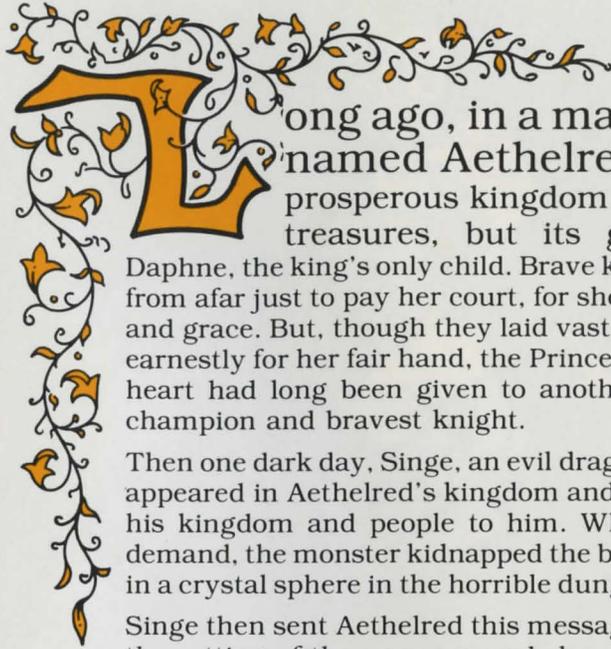


The image is a title screen for the video game Dragon's Lair. It features a dark, atmospheric background with a large, multi-tiered stone tower on the left side, partially obscured by a thorny, blue, jagged border that resembles a dragon's breath or a thorny wreath. The title "DRAGON'S LAIR" is written in a large, stylized, yellow font with a black outline. Below the title, there is a small line of text: "OWNED BY MAGICOM, INC. AND USED BY PERMISSION".

# DRAGON'S LAIR™

OWNED BY MAGICOM, INC. AND USED BY PERMISSION





Long ago, in a magical time, a good king named Aethelred ruled a peaceful and prosperous kingdom. Now his kingdom had many treasures, but its greatest prize was Princess Daphne, the king's only child. Brave knights and handsome princes came from afar just to pay her court, for she was a maiden of exceeding beauty and grace. But, though they laid vast riches at her feet and pleaded most earnestly for her fair hand, the Princess Daphne refused them all. For her heart had long been given to another...to Dirk the Daring, the king's champion and bravest knight.

Then one dark day, Singe, an evil dragon who ruled over a shadowed land, appeared in Aethelred's kingdom and demanded that the king deliver up his kingdom and people to him. When Aethelred refused Singe's vile demand, the monster kidnapped the beautiful Daphne and imprisoned her in a crystal sphere in the horrible dungeons beneath his enchanted castle.

Singe then sent Aethelred this message: Relinquish your kingdom before the setting of the sun or your beloved daughter will perish.

Aethelred and all the people of the kingdom were plunged into despair. All, except for Dirk, who vowed to go to the enchanted castle and free the princess...if he could survive the dungeon's many perils...if he could reach the dragon's lair....





## The Falling Disk

Enter the dragon's bewitched castle, but be warned...strange enchantments and mysterious monsters will try to stop you from rescuing Princess Daphne.

Jump onto the falling disk and ride it to the dungeons beneath the castle. Will you ride the disk and then enter the enchanted dungeons or will you join the other, less fortunate adventurers whose bones lie at the bottom of the shaft....

Press the Control Stick up (away from you) to move up; press the Control Stick down (toward you) to move down; and press the Control Stick left or right to move in those directions. Pressing the Left Side Button allows you to jump onto or off the disk. (The Right Side Button does not function on the Falling Disk.)

Move carefully down the wooden ramp to its edge and then press the Left Side Button to jump onto the disk. Ride the falling disk down through the shaft. Ramps that lead to the dungeons will appear at the side of the stone shaft and the disk will stop for a short time. Move to the edge of the disk and get ready! When the disk and ramp are lined up, press the Left Side Button to jump off the disk onto the ramp.

One of Singe's most fearsome creatures—an Air Genie—guards the shaft against intruders. Be wary. You can defeat this conjured creature if you keep to the center of the disk and move into the gusts of wind.

Once you jump off the disk onto the ramp, enter the dungeons by moving off the ramp (press Control Stick in the correct direction).



A decorative flourish featuring a central skull and the number '2', flanked by symmetrical scrollwork and smaller skulls.

## 2

# Skull Hallway

Tread most carefully as you pass through this horrible hallway. It's haunted with spectres from your most terrifying nightmares...snapping skulls, clutching skeletal hands, gruesome green goo and whirling clouds of bats. Can you avoid these visions of doom or will you perish hideously in their grasp...

