

DRAGON'S LAIR 3D™

Return to the Lair

Manual

TEEN



CONTENT RATED BY
ESRB

PC
CD
ROM



Dragonstone
SOFTWARE



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TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number)
- Exact error message reported (if applicable) and a brief description of the problem you're encountering
- Processor speed and manufacturer
- Amount of RAM
- Operating system
- Video card that you are using and amount of RAM it has
- Maker and speed of your CD-ROM or DVD-ROM drive
- Type of sound card you are using

Contact Us Over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week and it contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems <http://support.ubi.com/>.

Contact Us by Email

For fastest response via email, please visit our website at:

<http://support.ubi.com/>

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse

through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand. Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am-9 pm (Eastern Standard Time). While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubi Soft Technical Support
3200 Gateway Center Blvd
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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INSTALLATION

Insert Disk 1 (Install Disc). On the Autorun Screen, click "Install".

- Step 1- Click "Next" to go to the next screen.
- Step 2- Click Agree to indicate agreement to software license.
- Step 3- Select the location of the target directory and click "Next".
- Step 4- Select a program folder and click "Next".
- Step 5- Click on "Next" to install or cancel to back out.
- Step 6- Click on Close to finalize the installation.

Alternative Installation

Enter CD directory where Dragon's Lair is installed on the Hard Drive. Double click on "Setup.exe". Follow earlier instructions from Step 1 on.

Configuration

After Installation, a prompt will appear to configure Dragon's Lair. Select Configuration to change the screen resolution, audio settings, control settings and advanced graphic settings. The configuration screen may be toggled off by clicking off the "Show this window every time" check box.

Alternative Configuration

Via the Startup Menu, select Programs >Dragon's Lair 3D >Configuration, and then follow the instructions above.

System Requirements

- Windows® 98/ME/2000/XP
- Pentium II® 300 or AMD K6®-III 400 (Pentium III® 800 recommended)
- 64 MB RAM (128 MB recommended)
- DirectX® 8.1 (included in disc)
- 16 MB video card (DirectX 8.1 compatible)
- Minimum Install = approximately 700 MB
- Full Install = approximately 1.5 GB
- Sound card (DirectX 8.1 compatible)
- DirectX-compatible joystick (optional)

Uninstall

Insert Disc 1 (Install Disc). On the Autorun Screen, click "Uninstall".

Alternative Uninstall

Go to Start Menu and click on "Remove Dragon's Lair 3D".

OR

- Go to Add/Remove Programs on Control Panel and select "Dragon's Lair 3D".
- Click "Yes" to confirm uninstallation, click "Yes or No" if you want to remove save games.
 - Then program will uninstall.

STARTING DRAGON'S LAIR/CONTROLS

To Start the Game

Insert Disk 2.

On the Autorun Screen, click "Play".

The Configuration Menu may show up. Select a screen resolution between 320X200 and 1600X1200. The recommended resolution setting depends on the power of the video card and the computer. A standard PIII 1GHz machine with a GeForce 2 class video card should select 1024X768 at 32bit color.

OR

Via the Startup Menu, select Programs >Dragon's Lair 3D >Dragon's Lair 3D.

To Change the Keyboard Controls

Press Esc at any time to access the Status screen. Click Options.

Then click Control Options.

Click on the key to change that key map.

Select the new key map.

Default Keyboard Controls

Forward	Up Arrow
Back	Down Arrow
Left	Left Arrow
Right	Right Arrow
Camera Up	I
Camera Down	K
Camera Left	J
Camera Right	L
Use/Attack	SPACE
Jump	LEFT ALT
Crouch	C
Auto-target	TAB
Block	B
Quick Save	F5
Quick Load	F9
Equip Weapon	LEFT CTRL
Walk	LEFT SHIFT
Run	R
Sword	1
Steel Arrow	2
Fire Arrow	3
Magic Arrow	4
Amulet	End
Next Essence	Page Down
Previous Essence	Page Up
Inventory/Status	Esc
Look Around	Home

The mouse can also be used to control the camera

INTRODUCTION/LOADING AND SAVING

Welcome to the world of Dragon's Lair 3D. Here you will become the valiant Dirk the Daring on his quest to rescue the fair Princess Daphne from the evil wizard, Mordroc. You will fight your way through a castle, enchanted with treacherous monsters and obstacles. Be wary, as the Wizard will stop at nothing to protect his stolen prize. Lead on adventurer, your quest awaits ...

Loading a game

- 1) From the main menu select Load Game, or from the inventory screen select Load.
- 2) The loading screen is where previously saved games can be loaded. Select the game and then select "Yes" to load the game.

