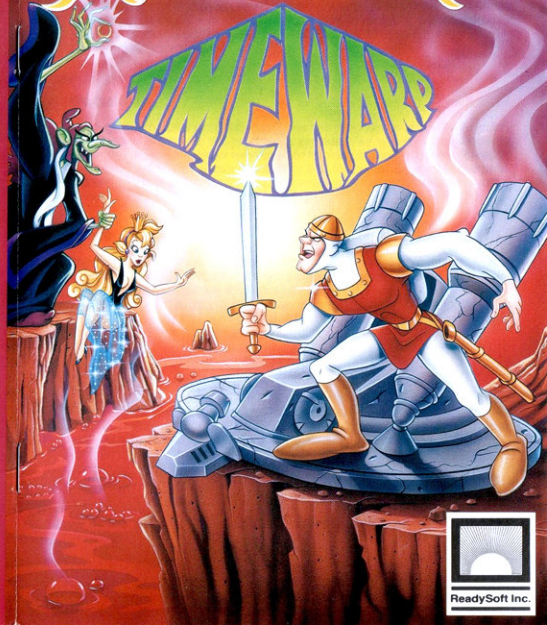


Sullivan Bluth Presents

# DRAGON'S LAIR II™



"Printed in Canada"



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## **Limited Warranty**

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Princess Daphne has been kidnapped by the Evil Wizard Mordroc and whisked away to a wrinkle in time. Mordroc will force Daphne into marriage unless Dirk the Daring can rescue her.

You, as Dirk, must travel through time with the help of an aging time machine. During your quest you must face and conquer the unique dangers of several dimensions in time.

Follow the Wizard to the dreaded dimension where you must confront and defeat him before he places the ring of death on Daphne's finger and she's lost forever in the Time Warp.

## GAME INSTRUCTIONS

### To Load Dragon's Lair II: Time Warp

#### PC Owners

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

To load Dragon's Lair II: Time Warp, 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 TIMEWARP and press RETURN. A number of options will be displayed.

First, select the Video Mode by entering C(CGA), E(EGA) or T(Tandy).

Next, select the sound output by entering A(Adlib), S(Sound Blaster), T(Tandy) or N(No Sound). Please note that internal sound is not supported; only the three 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 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. You should adjust the joystick to a point where, when the joystick option is selected but the joystick is not being touched, it does not interfere with the moves made by the keyboard. This will enable you to use the joystick and make the correct moves.

The final question you will be asked is whether or not you would like to install Dragon's Lair II: Time Warp 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 II: Time Warp will then 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 future you will be able to load Dragon's Lair II: Time Warp by doing the following: enter your hard disk letter followed by a colon (typically C:) then press RETURN. Next type CD\DL2, RETURN then type TIMEWARP 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 II: Time Warp 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 before each scene.

If you install Dragon's Lair II: Time Warp 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 II: Time Warp, 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 II: Time Warp Disk 1 into the disk drive and double click on the "Dragon's Lair II: Time Warp" icon to begin the game.

To install Dragon's Lair II: Time Warp on a hard disk, double click on the "Install DL2" icon rather than the "Dragon's Lair II: Time Warp" icon. When a requester appears, click on the drive button until the name of your hard disk appears then click on OK. You will then be prompted to insert the Dragon's Lair II: Time Warp disks, one by one, until the entire game is copied onto your hard disk.

To run Dragon's Lair II: Time Warp from your hard disk, double click on the "DL2" directory icon on your hard disk then double click on the "Dragon's Lair II: Time Warp" icon.

## **Apple IIGS Owners**

Before loading Dragon's Lair II: Time Warp, 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 II: Time Warp Disk 1 into the disk drive and double click on the "Dragon's Lair II: Time Warp" icon to begin the game.

Dragon's Lair II: Time Warp 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 "Dragon's Lair II: Time Warp" icon in that directory.

## **Amiga Owners**

For A-1000 owners, at the prompt you should insert KICKSTART 1.2 or greater. For all Amiga models, when prompted for the WORKBENCH disk, you should insert the Dragon's Lair II: Time Warp Disk 1 into the internal disk drive.

## **Atari ST Owners**

Insert the Dragon's Lair II: Time Warp Disk 1 into the disk drive and then turn on your computer. The game will quickly load.

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

## **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 zero (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.

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 II: Time Warp**

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 laser gun or staff.

