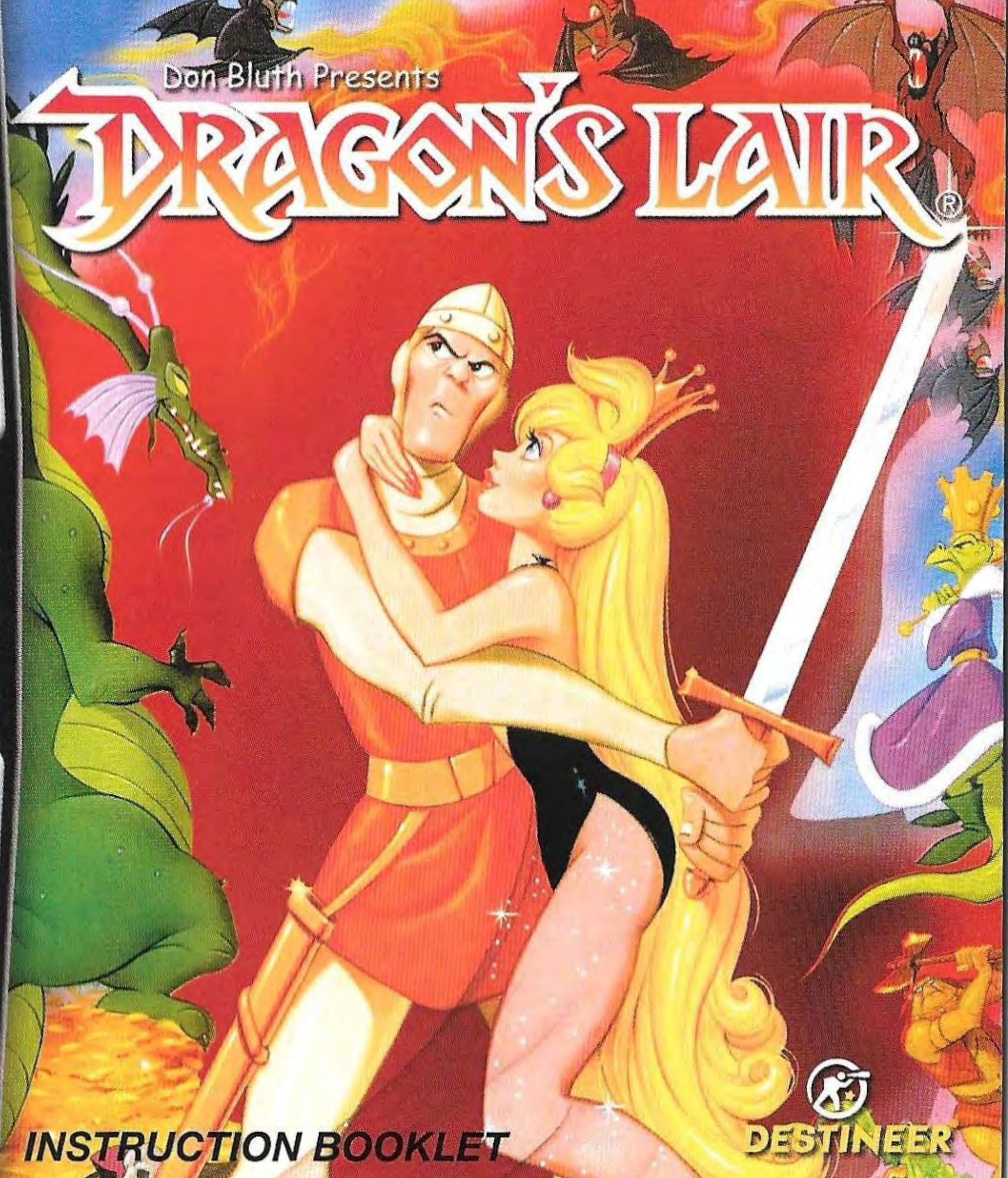
NINTENDO DS™

Don Bluth Presents

DRAGON'S LAIR®



INSTRUCTION BOOKLET

DESTINEER

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Licensed by Nintendo

NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2009 NINTENDO.