Press the Control Stick up, down, left or right to move in the selected direction. Press the Right Side Button to swing your sword. (The Left Side Button does not function in the Skull Hallway.)

As you move through the hallway, watch carefully. Sometimes, you'll see twinklings of light on the hallway floor. These twinklings are your movement signals. Move (by pressing the Control Stick in the correct direction) to the part of the hallway where they appear and you'll be safe! Time your moves and sword swings carefully. Don't react too soon or too late! Battle some of these gruesome foes with your trusty sword; avoid others with an agile dodge.





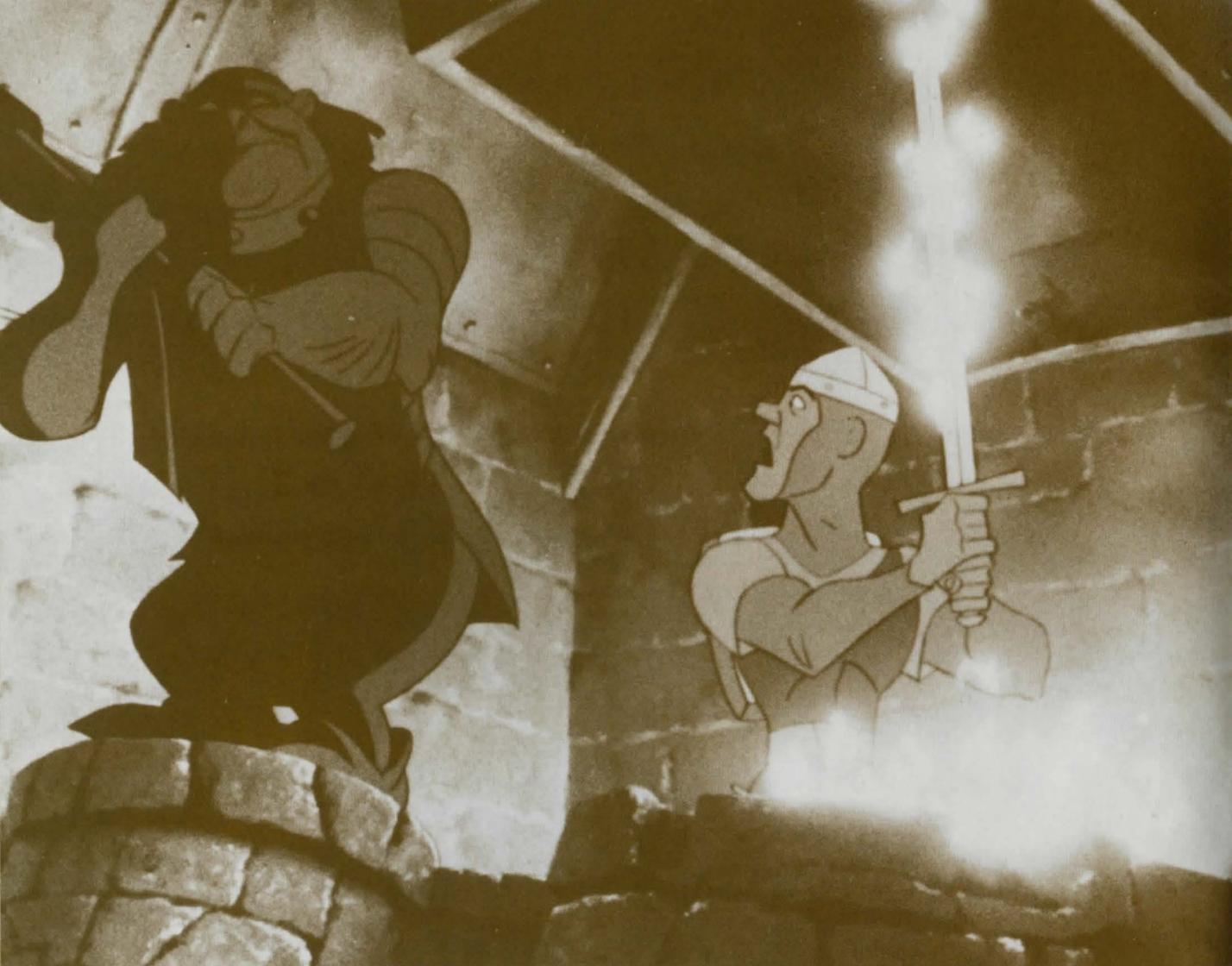
## The Burning Ropes

Flames roar from the fiery pit below. Tongues of flame climb higher and higher, engulfing everything in their path. Will you swing through the burning room before it's too late or will you plunge into the fiery abyss....

