

Don Bluth Multimedia Presents

DRAGON'S LAIR III

THE CURSE OF MORDREAD



READYSOFT

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INTRODUCTION

A year has passed since Mordroc's demise at the hands of Dirk the Daring. Having pursued the evil wizard through the depths of time, Dirk confronted Mordroc in the chamber where Daphne lay in a deep, magical slumber. Using the wizard's own magic against him, Dirk managed to get the Ring of Death onto Mordroc's finger.

Expanding like a balloon, Mordroc floated into the air where Dirk was able to pop the bloated wizard with one mighty swing of his sword. True love's kiss brought Daphne out of her trance, and together Dirk and the princess returned to their home in the enchanted forest, prepared to live out the rest of their lives in peace and happiness. Or so they thought.

Billows of smoke began to rise from the enormous, copper cauldron occupying the center of the castle tower room. Waving her hands purposely through the air, Mordroc's sister, the witch Mordread, caused the thickening cloud to spin wildly, flashes of multicolored light producing eerie, flickering shadows along the walls. Reaching into her black dress, Mordread tossed a blue powder into the boiling liquid in the cauldron. Smoke stopped pouring out of the cauldron, and a strong, unnatural wind whistled through the room, blowing Mordread's dress and stark white hair streaming behind her. The spinning cloud began to thin, leaving a glowing haze to linger in the air, slowly pulsing red, blue and green, suspended above the cauldron despite the fierce wind,

The witch yelled out over the continuing gale, "Bing, bang, boom!" Electric charges exploded through the thin fog, claw like flashes trying desperately to grab whatever might be within reach.

"Zing, zang, zoom!" Mordread's hoarse voice boomed, causing the floor and walls to shake. From within the cauldron another burst of energy snaked its way up into the air, colliding with the magical electricity still grasping through the haze. Where the two mystic forces met, a glowing

orb appeared, spinning as wildly as the wind blew, and within the golden orb an image began to take shape.

Green trees and yellow flowers appeared under a bright, midday sun, swaying slowly in a warm, summer breeze. A thatched roof, white house sitting in the center of a grassy clearing, the smoke of a cooking fire rising from the small chimney. At the side of the house a smiling hero swings an axe, chopping a fallen tree into fire wood. The front door to the house opens and a beautiful princess steps out, calling to the hero that supper is almost ready. Dirk the Daring walks to Princess Daphne and they embrace in a passionate kiss.

Mordread sneered, blue and red light reflecting off the witch's glistening, grey skin, "The two lovers, hero and princess. The two evil ones who destroyed my brother!" The witch tilted her head back and began to chant in a low, barely audible voice. The cauldron's contents once again began to churn, spitting forth another blast of energy, causing the haze to thicken and the two faces inside the orb began to waver. As the fog grew darker, a different image materialized inside the orb, a strange golden land, filled with spinning arms on hundreds of clocks. At the center of the image stood a tall, shining, gold castle, clock topped towers stretching high into the sky.

"The Vortex of Eternity will be the reward for your despicable deed. An eternal curse from which there is no escape. Never growing older, never dying, trapped forever!" Mordread took from a nearby table her magic wand, a large glass bubble atop a long, iron rod. First waving the wand several times overhead as she chanted, the witch plunged the glass end into the cauldron. Abruptly the wind ceased, instantly sucked back into the cauldron, and as Mordread raised her magic wand the dark fog leapt into the glowing glass bubble, sparks shooting off in all directions.

"And with this enchanted wand I will imprison you, house and all, to be transported to the Vortex." Arms held high, the witch Mordread began to cackle a wicked laughter as the wind and smoke returned, emanating from the magic wand. Spinning around the room, centered

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where the witch stood, the smoke circled closer and closer until Mordread was obscured from view. With a loud clap of thunder, witch, wand, smoke and wind disappeared, leaving only the sound of Mordread's sinister laughter to echo throughout the shaking tower.

