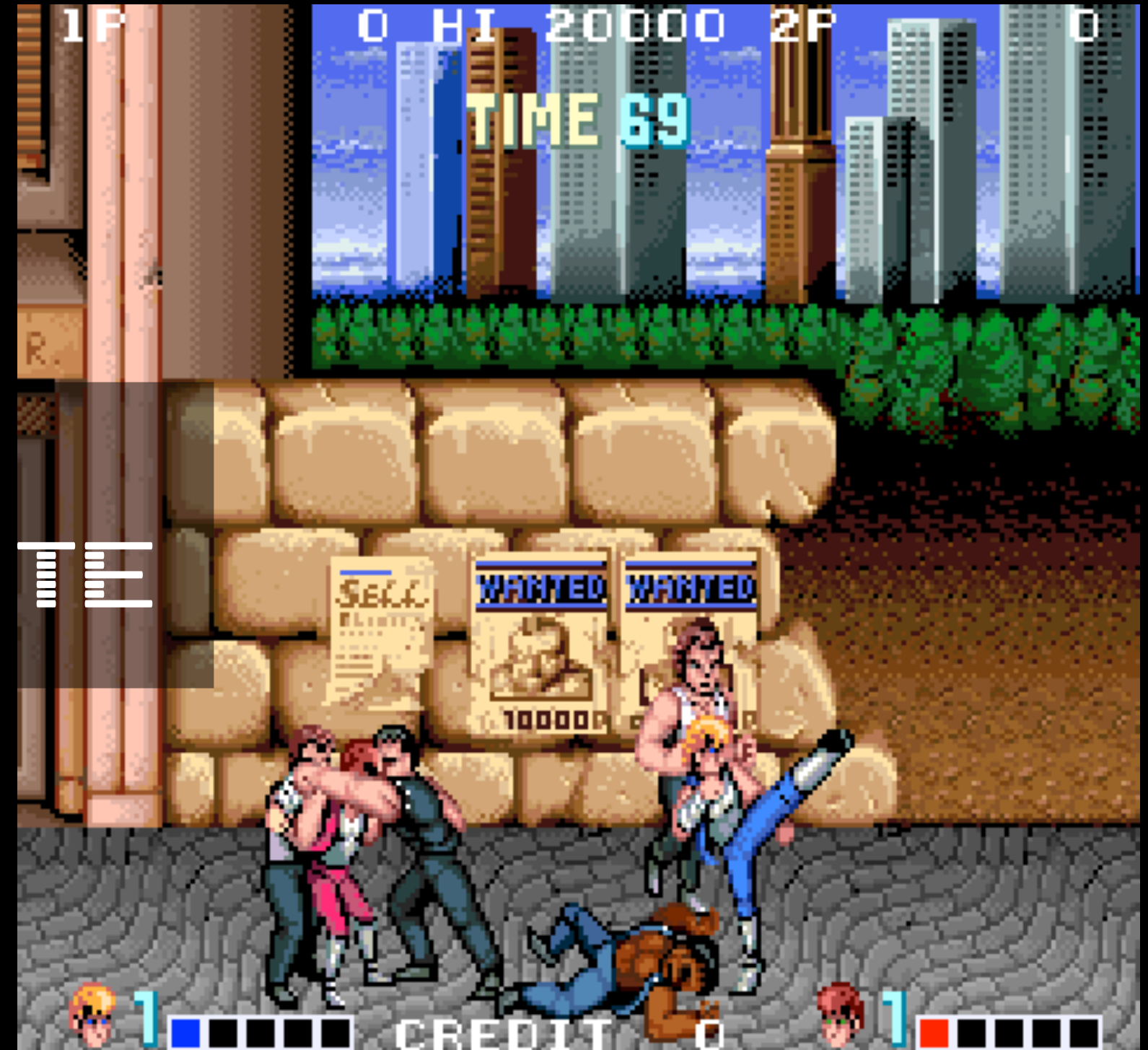


KLASSIKER DER SPIELEGESCHICHTE

14 DOUBLE DRAGON

22. JULI 2010



Vorgeschichte



THE SUMMER'S HOTTEST VIDEO
FROM TAITO'S STARFLEET

SIGN OF THE DRAGON



One of the most powerful games ever! The outstanding graphics take you through six screens of a daring attempt to rescue a young woman captured by a ruthless street gang.

"Spike" and "Hammer" are the heroes that must save the kidnapped woman. One player can fight alone, or two players can fight as a

team. If play stops before the rescue is complete, the game can be continued from that point by adding additional coins. The graph at the bottom of the screen indicates power.

The collection reports alone tell the amazing story of Double Dragon™ and the tremendous profit opportunities it offers.



