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ReadySoft Presents an Epicenter Interactive Production

DRAGON'S LAIR®

SEGA CD™

Rated by V.R.C.

GA

Appropriate for all audiences.

General Audiences

OFFICIAL SEGA SEAL OF QUALITY

LICENSED BY SEGA ENTERPRISES, LTD
FOR PLAY ON THE SEGA CD™ SYSTEM

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- Be sure to tale an occasional recess during extended play, to rest yourself and the Sega CD Disc.
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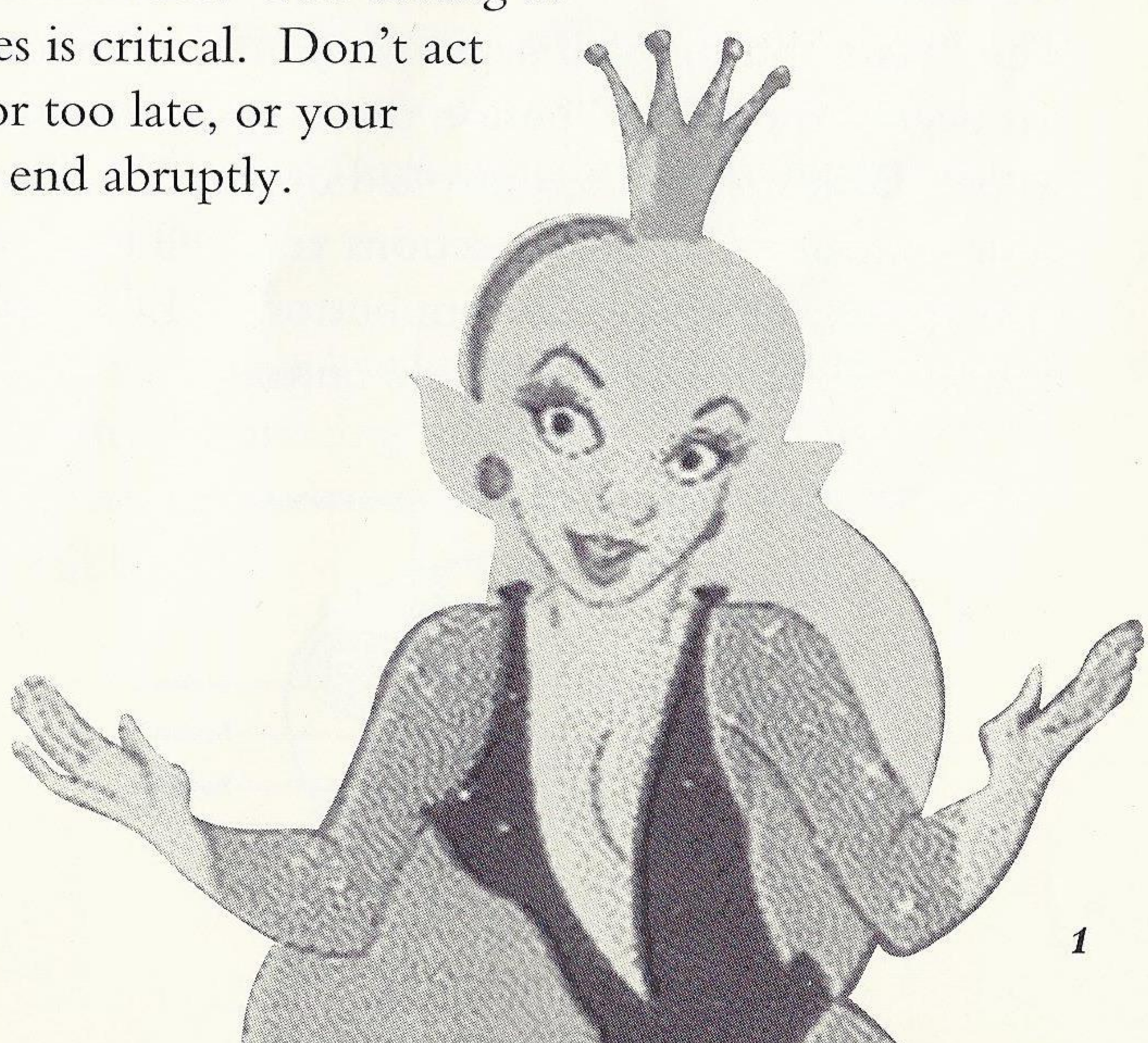
DRAGON'S LAIR