Saving a game

- 1) Select Save from the inventory screen.
- 2) The saving screen is where current progress in the game can be saved. Select the slot and then select "OK" to save the game. Current saved games can be saved over by another saved game.

MAIN MENU

The Main Menu is the starting point of the game. Select a listing using the mouse or cursor keys.

Select from these options on the Main Menu Screen.

Start Game

Begin a new game.

Load Game

Load a previously saved game.

Options

Select options to change settings for Controls, Sound, and Camera Speed.

Gallery

Watch movies that have been acquired during your play through Dragon's Lair 3D.



OPTIONS SCREEN

The options screen is where many features of the game can be changed. From the Main Menu or the Inventory screen select Options. When in the Options menu choose the option to either change the setting in the black boxes or to advance to that particular option's menu.

Camera Speed

Adjust the speed of the movement of the camera.

Invert Camera

Change the up and down direction that the camera will be moved by the controls.

Sound Options

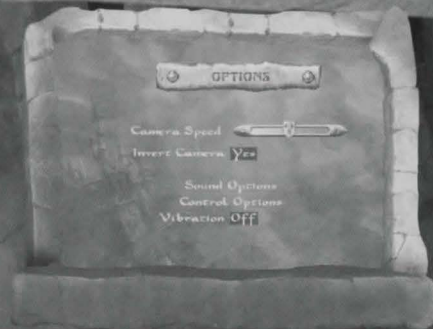
Adjust the volume for Music, Effects and Ambient sounds.

Control Options

Change the controls for your keyboard, mouse and gamepad.

Aspect Ratio

Choose the aspect ratio that best fits your monitor.



GAME SCREEN



During gameplay there will be an onscreen display providing useful information to help you advance through Dragon's Lair 3D. Some features will not be available at the start of a new game, but will be obtained in later levels.

1 — Health Indicator

Indicates the current level of health.

2 — Mana Indicator

Indicates the current level of mana.

3 — Arrow Indicator

This is only displayed when the crossbow is equipped. It indicates the type of arrows and the number of that type available.

4 — Amulet

The middle of the amulet displays the currently selected essence. At times Daphne will speak to Dirk through the amulet.

5 — Dragon Ring

This item will embed itself in the Amulet and grant Dirk the ability to use a new whirlwind ring sword attack. The ring allows Dirk to start collecting mana and Dragon essences.

6 — Dragon Essence

Essences are rare and powerful items that give Dirk magical abilities. Use the Amulet Screen to activate them or use the Select Essence key to cycle through available Essences. Be wary though, the castle's most powerful opponents guard these Essences.



INVENTORY SCREEN

Any time during the game you can access the Inventory Screen by pressing Esc. In this screen you can view the weapons and items that Dirk currently has. Select, equip and use items using the mouse or cursor keys. The screen will then close and Dirk will equip or use the item.



Amulet

The Amulet Screen displays the Magic Amulet's messages and the Essences once Dirk obtains one. The Amulet will get a gold ring and multi-colored gems around it as Dirk collects Essences. Selecting a gem will display message briefly explaining what the Essence does. To activate an Essence select the appropriate colored gem, to deactivate an Essence select the None icon to the right of the Amulet.

Save

Opens the Save Game Screen allowing you to save your adventure.

Load

Opens the Load Game Screen allowing you to load a saved game.

Treasures

View your latest stats on treasures collected.

Options

Select options to change settings for Controls, Sound, and Camera Speed.

End Game

End your current game without saving and return to the main menu.

DIRK'S WEAPONS

Sword

This is Dirk's main weapon. Dirk's sword can also be turned into a fire sword and used in whirlwind attacks. Use it to dispatch enemies and to hit switches and levers.



Regular Steel Arrows

to eliminate opponents or activate switches that are out of reach.



Flame Arrow

to eliminate opponents faster or for shooting in specialized situations.



Crossbow

During his adventure, Dirk will acquire a Crossbow. This weapon is good for long distance attacks. There are three types of arrows available for the Crossbow.

Magic Arrow

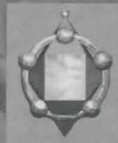
to eliminate the most dangerous opponents.



ITEMS

Amulet

Daphne uses this to communicate with Dirk to help him throughout his journey. It is also the key to using the Dragon's Essences he acquires along the way.



Keys

There are different keys scattered throughout the castle. There is a blue key, a green key and a gold key. Each of these keys is used to open specific doors on certain levels.



Treasures

There are four different types of treasure that Dirk can collect throughout the game: Crowns, Gold, Goblets and Diamonds.



Health Orb (Red)

Allows Dirk to refill his health indicator by small portions.



