

Don Bluth Presents

DRAGON'S LAIR®



DIGITAL
Leisure
Inc.

DVD
VIDEO GAME

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Dragon's Lair is a ground-breaking DVD release which allows you to play a fully interactive version of the classic laser-disc arcade game using your controller.

THE OBJECT

You, Dirk the Daring, are on a quest to rescue the Fair Princess Daphne who has been kidnapped and is being held captive by Singe the Evil Dragon. To do this you must survive a perilous journey and defeat all your adversaries. Make your way through the castle and caverns below by using your remote control to move and wield your sword. Beware of your foes, as they are numerous!

MENUS

To start the game, simply place the Dragon's Lair disc in your DVD player. Once the menu appears, you may select one of the choices by using your remote control. The options include:

Play

This menu selection allows you to play the full version of Dragon's Lair using your remote to control Dirk the Daring on his quest to slay Singe the Dragon and rescue Princess Daphne. You will first see the introduction which may be later skipped by pressing "Enter".

Watch

Sit back and watch all of the spectacular Don Bluth animation from the main sequences of the game without having to make any of the moves.

History

Take a look at video footage that was broadcast shortly after the release of the arcade game in 1983 from the personal archives of Don Bluth, Gary Goldman, John Pomeroy and Rick Dyer, the creators and animation directors of Dragon's Lair.

Coming Soon

See trailers for upcoming interactive DVD-Video game releases from Digital Leisure.

REGISTER NOW!

Please register this program on-line at <http://www.digitalleisure.com>. We highly recommend you do this so that we can advise you of new program versions, new releases and special offers.

CONTROLS

Use the directional buttons for the directions left, right, up and down and use "Enter" for Sword. There are many variations on the naming and placement of these buttons between different DVD controllers but the directional buttons will be the same ones that allow you to move between menu items when the menu is displayed and the "Enter" button (sometimes called "Play") will be the button that selects a menu option.

PAUSING THE GAME

You can pause and resume the game using the "Pause" and "Play" buttons.

STOPPING THE GAME

Pressing the Stop button will generally stop the game and turn the DVD Player off. Starting the game again (typically by pressing Play) will continue where you left off. In this case, the Dragon's Lair disc must be left in the player.

To quit the current game and return to the main selection menu, press Title.

PLAYING THE GAME

When playing Dragon's Lair remember that you control Dirk The Daring's reactions to the events that unfold throughout the game. You don't directly control Dirk's movement but rather you must make the correct moves at the appropriate time for Dirk to survive the scene. This means, for example, that just by pressing "Right" doesn't mean Dirk will move right.

When the game begins, Dirk walks over a drawbridge towards the castle but a board breaks and he falls through. As Dirk's hanging from the bridge, you must press the Enter button (to use the sword) to scare the tentacles away and run into the castle. You will notice a yellow diamond appear on the lower right corner of the screen when it is time to make a move. You can enter left, right, up, down or sword (Enter) and the diamond will change to the input you have made. If you have made the correct move, the directional arrow on the screen (or sword icon) will be displayed in yellow and you will continue in the game. If you've made the wrong move you will see a transparent blue arrow (or sword) and Dirk will die. On some players the diamond and yellow or blue arrows may not appear consistently but will still accept the move.

If you continually get dragged into the water by the tentacles, you are not making the correct move, or you are not making the move at the correct time. Try pressing the Enter button repeatedly when the game begins and when the yellow diamond eventually appears, it will change to a yellow sword icon and you should get past the move. Once in the castle, you will need to make two "Right" moves to avoid the falling rocks.

If you find that you are continually dying at a certain point in the game then you know that you must make a move just before this point (when the yellow diamond appears). You can try all of the five combinations (Up, Down, Left, Right, Sword) and one of them will work. Sometimes the timing is tricky with several moves close together but if you watch the video closely then you'll notice when you've passed one move and need to make the next move.

On some systems when you press a key when the diamond is not displayed (which means it's not time for a move yet) you will get a message on your screen saying the key press is not being accepted. This shouldn't affect the game.

Typically there will be a short pause in the video whenever a move is made. The duration of this pause varies from machine to machine but currently there is nothing that can be done to eliminate it. We're hopeful that future generations of DVD players will be optimized to handle this situation and will eliminate the pause. We've found that the Apex Digital AD-600A DVD player plays *Dragon's Lair* without pauses.

You are given five lives and infinite continues. When you have lost all your lives, press any key when you see the countdown to continue playing the game. If you don't press a key, the game will end and the main menu will appear.