SEGA CD

Object of the Game

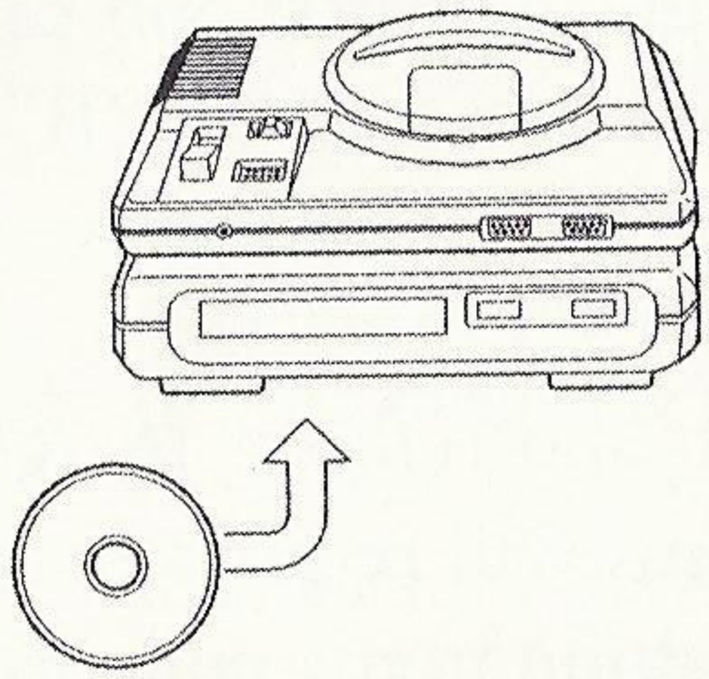
You, Dirk the Daring, are on a quest to rescue the Fair Princess Daphne who has been kidnapped and is being held captive by Singe the Evil dragon. To do this you must survive a perilous journey and defeat all your adversaries. Make your way through the castle and caverns below by using the controller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

You must use your wit and reflexes to avoid the obstacles of each scene. These rooms will require many attempts to master. In general, flashing items will either indicated danger (when on a creature) or the direction to move (when on an object). Remember: The timing of your moves is critical. Don't act too early or too late, or your quest may end abruptly.



