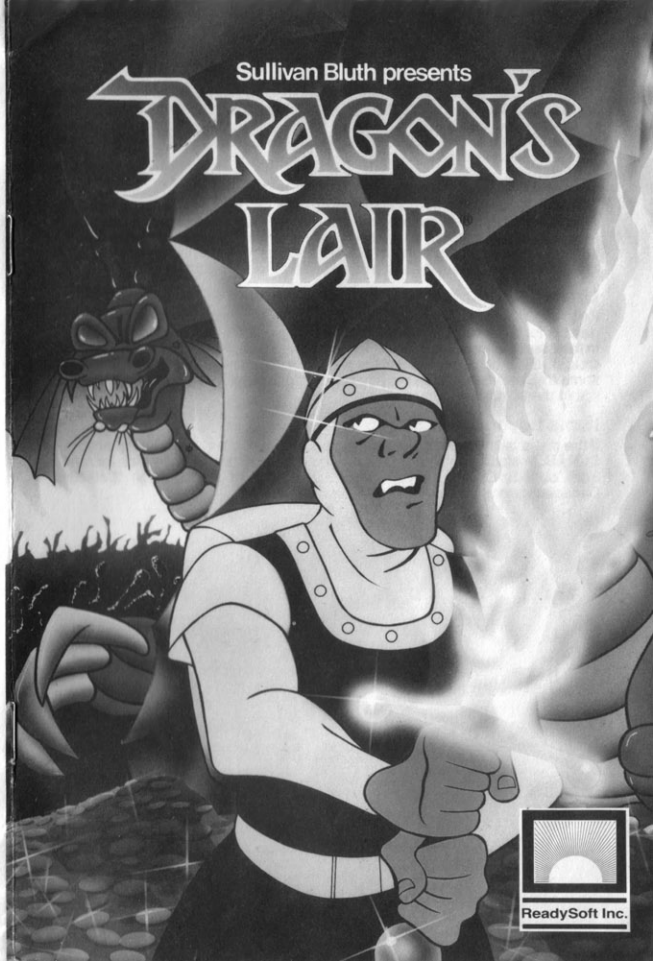


EmuMovies

ReadySoft Inc.

30 Wertheim Court, Unit 2
Richmond Hill, Ont. Canada
L4B 1B9

Product of Canada



Copyright

"Dragon's Lair" is a registered trademark owned by Bluth Group, Ltd. - © 1990 Bluth Group, Ltd.; used under license from Sullivan Bluth Interactive Media, Inc.; Character Designs © 1983 Don Bluth; © 1990 all audio, visuals and concept - Sullivan Bluth Interactive Media, Inc. ALL RIGHTS RESERVED. Programming © 1990 ReadySoft Incorporated.

Disclaimer

Although ReadySoft Incorporated believes this program performs the functions described in this guide, the program is provided "as is" without performance warranties of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of this program is with you.

Limited Warranty

ReadySoft Incorporated warrants the magnetic media from manufacturing defects for a period of 90 days from the date of purchase. Should any disk fail in the course of normal use within this 90 day period, ReadySoft will replace the disk(s). It is the responsibility of the purchaser to bear the cost of shipping these items to ReadySoft and to provide proof of purchase verifying the purchase is within the 90 day warranty period.

Items beyond warranty

If the disks fail beyond the warranty period, disks will be recopied/replaced for \$13 U.S. (including shipping). When sending goods back to ReadySoft for repair from outside Canada, please mark the outside of the package "Defective Canadian goods being returned for repair".

OBJECT OF THE GAME

You, Dirk the Daring, are on a quest to rescue the Fair Princess Daphne who has been kidnapped and is being held captive by Singe the Evil dragon. To do this, you must survive the perilous journey by defeating all your adversaries. Make your way through the castle and cavern below by using the joystick to control your movements and the fire button to wield your sword. Beware of your foes, as they are numerous!

