Sullivan Bluth Presents

DRAGON'S LAIR: ®
ESCAPE FROM SINGE'S CASTLE

EmuMovies

ReadySoft

Dragon's Lair: Escape from Singe's Castle

INTRODUCTION

Dirk the Daring stepped back and let his head hang low. Before him lay the still body of his beloved, the fair Princess Daphne, fallen into a deep sleep. The brave warrior had battled horrific monsters, escaped near impossible traps and had even killed the evil dragon Singe, all for naught. With his dying breath Singe had cast a spell on the beautiful princess, placing her into the death like sleep. Dirk's heart was shattered. Exhaustion overcoming him, the knight slumped to his knees and laid his head upon Daphne's chest.

Even as Dirk closed his eyes, a tiny breath escaped Daphne's lips. Dirk's heart soared and the knight jumped up and stared down at the princess; he might still save her. Dirk bent his head close to Daphne's, kissing her lips. For a moment nothing happened, but with a sudden breath of air Daphne awoke. Blinking the sleep from her eyes, the princess rose up from her resting place and reached out her arms.

Dirk could hardly believe his eyes, Daphne was alive and sitting before him! He raised his hand and moved towards his beloved princess, but her image began to shimmer. The brave knight's hand passed through Daphne's arm as if she were nothing but a ghost and as he watched she disappeared. A laugh rang out filling the room, loud and sinister. A twisting shape appeared in the air where the princess had sat, a hooded figure with two amber glowing eyes.

"You thought yourself victorious, but I steal from you the prize you sought." The image of the head moved back and forth, wisps of greenish smoke trailing its motion. Dirk drew his sword and waved it through the phantom, slicing nothing but the air, "Who are you?! What do you want?" "I am the Shapeshifter, servant to the wizard who inhabits this castle and the dragon you defeated was the guardian of his treasure. The princess you tried to rescue is to be the wizard's bride and you cannot have her." The shifter's eyes flared a glowing red, and a hot wind began to blow, "You are doomed, valiant hero. This castle is vast and you will not get out alive."

The apparition began to glow and Dirk was forced to turn away from the blinding light. When he looked back the hooded figure was gone and only wisps of the green smoke remained. Dirk looked about, Daphne was gone, wisked away by the shapeshifter's magical powers. On the far wall a door creaked slowly open and from its darkened depths Dirk faintly heard the princess's muted cry, "Dirk, save me..." Leaping forward, the brave knight ran through the door, ready to face Singe's Castle.

GAME INSTRUCTIONS

To load Dragon's Lair: Escape From Singe's Castle

PC Owners

Before loading Dragon's Lair: Escape From Singe's Castle, make a backup copy of your disks and put them aside in case anything should happen to your original disks.

To load Dragon's Lair: Escape From Singe's Castle, insert Disk 1 into your computer's disk drive. Type in the disk drive letter followed by a colon (for example A: for the first floppy drive) then type ESCAPE and press RETURN. A number of options will be displayed.

First, select the Video Mode by entering C(CGA), E(EGA), V(CGA) or T (Tandy). Next, select the sound output by entering A(Adlib), S(Sound Blaster), T(Tandy), P (Pro Audio Spectrum) or N(No Sound). Please note that internal sound is not supported; only the four sound boards listed above are available.

You will then be asked if you want to use a joystick. Enter either Y(Yes) or N(No). If you select Yes, please refer to the instructions listed below.

It is important to realize that you can still use the keyboard when you have selected the joystick. If you are using the joystick and finding it impossible to make the correct moves (after verifying you are making the correct moves using the keyboard with the joystick option not selected), it is possible that your

joystick is improperly adjusted to your game controller card. To center your joystick insert disk one into a drive, type your drive letter followed by a colon (typically A:) then RETURN. Next type CENTERJS and press RETURN. Once the program has loaded, you will be prompted to press the fire button on the joystick and the screen will change displaying a large cross with an asterisk somewhere near the cross. Using the joystick's vertical and horizontal trim adjusters, position the asterisk in the center of the cross, or as close to it as possible. Your joystick is now centered.