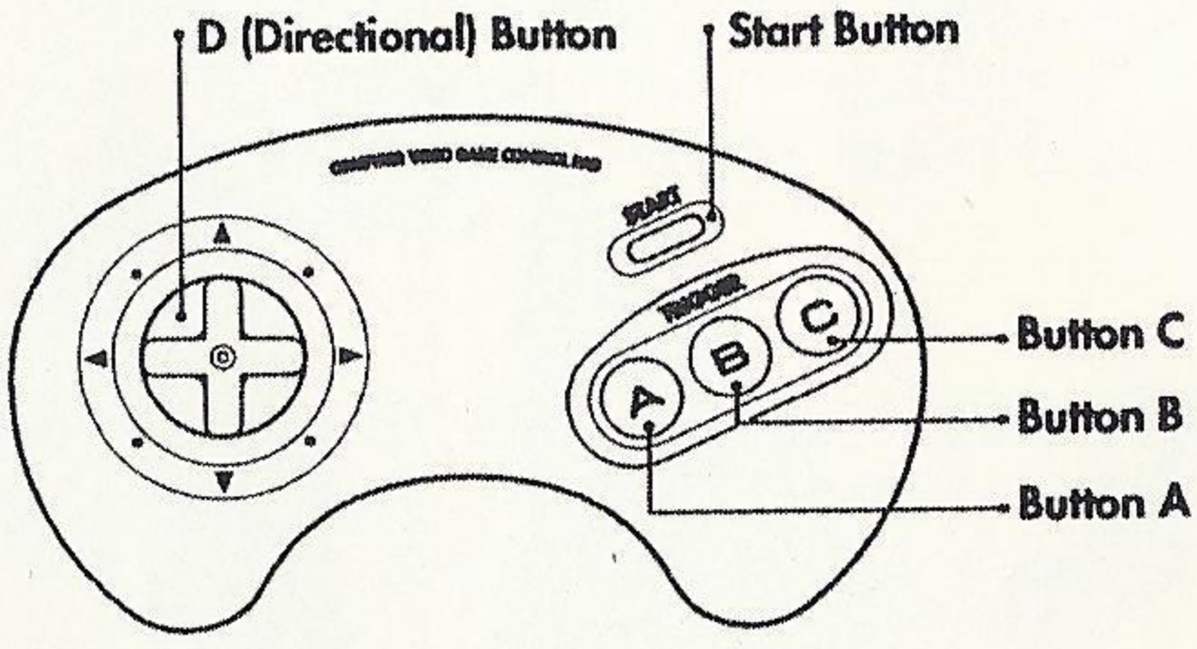
Starting the Game

After the CD has been inserted and the "Start" button has been pressed, the demo mode will automatically begin. To start playing the game, simply press the "Start" button. You will know the game has started when you see Dirk walking across a drawbridge in front of the castle. The bridge has a hole in it and several purple tentacles will appear. As the tentacles begin to move towards Dirk, press the "B" button once. Dirk will draw his sword and slash the tentacles. Next press the UP direction and Dirk will climb back through the hole and run into the castle.



Controls

The "Start" button will begin the game and once the game has begun, the "Start" button can be used to pause the scene. Dirk's sword is controlled by the "B" button on your control pad. The directions you will need are UP (top arrow), DOWN (bottom button), LEFT (left side button) and RIGHT (right side button).



Playing Dragon's Lair

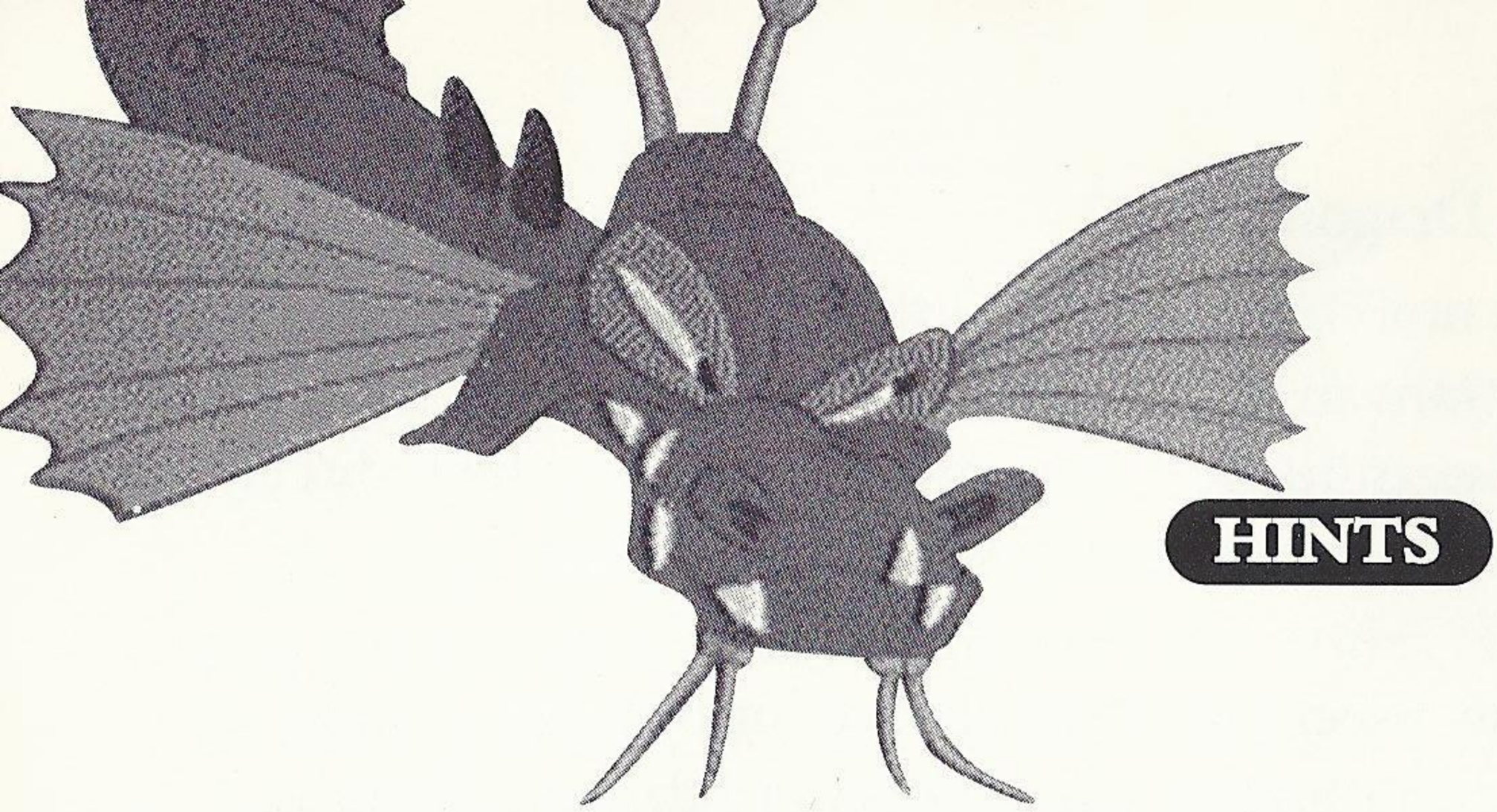
You do not control all of Dirk's actions, rather you control his reactions to the events that happen around him. As you watch the animation, you must decide in which direction Dirk should move on the screen and when.