Get ready to conquer the blazing inferno by pressing the Control Stick left to move to the end of the ramp. Then press the Left Side Button to jump from the ramp to the stone platform closest to the first rope. When you're on the stone platform, press the Left Side Button to jump from the platform to the swinging rope. Make your jump from the platform to the rope when the rope swings closest to you.

Then jump from rope to rope on the fiery tier. Listen carefully! When you hear the rope "whoosh" on its swing, make your jump!

Jump to the platforms at the ends of the first and second tiers by pressing the Left Side Button when the rope swings in a forward arc. The stone platforms will magically raise you to the next tier and more fiery challenges. Keep jumping until you reach the end of the tier. Exit at the platform at the upper-left of the screen. (The Right Side Button does not function in this perilous dungeon room.)





## The Weapons Room

Singe's armory...an enchanted chamber of whirling death. An evil spell protects this room from all intruders. Lethal weapons take on lives of their own and the mindless clay golems become instruments of death. Can you run this gauntlet of death and survive....

Battle your way through the Weapons Room. Move ahead, back, left or right by pressing the Control Stick in the selected direction. Watch the floor for your movement signals. They'll point the way to safety!

Some of the bewitched room's foes can be defeated with a well-timed sword thrust; others with a skillful move. A magic door will open to the side of the room; exit there. (The Left Side Button does not function in the Weapons Room.)