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 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 (Amiga and Atari ST owners should plug their joystick into Joystick Port 2) or else you can control Dirk by using the numeric keypad on your keyboard. The directions you will need when using the numeric keypad are UP(8), DOWN(2), LEFT(4) and RIGHT(6). To use Dirk's laser gun or staff 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 (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 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 Apple IIGS owners.

## 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.

## Playing Scene One

As the scene begins, we see Dirk sitting at the breakfast table with his family. A noise causes Dirk to look up in surprise to see his mother-in-law enter the room and climb up onto the table swinging a large rolling pin. When Dirk's mother-in-law first starts to swing the rolling pin, press left on the joystick or the '4' key on the keypad and Dirk will leap to safety as the pin swings down to destroy the chair on which he was sitting.

## **DRAGON'S LAIR II: TIME WARP HINTS**

**NOTE:** The scenes in Dragon's Lair II: Time Warp for all computer formats may not appear in the order listed below and for some versions, certain scenes may not appear at all. If the scene number does not match the scene, the scenes can be easily recognized by the individual descriptions listed below.

### **Scene 2 - Drawbridge**

Followed by his screaming mother-in-law, Dirk finds himself on the drawbridge of a familiar castle. In the water below, several green tentacles watch and wait as Dirk seems trapped. Dirk must avoid the tentacles, keep an eye open for his mother-in-law and flee into the castle.

### **Scene 3 - Castle Entrance**

Dirk has entered the castle just ahead of his mother-in-law, but the castle is full of lingering monsters. As the angry woman rushes through the door, a snake appears, attempting to swallow Dirk alive. Dirk needs to hit the snake and continue to run.

### **Scene 4 - Descending Into the Castle**

Avoiding the snake, Dirk ducks into a shaft that leads down into the castle's hidden depths, but the snake isn't through with him yet. Dirk must escape from the snake by proceeding into the darkness.

### **Scene 5 - Mother-in-Law Riding Snake**

Although Dirk thought he had left his mother-in-law somewhere up above, he has been pursued into the shaft. She swings down on the same snake Dirk just missed, wielding the rolling pin. Dirk's only escape is to avoid the rolling pin by jumping from one side of the shaft to the other and then riding the snake to uncertain safety.

### **Scene 6 - Jumps to Rock Pillar**

Behind him Dirk hears his mother-in-law struggling inside the shaft he has just emerged from. Dirk must react quickly as the ledge he stands on starts to crumble away.

### **Scene 7 - Rides the Rocks**

The pillar Dirk landed on has broken and is sliding down a hill towards an enormous hole. There's no choice but to fall into the hole but Dirk must avoid the pillar as it teeters on the edge of the chasm.

### **Scene 8 - Finds Time Machine**

Falling through the hole above, Dirk appears in a treasure room on top of a talking Time Machine. Behind him a large, green serpent rises out of the coins that fill the room. Dirk must hit the snake's head and avoid the coils trying to wrap themselves around him.

### **Scene 9 - Time Machine Lifted into the Air**

The serpent has retreated into the treasure, but only for a moment. As Dirk stumbles atop the Time Machine, the green snake strikes again, first with its gaping jaws and then with its lashing tail.

### **Scene 10 - Jumps to Ribs**

Balancing the Time Machine in the air, the serpent tries to shake Dirk off. The only escape seems to be towards the skeleton of some long dead Dragon.

### **Scene 11 - Inside Rib Cage**

Dirk moves forward to explore the interior of the rib cage. From above, the serpent lunges at Dirk's head. Dirk must swipe at the leering snake with his sword and then dodge a pack of skulls as they attack from up ahead.

### **Scene 12 - Slides Towards the Time Machine**

Outside the rib cage once again, Dirk slides towards the waiting Time Machine, but the serpent is waiting also. How can Dirk activate the Time Machine without being eaten by the attacking serpent? Dirk must hit the snake again and search the machine for an 'ON' switch.

### **Scene 13 - Serpent Attacks Dirk on Time Machine**

As Dirk listens to the Time Machine explaining what he must do to activate it, the serpent wraps itself around Dirk's legs. Struggling with his sword, Dirk must swipe at the snake's coils and defend himself against the serpents lunging attacks.

### **Scene 14 - Activates Time Machine**

Dirk slides into the pilot's seat of the Time Machine and prepares to travel into the Time Warp when the relentless serpent attacks again. Dirk must attempt to finally kill the serpent as his mother-in-law appears one last time.