TABLE OF CONTENTS

Introduction 2
Get Ready to Play 3
Main Menu 4
- Play Game 4
- High Scores 5
- Options 6
- Extras 7

Gameplay 8
- Movement 8
- Move Guide 9
- Action 10
- Score 10
- Lives 11
- Pause 11

Credits 12
Technical Support 13
End User Lisence Agreement 14

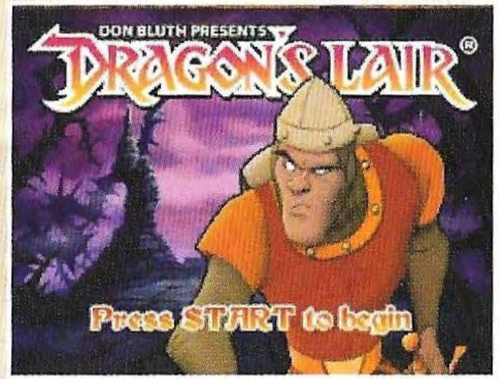
INTRODUCTION

DRAGON'S LAIR

The fantasy adventure where you become a valiant knight, on a quest to rescue the fair princess from the clutches of an evil dragon. You control the actions of a daring adventurer, finding his way through the castle of a dark wizard, who has enchanted it with treacherous monsters and obstacles. In the mysterious caverns below the castle, your odyssey continues against the awesome forces that oppose your efforts to reach the Dragon's Lair. Lead on, adventurer. **Your quest awaits!**

GET READY TO PLAY

All menus in Dragon's Lair can be navigated by pressing the +Control Pad Up, Down, Left, or Right to highlight individual menu selections. To confirm a highlighted menu selection, press the A Button or tap it with your stylus. If you would like to go back to a previous menu screen press the B Button.



MAIN MENU

Dragon's Lair is an arcade accurate conversion of a classic LaserDisc coin-op game. Press START on the Title Screen to advance to the Main Menu. The Attract Mode for the classic arcade game plays on the top screen as you, brave adventurer, get ready for your quest!

The Main Menu features various selections:

PLAY GAME

Choices include Home Mode or Arcade Mode:

Arcade Mode: Scene order is identical to the original arcade machine. Dirk will restart in a new room after dying. Every scene will be played before reaching the Dragon's Lair.

Home Mode: Plays all the scenes that were present on the original LaserDisc, but were never actually played in the original arcade version.

Difficulty: Select Easy or Hard:

Easy: Dirk's movements are more easily achieved in this mode. This mode is recommended for those visiting the lair for the first time.

Hard: This mode adds additional moves that are not present in easy mode. You will also have to make moves with greater accuracy.

HIGH SCORES

As you play Dragon's Lair your scores will automatically be posted to a High Scores Leaderboard. By selecting High Scores you can view the initials of the players featured on the Leaderboard.

OPTIONS

Dragon's Lair features various game options:

Lives: Select three, five, or infinite lives.

Move Guide: Play Dragon's Lair with the move guide or turn the move guide off. If this is your first time taking on the dark wizard, we suggest you turn the guide on.

Effects Volume: Adjust the Move Beep volume.

Video Volume: Adjust the volume of the music played during the game's menus.

Screen: Play the game's action on the Top Screen or the Touch Screen.

Attract Audio: Play the Attract Mode audio once, never, or all the time.

When finished adjusting the options, press the B Button or tap the Back icon with your stylus. You will be returned to the Main Menu.

EXTRAS

Watch Mode: Unlock the ability to watch all of the scenes in Dragon's Lair. Simply beat the game to view Don Bluth's stunning animation.

Credits: View the credits list.

GAMEPLAY

Gameplay in Dragon's Lair consists of individual scenes. You advance to the next scene by pressing the correct button at the correct time.