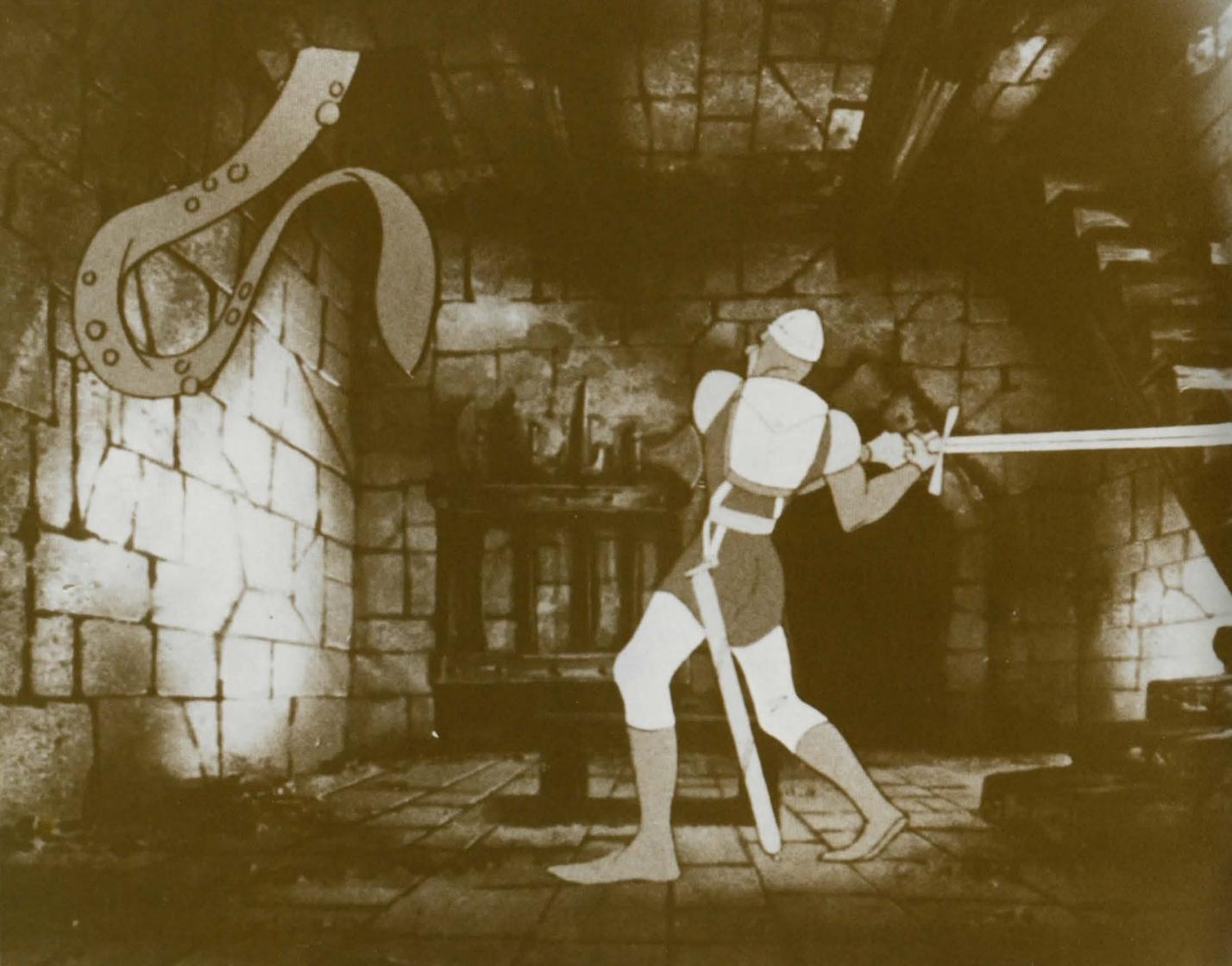


## Ramps and Giddy Goons

A series of ramps topped with enchanted ice lead to the next perilous level of the dungeons. The Giddy Goons laugh scornfully as they battle you to the death. Jump skillfully and quickly from ramp to ramp as they vanish suddenly. Tarry too long in this accursed place and you could plunge into the ebony void.

Press the Control Stick left, right, up or down to move in the selected direction. Press the Left Side Button to jump from ramp to ramp. Try making your jump from the edge of each ramp. Listen well—you'll hear an alert that will signal you when a ramp is getting ready to vanish!

Press the Right Side Button to swing your sword to battle the Giddy Goons.

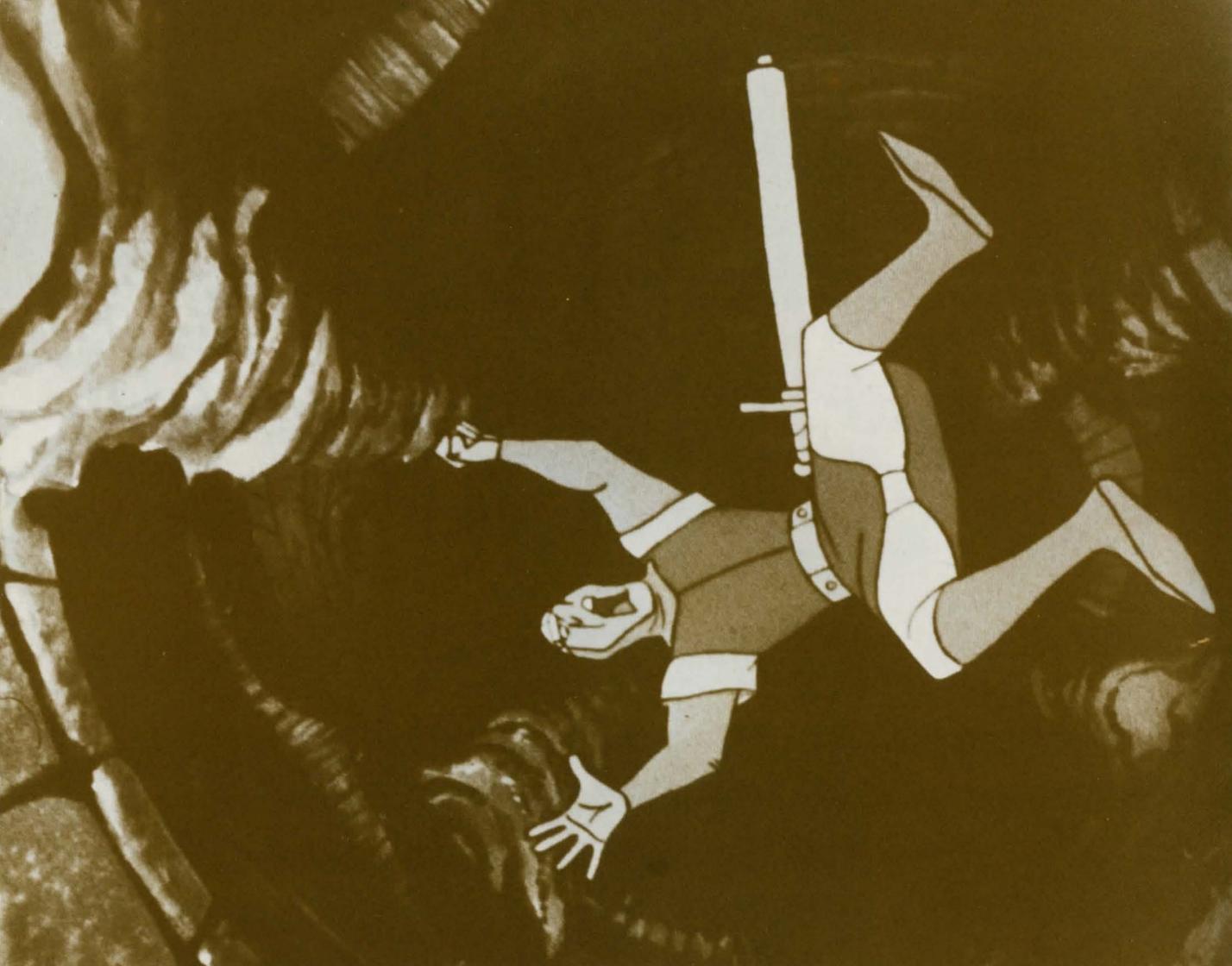




## The Tentacle Room

Singe's laboratory...where his evil experiments are conducted. The room crawls with the hideous results of those experiments. Danger can slither from anywhere—above or below. Keep a wary eye out and tread cautiously or you may find yourself in the grip of something *very* unpleasant.