### **Scene 15 - Arrives in Prehistoric Time**

Having activated the Time Machine, Dirk finds himself confronted by flying dinosaurs. The winged, green reptiles swoop down on him, claws outstretched, mouths agape. Dirk must kill the first one and avoid the jaws of the second.

### **Scene 16 - Dirk Flies by Mordroc**

The terradactyls have Dirk by the leg and carry him past their master, the Evil Wizard Mordroc! Mordroc howls and swings his staff at the dangling Dirk, who, must avoid the swinging rod.

### **Scene 17 - Carried Away From Mordroc**

The flying reptiles carry Dirk away from the Wizard and again try to swallow the brave knight. Dirk must kill the attacking terradactyl before it can close its jaws around his legs.

### **Scene 18 - Dirk Gets Dropped**

Hovering over a rocky ledge, Dirk sees the opportunity to escape. As the terradactyl flaps its wings, Dirk must free himself and attempt to land on the ledge without injury.

### **Scene 19 - Centaurs Kidnap Daphne**

Dirk regains his senses after having landed safely on the ledge to see Princess Daphne who is being held captive by two large Centaurs. The terradactyls haven't given up yet and they swoop down from the sky above to attack the sprawling hero. Dirk must kill the two large reptiles as the centaurs fly off into the clouds with the princess. To one side a pair of feathery wings sit that Dirk must use to follow the fleeing kidnapers as he is again attacked, this time by smaller terradactyls.

### **Scene 20 - Dirk Finds the Centaurs**

Having pursued the Centaurs into a cloud bank, Dirk crashes into the two kidnapers forcing them to drop Daphne. Dirk must swoop down and grab the princess before she falls into the boiling lava below.

### **Scene 21 - Dirk and Daphne Land on the Time Machine**

Having lost his wings, Dirk and Daphne land on the Time Machine. Before he can activate the machine, Dirk loses his sword and it begins to sink into the bubbling mud. Dirk must retrieve the sword in order to use the Time Machine. As Dirk leaps into the mud one of the centaurs lands next to the Time Machine, grabs the struggling Daphne and carries her back to the waiting Mordroc. Dirk can only swing fruitlessly at the fleeing centaur and then return to the Time Machine to continue travelling through the Time Warp.

### **Scene 22 - Arrives on Clouds**

The Time Machine has brought Dirk to a strange colorful cloud bank. A vine leads up into the multi-colored clouds and Dirk must climb up this vine.

### **Scene 23 - Dirk is Attacked by Guardian Angel**

Climbing up the vine, Dirk is confronted by a fat, little angel who warns him to leave before causing trouble. As Dirk continues undaunted, the blue angel swings his magic wand attempting to stop Dirk before he can go any further. Dirk must dodge the wand and continue up the vine.

### **Scene 24 - At the Gates to Eden**

Emerging from the clouds, Dirk finds himself at the gates to a large castle. Above the gates hangs a sign that reads "EDEN". The guardian appears with several small, flying babies again telling Dirk to go away. Dirk must avoid the angel's magic wand and leap from the attacking babies.

### **Scene 25 - Dirk Enters Eden**

Attempting to escape from the babies has brought Dirk to the castle wall. The angel and babies attack once more, leaving Dirk no choice but to proceed over the castle wall.

### **Scene 26 - Dirk Enters Eden**

Poised on the edge of the wall, Dirk looks down into Eden. The garden stretches beyond the horizon, seeming much larger than Dirk had originally believed. The flying babies come zooming over the wall along with the blue angel. Dirk must leap from the wall onto two tree branches that will lead him to relative safety.

### **Scene 27 - The Snakes of Eden**

Having evaded the garden keepers, Dirk finds himself confronted by two blue snakes - the evil serpents of Eden! The snakes proceed to wrap themselves around Dirk, carrying him into the air. Dirk must swing his sword several times in hopes of beating the serpents off of him.

### **Scene 28 - Swinging with the Snakes of Eden**

Caught up in their coils, Dirk is thrown around by the two snakes. Sword in hand, Dirk is tossed back and forth from loop to loop, snake to snake. Dirk must avoid the tightening coils while trying not to fall into the chasm below.

