

Don Bluth Presents

# DRAGON'S LAIR<sup>®</sup>

20th Anniversary Special Edition



DRAGON'S LAIR

SPACE ACE

DRAGON'S LAIR II

An Interactive Video Production By

**DIGITAL**  
*Leisure*  
Inc.

**DVD**  
VIDEO GAME

Don Bluth Presents

# DRAGON'S LAIR

20th Anniversary Special Edition

**Dragon's Lair 20th Anniversary Edition is a ground-breaking DVD release which allows you to play fully interactive versions of Dragon's Lair, Space Ace and Dragon's Lair II: Time Warp using your remote control.**

## 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 movie 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 in both arcade and home modes, and lets you select either original or new scenes using your remote to control Dirk the Daring on his quest to slay Singe the Dragon and rescue Princess Daphne. You must also choose whether to play the "Arcade" version or the "Home" version of the game, with or without the new scenes and hints on or off by selecting Easy or Hard. Finally, you have to choose the number of lives you want: either "Unlimited" or "3 lives". The "Home" version plays a couple of scenes from the original laser disc that did not play in the arcade release. The "New Scenes" include additional video that was created in 1983 for many of the existing scenes but never made it to the laser disc, plus a new "Gargoyle" scene that didn't make it past the line drawing stage in 1983 but which has now been fully painted and made completely interactive.

To make a selection, move the sword cursor up or down to the option you want to change and then press left or right to choose the setting you want and then press Enter to make the selection. When you are ready to play, move the sword cursor down until it is beside Play and press Enter. 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 in the game, including all the original scenes and deaths as well as the new scenes without having to make any of the moves.

### Bonus Material

This brand new 20th Anniversary Edition is loaded with great bonus features never before released! Go through 20 years of Dragon's Lair releases in the Box Art section, or see some of the merchandise licensed during the original release. Read through the biographies of the creators and see how all of their unique backgrounds came together to create this monumental game. As well, from Rick Dyer's very own personal collection read through selected press clippings showing how Dragon's Lair revolutionized the arcade industry. There are also brand new interviews with the creators, and some original interviews from 1983. In addition watch a new documentary featuring behind-the-scenes footage of the all new Dragon's Lair 3D.

# REGISTER NOW!

You may register this program on-line at <http://www.digitalleisure.com> or mail in the enclosed registration card. We highly recommend you do this so that we can advise you of new program versions and special offers.

## VIDEO QUALITY

This edition of Dragon's Lair has the highest quality video of the game ever released on any gaming format. All video has been captured from a higher quality source tape than previous releases and DVD technology has allowed us produce a product of the utmost quality and allows the animation to come through more vibrant the colorful than ever. In the "new scenes" section the quality of the video is slightly poorer than the original game as the footage was recently recovered and has not stood the test of time as well as the rest of the game. However, for the all new Gargoyles scene, footage was obtained and then colored for a very clean and fresh look.

## 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 remote 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.

In "Home" mode, 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. In the "Arcade" mode, Dirk will run into the castle without confronting the tentacles (as it was in the arcade release) and will begin the first scene.

If you chose the "Easy" option in the menu, 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. However, if you select "Hard", you will have to decide for yourself when to make a move, as you will not be prompted by a diamond.

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If you have made the correct move, the directional arrow or sword 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 and Dirk will die.

If you continually die on a move, you are not making the correct move, or you are not making the move at the correct time. Try pressing the directional/sword button repeatedly and when the yellow diamond eventually appears, it will change to a yellow icon if you've made the correct move and blue if you haven't. If you haven't made the correct move try a different direction (or sword) the next time through the scene.

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 movie players will be optimized to handle this situation and will eliminate the pause.

If you select "Unlimited", you are given infinite lives and continues. If you chose "3 Lives", you will have three lives and no continues. When you have lost all your lives, you will be taken back to the main menu.

All of the scenes from the original game are included in this DVD-Video version including the "mirrored" scenes that play back with the video flipped horizontally. In this special edition disc, there is the option to play the "Home" version game, which includes the first drawbridge scene and the ending of the checkerboard knight scene; or the "Arcade" version which emulates the exact playing sequence of the arcade machines.

The order of the scenes is handled exactly as same as the original arcade release. There is an element of randomness but all scenes are selected based on the same formula as the arcade release used. There have been several home versions of Dragon's Lair that contained linear scene order where you would stay on a specific scene until you complete it successfully but this is not how the arcade release worked. With the exception of a couple of scenes, if you die the first time through a scene, you are moved on to the next scene and once all scenes have been played, any scenes that you didn't beat first time through are played in order until you beat them.

# SPACE ACE

Dragon's Lair Box Set

## OBJECT

The evil Commander Borf is attacking Earth! With the help of his dreaded weapon, the Infanto Ray, Borf will reduce all of humankind to infants and take over the planet. Only two people have the courage and strength to stop Borf and save Earth: the beautiful Kimberley and the heroic Ace. But as they approach Borf's stronghold, Ace is hit by the Infanto Ray, changing him into a weakling, and Kimberley is kidnapped by the evil madman!

