# SULLIVAN BLUTH PRESENTS

# DRAGON'S LAIR

### THE GAME

The object of the game is to rescue the fair Princess Daphne who is being held, against her will, in the castle of the evil wizard, Mordroc, To do this, you, Dirk the Daring, must survive the perilous journey through the castle past various creatures, including the infamous. Singe, the fire-breathing dragon. Only by defeating these adver-

Battle your way through the castle and caverns by using the joystick in the manner described below. You must use your wit and reflexes to avoid or defeat the dangers of each room. Each obstacle will require several attempts to conquer and timing is the key. A word to the wise: Flashing objects, if on a creature, usually mean trouble.... be prepared. If an object is flashing on an inanimate object, it indicates a direction to move. Beware, foes are many and show up in the least expected places.

Joystick and numeric keypad controls:

## Loading the Game

System Requirements

Dragon's Lair requires 640K RAM with an EGA or VGA graphics card. We highly recommend an IBM AT (286 processor) or faster machine and use of a hard drive

Warning: Although this program will run on 8086 or 8088 processors, we strongly discourage this. Due to the Loadine Instructions:

Floppy Drive Systems

- Insert your DOS disk into Disk Drive A and turn on your computer. 2. When DOS is loaded, insert Dragon's Lair - Disk 1 into Disk Drive A. 3. At the A> prompt type pame and press Enter.
- Hard Drive Systems 1. Turn on your computer.
  - 2. Insert Dragon's Lair Disk 1 into your floppy disk drive. 3. At the C> prompt, type A: and press Enter.
  - 4. At the A> prompt, type A: and
  - 5. Follow the on-screen instructions for installing Dragon's Lair onto your 6. After the program has been installed, type game and press Enter at the
    - C> prompt. (In order to run Dragon's Lair in subsequent game sessions. you must change directories by typing CD/DL and pressing Enter at the C> prompt. Then, type game and press Enter.)