GAME INSTRUCTIONS

To load Dragon's Lair III: The Curse Of Mordread

PC Owners

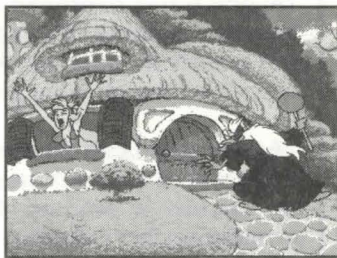
Before loading Dragon's Lair III, make a backup copy of your disks and put them aside in case anything should happen to your original disks.

To load Dragon's Lair III, 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 DL3 and press RETURN. A number of options will be displayed.

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



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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 III 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 III 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.

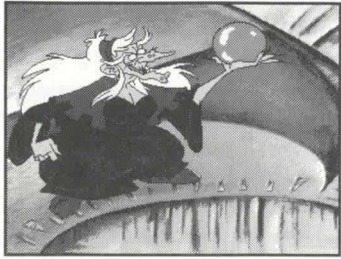
In the future you will be able to load Dragon's Lair III by doing the following: enter your hard disk letter followed by a colon (typically C:) then press RETURN. Next type CD\DL3, RETURN then type DL3 and RETURN. You will now follow the same procedure as above, except that when asked to install you should select N(No).

Note to CGA Users

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

If you install Dragon's Lair III onto a hard disk and you select CGA as your video mode, the data will be converted to CGA 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.

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Macintosh Owners

Before loading Dragon's Lair III, 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 III disk 1 into the disk drive and double click on the Dragon's Lair III icon to begin the game.

To install Dragon's Lair III onto 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 III disks, one by one, until the entire game is copied onto your hard disk.

To run Dragon's Lair III from your hard disk, double click on the "DL3" directory icon on your hard disk then double click on the "Dragon's Lair III" icon.

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 III disk 1 into the internal disk drive.

Atari ST Owners

Insert the Dragon's Lair III 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

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title screen. To start playing the game, simply press zero (0) on the keypad or the first button on your joystick 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 in this manual. If you fail to answer the question correctly, the game will quit.

Playing Dragon's Lair III

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 to do so, or you may damage the disk!

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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. You may also use the cursor keys and space bar for the sword.

Ending The Game

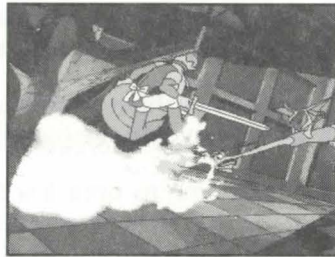
The game will come to an end after you have lost three lives. To stop playing the game, simply reset your computer. On an IBM PC, you may press ESC during game play to return to DOS. Macintosh owners may click on "Quit". You can then safely remove the disk in the drive.

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. If you are running Dragon's Lair III from a hard drive, your position will automatically be saved to the hard drive.

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. If you are running Dragon's Lair III from a hard drive, your position will automatically be loaded from the hard drive.



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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 1 - The Witch Appears

Appearing from nowhere, the evil witch Mordread uses her magic wand to spread a mystic force around Daphne and the house.

Scene 2 - Mordread Strikes

Waving her wand in the air, Mordread fires a bolt at Dirk as he runs up the stone path leading to his home. Dirk must first avoid the magic energy and then destroy the creatures that appear from the blast.

Scene 3 - The Chase Begins

After trapping Daphne and the house inside the glass bubble end of her magic wand, Mordread flees towards Dirk's time machine which she plans to use to teleport herself to the "Vortex of Time". Dirk must leap after her and grab onto the machine before it disappears.

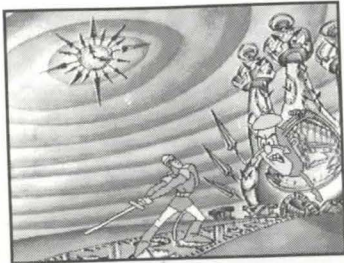
Scene 4 - Hanging Onto The Time Machine

Travelling through a limbo in time, Mordread discovers Dirk clinging to the edge of the time machine. Dirk must avoid the witch's attempt to knock him off the machine.