Only you can guide Space Ace and his weak alter-ego Dexter, to rescue Kimberley and defeat Borf. But watch out! Many dangers and deadly beasts await as you travel throughout the galaxy chasing Borf from space station to planet and back again! Survive Borf's monsters, rescue Kimberley and finally confront Borf himself in deadly hand to hand combat before the Earth is enslaved forever!

## PLAYING THE GAME

As with Dragon's Lair, select "Easy" to play with move hints or "Hard" to play without them. The introduction will play which can be skipped by pressing Enter.

When the game begins, Ace is not energized so he is his weak alter-ego Dexter. Borf will shoot at Dexter and Dexter will automatically jump off the rocks to the left. You must move Right to jump back behind the rocks and avoid being hit. Dexter will once again jump to the left and you must once again press Right to jump behind the rocks. 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 fire (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 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 and Ace 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 hit with the laser gun, you are not making the correct move, or you are not making the move at the correct time. Try pressing Right repeatedly when the game begins and when the yellow diamond eventually appears, it will change to a yellow right-arrow icon and you should get past first laser blast. Continue pressing Right and you should get by the next move. You will now be on a ledge and must move Left twice to avoid being blasted by the flying robots.

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, Fire) 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.

When "Energize" appears on the screen, you can press the Fire button (Enter) to energize from Dexter to Ace or press no key and remain as Dexter (sometimes you will have to make a directional move to remain as Dexter). The scene will typically be more difficult if played as Ace. This is one of the main enhancements in Space Ace over Dragon's Lair -- you can choose how the game unfolds, playing as either Dexter or Ace in almost every scene.

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. These will be selected randomly each time you start a new game.

If you are stuck on a scene, you can contact the Digital Leisure web site at <http://www.digitalleisure.com> for the complete set of moves. We suggest you only do this if you are completely stuck on a move.

# DRAGON'S LAIR II



Dragon's Lair Box Set

## OBJECT

Princess Daphne has been spirited away to a wrinkle in time by the Evil Wizard Mordroc who plans to force her into marriage. Only you, Dirk the Daring, can save her! Transported by a bumbling old time machine, you begin the rescue mission. But you must hurry, for once the Casket of Doom has opened, Mordroc will place the Death Ring upon Daphne's finger in marriage and she will be lost forever in the Time Warp!

Only you can guide Dirk to rescue Daphne and defeat the evil Mordroc. But watch out! Many dangers and deadly beasts await as you travel throughout time in search of Mordroc!

## PLAYING THE GAME

As with Dragon's Lair, select "Easy" to play with move hints or "Hard" to play without them. The introduction will play which can be skipped by pressing Enter.

When the game begins, Dirk's Mother-in-law attempts to hit Dirk over the head with a rolling pin. You must move Left to avoid being hit. 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 will be displayed in yellow and you will continue in the game. You'll get past the Mother-in-law's rolling pin and then next move will be another "Left" to run out the door. If you've made the wrong move you will see a transparent blue arrow and Dirk will die.

If you continually get hit over the head with the rolling pin, you are not making the correct move, or you are not making the move at the correct time. Try pressing Left repeatedly when the game begins and when the yellow diamond eventually appears, it will change to a yellow left-arrow icon and you should get past the rolling pin. Continue pressing Left and you should get by the next move.

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.

As you play the game, you will notice that objects appear from time to time. You can pick up these objects by moving in the direction of the object. You must pick up all of the objects in order to complete the game - if you don't you will be sent back to pick up the missing objects before you can battle Mordroc.

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. These will be selected randomly each time you start a new game.

If you are stuck on a scene, you can contact the Digital Leisure web site at <http://www.digitalleisure.com> for the complete set of moves. We suggest you only do this if you are completely stuck on a move.

## 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.

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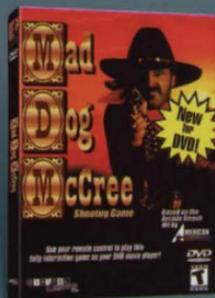
Dragon's Lair 20th Anniversary Edition DVD-Video was programmed by David Foster and Paul Gold. Menus designed by Majid Charania, Gargoyles scene colored by: Majid Charania, David Foster, Paul Gold, Brian Kayfitz, Jacqueline Schultz and Jennifer Schultz.

Digital Leisure would like to thank all those who made this 20th Anniversary possible and we hope you enjoy!

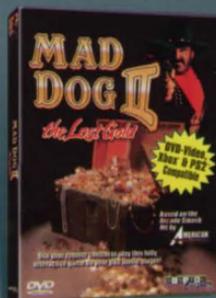
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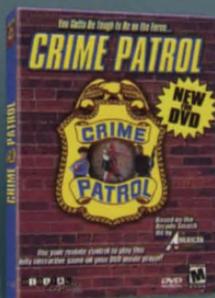
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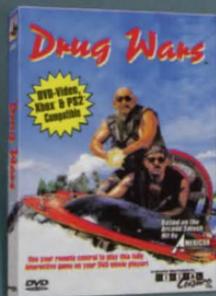
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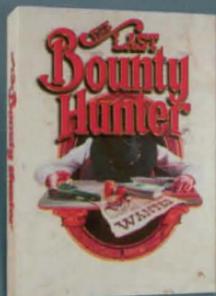
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