This room contains some creepy and crawly adversaries—battle some of them with a timely swing of your sword (Right Side Button) and others with a nimble move (press the Control Stick in the correct direction). Watch for your movement signals. Exit the Tentacle Room through the flashing door to the side of the screen. (The Left Side Button does not function in the Tentacle Room.)

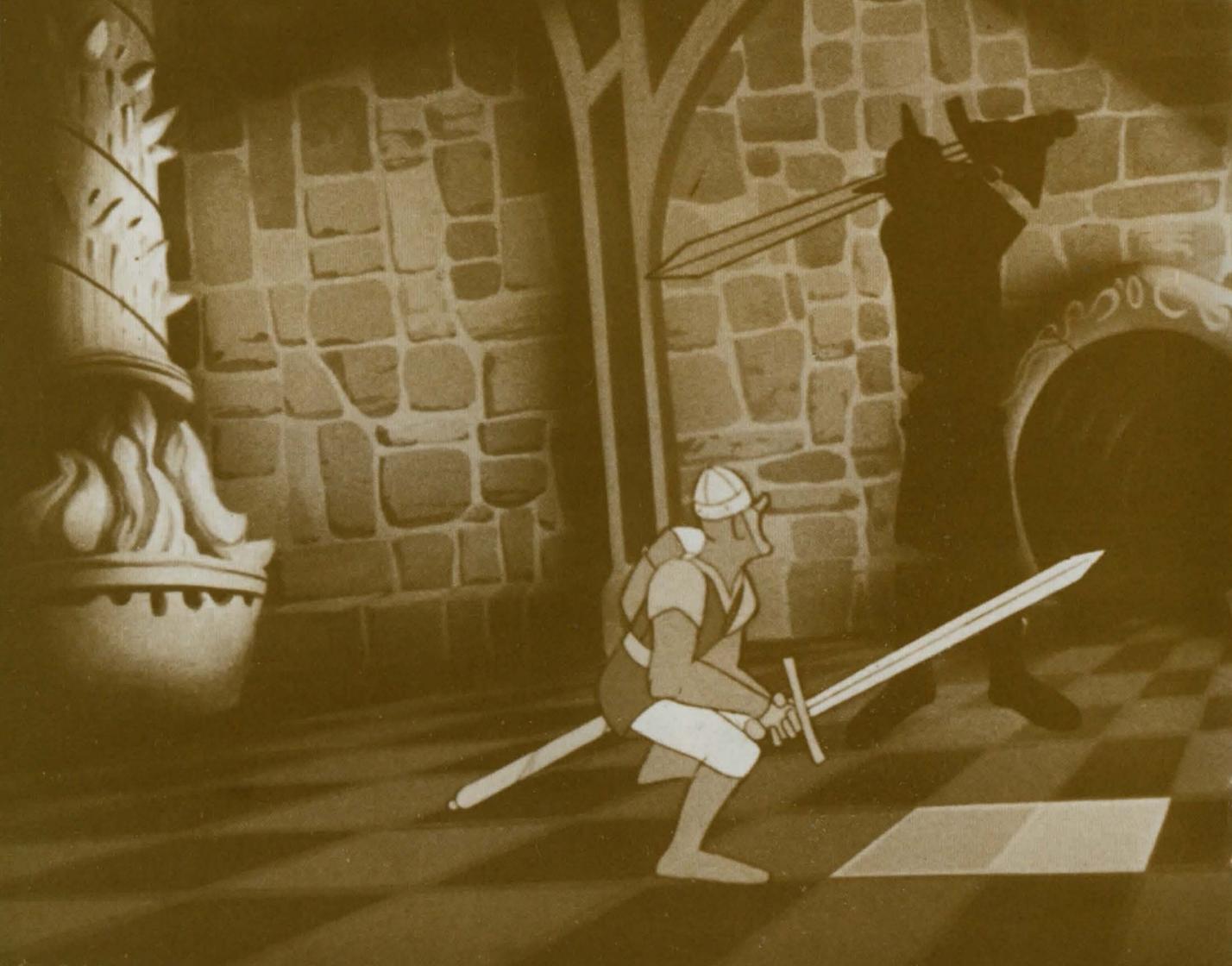


A decorative flourish consisting of symmetrical, ornate scrollwork and floral patterns on either side of a large, bold, black number '7'.

