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SULLIVAN BLUTH PRESENTS

DRAGON'S LAIR

THE LEGEND™



THE RETURN ADVENTURE INTO THE DRAGON'S LAIR

DL

Legendary Arcade Hit!

INSTRUCTION MANUAL

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



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Thank you for selecting the CSG Imagesoft Inc. Dragon's Lair: The Legend™ Game Pak. Please read the instruction booklet to ensure proper handling of your new game. Keep this booklet safe for future reference.

Precautions

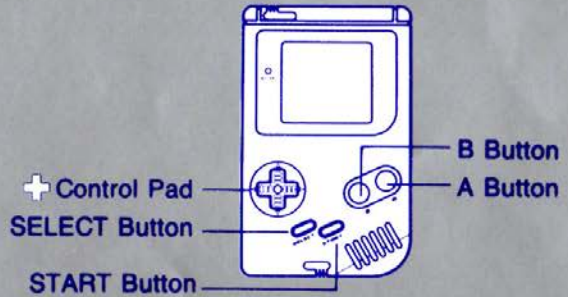
1. If you play for long periods of time, take a 10-15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.
5. Store the Game Pak in its protective case when not in use.

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INTRODUCTION

Dirk the Daring held the maid's limp and lifeless body gently in his arms, as he surveyed the carnage of the bloody battle scene. With the last gasps of her dying breath, Princess Daphne's loyal servant had told Dirk the horrible tale of their undoing. It seemed a traitor in their ranks had informed the evil Mordroc that the princess' caravan was carrying the mythical Life Stone, an ancient artifact rumored to give its owner limitless power and eternal life. His barbaric army had ambushed the princess' helpless band, mercilessly slaying all but the beautiful Princess whom they had taken into captivity. Fortunately, before the attack, the maid has used her limited powers of sorcery to shatter the Life Stone into hundreds of pieces and scatter them throughout the land. Dirk knew what he must now do, though he did not relish the task. The Life Stone must be reassembled before Princess Daphne could be rescued from Mordroc's evil clutches!



HOW TO USE THE CONTROLLER

Menu Screen

Control Pad:	*Press up and down to move arrows next to the desired option.*
SELECT Button:	*Press to change a selected option.*
START Button:	*Press to begin the game.*

Game Screen

A or B Button:	*Press to jump.*
Control Pad:	*Press right and left to walk forward and backward.*
Control Pad + A or B Button:	*Press to jump forward or backward.*
START Button:	*Press to pause and resume play.*
SELECT Button:	*Press to quit the game.*

HOW TO PLAY THE GAME

Getting Started

Insert your Dragon's Lair: The Legend™ Game Pak into the Game Boy™ unit and turn the power on. First the Nintendo logo will be displayed, followed by the Title Screens, and then the Menu screen. Press the SELECT Button to change an option and press Control Pad up or down to move the arrows to another menu item. The game can be played by one or two players on the same Game Boy.™ You can choose to turn the music track on or off, and you can set the game speed to slow or fast. When you have chosen the desired options, press the START Button to begin the game.

Playing the Game

The object of the game is for Dirk to move through the numerous screens of deadly terrain by walking, jumping over dangerous objects, and riding various objects, while collecting all of the pieces of the Life Stone. To make Dirk walk forward or backward, press the Control Pad right or left. Press the A or B Button to make him jump. If you press the Control Pad right or left and press the A or B Button at the same time, he will jump to the right or left. To advance to a new screen, Dirk must walk or jump through the edge or roof of the current screen.



Lives

Dirk begins the game with 9 lives. If he lands on a deadly object, he will lose one life. Some objects only cause him to lose energy. In this case, the screen will start flashing and he should get off the object as soon as possible. If Dirk loses too much energy, he will forfeit one life. When Dirk loses all his lives, the game is over (Note: there is no way for Dirk to gain additional lives, so be careful!).



Life Stone

Dirk needs to collect all 194 pieces of the shattered Life Stone. These are the spinning blocks found throughout the game. Each piece is worth 100 points. To get control of one, Dirk needs only to touch it. Once he has collected all 194 pieces he must travel over the mountains to the final screen where the Good Knight lies in a death-like trance. To win the game, Dirk must jump up and touch the knight's body to bring him back to life. If the Congratulations Screen does not appear after doing this, it means that Dirk has not found all of the pieces of the Life Stone. He must venture back in search of the remaining pieces before returning to resurrect the Good Knight.