All of the scenes from the original game are included in this DVD-Video version including the "mirrored" scene that play back with the video flipped horizontally. Unlike the original arcade release and due to the limitations of the DVD-Video specifications, the DVD-Video version will always play the rooms in a preset order.

If you are stuck on a scene, you can contact the Digital Leisure web site at www.digitalleisure.com for the complete set of moves. The following are hints that may help you get through the scenes:

DRAWBRIDGE

Dirk will walk across the bridge and fall through a hole. Several purple tentacles will appear. As the tentacles begin to move towards Dirk, press the Sword. Dirk will draw and swing his sword and then climb onto the bridge and run into the castle.

END OF CORRIDOR

Dirk stands at the end of a corridor in front of three doors. As he looks around the roof starts to fall in and the floor to his left begins to crumble away. Dirk must move right to exit out the remaining door as the floor falls away and the roof comes in.

SNAKE ROOM

Snakes slither out of the ceiling and the walls. Dirk must chop the snakes. A skeleton head drops from the ceiling and flashes. Pull the skull and exit through the ceiling.

WIND ROOM

The wind swirls all around Dirk. There is a hole in the wall with a diamond in it; don't go in for the diamond. Dirk leaves through the flashing door.

CLOSING WALL

As the wall closes up around Dirk, the door ahead of him will flash. Dirk must jump towards the flashing door.

DRINK ME

As Dirk walks into the room, a sign on the north wall will flash. Shortly after the door will flash. Dirk should not drink the potion and rather he should exit the room.



BUBBLING OOZE IN KETTLE

After Dirk enters the room, bubbling, green ooze will start to pour out of the kettle. Dirk must chop the ooze monster in half just before it tries to eat him. Then Dirk must face the Smoke Monster that comes out of the kettle. One quick slash will kill him.

FALLING PLATFORM

Dirk steps on a round wooden platform. The platform starts to fall downward through a circular shaft. It stops intermittently at rocky ledges for Dirk to jump off. Timing is everything in jumping off the falling platforms.

SWINGING ROPES OF FIRE

The brave knight enters a chamber filled with rising flames. The door behind Dirk slams shut and the small stone platform he is standing on begins to slide into the wall. Dirk must reach out for the swinging ropes to the open door on the other side of the chamber.

TENTACLES FROM CEILING

As Dirk enters the room, a green tentacle will slither out of the ceiling. Dirk must chop the tentacle in half. Various objects will flash in the room and Dirk must move in the direction of the flashing objects.



GIANT SPINNING BATONS

As Dirk approaches these, he must pick the right moment to try and run through them. Once Dirk is past them, he is confronted by a Cloaked Spectre. Jump towards him and then he must use his sword to defeat him. Avoid the growing vines on the side of the pathway.

SLIDING STAIRS

Dirk starts down the stairs, they become slippery and Dirk must keep from sliding into the pit. Purple tentacles come out of the pit at the bottom of the stairs. Dirk must slash and then avoid the tentacles. A chain hanging from the ceiling won't help. Go to the hole and exit.

HAUNTED HALLWAY

Dirk is attacked by chattering skulls that come out of the wall and a giant skeleton claw. Black ooze pours out from the doors on both sides as the second skeleton claw approaches Dirk again. More black ooze slimes out of the walls and must be avoided. Dirk should jump out the door into the crypt where he is attacked by skeleton ghosts that he can kill in one slash.



THE GOONS

Emerging in a stairwell, Dirk is attacked by small, purple Goons. He can kill the first but must climb the stairs and kill two more Goons before exiting.

LARGE WOODEN PLATFORMS

As Dirk walks along a wooden platform suspended high up along the castle's dark interior, the wood planks begin to crumble away. He must jump to the remaining section of the platform and then climb the rope back into the castle spire.

BATS

As Dirk walks down the stairs, bats will try to attack him as the section ahead crumbles away. Dirk must avoid the bats by jumping across the hole. Dirk must elude the final giant bat.

CHECKERBOARD CORRIDOR

The floor beneath Dirk's feet starts to flash and the checkerboard sections begin to fall away. Dirk must jump to the parts of the floor that remain and then out one of the doors.

METALLIC BALL

As Dirk approaches the ball, his helmet and sword are drawn away from him by the electricity. The pulsating electricity then starts to cover the floor and Dirk must jump to the safe parts to end up sitting in the throne. The throne revolves into another part of the castle, but the electricity follows. Dirk must again dodge the electricity.

PHANTOM KNIGHT

Dirk must avoid the charging knight, while also avoiding the giant thorns pushing up through the earth. Dirk should jump into the small cave to finally escape.