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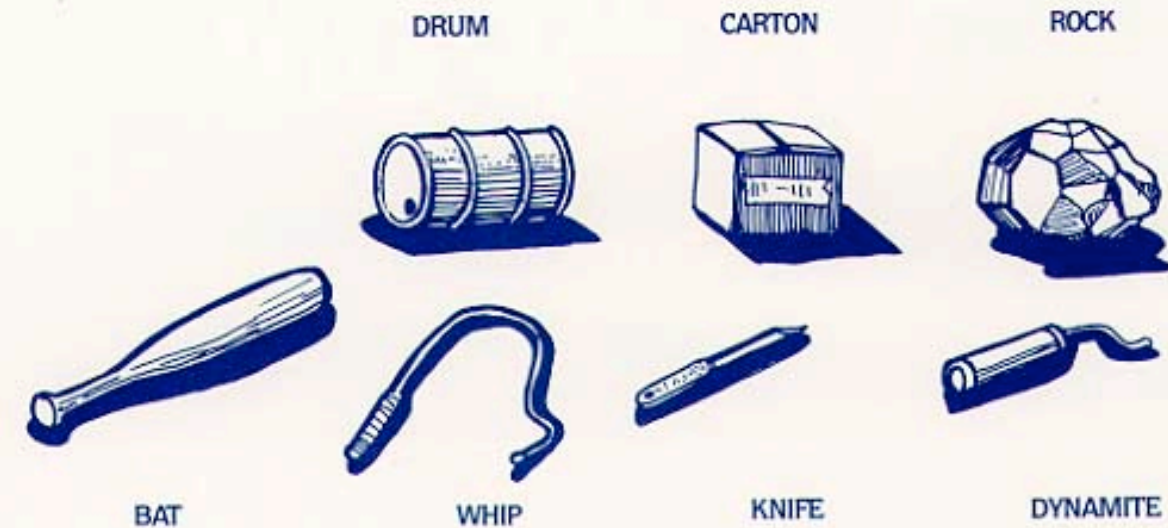
Spielmechanismen

DOUBLE DRAGON

HOW TO PLAY:

- Control the player by using 8 way joystick.
- Punch button for left or right punch.
- Jump button for jump.
- Press jump and press punch button for jump kick toward right direction.
- Press jump and press kick button for jump kick toward left direction.
- Press jump and press punch button at the same time for elbow punch backward.
- Press jump and kick button at the same time for back kick.
- Push joystick toward either left or right twice for head butt.

WEAPONS: 7 items can be controlled with the punch button. (The player must be over weapon to pick it up.)



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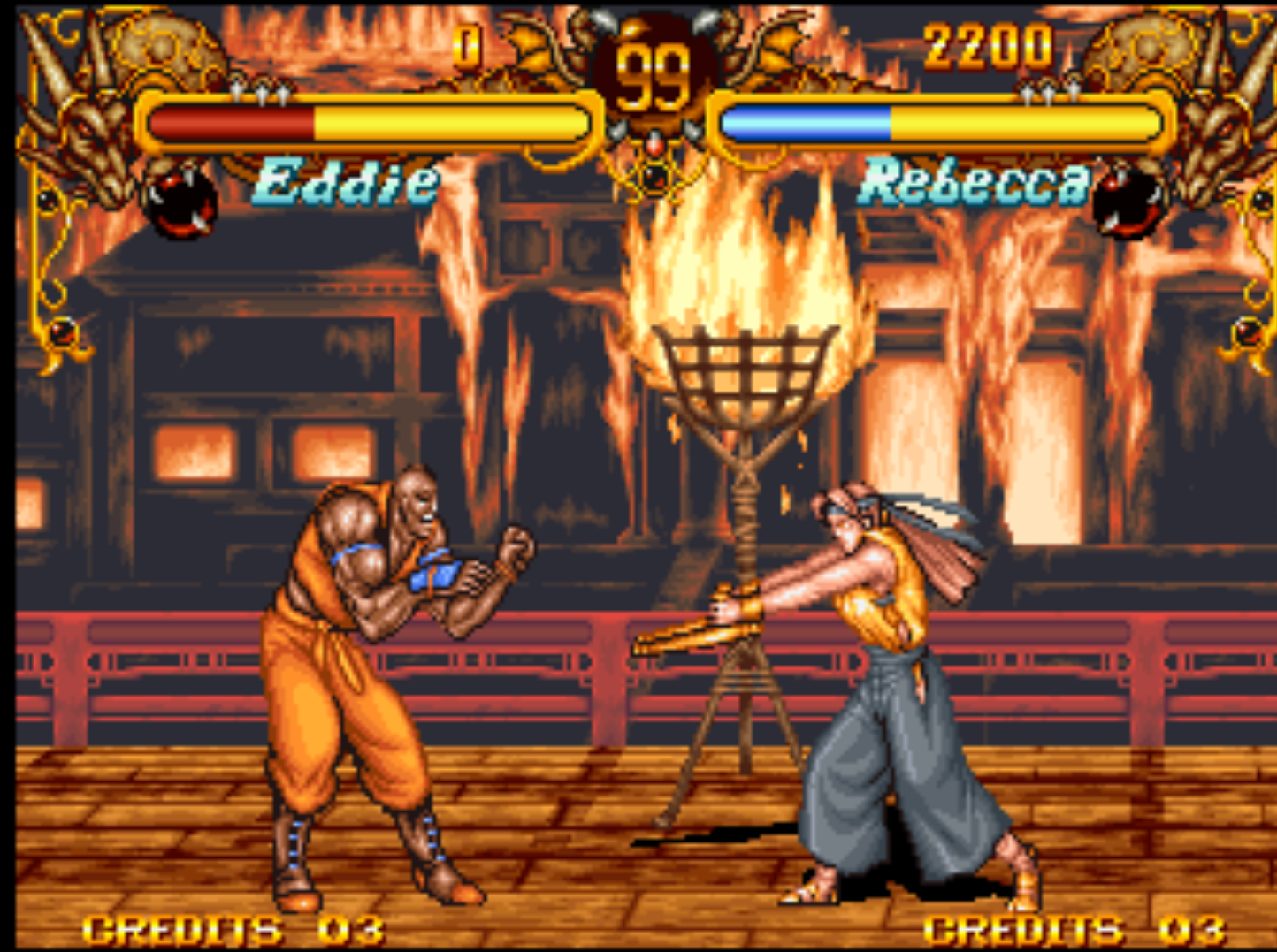
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Übersicht über die Angriffsvarianten

