVERSARY AND LOCATION BASED ON THE STORY.



THERE WILL BE **12** FIGHTS OF 2-5 ROUNDS EACH (TIES IN THE 5TH ROUNDS GO TO THE COMPUTER ADVERSARY).

YEAH, I KNOW. IF YOU WIN YOU GO TO THE NEXT COMPUTER-SELECTED ADVERSARY AND LOCATION.



RIGHT! WHEN YOU'VE BEATEN ALL 12 OPPONENTS, YOU WILL VIEW THE HIGH SCORE SCREEN.



HIGH SCORES

DRV	67800
MWA	52300
MYK	41200
KEE	37900
ROO	25900

AWW, MAN, THIS IS TOO **EASY!**



SURE, YOU SAY THAT NOW...

FIGHT MODES

COOL BUT WHAT IF TWO PEOPLE WANT TO PLAY?

NO PROBLEM... VS BATTLE MODE IS FOR TWO PLAYERS

IF YOU SELECT TOURNAMENT OR QUEST AND A SECOND PLAYER WANTS TO JOIN IN THE PLAY BECOMES VS BATTLE MODE.

IN VS BATTLE, THE PLAYERS PICK THEIR CHARACTERS (THEY CAN BOTH PICK THE SAME CHARACTER IF THEY WANT), PICK THEIR ATTRIBUTES, AND PICK ONE OF THE 12 LOCATIONS FOR THE FIGHT.



FIGHT MODES

THERE WILL BE UNLIMITED FIGHTS OF 2-5 ROUNDS EACH (3 TIE ROUNDS PERMITTED). AFTER EACH FIGHT YOU'LL SEE THE BATTLE STATS SCREEN.

BATTLE STATS

1P				2P			
M	L	D		M	L	D	
0	0	0		0	0	0	
0	0	0	BILLY LEE	0	0	0	
0	0	0	JAIROFACE	0	0	0	
0	0	0	FRESHK	0	0	0	
0	0	0	SMASH	0	0	0	
0	0	0	SICKLE	0	0	0	
0	0	0	BLAZE	0	0	0	
0	0	0	T. HARRY	0	0	0	
0	0	0	CRANTONUM	0	0	0	
0	0	0	SWING	0	0	0	
0	0	0	ROMINQUE	0	0	0	
0	0	0	S. MASTER	0	0	0	
0	0	0	TOTAL	0	0	0	

WHAT HAPPENS IF I GET TIRED OF TAKIN' OUT THESE DUDES?



JUST PUSH SELECT TO GET TO THE CONTINUE / RESET SCREEN.



BATTLE DEMO MODE ALLOWS YOU TO PICK TWO OF 10 FIGHTERS AND ONE OF 12 LOCATIONS AND VIEW A COMPUTER CONTROLLED FIGHT!

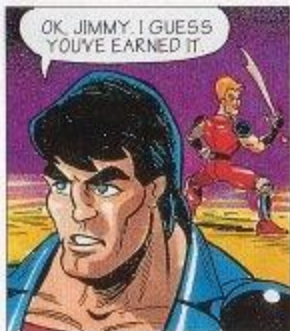
THERE IS NO HUMAN CONTROL OF THE FIGHTERS IN THIS MODE, AND AT THE END OF THE FIGHT, YOU WILL RETURN TO THE TITLE SCREEN

WELL, HOW DO WE KNOW WHO WINS AND STUFF?



AT THE END OF EACH ROUND (OF ANY FIGHT MODE)... A BRIEF MESSAGE WILL APPEAR ANNOUNCING THE **WINNER** OF THE BOUT...





WARRANTY

Tradewest, Inc. warrants to the original purchaser of this Tradewest software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Tradewest software program is sold "as is," without express or implied warranty damages of any kind, and Tradewest is not liable for any losses or damages of any kind resulting from the use of this program. Tradewest agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Tradewest software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Tradewest software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TRADEWEST. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TRADEWEST BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TRADEWEST SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Tradewest, Inc. 2400 South Highway 75, Corsicana, TX 75110.
(903) 874-2683.





TRADEWEST, INC.
2400 South Highway 75
Corsicana, Texas 75110
(903) 874-2683

DOUBLE DRAGON V, The Shadow Falls™ © 1994
Leland Interactive Media. Licensed to Tradewest, Inc.
by Leland Interactive Media

PRINTED IN JAPAN