ROLLING BALLS

Ahead of Dirk, down the tunnel, smaller balls are rolling up and down the walls. Dirk must wait for a smaller ball to roll by before moving away from the larger, black ball.

THE ROUND CAGE

The case of the cage surrounds Dirk and starts to glow. Dirk must jump through the crashing doors and follow the stairs up to cross a bridge. To cross this bridge through, Dirk must evade the gushing geyser shooting up through the bridge.

POOL OF WATER

Dirk approaches the small pool of water. The floor and ceiling start to crumble. Dirk should follow the stone path and roll to avoid the daggers coming out of the wall. Jump into the pool and avoid the water snakes. Once out of the pool, beware of the crumbling floors and ceilings. A big, hairy spider will drop from the ceiling. Dirk should chop the spider and run out the door.

THE SMITHY

Dirk enters the forge room and is attacked by a magic, flying sword. A flying mace will also come at him and as he jumps to the forge, the stone statue comes to life. Dirk must parry the sword and jump to avoid a bouncing anvil and a glowing sword before he can exit the room.

METALLIC FLYING HORSE

Dirk finds a room with a metal horse sitting in its center. Reaching up for the gem on the horse's head, Dirk sits in the saddle and awakens the sleeping mount. The horse flies up and carries the knight straight towards the first, pillars and a wall which Dirk must avoid.

ROOM OF FIRE

Dirk must avoid the fire and lightning being flung at him from all sides. Look behind the bench to escape.



CHECKERED FLOOR KNIGHT

As Dirk enters the room, the Black Knight will materialize. The Knight will bang his sword against the floor causing electricity to flow along the checkered tiles, but don't be shocked. Dirk must jump to the tiles around him that are not covered by electricity. Once past this, Dirk must defeat the Knight and exit the room.

THE LIZARD KING

Dirk is confronted by a large, walking lizard, dressed in royal robes. As Dirk draws his sword to battle the Lizard King, a pot of gold comes flying past and takes his sword with it. Dirk must follow the pot in order to retrieve his sword and battle the lizard king.

WHIRLPOOLS/RAPIDS

RAPIDS: Dirk must paddle into the safe current in the rapids and then straight into the tunnel at the end of the channel.

WHIRLPOOLS: As Dirk approaches a whirlpool, he must paddle around the swirling water. Dirk must be sure to grab the chain as the boat smashes and swing out the door.

LAVA FIELD OF THE MUDMEN

Dirk walks across a field of lava and is attacked by the Mudmen who live there. Realizing his sword would be useless, Dirk must jump over several geysers, avoid the Mudmen and run along a stone bridge before finally escaping through a hole in a cavern wall.

THE DRAGON'S LAIR

Dirk is now inside the Dragon's Lair! But beware, Singe the Dragon is asleep and should not be awakened. Throughout the room there are balancing dishes and some of them are about to fall. If a column of balancing dishes flashes, Dirk should catch it, otherwise move away from the dishes. Eventually, the Princess will tell Dirk what he should do. Listen carefully and follow her instructions.

Singe the Dragon is awake and he knows where you're hiding. As Singe reaches around the column to grab Dirk, Dirk must duck and run away. Singe will swing his tail trying to flatten Dirk; Dirk must dodge the tail. Dirk should then pull the magic sword out of the large gem. Singe turns around exposing his soft belly and Dirk can now kill the Dragon and save the Princess.

TROUBLESHOOTING

If you are having trouble getting the game started or seeing any video, make sure to switch your TV so that it displays the video from your DVD-Video player. Also, make sure to select the DVD input in your A/V receiver especially when you have a controller that controls several different devices in addition to DVD player such as your television or audio system.

Don Bluth Presents

DRAGON'S LAIR®

Exclusive interviews with Don Bluth and Rick Dyer, co-creators of Dragon's Lair.

Completely remastered for DVD

Relive the arcade experience with spectacular full screen, full motion DVD Video

Features crisp, powerful AC3 sound

Includes all the scenes from the original laser disc arcade game

Feature-film quality animation by Don Bluth, director of 20th Century Fox's "Anastasia" and Universal's "The Land Before Time"® and "American Tail"®

You control the actions of Dirk the Daring, a valiant knight on a quest to rescue a fair princess from the clutches of an evil dragon. Fight your way through the castle of a dark wizard who has enchanted it with treacherous monsters and obstacles.

Lead on brave adventurer... your quest awaits!



www.digitalleisure.com

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DIGITAL
Leisure
Inc.

Digital Leisure Inc.
33 Cedar Ridge Road
Gormley, Ontario
Canada L0H 1G0

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