## The Second Disk

Another falling disk takes you to the last level of the dungeons. You can feel the dank air grow thicker as though evil is gathering its forces for the final battle. Ride the disk and be vigilant...dark forces are all around you.

As you did before, press the Control Stick up, down, left or right to move in the selected direction and press the Left Side Button to jump onto or off the disk. Keep to the center of the disk because another of Singe's conjured creatures lurks in the shaft. (The Right Side Button does not function on the Falling Disk.)





## The Deadly Checkerboard

Dirk's gambit...the game is deadly and the prize is your life. Battle Singe's fiendish champion, the Phantom Knight, on a deadly checkerboard that hangs suspended in midair. Can you defeat the Phantom Knight and reach the door at the other side of the room or will you be checkmated by the forces of evil....

You're getting close to the dragon's lair and Singe has sent his greatest champion to stop you. Press the Control Stick up, down, left or right to turn in the selected direction. Press the Left Side Button to jump across the checkerboard squares. Press the Right Side Button to swing your sword to battle the Phantom Knight.

The Phantom Knight will appear for a short time and then vanish...only to reappear on another square of the checkerboard. When the Phantom Knight lands on a square, he changes a line of the harmless checkerboard squares to deadly blood-red. Don't linger on the red squares or you'll pay with your life.

Keep your wits about you and be ready to move quickly! Stay away from the checkerboard's edges or you could plunge into the yawning depths. You must defeat the Phantom Knight to exit through the door.

When the Phantom Knight turns green, he can be defeated with a blow from your sword. Each time your sword swing hits the knight when he's black, he'll stay green (and vulnerable) longer the next time.



# 9

## Slaying the Dragon

Fair Daphne waits in the dragon's lair for rescue from the crystal sphere. And flame-breathing Singe waits, too. Slay Singe and release your princess. Remember your dragon lore or things could get pretty hot for you....

Press the Control Stick up, down, left or right to move in the selected direction. (Neither Side Button functions in the dragon's lair.)

Press the Control Stick in the selected direction to cross the ledge to reach the magical sword. Use the blue boulders to shield yourself against the dragon's flaming fireballs. If you're especially lucky, fabulous hidden treasure may lurk beneath a blue boulder. When the treasure is revealed, just run over it and it's yours! Try to fool Singe into igniting the impenetrable wall of thorns that blocks your way to the magical sword. Then carefully cross the dangerous precipice and seize the magical sword at the edge of the cliff. Go back down the narrow ridge to the wooden ramp, jump and victory (and Princess Daphne) is yours.

And they lived happily ever after. . . .



## **Pause**

Rescuing a fair maiden and slaying an evil dragon can take a lot out of you. If you'd like to take a break from your adventure, press \* on the keypad during game play. Your adventure will stop and music will play. When you're ready to adventure once more, press \* again and get ready to start the action.

## **Another quest?**

Press \* at the end of a game to replay the Dragon's Lair game option that you have been playing. Press # to return to Skill Select screen to choose a new skill level. (While the game is loading, the Hall of Fame Display Screen will appear.) Press 0 to go to the Hall of Fame screens.

## **Computer Reset**

Pulling the Computer Reset switch stops the game and erases it from computer memory. After a short period of time, the game begins again at the Title Screen. Computer Reset can be used in case of game malfunction.

# In the Hall of Fame

DRAGON'S LAIR		
NAME	SCORE	SKILL
1 RICK	33500	2
2 LEE	30200	2
3 JOE	29350	3
4 DAD	17400	1
5 TERI	10150	4
6		
7		
8		

PRESS \* OR # TO CONTINUE

RICK DONE?

A	B	C	D	E	F	G	H	I	J	K	L
M	N	O	P	Q	R	S	T	U	V	W	X
Y	Z	-	!	?	*	/	□	♥	✂	♣	♦

1. USE JOYSTICK TO MOVE  
2. PRESS RIGHT BUTTON AND USE JOYSTICK TO EDIT NAME.

If you're one of the game's high scorers, you can record your performance on the Dragon's Lair Hall of Fame Screen. After your game has ended, press Keypad Button **O** to go to the Hall of Fame Selection Screen.

To enter your name, press the Control Stick until the lower champion (pointer) moves beneath the letter of your choice. Then press the Left Side Button to enter that letter. You can enter up to 12 letters or symbols in the name box.