To finish a scene successfully you must make a move or press the fire button 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 made the correct move, 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 the next scene.

The game will end if you lose all of your lives or when you reach the Dragon's Lair and defeat the Dragon himself. There you find Princess Daphne who is very happy to be rescued...

When you lose all your lives, you can restart at the current group of sceens, by pressing the "START" button before the count down reaches zero if start isn't pressed the demo sequence will begin.



HINTS

Note: Scenes will not necessarily appear in the following order.

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 fire button once. Dirk will draw and swing his sword. Halfway through the swing, press up on the controller once, Dirk will put his sword away, 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.

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.

Snake Room

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

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.

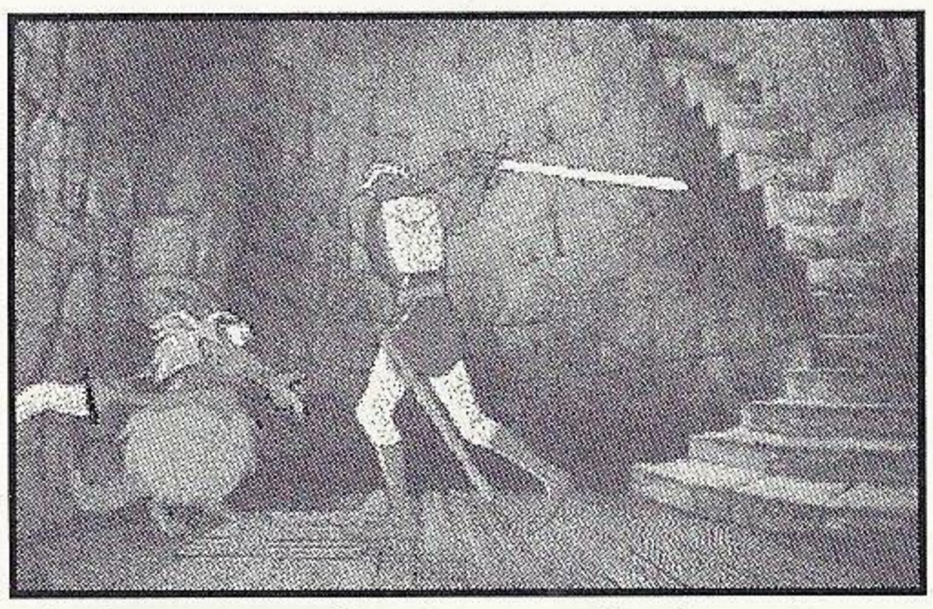
Bubbling Ooze in Kettle

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.

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.

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 him. Go to the hole and exit.

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.

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.

