

DRAGON'S LAIR™

The cover art for the video game Dragon's Lair features a central scene where a knight in orange and white armor is embracing a blonde woman in a black dress. She is holding a glowing sword. The background is a fiery red. To the left is a large green dragon, and to the right is a purple dragon. In the bottom left, a skeleton in a black robe is crawling. In the bottom right, a brown dragon is breathing fire. The title 'DRAGON'S LAIR' is written in a stylized white font at the top.

COLLECTOR
VISION
Games

Guide No. 099226

CARTRIDGE
INSTRUCTIONS

Thank you for selecting the Dragon's Lair game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

TABLE OF CONTENTS

A PRINCESS IN DISTRESS	3
GAME SETUP.	4
USING THE CONTROLLER	5
HOW TO PLAY	6
SCORING AND EXTRA LIVES	10
IN THE HALL OF FAME	10
TIPS AND HINTS	11
TEAM PARTICIPANTS	11

A PRINCESS IN DISTRESS

Long ago, in a magical time, a good king named Aethelred ruled a peaceful and prosperous kingdom. 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, 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 ...



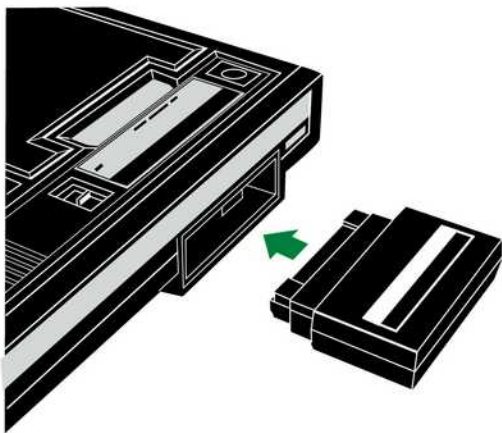
GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

If you are playing this game on a ColecoVision console, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below. **If you are playing this game on an ADAM computer, the Super Game Module is NOT required.**

This is a game for one player only, so plug a compatible hand controller into joystick port #1. Any compatible controller should normally function with Dragon's Lair, but if you use a third-party controller without a numeric keypad, you will not be able to select a skill level, pause the game during play, or select an option at the 'game over' screen.

Insert the Dragon's Lair game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



USING THE CONTROLLER

After the title screen, the skill selection screen will be displayed. Use the controller's keypad to select your preferred skill level: Skill 1 is the easiest and best-suited for beginners, Skill 2 is slightly more difficult, Skill 3 provides arcade-worthy action, and Skill 4 is for experts only. Select the desired skill level by pressing the corresponding number on the keypad, and you will begin the game at the first game screen (i.e. the Falling Disk).

The way to control Dirk's actions varies according to the game screen being played. On certain game screens, you must direct Dirk by tapping the joystick up, down, left or right at the correct moment, and by pressing the right trigger button to make Dirk swing his sword when required. On other game screens, you have direct and continuous control over Dirk: Move the joystick in any direction to make Dirk walk or run in this direction, use the left trigger button to make Dirk leap forward, or use the right trigger button to make Dirk swing his sword. Use of the sword is prohibited on certain game screens, and you will hear a warning horn when you press the right trigger button uselessly. Player controls for each game screen are described in more details in the following pages of this manual.

On any game screen, press the [*] key on the keypad at any time to pause the game. Press [*] again to resume playing.

Once you've lost your last life, the 'game over' screen will be displayed. At the bottom of this screen is a menu of options. Press [*] on the keypad to replay the game at the same skill level, press [#] to return to the skill selection screen, or press [0] to go to the Hall of Fame. If your final score is high enough, you will be invited to enter your name in the Hall of Fame. See page 10 for more information about the name-entry screen.

HOW TO PLAY

THE FALLING DISK

Move Dirk along the ramp towards the disk, and press the left trigger button to jump onto it. The disk will start falling, and an Air Genie will try to blow you off the disk with strong gusts of wind. You control Dirk with the joystick, and you must make him run against the wind in order to keep him on the disk. After a while, the Air Genie will retreat and the disk will magically stop when it encounters exit ramps. When the disk stops, you must quickly move Dirk towards the ramp and make him jump off the disk and onto the ramp before the disk resumes its fall. If you miss an exit ramp, watch out for the next one. If you miss all the exit ramps, the disk will crash at the bottom of the chasm with you on it! If you successfully jump onto an exit ramp, move Dirk towards the exit with the joystick before the ramp collapses. **Note that Dirk cannot use his sword on this screen.**



SKULL HALLWAY

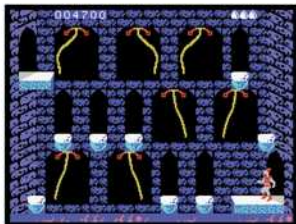
This hallway is haunted with nightmarish creatures, such as snapping skulls, clutching skeletal hands, green blobs and whirling clouds of bats. You must maneuver Dirk by pressing up, down, left or right on the joystick at the appropriate moment to allow him to avoid danger, or by pressing the right trigger button to make Dirk swing his sword. Make an incorrect move and Dirk will lose a life. Note that the left trigger button is not used on this game screen.



