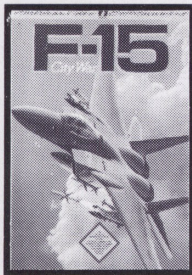


DoubleStrike

A black and white artistic photograph of a hand holding two circular discs. The discs feature silhouettes of fighter jets in flight. The background is dark with a bright, curved light source on the right side, creating a dramatic, high-contrast effect.

INSTRUCTION MANUAL

Thank you for purchasing **DOUBLE STRIKE**, another exciting video game from American Video Entertainment, Inc. Our seal of quality guarantees challenging, affordably priced software for play on the Nintendo Entertainment System.



Try our other exciting video games from American Video Entertainment, Inc.

Fill out the card at the back of this manual for a chance to win a **FREE GAME**.

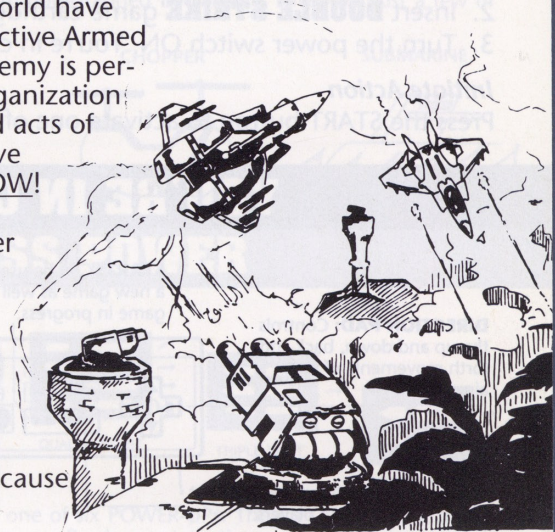
ENTER - WITNESS - DESTROY

Enter the exotic South Pacific where some of the most beautiful islands in the world have been invaded by DAMED (Destructive Armed Militant Enemy Devotee). This enemy is perhaps the most vicious terrorist organization on earth. Their reign of terror and acts of vengeance has gone on for over five years, it must come to an end NOW!

You alone or you and a buddy will pilot an experimental Thrasher Hawk-7. Fly in low on a secret mission of destruction. With unlimited fire power and power-ups you will be fully equipped for the offensive attack.

You must rid each of the nine islands of the enemy fortress. Use stealth, cunning, and strategy, because you cannot fail...

Good Luck Sir.



PREPARING FOR BATTLE

1. Make sure the power switch on your control desk is OFF.
2. Insert **DOUBLE STRIKE** game cartridge.
3. Turn the power switch ON. You're in command.

Initiate Action

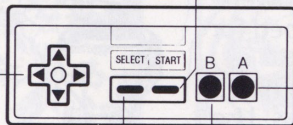
Press the **START** button to activate one of your five available fightercraft.

YOU'RE IN CONTROL

DIRECTION PAD: Controls the up and down, back and forth movements of your aircraft.

START: Can be used to begin a new game as well as pause a game in progress.

BUTTON A: Fires your Wing Cannons. The Wing Cannons fire power is unlimited, and will change based on the **POWER-UP** that you pick.



SELECT: Allows you to select ONE or TWO players.

BUTTON B: Will drop bombs on enemies below you.

GAME PLAY

ENEMY AIRCRAFT

Many of the enemies fightercraft have been photographed by satellite. These are just a few of the forces you will come up against.

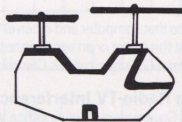
BOMBER



TANK



CHOPPER



SUBMARINE



WITNESS POWER



EXTRA
PLANE



INVINCIBILITY



DROP BOMBS



QUADRA-BLAST



TRIPLE-SHOT



DOUBLE-SHOT

Blasting red enemies fightercraft will release one of six POWER-UPS. These POWER-UPS increase the destructive force of your aircraft. And as you fly deeper into the enemy territory you will need all the fire power you can muster.

Compliance with FCC Regulations.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This Booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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FREE GAMES!

American Video Entertainment Video Game Registration Card

Fill out this card, send it in, and we'll enter your name in our monthly drawing for a free game.

First Name _____ Last Name _____

Street Address

[illegible]

City	State	Zip Code	Age
------	-------	----------	-----

_____ - _____

Area Code & Phone Number

Thank you for purchasing DOUBLE STRIKE. Please take a moment to answer these questions:

How many video games do you own? _____

How many of them are American Video Entertainment games? _____

Please rate the following aspects of the game (10 = excellent, 1 = poor):

Playability: 10 9 8 7 6 5 4 3 2 1 *Action:* 10 9 8 7 6 5 4 3 2 1

Graphics: 10 9 8 7 6 5 4 3 2 1 Overall Rating: 10 9 8 7 6 5 4 3 2 1

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Other: _____

Send this card to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131.



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Manual by Phil Mikkelsen.

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