MOVEMENT

To move, press Up, Down, Left, or Right on the +Control Pad. If you press the correct direction on the +Control Pad at the correct time you will succeed but, if you press the incorrect direction or if your timing was off, Dirk will meet his doom.

ACTION

To initiate "action" (such as Dirk swinging his sword) press the A Button.

PLEASE NOTE: The original arcade release of Dragon's Lair would only occasionally flash an item on screen relevant to a move. The 'yellow flash' in the animation was not placed for every move in Dragon's Lair. As such a move guide was added for additional assistance. All original scenes from the 1983 arcade release of Dragon's Lair have been included in this version.

MOVE GUIDE

The Move Guide is turned on by default. It appears on the screen opposite the game's action. Arrow icons appear on screen highlighting the button to be pressed. Make sure to press the

correct direction on the +Control Pad or button within the time limit! There are two kinds of Move Beeps that can be heard during game play:

A "positive" beep: Means you've pressed the correct button at the correct time.

A "negative" beep: Means you've pressed the incorrect button, or that you've pressed a button at the incorrect time.

SCORE

As you advance from scene to scene you will earn points. During gameplay your current score appears on the screen opposite the game's action. At the end of each game session your score is automatically posted to the High Scores Leaderboard. If you are playing the game with Infinite lives enabled, your score will be cleared should you choose to continue with the current game.

LIVES

The number of lives remaining is represented by icons of Dirk's head. These life icons appear on the screen opposite the game's action. A life icon is "grayed out" each time a life is lost.

PAUSE

Pause gameplay at any time by pressing START. Move the +Control Pad Up or Down to highlight Continue or Quit and press the A Button to confirm your choice.

Continue: Gameplay will resume.

Quit: You will be returned to the Main Menu.

CREDITS

DEVELOPED BY DIGITAL LEISURE INC.

Executive Producer
David Foster

Supervising Producer
Paul Gold

Programming
Code Mystics, Inc

Art Director
Brian Kayfitz

IT Manager
Robert Burden

QA Team
Miguel Maglutac
Adam Watson
Colin Janowicz
Patrick Kwok

Special Thanks
Syd Bolton

Original Game Creators
Don Bluth
Gary Goldman
John Pomeroy
Rick Dyer

PUBLISHED BY DESTINEER

Director of Product Development
Peter Anthony Chiodo "Tony"

Producer
Matthew Haglund

Senior Art Director
David Stengel

Graphic Designer
Patrick Jannette

Marketing Manager
Cindy Swanson

Director of Operations
Al Schilling

QA Manager
Andrew Leaf

QA Lead
Justin Holman

QA Team
Adam Burback
Jason Clark
Chris Countryman
Tyler Hay
Nick Heikkila
Tim "Steel Chair" Moravec
Paul Murphy
David Rogers

Manual and Documentation
Jeanna Davis Chiodo

Special Thanks
Paul Rinde

TECHNICAL SUPPORT

For questions about this game, call the technical support desk, Monday-Friday (except holidays), 10 a.m. to 6 p.m. Central Time.

Telephone #: 763-231-8055

Email: support@destineergames.com

Please call during technical support hours. Technical support is for North America only.

To Our Valued Customers

If you have concerns about this product, please inquire at our customer consultation center. Please include your name, address, and telephone number.

DESTINEER GAMES CUSTOMER SERVICE
13755 FIRST AVENUE NORTH, SUITE 500
PLYMOUTH, MN 55441

END USER LICENSE AGREEMENT

PLEASE READ CAREFULLY. BY USING THIS SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THESE TERMS, PROMPTLY RETURN THE PRODUCT IN ITS PACKAGING TO THE PLACE WHERE YOU OBTAINED IT.

1. License. The software game disc(s), cartridge, Game Card, or Game Pak accompanying this license (the "Software") and the related documentation are licensed to you by us ("Destineer") and are subject to this license. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. You agree that the Software will not be shipped, transferred or exported into any country in violation of the U.S. Export Administration Act (or any other law governing such matters) by you or anyone at your direction and that you will not utilize and will not authorize anyone to utilize, in any other manner, the Software in violation of any applicable law. The Software may not be downloaded or otherwise exported or reexported into (or to a national or resident of) any country to which the U.S. has embargoed goods or to anyone or into any country who/which are prohibited by applicable law, from receiving such property.