Areas of the Game

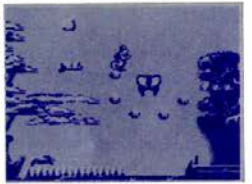
The areas Dirk must travel through include the following:

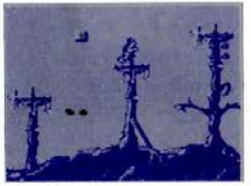
- *The Outer Forest*
- *The Troll Mines*
- *The Troll Village*
- *The Valley of the Sphinx*
- *The Dungeons*
- *The Cells*
- *The Petrified Forest*
- *The Cemetery*
- *The Crypt*
- *The Dead Lake*
- *The Evil Mountain*

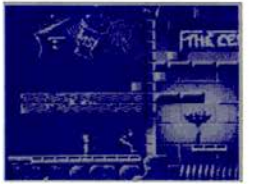












HELPFUL HINTS

Walking

1. Dirk interacts with the backgrounds in a logical manner (i.e. Dirk can't walk through "most" rock, but he can climb through the branches of a tree.
2. Some things can't support Dirk's weight (i.e. vines, creepers, etc.) Also, Dirk can't walk on things like wires and chains.
3. Beware of wooden signs etc., wood is very slippery.
4. Water sweeps Dirk away.
5. Spinning wheels spin you off.

Jumping

1. Look before you leap! Always be aware of what you are going to land on before you jump. This is especially true in the Troll Mines.
2. When in doubt—Don't jump!
3. Dirk can only fall so far. However, if he collects a piece of the Life Stone or lands on a sprite, he may fall farther.
4. If you jump into a screen and lose a life as you land, don't panic! You will have one more chance to jump back out again or to find a safe place to land.

Riding Objects

1. Not everything that moves is friendly.
2. To get onto a floating leaf or flying object, it is easier to drop down on them than to jump up on them.
3. In the mine section, stand forward on the truck before jumping.
4. To reset the cart at its starting place at the beginning of a mine, simply exit and reenter the screen (this is helpful if you fall off the cart).

Life Stone

1. It is possible to get every piece of Life Stone without losing a life!
2. Some Life Stone pieces in the Troll Mines are only collectible when traveling in one direction.

General Tips

1. If it looks like a spike, don't touch it.
2. All that you read may not be the truth.
3. Playing in the "slow" option mode will reduce blurring on the screen.



Official Dragon's Lair®
Double Challenge Medallion



Cut out 1/2 of the medallion and glue it to the other half found in the Dragon's Lair® NES Instruction Manual.

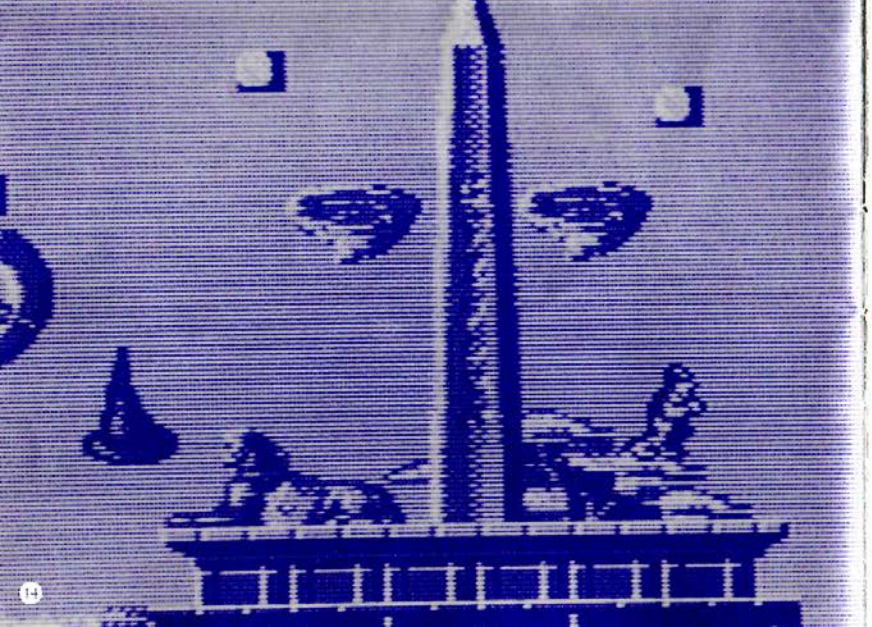
Special* Free Mystery Bonus Prize

If you are one of the first people to purchase both the NES® and Game Boy™ versions of Dragon's Lair,® you will be eligible for an exciting custom designed mystery bonus prize. Just mail the two halves of the Dragon's Lair medallion (one half found in each game's instruction manual), plus a check for $3.50 for postage and handling along with the coupon below to CSG Imagesoft 9200 Sunset Boulevard Suite 820 Los Angeles, CA 90069. Offer limited to the first 1,000 respondents (offer expires June '91).

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