HOW TO PLAY (continued)

THE BURNING ROPES

Flames roar from the fiery pit below. Tongues of flames climb higher and higher, engulfing everything in their path. Dirk starts at the lower right corner of the room and must reach the exit at the upper left. Move Dirk to the edge of the starting platform with the joystick, then press the left trigger button to jump over gaps, and onto ropes when they swing close to Dirk. You must then jump from rope to rope with the correct timing. Listen to the “whoosh” sound to help you get the timing right. Keep jumping from rope to rope and from platform to platform, and be careful not to stand in one place for too long, or the fire will burn Dirk and cost him a life. Any badly-timed jump will also cost Dirk a life. **Dirk cannot use his sword on this game screen.**



THE WEAPONS ROOM

Singe's armory... an enchanted chamber of whirling death! An evil spell protects this room from intruders. Weapons and statues take on lives of their own! Some of the bewitched room's foes can be defeated with a well-timed sword thrust, others with a skillful move. Press the joystick up, down, left or right to move Dirk out of harm's way at the correct moment, or press the right trigger button to make him use his sword. Look for the room's exit which will reveal itself at the last moment! Note that the left trigger button does not function on this game screen.



HOW TO PLAY (continued)

RAMPS AND GIDDY GOONS

A series of ramps guarded by Giddy Goons stand between Dirk and the next levels of the perilous dungeon. You must jump quickly and skillfully from ramp to ramp as they vanish suddenly. Press the joystick in any direction to make Dirk run, and press the right trigger button to make Dirk swing his sword. Use the sword to kill the Giddy Goons, or at least keep them at bay. You can also force them off the ramps and into the void below. Use the left trigger button to jump from one platform to the next. One wrong jump, or hit from the Giddy Goons will cost a life! Make your way to the exit at the top of the screen.



THE TENTACLE ROOM

This is Singe's laboratory, where his evil experiments are conducted. Danger can slither from above or below, so keep a wary eye. Press the joystick up, down, left or right to evade certain dangers, or press the right trigger button to make Dirk use his sword. Perform the wrong action and Dirk will find himself in the grip of something very unpleasant. Exit this room through the flashing green door. Note that the left trigger button is not used on this game screen.



THE SECOND DISK

A second falling disk will take Dirk to the deepest level of the dungeon, and the Air Genie is itching for a second chance to kill him! Tackle this in the same way you did for the first disk, and prepare yourself for more dangers ahead!

HOW TO PLAY (continued)

THE DEADLY CHECKBOARD

Challenge Singe's fiendish champion, the Phantom Knight, on a suspended checkboard! The Phantom Knight will appear and turn a line of checkboard squares red, before teleporting elsewhere. Don't let Dirk step on the red squares, or he will lose a life! Face Dirk in the desired direction, then press the left trigger button to jump forward by one square. Keep Dirk jumping around to evade the attacks of the Phantom Knight, and press the right trigger button to have Dirk use his sword when he is close to the ghostly enemy. Strike the Phantom Knight while he is green to vanquish him, and then exit through the door before the checkboard fills with red squares.



SLAYING THE DRAGON

Fair Daphne waits in the dragon's lair for rescue from the crystal sphere. And Singe is waiting too! You must slay Singe with the magical sword located at the top right corner of the screen, and free your princess. Press the joystick in any direction to make Dirk run in that direction. Use the blue boulders to shield Dirk from the dragon's fireballs. Try to fool Singe into igniting the wall of thorns that blocks your way to the magical sword, then carefully run to the sword to pick it up, and then run to the nearby ramp to execute the final blow! Victory (and Daphne) is yours!

Note that neither trigger buttons function in the final game screen.



SCORING AND EXTRA LIVES

You earn points each time Dirk performs an action that allows him to vanquish foes, overcome obstacles, find treasure and conquer dungeon rooms. The amount of points scored depends on the skill level as well as the action itself. All points earned are added to the score indicator at the top of the screen.

You start each game with five lives, and you earn an extra life after successfully conquering certain dungeon rooms. On skill level 1, you earn an extra life for escaping the Tentacle Room. On skill level 2, you earn an extra life after passing the Skull Hallway, the Weapons Room and the Tentacle Room. On skill level 3, you earn an extra life after passing the Skull Hallway, the Weapons Room, the Tentacle Room, the Second Disk and the Deadly Checkboard. And on skill level 4, you earn an extra life for every room you conquer.

IN THE HALL OF FAME

If you're one of the game's high scorers, you can record your performance in the Hall of Fame. To enter your name, move the Dirk "cursor" beneath the character of your choice, and press the left trigger button to input that character. You can enter up to 12 characters in the name box at the top of the screen.

You can edit recorded characters in the name box by holding down the right trigger button, and moving the joystick left or right. This moves the small cursor inside the name box. Release the right trigger button once the cursor is on the character you wish to edit, and then select another character.

When you are done entering your name, hold down the right trigger button and press right on the joystick until the cursor moves under the word "DONE?", then press the left trigger button to confirm.

Note that the contents of the Hall of Fame are lost when you reset or turn off your ColecoVision console or ADAM computer.

TIPS AND HINTS

If you lose two Dirks on the same game screen, you will be transported automatically to the next game screen.

In certain game screens, watch for small sparks on the ground that indicate where Dirk should move to.

The more you hit the Phantom Knight with your sword while he is black, the longer he will stay green the next time he reappears.

On skill level 1, you are allowed to hold down the joystick or buttons until Dirk performs the desired action. On the higher skill levels, however, tapping the joystick and buttons must be done within a precise interval of time, or else Dirk will meet an unfortunate end.

TEAM PARTICIPANTS

- Mystery Man: Software conversion and beta-testing
- Luc Miron: Game manual, software beta-testing
- Vincent Godefroy: Box and label
- Dale Crum / Doc4: Game manual layout (doc4design.com)
- Eduardo Mello: MegaCart PCB design and electronic sourcing
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Albert Yarusso and all AtariAge forum members.

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