You must use your wit and reflexes to avoid the obstacles of each scene. These rooms will require many attempts to master. In general, flashing items will either indicate danger (when on a creature) or the direction to move (when on an inanimate object). Remember: The timing of your moves is critical. Don't act too early or too late, or your quest may end abruptly.

GAME INSTRUCTIONS

After you have opened the package you should find the Dragon's Lair disks, a registration card and these instructions and if you own a Macintosh, you will also find a red card.

TO LOAD DRAGON'S LAIR

ATARI ST OWNERS

- Insert the DRAGON'S LAIR Disk One (1) into the drive.

- turn on your computer.

The game will quickly load.

NOTE: Owners of Atari ST computers with single sided drives are limited in the number of scenes they will be able to play.

MACINTOSH OWNERS

Before loading Dragon's Lair, make a backup copy of each of the Dragon's Lair disks and put them aside in case anything should happen to your original disks.

After booting your Macintosh with a system disk or autobooting from a hard drive, insert the Dragon's Lair Disk One into the disk drive and double click on the "Dragon's Lair" icon to begin the game.

To install Dragon's Lair on a hard drive, double click on the "Install DL" icon rather than the "Dragon's Lair" icon. When a requester appears, click on the drive button until the name of your hard drive appears then click on OK. You will then be prompted to insert the Dragon's Lair disks, one by one, until the entire game is copied onto your hard drive.

To run Dragon's Lair from your hard drive, double click on the "DL" directory icon on your hard drive then double click on the "Dragon's Lair" icon.

At some point during the game you will be asked to answer a question based on the information supplied on the red card that comes with the game. If you fail to answer the question correctly after three chances, the game will quit.

STARTING THE GAME

After the game has loaded, the demo mode will automatically begin. The demo runs through scenes from the first disk and then returns to the title screen and credits. To start playing the game simply press the fire button on the joystick or the zero key (0) on the keypad at any time. You will know the game has started when the player score screen appears. This screen shows your score and the number of lives you have remaining. The first scene will then load automatically.

PLAYING DRAGON'S LAIR

You do not control all of Dirk's actions, rather you control his reactions to the events that happen around him. As you watch the animation, you must decide in which direction Dirk should move on the screen and when.

To finish a scene successfully you must make a joystick move or press the fire button when Dirk is in danger. Timing is very critical and often you may make the correct move but at the wrong time. Also, many scenes require more than one move. If you are having trouble, watch the animation carefully and move Dirk in the safest direction or if no direction is safe press the fire button to use Dirk's sword.

If you're sure you have made the correct move, make the move a little sooner or a little later. Don't be surprised if Dirk doesn't move immediately after you have made a joystick move. You must wait for the animation to finish and if you made the correct move(s) you will continue on to the next scene.

As you play through each animated scene, every correct move will award you points. The game will end if you lose all of your lives or when you reach the Dragon's Lair and defeat the Dragon himself. There you find Princess Daphne who is very happy to be rescued...

From time to time it will be necessary to change the disk in the drive. After you have finished all the scenes on a disk you will be asked to insert the next disk so that the game can continue. **NEVER** eject one of the game disks while you are playing, unless you are prompted, or you may damage the disk!

CONTROLS

ATARI ST OWNERS

There are two ways to control Dirk: you may use either a joystick plugged into Joystick Port 2 or the numeric keypad on the keyboard. The directions you will need are UP (8), DOWN (2), LEFT (4) AND RIGHT (6). To use Dirk's sword, press the FIRE BUTTON on the joystick or the '0' on the keypad.

MACINTOSH OWNERS

The only way to control Dirk is to use the keyboard in the same way as mentioned above.

ENDING THE GAME

To stop playing the game simply press the reset switch located on the back of your Atari ST or click on "quit" if you own a Macintosh. The game will also come to an end after you have lost three lives. In either case, you can then safely remove the disk in the drive.