The final question you will be asked is whether or not you would like to install Dragon's Lair: Escape From Singe's Castle onto your hard disk. Once again, answer Y or N. If you answer No, the game will begin. If you answer yes, you will be asked for your drive letter (typically C:—your hard drive). Enter this letter and press RETURN. Dragon's Lair: Escape From Singe's Castle will start copying onto the hard disk from disk 1. When disk 1 is finished copying, disk 2 will be requested. Insert disk 2 and press any key. This process will repeat until all of the disks are copied onto the hard disk. The program will then exit back to DOS.

In the future you will be able to load Dragon's Lair: Escape From Singe's Castle by doing the following: enter your hard disk letter followed by a colon (typically C:) then press RETURN. next type CD\ESCAPE, RETURN then type ESCAPE and RETURN. You will now follow the same procedure as above, except when asked to install you should select N(No).

Note to CGA and Tandy Owners

The graphics that are supplied on the Dragon's Lair: Escape From Singe's Castle disks are in EGA/VGA format. When you select CGA or Tandy, each scene must be loaded and then converted from EGA/VGA to either CGA or Tandy, before being played. This causes a delay between each scene.

If you install Dragon's Lair: Escape From Singe's Castle onto a hard disk and you select either CGA or Tandy as your video mode, the data will be converted to CGA or Tandy before being installed onto hard disk. This will take up a little more hard drive space and more time to install, but will significantly speed up loading time as no conversion will be necessary while you are playing the game.

Macintosh Owners

Before loading Dragon's Lair: Escape From Singe's Castle, make a backup copy of each of the 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 disk, insert the Dragon's Lair: Escape From Singe's Castle disk 1 into the disk drive and double click on the ESCAPE icon to begin the game.

To install Dragon's Lair: Escape From Singe's Castle on a hard disk drive double click on the "Install" icon. When a requester appears, enter the name of your hard drive and press RETURN. You will then be prompted to insert the Dragon's Lair: Escape From Singe's Castle disks, one by one, until the entire game is copied onto your hard disk.

To run Dragon's Lair: Escape From Singe's Castle from your hard disk, double click on the "ESCAPE" directory icon on your hard disk then double click on the "ESCAPE" icon.

Apple IIGS Owners

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

After booting your Apple IIGS with a system disk or autobooting from a hard disk, insert the Dragon's Lair: Escape From Singe's Castle Disk 1 into the disk drive and double click on the "ESCAPE" icon to begin the game.

Dragon's Lair: Escape From Singe's Castle for the Apple IIGS may be installed onto a hard disk by copying all of the files on all of the disks into a directory on the hard disk and then clicking on the "ESCAPE" icon in that directory.

Atari ST Owners

Insert the Dragon's Lair: Escape From Singe's Castle disk 1 into the disk drive and then turn on your computer. The game will quickly load.

Starting The Game

After the game has loaded, the demo will automatically begin. The demo runs through a scene from the first disk and then returns to the title screen. To start playing the game simply press zero (0) on the keypad at anytime. 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.

At some point during the game, PC and Macintosh owners will be asked to answer a question based on the information supplied on the red sheet that comes with the game. If you fail to answer the question correctly, the game will quit.

Playing Dragon's Lair: Escape From Singe's Castle

You do not directly 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 move or press the fire button (zero (0) on the numeric keypad) 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 the correct move, try varying the time when you 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 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.

You have three lives and the game will end if you lose all of your lives or when you have completed all of the scenes on all of the disks.

From time to time it will be necessary to change the disk in the drive. After you have finished all the animations 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

There are two ways of controlling Dirk, either by using the joystick, if that option is available on your computer, or else by using the numeric keypad on your keyboard. The directions you will need while using your numeric keypad 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.

Ending The Game

The game will come to an end after you have lost three lives. To stop playing the game simply reset your computer. On an IBM PC, you may press ESC during game play to return to DOS. Macintosh owners may click on "quit". 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 a save disk. 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.

This feature is not available for the Apple IIGS owners.

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. 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.

This feature is not available for the Apple IIGS owners.

Pausing The Game

You can pause the game at any time by pressing the "P" key on the keyboard.

