

# DRAGON'S LAIR®



## **DIRK the DARING: Hulking Hero or Singed Snack?**

It's up to you. This double-sided disk contains 17 of the most awesome challenges from the famous arcade game, Dragon's Lair. As Dirk the Daring you must slay fierce monsters and battle your way through dangerous traps in the lair of the despicable dragon Singe. Once you slice and dice Singe, it's time to carve yourself a new pair of lizardskin boots from the hide of the Lizard King.

**Part One: Dragon's Lair.** The fair Daphne has been kidnapped by the demented Singe. He holds her hostage in a crystal sphere in the dungeons beneath his enchanted castle. Slay the foul dragon and rescue the King's daughter.

**Part Two: Escape From Singe's Castle.** Return to the Dragon's Lair to slay the Lizard King and win your fortune in gold.

*See below for playing hints.*

## **GETTING STARTED**

Use these instructions to play Dragon's Lair on side 1 of your game disk, and Escape from Singe's Castle on side two.

Remove all cartridges. Insert game disk. Plug joystick into port 2. Turn on computer, monitor, and drive. The game loads automatically on a Commodore 128.

Type **LOAD"EA",8,1** and press the Return key.

Press Spacebar to exit story screen and open high scores screen.

Press fire button to exit high scores screen and start game.

Note: You start your adventure with five Dirks and receive bonus Dirks (up to a maximum of 5 at any time) as a reward for successfully conquering dungeon rooms.

## **SPECIAL KEYS AND JOYSTICK CONTROLS**

Joystick	Moves Dirk. Scrolls through the alphabet when selecting and entering your player's initials.
Fire Button	Makes Dirk jump or swing his sword. Jumping is most effective when done from the edges of ramps.
Spacebar	Makes Dirk jump from ramp to ramp on the Ramps and Giddy Goons screens.
F1	Gives you one more Dirk when all of your Dirks have been killed. Returns you to the start of the current screen, minus your accumulated points.
F7	Restarts game.

Note: Use volume control knob on monitor to turn sound on or off.

## **PART ONE: DRAGON'S LAIR**

**FALLING PLATFORM**—Keep to the center of the platform and run towards the gusts of wind.

**SKULL HALLWAY**—Pulverize the skulls with a perfectly timed swing of Dirk's deadly sword.

**BURNING ROPES**—Play Tarzan. Use the ropes to jump from platform to platform.

**THE WEAPONS ROOM**—Smash or dodge enchanted weapons.

**RAMPS AND GIDDY GOONS**—Battle the goons and jump quickly from ramp to ramp.

**THE TENTACLE ROOM**—Slice through death-dealing tentacles.

**THE SECOND PLATFORM**—More of Singe's hot air. Keep to the center of the platform.

**THE DEADLY CHECKERBOARD**—Strike the Phantom Knight when he is black to weaken him. Go for the death-thrust when he turns green. The Phantom Knight will stay green (vulnerable to a *fatal* attack) for a longer time as he grows weaker. Jump to avoid the red squares of doom.

**THE DRAGON**—Cross the ledge to reach the magic sword. Use boulders as shields against the dragon's deadly fireballs and putrid breath. Nail the nasty beast before he flame broils you! This will release the delightful Daphne from her crystal prison. Victory is yours.

## **PART TWO: ESCAPE FROM SINGE'S CASTLE**

**YE RIVER CAVES**—Duck between the boulders to keep from getting smashed to bits in the treacherous whitewater. Guide your raft toward the flashes to find a safe passage. The joystick controls direction only among the rocks, direction *and* speed among the whirlpools.

**BOULDER ALLEY**—Leap over rolling balls and dangerous pits. Trip, and you're a dead Dirk.

**THRONE ROOM**—Dodge the death rays, slash the evil grasping hands. Discover the secret exit.

**DUNGEONS OF THE LIZARD KING**—Find your stolen sword and make lizardskin boots of the Lizard King.

**MAGICAL FLYING HORSE**—Take a ride on a lightning-fast flying horse. Crashing into a wall is a horse of a different color.

**DOOM DUNGEON**—The heat is on as you dodge flames and squish poisonous tarantulas. Discover the secret exit.

**MYSTIC MOSAIC**—Only one path and one door offers a safe exit. Flashing squares are safe squares. Slash the attacking vampire bat before he knocks you into the void.

**MUD MONSTERS**—Find the sword on the edge of a treacherous crater. Discover the secret of the mud bridge to escape from the mud monsters and win the game.

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