Mana Orb (Blue)

Allows Dirk to refill his mana indicator by small portions.



Health Container

This item will refill Dirk's health bar and extend it by a small amount.



Mana Container

This item will refill Dirk's mana bar and extend it by a small amount.



Mana Cell

These are magical objects which allow access to sealed areas.



DRAGON ESSENCES

Dirk MUST pick up these objects to pass a level, gain access to another one, or acquire a special ability.

The Dragon Essences give Dirk special abilities. When Dirk collects a Dragon Essence, he can only use that ability by selecting it through the Amulet screen. The essences require Mana to operate.

Dragon's Ring of Power

This item will embed itself in the Amulet and grant Dirk the ability to use a new whirlwind sword attack. The ring allows Dirk to start collecting mana and Dragon essences.



Dragon's Wing

This essence gives Dirk the ability to float when he jumps. When Dirk jumps, hold the jump button and he will float slowly down instead of falling. Mana will only be used while he is floating.



Dragon's Spirit

Dragon's Spirit gives Dirk the ability to convert mana units to health units.



Dragon's Eye

Dragon's Eye gives Dirk the ability to see areas that would normally be invisible.



Dragon's Scale

Dragon's Scale gives Dirk the ability to resist extreme heat (except direct contact with lava, which he will burn up in). Mana will be used when this essence is selected and Dirk is exposed to heat.



Dragon's Flame

Dragon's Flame gives Dirk's sword the ability to cast off flame when used with the whirlwind attack mode. The flame also increases the attack power of Dirk's sword, inflicting more damage.



HEROES



Dirk the Daring

Our valiant hero, Dirk has come to the castle to rescue Daphne and is ready to face any peril to save her. However his task is no simple one, as countless foes await him. In fact the very castle itself seems bent on his demise. Though you need not fear as the castle holds untold powers that Dirk may be able to wield against the Wizard's minions.

Princess Daphne

Daphne is the beautiful object of Dirk's affection and the ultimate goal of his quest. The Princess has spent her whole life under the protection of the bravest knights. Now her only hope is that Dirk will be able to make it through the castle to rescue her. It is unknown as to why she was taken but Dirk knows only that he must set her free.



ENEMIES



Giddy Goons

Minions of the lord of the castle. These fast moving, baboon-like creatures leap and bound through the maze-like passages of the castle. With only short knives and no armor the Giddy Goons are the weakest of Dirk's foes, but in groups they can be deadly.

Bat King

This large winged beast is the ruler of the bell towers. He swoops and dives while guarding his domain. And with a shriek he will let out his sonic wave.



Singe

The evil dragon that captured Daphne. Singe's might is unmatched and his fury unstoppable. He can breath fire that would melt steel. Nothing could withstand his vicious claws and fangs and no known weapon is powerful enough to slay him. Dirk knows that he'll have to slay this terrifying beast in order to rescue Daphne, but he knows that for her he can do the impossible.

DIRK'S SPECIAL MOVES

There are several types of weapons that Dirk can acquire. His weapons are permanent once acquired, but they may use or require a depletable resource. All of his weapons have different effective power levels that the player can earn or find, giving the player more variety in the game when doing battle. For example, once Dirk gains the Dragon's Flame, his sword "powers-up" to a new level.

Standard Sword Attacks

The sword is Dirk's basic weapon and he can perform many different moves and attacks with it.

Standard Side to Side Sword Attack:

By pressing the action button while Dirk is holding his sword he will swing the sword from right to left and if pressed repeatedly he will continue with a left to right swing.

Standard Overhead Sword Attack:

Dirk can do an overhead sword attack which will deal more damage to his enemies. To perform the overhead sword attack, press the jump button while moving forward and when Dirk is in mid-jump press the action button.



Power-Up Sword Attacks

The sword can be upgraded to inflict additional damage and change its characteristics through the use of permanent and temporary power-ups. (Sword power-ups are an extension of the normal sword and do not hinder normal sword usage.)

Standard Whirlwind Sword Attack:

The standard whirlwind sword attack allows Dirk to perform a 360 degree sword attack. This lets Dirk attack enemies from all sides. Pressing and holding the action button while Dirk has the sword lets him charge up his weapon for the whirlwind sword attack. While using this attack Dirk will use up some of his mana, and the longer the action button is pressed down, the more mana will be used up.

Flame Whirlwind Sword Attack:

The flame whirlwind sword attack allows Dirk to perform a 360 degree fire sword attack. This lets Dirk attack enemies from all sides with a ring of fire. Pressing and holding the action button while Dirk has the flame sword lets him charge up his weapon for the flame whirlwind sword attack. The longer the action button is pressed the more damage the attack will have on his enemies. While using this attack Dirk will use up some of his mana, and the longer the action button is pressed down, the more mana will be used up.