Closing Wall

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

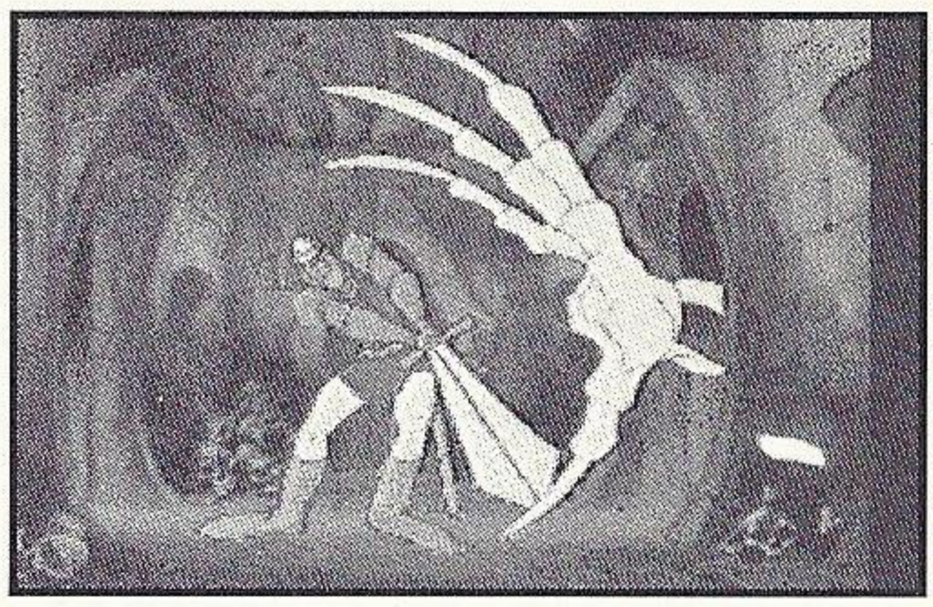
Metallic Flying Horse

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 fire, pillars and a wall which Dirk must avoid.

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.

Haunted Hallway



Dirk is attacked by clattering skulls that come out of the wall and a giant skeleton claw. Black ooze pours out from the doors on both sides as a 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.

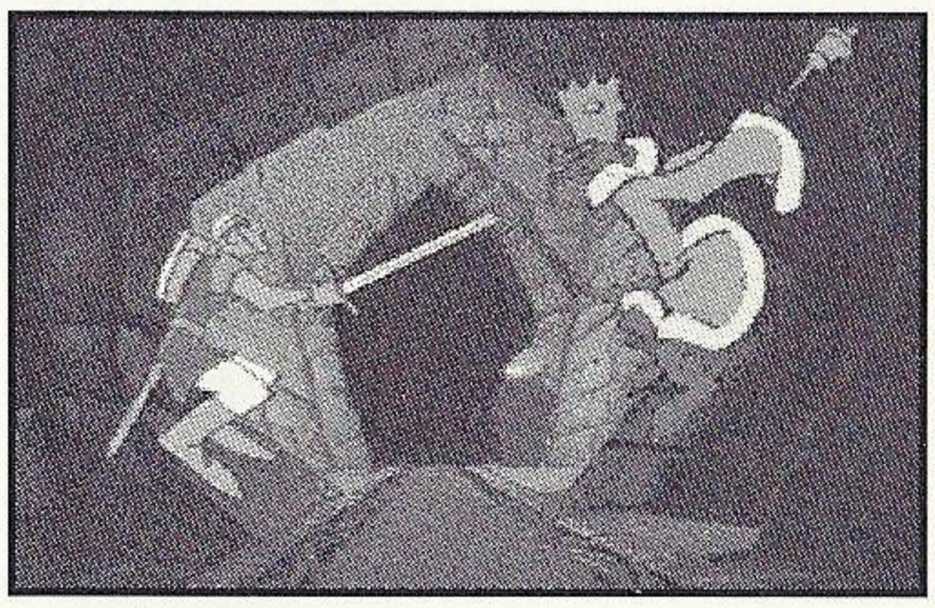
Large Wooden Platforms

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 .

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 the knight's sword with it. Dirk must follow the pot in order to retrieve his sword and battle the lizard.