Turning The Audio Off/On

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

HINTS

Scene One - End Of Corridor

Dirk stands at the end of a corridor in front of three doors. As he looks around the roof starts to fall in and the floor to his left begins to crumble away. Dirk must move right to exit out the remaining door as the floor falls away and the roof comes in.

Scene Two - Checkerboard Corridor

The floor beneath Dirk's feet starts to flash and the checkerboard sections begin to fall away. Dirk must jump to the parts of the floor that remain and then out one of the doors.

Scene Three - Metallic Flying Horse

Dirk finds a room with a metal horse sitting in its center. Reaching up for the gem on the horse's head, Dirk sits in the saddle and awakens the sleeping mount. The horse flies up and carries the knight straight towards a wall of fire, which Dirk must avoid.

Scene Four - Large Wooden Platforms

As Dirk walks along a wooden platform suspended high up along the castle's dark interior, the wood planks begin to crumble away. He must jump to the remaining section of platform and then run back into the castle spire.

Scene Five - The Smithy

Dirk enters the forge room and is attacked by a magic, flying sword. Dirk must parry the sword and jump to avoid a bouncing anvil before he can exit the room.
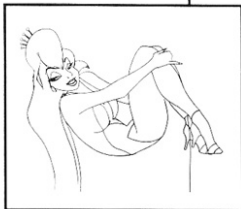
Scene Six - Swinging Ropes Of Fire

The brave knight enters a chamber filled with rising flames. The door behind Dirk slams shut and the small stone platform he is standing on begins to slide into the wall. Dirk must reach out for the swinging ropes in front of him and make his way along the ropes to the open door on the other side of the chamber.

Scene Seven - The Lizard King

After escaping the flaming ropes of death, Dirk is confronted by a large, walking lizard, dressed in royal robes. As Dirk draws his sword to battle the Lizard King, a pot of gold comes flying past and takes the knight's sword with it. Dirk must follow the pot in order to retrieve his sword and battle the lizard.

Scene Eight - Dungeon Room

Dirk reaches for the handle on the dungeon room door and it comes to life. The figurehead grows and opens its grotesque mouth to try and chomp Dirk in half. The knight must use his sword to kill the monstrous head.

Scene Nine - The Goons

Emerging in a stairwell, Dirk is attacked by small, purple goons. He can kill the first but must climb the stairs to escape the rest.

Scene Ten - Lava Field Of The Mudmen

Dirk walks across a field of lava and is attacked by the Mudmen who live there. Realizing his sword would be useless, Dirk must jump over several geysers, avoid the Mudmen and run along a stone bridge before finally escaping through a hole in a cavern wall.

Scene Eleven - Entrance To The Shapeshifter's Den

Rising through the floor, Dirk appears at the entrance to the Shapeshifter's den, where the evil creature has Daphne prisoner. Dirk must jump back from the large, metal gate as it closes ahead of him.
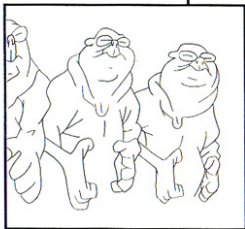
Scene Twelve - Mirror In Castle Corridor

As Dirk walks along the corridor leading to the Shapeshifter's den, a full length mirror rises out of the floor. A monstrous, deformed reflection lunges at Dirk and the knight must swing his sword to drive it back into the mirror.

Scene Thirteen - Skeleton Grounds

Skeletal arms come out of the ground reaching up to try and drag Dirk down into the mud. Dirk must jump away from each of the arms before exiting the room.

Scene Fourteen - Black Spiny Vines

Large, black vines quickly grow along the walls of the room Dirk is standing in. He must exit the room before the vines reach out and capture him.

Scene Fifteen - The ShapeShifter's Den

Dirk appears in the den, standing in front of the platform where Princess Daphne sits entranced. The shapeshifter materializes out of thin air holding a staff over its head. Electricity shoots out of the staff's ends striking the ground at either side of the poised knight. Dirk must make his way up the stairs as they crumble away before throwing his sword into the Shapeshifter's chest.