2. Restrictions. The Software contains copyrighted material, trade secrets and other proprietary material. You may not decompile, modify, reverse engineer, publicly display, prepare derivative works based on the Software, disassemble or otherwise reproduce the Software. You may not rent, sell, lease, sublicense or distribute the Software. You may not offer the Software on a pay-per-play basis or otherwise commercially exploit the Software or use the Software for any commercial purpose. You may not electronically transmit the Software from one computer to another or over a network.

3. Termination. This license is effective until terminated. You may terminate this license at any time by destroying the Software and related documentation. This license will terminate immediately without notice from us if you fail to comply with any provision of this license. Upon termination, you must destroy the Software and related documentation.

4. Disclaimer of Warranty on Software. You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software, related documentation and the media are provided "AS IS". Unless otherwise provided by applicable law, Destineer Publishing Corp. ("Destineer") warrants to the original purchaser of this product that the Software storage medium will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. DESTINEER EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. WE DO NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS.

NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY US OR ANY OF OUR AUTHORIZED REPRESENTATIVES SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

5. Limitation of Liability. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL DESTINEER OR ANY OF ITS OFFICERS, EMPLOYEES, DIRECTORS, AGENTS, LICENSORS, LICENSEES, SUBLICENSEE OR ASSIGNS BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OF OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF SUCH PARTIES HAVE BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. In no event shall our total liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the amount paid by you for the Software.

6. Controlling Law, Merger and Severability. This license constitutes the entire agreement between the parties with respect to the use of the Software and the related documentation and shall be governed by Minnesota law. Should any portion of this license be held void, illegal or otherwise unenforceable, such portion shall be severed from the license and the remainder of the license shall be enforced to the maximum extent possible.

7. Copyright. The Software and all copyrights, trademarks and all other conceivable intellectual property rights related to the Software are owned by Destineer Publishing Corp., or its licensors and are protected by United States copyright laws, international treaty provisions and all applicable law, such as the Lanham Act. You must treat the Software like any other copyrighted material, as required by 17 U.S.C. section 101 et seq. and other applicable law. You agree that you are receiving a copy of the Software by license only and not by sale and that the "first sale" doctrine of 17 U.S.C. section 109 does not apply to your receipt or use of the Software.

Please do not make unauthorized copies. The program you've purchased was produced through the efforts of many people who earn their livelihood from its lawful use. Don't make copies for others who have not paid for the right to use it. To report copyright violations to the Software Publishers Association, call 1-800-388-PIR8 or write: Software Publishers Association, 1101 Connecticut Ave.., Suite 901, NW, Washington, DC 20036.

This program is protected by United States federal and international copyright laws.
All trademarks mentioned in this manual are property of their respective owners.
YOU MAY NOT DISTRIBUTE THIS VERSION OF THE SOFTWARE.

DESTINEER
13755 FIRST AVENUE NORTH, SUITE 500
PLYMOUTH, MN 55441-5473

DEVELOPED BY

CODE MYSTICS

DIGITAL Leisure inc.

DRAGON'S LAIR IS A REGISTERED TRADEMARK OF BLUTH GROUP, LTD. - ©2010. CHARACTER DESIGNS ©1983 DON BLUTH. ALL AUDIO, VISUALS AND CONCEPT USED UNDER THE EXCLUSIVE LICENSE OF DRAGON'S LAIR LLC. ©2010 DIGITAL LEISURE INC. ALL RIGHTS RESERVED. PUBLISHED UNDER LICENSE BY DESTINEER. DESTINEER AND THE DESTINEER LOGO ARE REGISTERED TRADEMARKS OF DESTINEER, INC. TRADEMARKS ARE PROPERTY OF THEIR RESPECTIVE OWNERS.

PRINTED IN THE USA.