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, he should exit the room.

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.

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.

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

After Dirk enters the room, a large, black ball will appear rolling up from behind him. 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.

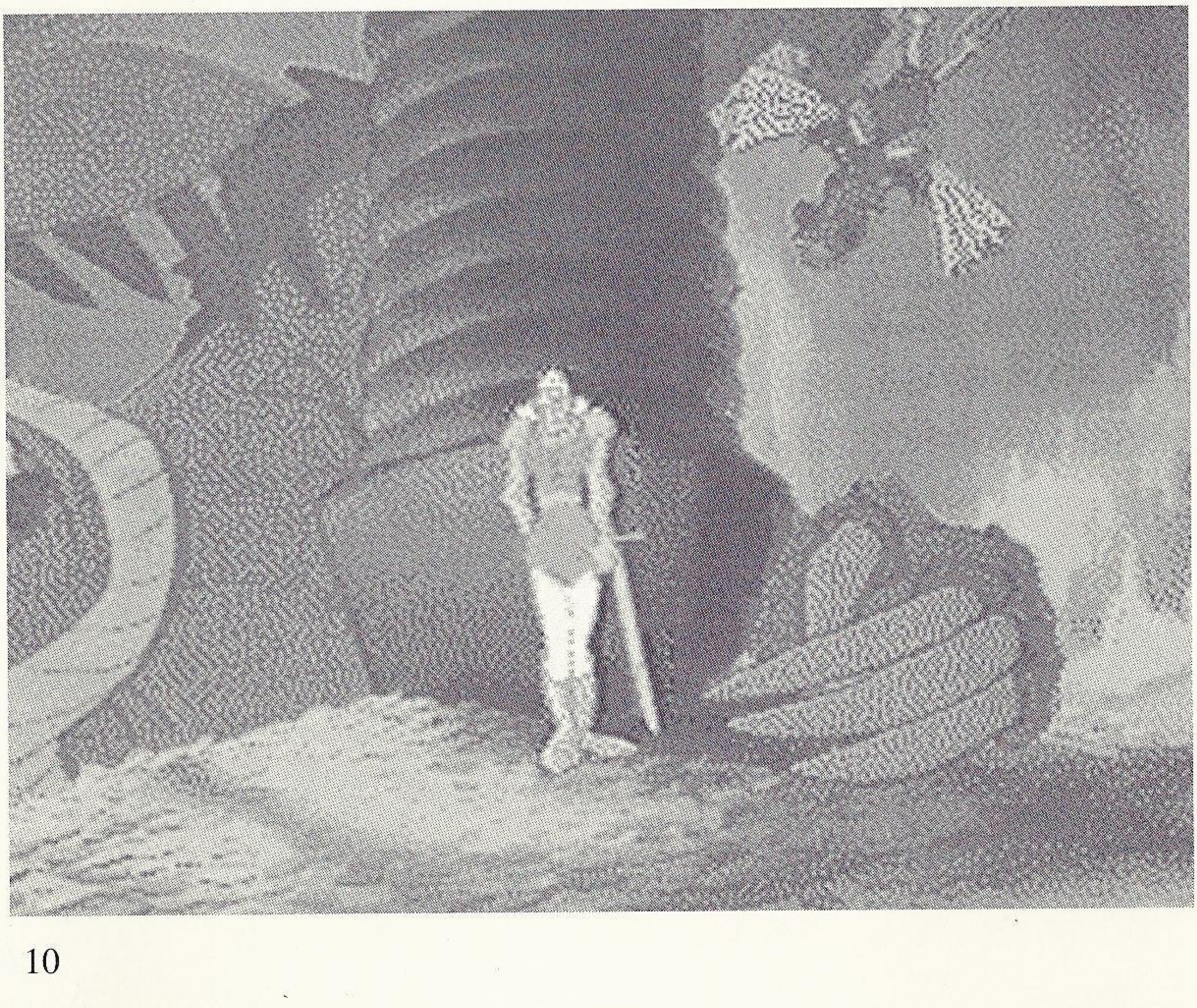
The Round Cage

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 though, Dirk must evade the gushing geyser shooting up through the bridge.

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, Dirk can now kill the Dragon and save the princess!



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