Don Bluth's

DRAGON'S LAIR

Syd, Best of luck on your quest,

Daryl Fisher

**Visionary
Design
Technologies**

ReadySoft Inc.

Installing Dragon's Lair on a Compsec Hard Drive

Dragon's Lair takes complete control of the Amiga and does not use the Amiga system software (Exec, Intuition, etc.). This means that hard drives cannot be supported unless code is written for each individual hard drive controller. To do this requires extensive knowledge and source code for each hard drive that is to be supported. At the time of release, Compsec is the only company to have supplied a drive and all necessary information to make hard drive support possible on their drive. Other hard drives may be supported in the future if other hard drive manufactures choose to cooperate with us.

The game will only install itself if a Compsec SCSI controller and either a Hard Drive or Removable is connected to your Amiga. If such a device exists, it must have a 10 Meg partition called "VDT". To partition your disk, you must execute the 'SetUpHd' command found on your Compsec Utilities disk in the 'HD_Utilities' drawer, and reformat your Hard Drive. If you are unsure about this procedure, consult your Compsec manual.

Once you have allocated your partition, boot the game normally. Press 'C' while an animated room is in progress, and you will be prompted for the game disks one at a time when the room has completed. Insert each disk into any disk drive when requested and it's contents will be copied to your Hard Drive. When complete, the game will begin running from the Hard Drive.

To play the game after it has been installed, boot normally as described above. After going through it's initial start-up, the game will recognize the existence of the Hard Drive, and not ask for any floppies. If there is ever a problem with accessing the Hard Drive, the game will de-install itself and tell you that it has done so. You will then have to re-install after the problem has been corrected. This may require reformatting your partition and checking the disk media with the Compsec utilities.

If any problems arise with your Hard Drive, the game will still run from the floppies.

Warranty

Should any of the Dragon's Lair disks fail due to defective media within 90 days from the date of purchase, ReadySoft Inc. will replace the disk. It is the responsibility of the purchaser to bear the cost of shipping the disk to ReadySoft Inc. and to provide proof of purchase verifying the purchase was made within 90 days.

Should the disk(s) fail due to user error or if the disk(s) are beyond the 90 day warranty period, ReadySoft Inc. will recopy the disk(s) for a fee of $10 US including shipping and handling.

Printed in Canada

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DRAGON'S LAIR

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Instructions for Don Bluth's Dragon's Lair

Loading the Game

To play the game, turn on your Amiga and when asked for a WorkBench disk, insert Disk 1 of Dragon's Lair into the internal drive. The title screen and credits will appear after fifteen seconds. Press the fire button at this point to begin.

The game will recognize as many disk drives as are connected, and you may insert other game disks into any drive. If you insert Disk 2 into DF1:, Disk 3 into DF2: and so on, you will maximize game play before having to switch disks.

While playing the game you will, from time to time, be prompted for another disk by a picture of a hand holding a Dragon's Lair disk. Below the hand there is a number. The game will not continue until the requested disk (as indicated by the number) has been inserted into any disk drive. You may remove currently inserted disks at this time only. NEVER REMOVE A DISK WHILE THE GAME IS RUNNING! We do not guarantee that your game will continue to function if you disregard this warning.

The Game

The object of the game is to rescue the fair Princess Daphne who has been taken away by Singe the evil Dragon. To do this, you, Dirk the Daring, must survive the perilous journey by defeating all your adversaries. Make your way through the castle and cavern below by using the joystick to control your movements and the fire button to wield your sword. Beware of your foes, as they are numerous!

You do not directly control Dirk's actions, rather you control his reactions to the situation around him. When you enter a room, watch the animation until you are prompted for a joystick action. One of two things will prompt you, either an object in the room will flash or Dirk will be in danger of death. If an object flashes, you should move in the direction of the flashing object. If Dirk is about to be killed, you should move in the safest direction or use the sword to escape the danger. When you make a move, be sure to push the joystick in the direction only once. If you repeatedly press the joystick in a direction, Dirk will be killed. Remember, there are sections of animation where you don't need to make a move. Also watch the animation for hints; often times Dirk will be facing the direction he should move. The timing of your moves is critical. Don't act too early or too late, or your save may end abruptly.

Note: You can control Dirk the Daring by using the numeric keypad:

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              8 - UP

    4 - LEFT       6 - RIGHT

              2 - DOWN        0 - FIRE
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Keyboard Commands

The following commands are available to the player:

A - Toggle Audio on and off.

L - Toggle Low Pass filter on and off. This improves sound quality on some A500's and A2000's.

H - Switch High Resolution mode on and off. In High Resolution mode, the picture is condensed and centered in the middle of the screen. To see your Amiga reach new heights of graphic excellence, switch to this mode! Audio is disabled while high resolution mode is active.

I - Toggle Interlace mode on and off. Interlace mode will double the number of lines displayed on your monitor thus eliminating scan lines and improving image quality. This may, however, cause flicker on some monitors.

Scoring

As you play each animated frame, every correct move will award you points according to the difficulty of the move. A wrong move will cost you a life.

The End of the Game

There are two ways for the game to end. The first, is when you have exhausted your supply of lives. You begin with three lives and each time you die you lose one.

The second, more pleasant way for the game to end is when you reach the Dragon's Lair, and defeat the Dragon himself. There you find the princess Daphne who is happy to be rescued ...

Hints

When deciding on the correct move, Dirk's actions may be taken from two different viewpoints: Dirk's or your own. For example, if Dirk jumps forward but actually moves left on the screen, either of these two directions could be the correct move. It is up to you to determine the correct one.

For some of the rooms, timing is very critical. If you are sure you have the correct move, try varying the timing.

Special Instructions for Amiga 1000 owners

When running the game with only 512K, during some animated sequences the game will completely halt and then continue a few seconds later. This is normal due to the limited memory.