#### **Scene 29 - Riding the Snakes of Eden**

Holding onto one of the snakes, Dirk is carried to the far end of the tree standing tall above them. One of the snakes won't be content until Dirk is sitting deep in the pit of its stomach and continues to lunge at the knight while the other unwraps its coils.

#### **Scene 30 - Dirk Gets Licked**

The hungry snake uses its tongue to taste Dirk before attempting to take a bite. The other snake decides to let Dirk go so the brave knight can continue his quest to rescue Princess Daphne. Dirk must strike the hungry snake as the other serpent releases him.

#### **Scene 31 - Exits Eden on the Time Machine**

Having found the time machine again, Dirk struggles in the pilot seat as the pillar below him crumbles away. Dirk must activate the machine before the pillar falls.

#### **Scene 32 - Finds Mordroc and Daphne**

The Time Machine has transported Dirk to the exact location where Mordroc plans to marry Daphne. Dirk has arrived just in time to interrupt the wedding as the evil wizard begins to place the death ring on Daphne's finger.

#### **Scene 33 - Throws a Sword at Mordroc**

The ledge Dirk is standing on begins to crumble beneath him as Mordroc watches above. Dirk must jump from the ledge and throw his sword at the Wizard to try and stop him from placing the death ring all of the way onto the Princess's finger.

#### **Scene 34 - Sword Flies into Mordroc's Wrist**

Dirk's aim is true. Mordroc howls in pain as the sword impales itself into the Wizard's arm.

#### **Scene 35 - Dirk vs. Mordroc**

Mordroc pulls the sword out of his arm as Dirk jumps from the ledge towards the death ring that has fallen to the ground. Mordroc swings the sword at Dirk's head as the knight reaches for the ring. Dirk must jump, first from the ledge and then away from the attacking Mordroc.

#### **Scene 36 - Dirk Leaps to the Death Ring**

Dirk has escaped Mordroc for the time being and lands near the death ring. The ring is sitting on a rocky outcrop that begins to crumble away as Dirk steps forward. Dirk must leap off of the crumbling rocks before grabbing the ring with the aid of his belt.

#### **Scene 37 - Dirk Throws Ring at Mordroc**

Hanging from a rocky pillar, Dirk must first avoid an energy bolt the Wizard fires and then throw the death ring as the pillar crumbles away under Dirk's weight.

#### **Scene 38 - The Death Ring Lands on Mordroc's Finger**

The death ring flies through the air and slides onto the evil Wizard's outstretched finger.

#### **Scene 39 - Mordroc Mutates**

The power of the death ring causes Mordroc to bloat grotesquely, mutating into a large, pink balloon covered in white warts. As the Wizard grows, Dirk must jump to retrieve his lost sword and flee the changing Mordroc.

#### **Scene 40 - Destroys the Gas Bag**

Dirk stands by the unconscious Princess Daphne as the Wizard's mutated body appears trying to attack Dirk once more. Dirk must leap from the rocks and swing at the hulking, pink form.

#### **Scene 41 - Leaps to Daphne**

The Wizard lies dead at Dirk's feet, exploded into a million pieces, but the explosion has caused the entire cavern to shake and begin to fall. Huge sections of rock fall from the ceiling as several of the small terradactyls swoop down to avenge their master's death. Dirk must jump to avoid the falling rocks and make his way back to Daphne.

#### **Scene 42 - Dirk Tries to Awaken the Sleeping Daphne**

Dirk crouches over the slumbering Princess and kisses her once while above them, two of the little, green reptiles swoop down for a bite. Dirk must swing his sword to kill both reptiles.

#### **Scene 43 - Depressed Dirk**

The kiss seems to have had no effect at all and Dirk hangs his head in sorrow. Daphne isn't moving and another little reptile flies down to attack Dirk. Dirk must kill the reptile before it can take the pack off of his back.

#### **Scene 44 - Daphne Opens her Eyes**

Behind Dirk's back Princess Daphne blinks her eyes and begins to awaken from her deep sleep.

#### **Scene 45 - Daphne Wakes Up**

Dirk combats yet another little terradactyl as Princess Daphne awakens and stretches her aching arms. Dirk must kill this last flying reptile before he can turn to his lost love.

#### **Scene 46 - Final Kiss**

Princess Daphne falls into Dirk's arms and the two embrace in a long passionate kiss. Dirk has rescued his one true love and maybe now they will be able to live happily ever after...