Scene 5 - Doorway To Wonderland

Having struck the time machine with her magic wand, Mordread has caused the machine to duplicate itself and stray off course. Landing in a strange room, the witch continues to flee into a large mirror on the wall.

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Arriving moments later on the second time machine, Dirk must dispel the magic forces cascading in the air before further pursuing the witch.

Scene 6 – Through The Looking Glass

Dirk finds himself in Wonderland, unwittingly becoming a heroic Alice. Jumping around him, Tweedle Dee and Tweedle Dum wrap an apron around Dirk's

waist, and pull a hat over the hero's head. Dirk must avoid the Tweedles' attacks as the Queen of Hearts strides by.

Scene 7 – Two Tweedles

Tweedle Dee and Tweedle Dum attack, swinging their staffs at the strangely garbed Dirk. The hero must leap away to safety, as far from the Tweedles as he can get.

Scene 8 – Off With His Head

Moments later the Queen of Hearts reappears directing the Tweedles to rid Dirk from the land. Dirk dodges the Tweedles again, before avoiding the Queen's heart-shaped staff. Royally angered, the Queen demands her guards lop off Dirk's blond-wigged head.

Scene 9 – The Playing Card Guards/Riding the Knight

As Dirk attempts to escape, several of the Queen's playing card guards chase the hero. Dirk must dodge their staffs and cut the guards paper bodies in half, before jumping onto the back of a large chess piece horse. Atop the back of the chess piece horse, Dirk must guide the knight away from the Queen of Hearts riding a knight of her own. Continuing to flee, Dirk is attacked by more playing card guards. The hero's only chance is to cut the paper guards before they cut him.

Scene 10 – Tea Party

Bouncing back and forth, Dirk stumbles onto the Mad Hatter and March

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Hare, in the midst of a tea party. Angered at being interrupted, the Mad Hatter takes several swings at the hero with an oversized mallet. If Dirk doesn't dodge the mallet, he'll become a crumpet to be enjoyed at the party. Leaping from the chess piece horse, Dirk lunges off the side of the tea party table, landing near a yellow door.

Scene 11 – Jabberwocky

The little yellow door opens and a tiny, yellow Jabberwocky appears. Coughing lung-fulls of poisonous smoke, which Dirk must not breathe, the little dragon begins to grow and grow, until the hero is forced to flee.

Scene 12 – A Smoky Escape

Having lost his sword, Dirk must continue to avoid the poisonous breath of the Jabberwocky. After escaping from clouds of choking smoke, Dirk becomes cornered against the edge of Wonderland, and must leap onto the back of the big yellow dragon.

Scene 13 – Back Through The Looking Glass

The Jabberwocky takes to the air, flapping its mighty wings in an attempt to shake Dirk off. Caught up in the rush of wind stirred by the yellow dragon's wings, several huge playing cards float by, and Dirk must jump to the nearest of the cards. The card takes the hero crashing through the mirror entrance to Wonderland and toppling onto the Time Machine.

Scene 14 – Beethoven's Fifth

Lost somewhere in the Time Stream, Dirk appears on the piano of a giant-sized Ludwig Von Beethoven, shortly after the evil witch Mordread. The witch waves her wand and shoots a bolt of energy at the key that Dirk is standing on. The hero must jump off the key before the energy consumes him.

Scene 15 – Ludwig Von And His Cat

Stumbling across the giant piano, Dirk runs into Beethoven's pet cat. To the cat the hero looks like a nice snack, and Dirk must leap away as two



huge paws come hurtling towards him. The cat chases Dirk along the top of the piano, the hero has barely enough time to jump away as the giant cat pounces.

Scene 16 – Into The Stein

Dirk seeks temporary refuge under a huge candle stick, but unfortunately so does the cat. The hero has no other choice but to dive into Beethoven's half filled drinking

stein. Even inside the stein Dirk isn't safe, as the cat tries to fish Dirk out with a paw. Nowhere else to go, the hero must smash through a glass panel in the stein's side.

Scene 17 – Out Of The Frying Pan, Into The Mouth

Knocked into the air as the stein tumbles over, Dirk lands in the cat's mouth. Dirk must get free, leap back onto the piano, and make his way to the waiting Time Machine.