Crossbow Attacks

The Crossbow is a depletable weapon that Dirk will find and add to his arsenal during the course of the game. Once the attack button is pressed, Dirk fires an arrow toward the object he is aiming at. An added caveat of the crossbow is that unlike other weapons, it has a reload time between uses, which makes it detrimental in melee combat.

Regular Steel Arrow Crossbow:

Once steel arrows are picked up Dirk will always be able to use the Steel Arrow Crossbow as long as he has steel arrows in his inventory.

Flame Arrow Crossbow:

Once flame arrows are picked up Dirk will always be able to use the Flame Arrow Crossbow as long as he has flame arrows in his inventory. The flame arrow does more damage than the steel arrow.

Magic Arrow Crossbow:

Once a magic arrow is picked up Dirk will always be able to use the Magic Arrow Crossbow as long as he has a magic arrow in his inventory. The magic arrow will freeze time and destroy the enemy in one shot.

Action

This control's meaning changes depending on the circumstances Dirk is in. Whenever Dirk has a weapon equipped, this control causes him to attack. Dirk's normal sword attack, if this button is pressed repeatedly, is a right-to-left slash followed by a left-to-right slash. When Dirk is jumping, action performs an overhead slash.

If Dirk has a sword equipped, as well as the Dragon Ring of Power and sufficient mana, he can perform the whirlwind slash. If he holds down the action button, he will begin to charge his sword. Once he charges for long enough, his sword starts to glow, indicating that the whirlwind slash is ready. Holding action down for a little longer changes the color of the glow, which means

that more damage will be done by the whirlwind slash. The player can then activate the slash by releasing the action button. He will spin around in a circle, releasing a wave of force in all directions.

When Dirk is empty-handed, he can interact with items placed throughout the game. The availability of these actions is indicated by an exclamation point ("!") floating above Dirk's head. Using the action control, Dirk can pull levers and switches, pick up objects, drink potions, and use keys.

Move

When the directional control is operated, Dirk moves in the direction intended by the player. In free rotation mode, Dirk always turns toward the direction of movement. In constrained rotation mode, Dirk will sidestep or move backwards in order to keep his facing in the constrained direction.

Using the Forward command will cause Dirk to jog. Using the Walk command while moving forward will cause Dirk to walk.

Jump

Using the jump button causes Dirk to jump into the air. He always jumps in the direction he is moving. If Dirk is not moving, he jumps straight up.

The jump control is also used to activate the Dragon's Wing essence. If the jump control is pressed again while Dirk is still in the air, he will start gliding. He can also start gliding if the player continues to hold the jump control after jumping. To continue gliding, the jump control must be held down. While gliding, the movement controls cause Dirk to drift in the direction indicated. When the jump control is released, Dirk falls, hopefully not too far. If Dirk's hands come near a ledge while he is jumping or gliding, he will automatically grab the ledge and pull himself up.

Run

Activating the run button causes Dirk to move his little legs as fast as they can go. Dirk can only run forwards; if the player asks him to run backwards (which is only possible in Auto-target mode), he will move backwards at his normal speed instead.

Dirk can also run by double-tapping forwards.

While running, Dirk cannot fire his crossbow. Even a valiant knight cannot accurately fire a crossbow while running at break-neck speeds.

Crouch

While this control is depressed, Dirk will duck. The use of a directional control while crouching will cause Dirk to "sneak."

Sneak

Pressing the movement control while pressing the crouch button causes Dirk to sneak.

Roll

Dirk can do a somersault maneuver by running while sneaking, or crouching while running. This can be used to avoid damage and pass under low objects.

The movement control is used to indicate which direction Dirk should roll. The roll will stop after a prescribed amount of time, or when the crouch or movement control is released.

Block

If Dirk is wielding a sword, activating this control causes Dirk to enter a defensive stance. He will block incoming enemy objects and combat moves directly in front of him. Although slightly protected from attacks coming from the sides, Dirk is not protected at all from attacks coming from behind him. To resume normal play, this control should simply be released.

Equip

These controls will cause Dirk to either draw his weapon, or put away the weapon he is holding.

Auto-target

Pressing the Auto-target control causes the player to target an enemy. Once Auto-target is activated Dirk can cycle through all the available targets. The indicator will then move to another enemy.

To disengage from all targets, the player must press the Auto-target control again.

Also, if the player presses Auto-target when no target is available, the camera instantly swivels behind his head. This makes 180-degree turns easy; the player just pushes down on the movement control followed by Auto-target.