To change letters in the name box, **press and hold in** the Right Side Button. This gives you control of the upper champion (pointer) in the name box. Use the Control Stick to move the champion beneath the letter you want to change. Release the Right Side Button and use the Control Stick to move the lower champion to select a new letter. Press the Left Side Button to enter the new letter in the name box.

To end your selection, press and hold in the Right Side Button to control the upper pointer. Use the Control Stick to move it to the far right under the question "DONE?" If you are finished entering a name, press the Left Side Button to complete your screen. Your score is preserved. The game automatically records the Skill Level at which you earned your high score.

**NOTE:** If the Hall of Fame Screen is filled with eight names and your score is not high enough to be included, only the Display Screen will appear after your game has ended. Press Keypad Buttons 9-8-9 in sequence to erase all names from the Display Screen. Then you can enter your name as explained above.

## **In print**

Want to save your Hall of Fame scores on paper? Before pressing \* or #, just insert a piece of paper in the printer, then press Command Key PRINT while the Hall of Fame Display Screen is showing. ADAM does the rest.

# Scoring

As you adventure through the enchanted dungeons, you'll earn points for vanquishing foes, overcoming obstacles, finding treasure and conquering dungeons rooms. For each skill level, you'll earn a different number of points. Watch your score indicator.

But remember, Dirk, you're the king's bravest champion and your thoughts should be of rescuing fair Daphne, not the accumulation of points and treasure. Rescuing Princess Daphne is your greatest reward!

You start your adventure with five Dirks no matter which skill level you're playing and will earn bonus Dirks as a reward for successfully conquering dungeon rooms.

At Skill Level 1, you earn a bonus Dirk for overcoming the perils of the Tentacle Room. On your Skill Level 2 quest, you earn a bonus Dirk when you vanquish the evil in the Skull Hallway, the Weapons Room and for eliminating the clutching tentacles in the Tentacle Room. When you're adventuring at challenging Skill Level 3, you'll earn a bonus Dirk when you destroy the dangers in the Skull Hallway; one when you overcome the perils in the Weapons Room; one when you conquer the grasping tentacles in the Tentacle Room; one when you successfully ride the Falling Disk down to the Deadly Checkerboard; and another when you defeat the Phantom Knight at his own game on the Deadly Checkerboard. At perilous Skill Level 4, you earn a bonus Dirk for every dangerous dungeon room you conquer.

## Some Good Magic

Some good magic lurks in the dragon's lair, too. If you lose two Dirks (two lives) while trying to conquer a room in the dungeon (except the dragon's lair itself), you'll find that after your next rebirth you've been magically transported to the next room in the dungeon. Good luck and good adventuring!

## The Fun of Discovery

This instruction guide provides the basic information you need to get started playing DRAGON'S LAIR, but it is only the beginning! You will find that this game is full of special features that make it exciting every time you play. Experiment with different techniques—and enjoy the game!

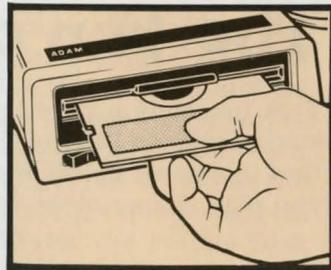
# Getting Ready to Play



Insert disk or data pack as shown.

**DO NOT REMOVE DATA PACK OR DISK WHILE  
DRIVE IS OPERATING!**

**DO NOT TURN POWER ON OR OFF WHEN A  
DATA PACK OR DISK IS IN THE DRIVE!**



## **How to load the game**

### **Data Pack:**

1. Turn your TV or monitor on.
2. Turn ADAM on using the power switch located at the back of the printer.
3. Insert your Dragon's Lair data pack into a drive. Close drive door.
4. Pull the Computer Reset switch on the memory console.
5. When the program has loaded, the Dragon's Lair Title screen will appear.

### **Disk:**

1. Make sure no data packs or disks are in any of the drives.
2. Turn on your TV or monitor.
3. Turn on Disk Drive by pressing its power switch on the front of the drive.
4. Turn ADAM on using the power switch located at the back of the printer.
5. Open the disk-drive latch and insert the Dragon's Lair disk with its label facing up and the write-protect notch to the left. Then close the latch.
6. Pull the Computer Reset switch located on the memory console.
7. When the program has loaded, the Dragon's Lair Title screen will appear.

**NOTE:** If you want to record your score on the Dragon's Lair Hall of Fame screen, **do not** cover the write-protect notch with the tab enclosed with the program.

## **Loading Message**

Sometimes during game play, a "Loading" message will appear on your screen. This means the computer is preparing the next dungeon room for you. The load takes just a short time and then you can continue your quest for the princess.