Scene 18 – Skull And Cross Bones

Moments after Mordread, Dirk finds himself materializing in the crow's nest of a pirate ship. The evil witch has crawled onto a spar, and swings her magic wand at the sprawling hero. Dirk must avoid the wand without losing his precarious balance.

Scene 19 – All Hands On Deck

Pushing his sword into the main sail, Dirk slides onto the aft deck, tearing a huge gaping hole in the sail, finally landing in a wooden barrel. The angry pirates shower the hero with gun shots. Dirk must keep his head down as the bullets whiz past, before swinging from the aft deck on a dangling rope.

Scene 20 – Something Smells Fishy

Dirk lands on the end of the gang plank, perched a dozen feet above the churning blue ocean. Swimming circles under the plank, a huge shark stares up at a heroic snack. The pirate captain comes racing up

behind Dirk, with his sword outstretched, and the hero is forced off the end of the gang plank. Dirk must grab onto the bending plank which springs him into the air and onto the sail rigging. Several pirates scramble up the rigging after Dirk. Dirk must reach the time machine and follow Mordread as she disappears into the time stream.

Scene 21 – The Land Of Time

Mordread materializes in the Land of Time, her time machine crushing a clock house. The witch leaps off the time machine and runs towards the towering, golden Vortex Castle. Dirk appears moments later landing in the same spot, but the occupants of the house aren't very happy and they attack the hero. Dirk must destroy the clock people before they have the chance to hit him.

Scene 22 – Chase In The Vortex Of Time

Dirk chases Mordread into the Vortex Castle. The castle stands in the center of a large dial, a second hand spinning around the exterior. Guarding the castle are many alarm clocks, spears in hands. Dirk must avoid the attacking guards as they swarm around him, and get into the castle.

Scene 23 – Into The Clock

The Alarm Clock guards chase Dirk to the base of a huge grandfather clock. Dirk must leap onto the clock's counter weight and ride the chain to the clock face. As the weight nears the top of the clock, a small door opens and a large bird appears atop an extending plank. Dirk must jump to the plank before the chain disappears into the clock. Once inside, the hero finds himself amidst many springs and gears, slowly moving as the clock's hands move. The only exit is on the far wall, and Dirk must get there by crossing the dangerous gears. Having made his way out of the clock, Dirk appears in front of a wooden door which leads to the Vortex Chamber. A guard lunges forward and Dirk must run through the door to escape.

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Scene 24 – The Vortex Chamber

Dirk enters the Vortex Chamber, dominated by a large sun dial throne. Sitting on the throne are the two incarnations of Father Time, a white bearded old man and the baby new year. The hero is forced to flee from the Alarm Clock guard close on his heels. Running by the throne, Dirk must jump to safety as both the old man and little baby shoot bolts of energy at him.

Scene 25 – Mordread Reappears

Continuing to run around the chamber, Dirk sees the evil witch Mordread at the edge of the Vortex Of Time. Raising the glass bubble containing Daphne and the house, Mordread lets out a harsh cackle. Father Time continues to shoot at Dirk, who must dodge the first shot before grabbing a clock face off the wall to reflect the bolts of energy at the witch Mordread as she prepares to drop the glass bubble into the Vortex Of Time. Two bolts strike Mordread and she is turned to ashes, leaving the glass bubble suspended in the air.

Scene 26 – The Princess's Rescue

While Dirk is poised on the edge of the Vortex, the glass bubble starts to fall. If the bubble is drawn into the Vortex it will be lost forever. Taking several steps, Dirk must leap across the void and grab the falling bubble. With the glass bubble in hand, the hero must continue to dodge Father Time's energy bolts, jumping through an open door to safety. Once outside the golden castle, Dirk leaps onto the Time machine and disappears into the time stream again.

Scene 27 – Home At Last

Arriving in the enchanted forest, Dirk gets off the Time machine, walks to the clearing, smashes the glass bubble with his sword, and greets Princess Daphne as she and the house reappear.



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