SAVING YOUR POSITION

To save your position press the 'S' key during a scene and after you have successfully completed the scene you will be prompted for your save disk (Disk 1 if you own a Macintosh). Remove the game disk from the internal drive and insert the Save disk. Your position will be saved and you will be prompted again for the current game disk.

NOTE FOR ATARI ST OWNERS: Any data on your Save disk will be **ERASED**. Be sure to use a blank disk or one you will use only to save your position onto. Also, it is unnecessary to format the Save disk.

LOADING A SAVED GAME

To load a saved game press the 'L' key during a scene and you will be prompted for your Save disk (Disk 1 if you own a Macintosh). Remove the game disk from the internal drive and replace it with the Save disk. The last saved position will be loaded and you will be prompted for the appropriate game disk.

NOTE: You can cancel either of the operations by pressing the 'ESC' key while the 'Insert SAVE Disk' prompt is on the screen.

PAUSING THE GAME

You can pause the game at any time by pressing the 'P' key on the keyboard. To continue to play, press the 'P' key again and the game will resume.

TURNING THE AUDIO OFF/ON

You can toggle the audio off and on by pressing the 'A' key on the keyboard.

HINTS FOR DRAGON'S LAIR

Scene 1 - Drawbridge

Dirk will walk across the bridge and fall through a hole. Several purple tentacles will appear. As the tentacles begin to move towards Dirk, press the fire button once. Dirk will draw and swing his sword. Half way through the swing press up on the joystick once, Dirk will put his sword away, climb on to the bridge and run into the castle.

Scene 2 - Drink Me

As Dirk walks into the room, a sign on the north wall will flash. Shortly after the door will flash. Dirk should not drink the potion, he should exit the room.

Scene 3 - Tentacles from Ceiling

As Dirk enters the room a green tentacle will slither out of the ceiling. Dirk must chop the tentacle in half. Various objects will flash in the room and Dirk must move in the direction of the flashing objects.

Scene 4 - Checkered Floor Knight

As Dirk enters the room the Black Knight will materialize. The Knight will bang his sword against the floor causing electricity to flow along the checkered tiles, but don't be shocked. Dirk must jump to the tiles around him that are not covered by electricity.

Scene 5 - Whirlpools/Rapids

WHIRLPOOLS: As Dirk approaches the whirlpool, he must paddle around the swirling water.

RAPIDS: Dirk must paddle into the safe current in the rapids and then straight into the tunnel at the end of the channel.

Scene 6 - Bubbling Ooze in Kettle

After Dirk enters the room, bubbling, green ooze will start to pour out of the kettle. Dirk must chop the ooze monster in half just before it tries to eat him.

Scene 7 - Bats

As Dirk walks down the stairs the section ahead of him will crumble and fall away. Dirk must jump to the side across the hole.

Scene 8 - Rolling Balls

After Dirk has entered the room, a large, black ball will appear rolling up from behind him. Ahead of Dirk, down the tunnel, smaller balls are rolling up and down the walls. Dirk must wait for a smaller ball to roll by before moving away from the larger, black ball.

Scene 9 - Closing Wall

As the wall closes up around Dirk, the door ahead of him will flash. Dirk must jump towards the flashing door.

Scene 10 - Lair Part I

Dirk is now inside the Dragon's Lair! But beware, Singe the Dragon is asleep and should not be awakened. Throughout the room there are balancing dishes and some of them are about to fall. If a column of balancing dishes flashes Dirk should catch it, otherwise move away from the dishes. Eventually, the princess will tell Dirk what he should do. Listen carefully and follow her instructions.

Scene 11 - Lair Part II

Singe the Dragon is awake and he knows where you're hiding. As Singe reaches around the column to grab Dirk, Dirk must duck and run away. Dirk will then pull the magic sword out of the large gem. Singe will swing his tail trying to flatten Dirk; Dirk must dodge the tail. Singe turns around exposing his soft belly, Dirk can now kill the Dragon and save the princess!