




























DOUBLE DRAGON
(ARCADE)

-  Move Billy
-  Double tap left/right
Headbutt
-  Jump
-  Punch
Pick up/use weapon
-  Kick
-  Flying kick right
-  Flying kick left
-  Insert credit
-  Begin game
-  Pause






**DOUBLE DRAGON II:
THE REVENGE**

-  Move Billy
-  Jump
-  Attack right
Pick up/use weapon
-  Attack left
Pick up/use weapon
-  Flying kick
-  Insert credit
-  Begin game
-  Pause








**DOUBLE DRAGON 3:
THE ROSETTA STONE**

-  Move Billy
-  Double tap left/right
Sprint
-  Jump
-  Punch
Use weapon
-  Kick
Use weapon
-  Flying kick
-  Insert credit
-  Begin game
-  Pause











DOUBLE DRAGON
(8-BIT HANDHELD)

-  Move Billy
-  Kick
-  Punch
Pick up/use weapon
-  Flying kick
-  Start/pause









DOUBLE DRAGON
(8-BIT)

-  Move Billy
-  Double tap left/right
Headbutt
-  Kick
-  Punch
Pick up/use weapon
-  Jump
-  Select game mode
-  Start/pause








SUPER DOUBLE DRAGON

-  Move Billy
-  Block/parry
-  Kick
Pick up weapon
-  Punch
Pick up/use
weapon
-  Jump
-  Flying kick
-  Special moves
-  Special moves
-  Select mode
-  Start/pause







SUPER DODGE BALL

-  Move player
-  Double tap left/right
Run
-  Pass
Duck
-  Throw
Catch
Pick up
-  Jump
-  Insert credit
-  Begin game
-  Pause








RIVER CITY RANSOM

-  Move character
-  Double tap left/right
Sprint
-  Kick
Throw weapon
Cancel
-  Punch
Pick up/use weapon
Confirm
-  Jump
-  Rename characters
Change display
-  Start/pause
Selector screen









SUPER SPIKE V'BALL

-  Move player
Control ball direction
-  Jump
-  (In the air)
Super spike charge
-  Strike ball
Serve
-  Select game mode
-  Start/pause








THE COMBATRIBES

-  Move character
-  Double tap left/right
Charge
-  Kick
Pick up/throw item
(while charging)
Flying knee
-  Punch
Pick up/throw item
(while charging)
Flying knee
-  Insert credit
-  Begin game
-  Pause




BLOCK OUT

-  Move block
-  Drop block
-  Spin block around Z axis
-  Flip block around X axis
-  Turn block around Y axis
-  Insert credit
-  Begin game
-  Pause





RENEGADE

-  Move character
-  Double tap left/right
Sprint
-  Jump
-  Attack right
-  Attack left
-  Insert credit
-  Begin game
-  Pause







MINKY MONKEY

-  Move character
-  Jump
-  Insert credit
-  Begin game
-  Pause

**CRASH 'N' THE BOYS:
STREET CHALLENGE**
(CONTROLS VARY PER EVENT)






-  Move character
Slide
Run
Control hammer
-  Jump
Punch
Spin hammer
Attack
Breathe
Pick up item
Use pole
-  Ram
Pick up item
Attack
Throw hammer
Jump
Drop item
Kick
-  Start/pause

**MYSTERIOUS STONES:
DR. JOHN'S ADVENTURE**







-  Move Dr. John
-  Fire pistol
-  Kick
-  Insert credit
-  Begin game
-  Pause

CRASH 'N' THE BOYS: STREET CHALLENGE DETAILED CONTROLS







400M HURT-LES

-  Press right repeatedly
Run
-  Slide
-  Jump
-  Break hurdle
Pick up broken hurdle
Spin with broken hurdle
(while jumping) Throw broken hurdle
-  Spin kick






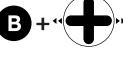
SKYLINE SCRAMBLE

-  Run
Ride unicycle
-  Jump
Pick up pole or unicycle
-  Drop pole or unicycle
-  Pole vault
-  Grab building ledge
-  Adjust jump length





JUDO

-  Move player
-  Opposite direction to facing
Break clench
-  Charge
-  Punch
(while charging) Jump kick
(when opponent strength is drained) Select special move
-  (while grabbing opponent) Drain opponent strength
-  Kick
(while charging) Shoulder tackle
(when opponent strength is drained) Perform special move

WATER SLAUGHTER

-  Move player
-  Dive beneath surface
-  Kick
-  On surface
Breathe
-  On surface
Jump
-  On surface
Jump sideways

HAMMER THROW GOLF

-  Swing hammer
-  Throw hammer
-  Slow down hammer
Smaller bounce
-  Speed up hammer
Larger bounce