Übersicht über die Power-Ups

Genealogie



Double Dragon (NEO GEO, 1995)

- Konversion als Beat'em Up, allerdings mit der Möglichkeit des Doppelsprungs.



Tekken Force-Modus (Tekken 3+4)

Ein separater Brawler-Modus innerhalb der Beat'em Ups
Tekken 3+4 mit der Angriffsvielfalt der Originalspiele.



Kung Fu Master (1984)

Einfacher früher Brawler auf einer einfachen 2D-Ebene, der nur zwei Angriffsvarianten bot und eher die Reflexe forderte.

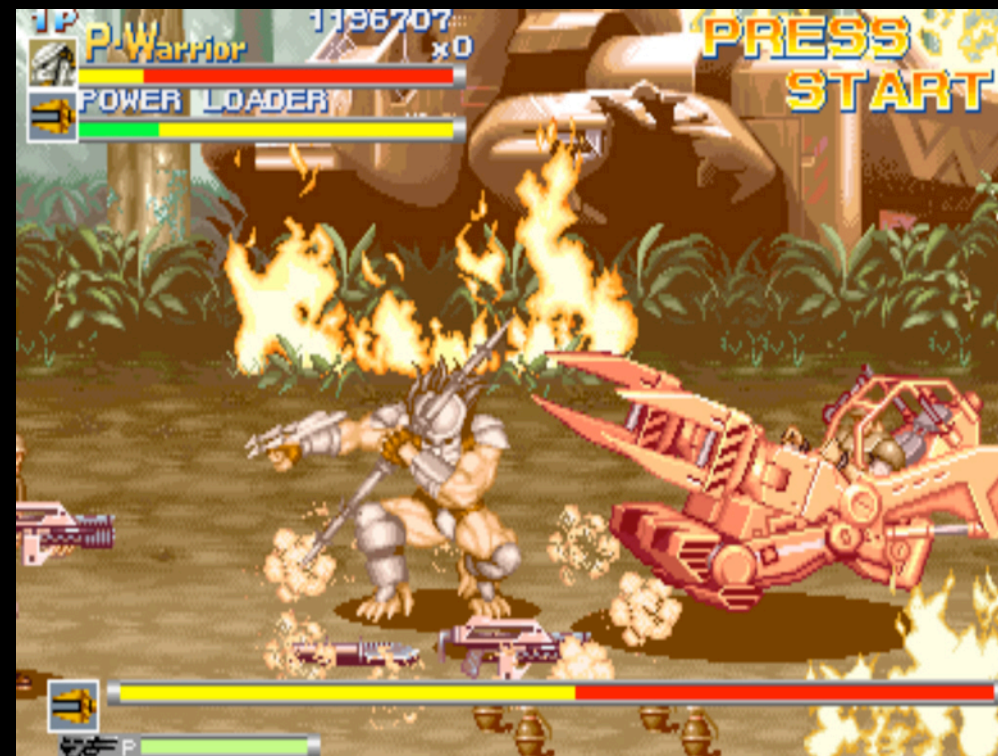


Renegade (1986)

Direkter technischer Vorfahre von Double Dragon, welcher die in Japan populäre Figur Kunio-Kun einführte.



X-Men (1992)



Aliens vs. Predator (1994)



The Simpsons (1991)

Brawler als 'Blaupause' für Lizenzadaptationen



Battle Circuit (1997)



D&D: Shadow over Mystara (1996)

Erweiterung des Spielprinzips um Rollenspielelemente