## **Your quest begins...**

**One-Champion Quest:** Use the **Port 1** controller.

## **Choosing Your Challenge**

The Title Screen appears; wait for the Skill Select screen to appear. Then choose your skill level by pressing the matching keypad button on the hand controller.

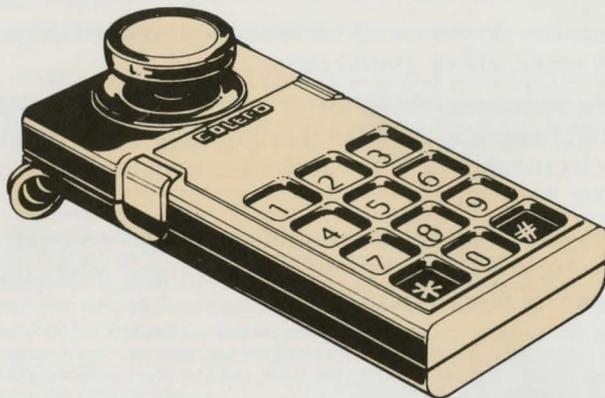
**Skill 1** is the easiest, a good start for beginning adventurers and squires.

**Skill 2** has more and faster enemies lurking in the dungeons than Skill 1.

**Skill 3** offers arcade-level challenges and perilous adventures.

**Skill 4** tests the skills of even the bravest champions!

# Using Your Controls



## Keypad

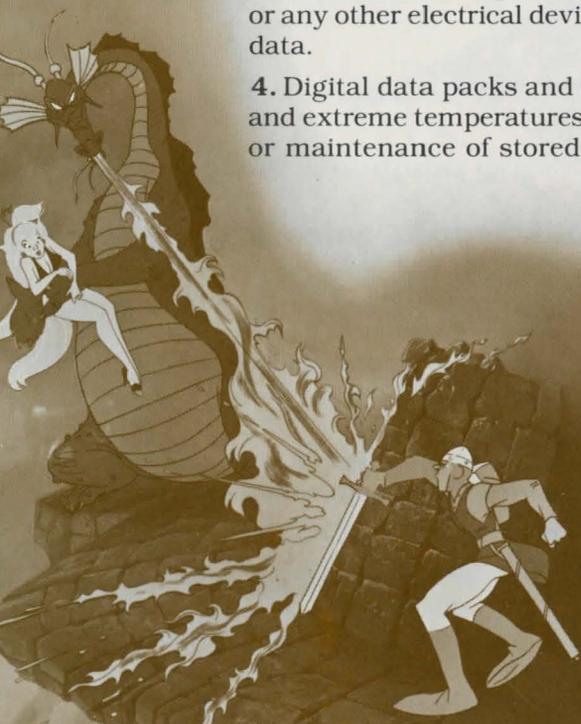
Keypad Buttons allow you to select your skill level. Press Keypad Button \* during play to pause; press \* again to resume action. Press \* at the end of the game to replay the same skill level; press - to return to the Skill Select screen. Press 0 at the end of the game to go to the Hall of Fame.

## Control Stick and Side Buttons:

Use of the Control Stick and Side Buttons is explained in the how-to-play section for each part of the dungeons.

## Care of Equipment

1. Do not remove a digital data pack or disk from its drive while the drive is operating. This could damage the storage medium or the drive itself.
2. Do not turn the power on or off when a digital data pack or disk is in a drive. This could affect stored data.
3. Digital data packs and disks are sensitive storage media and should be kept away from magnets, the ADAM printer, the TV or monitor, a telephone or any other electrical device. These devices could produce erasure of stored data.
4. Digital data packs and disks should also be protected from dust, water and extreme temperatures, as these may adversely affect their performance or maintenance of stored data.



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**IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.**



# Action Card

Screen

Controller Action

**Falling Disk**

Control Stick: Up, Down, Left and Right  
Left Side Button: Jump  
Right Side Button: No Function

**Skull Hallway**

Control Stick: Up, Down, Left and Right  
Left Side Button: No Function  
Right Side Button: Sword

**Burning Ropes**

Control Stick: Left and Right  
Left Side Button: Jump  
Right Side Button: No Function

**Weapons Room**

Control Stick: Up, Down, Left, Right  
Left Side Button: No Function  
Right Side Button: Sword

**Ramps**

Control Stick: Up, Down, Left, Right  
Left Side Button: Jump  
Right Side Button: Sword

**Tentacle Room**

Control Stick: Up, Down, Left, Right  
Left Side Button: No Function  
Right Side Button: Sword

**Checkerboard**

Control Stick: Up, Down, Left, Right  
Left Side Button: Jump  
Right Side Button: Sword ,

**Slaying Dragon**

Control Stick: Up, Down, Left, Right  
Left Side Button: No Function  
Right Side Button: No Function

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