Finally, if the player presses and holds Auto-target when no target is available, Dirk becomes constrained to face in the direction he faced when the button was pressed. Dirk can then sidestep around corners, etc. The camera then behaves slightly more like it does in the manual camera mode. Normal automatic camera functionality is resumed when the Auto-target button is released.

Rope and Chain Controls

Dirk can use two different kinds of ropes and chains: swinging ropes and stationary ropes and chains. Dirk will automatically grab a rope or chain if he jumps close enough to one.

When on a swinging rope, only one control is available, jump. Pressing jump while on a swinging rope causes Dirk to release the rope and launch himself (hopefully) to safety. Dirk cannot climb swinging ropes.

Rope and Chain Controls (contd.)

When Dirk is on a stationary rope or chain, he has a few more options. He can climb up and down by operating the movement control up and down. He can pivot himself and the camera by pushing the movement control to the sides. Just as with the swinging rope, he can also use the jump control, which causes him to leap forward in the direction he is facing.

Ladder Controls

Whenever Dirk bumps into a ladder while facing in the right direction, he will start to climb it. While he is on a ladder, all player controls are disabled except for camera rotation and vertical movement. When Dirk reaches the top or bottom of a ladder, he dismounts automatically.

Mana Cell Controls

When Dirk is carrying a mana cell, many of his controls are different from normal. The action and equip controls cause him to drop the mana cell. He cannot jump, run, crouch, sneak, roll, or Auto-target.

CREDITS

In Memory of
Raquel Dionne Johnson (Kell)
Pat Monahan

Developed By

Dragonstone Software

Dragon's Lair Co-Creators
Rick Dyer
Don Bluth
Gary Goldman
John Pomeroy

Chief Executive Producer
Rick Dyer

Executive Producer
Dragonstone Software
Thomas Konkol

Technical Director /
Lead Programmer
Todd Heckel

Creative Director / Lead Designer
Wil Panganiban
Lead Game Programmer
Eugene Foss

Executive Producer /
Designer Dragonstone Software
Steven Parsons
Project Directors
Rick Dyer
Thomas Konkol

Programmers
Andrew Garrett
Branimir Karadzic
Chris Morrissey
Ricardo Robaina
Chris Comeau

Designers
Daniel Jacobs

Brian Smith
Paul Silva
Karel Jacobs
Chris Behncke
Adam Davis
James Fourtemour
Justin Siller

Lead Animator
Thomas Konkol
Art Director
Thomas Konkol

Artists
Ruben Chavez
Aaron Lim
Jeff McAteer
Charles Pickens
Ted Roblerlo
Package Illustration
Don Bluth
John Pomeroy

Office Manager
Shirlee Ann Lovell
Kristina Foss
Lydia Lavaro

Lead Tester
Brandon Hoff
Testers
Paul Kudinoff
Anna Malapit
Travis Cutler
Kate Bernd

IT Support
Dustin Gannon
Travis Carter

Intro and Ending 2D Animation

Producers
Don Bluth
Gary Goldman

Storyboard, Layout Design and
Director of Animation
Don Bluth

Color Key and Backgrounds
Ben Slevin
Don Bluth
John Hoffman

Layout
Troy Caro
Nelson Behol

Character Animation

Len Simon
Renato Dos Anos
Troy Saliba
Helio Takahashi
John Hill
Rob Fox
Melvin Silao
Alan Fernando
Steve Cunningham
Character Animation (contd.)
John Hoffman
John Pomeroy
Character Animation Assistants
Clara McCabe
Rod Zaffe
Curt Spurling
Rosie Altorn
Debbie Stoyanof
Barry Tremonger
Roisin Hunt
Ryan McHenry
Kevin Condron
Jack Joseph
Manny De Guzman
Rolando Yago
Nicola Flynn

Special Effects Animation
Peter Matheson
Dierdra Reynolds Behan
Raquel Omana

Special Effects
Animation Assistants
Melanie Walchek
Amy Newman

3D Special Effects Animation
Greg Galliani

Color Model
Carmen Oliver

Continuity
Cathy Goldman
Cindy Nason

Scene Planning
Vincent Clark
Helio Takahashi
Digital Scanning
Frank Richards
Paul J. Kelly

Checking
Linda Fitzpatrick

Digital Ink & Paint
Ken Cloe
Gorio Vicuna

Picture Editor
Fiona Traylor

Sound Editor
Scott Seymann
Wil Panganiban

Facilities:
Don Bluth Films, Phoenix, AZ
Fat Cat Productions, Phoenix, AZ

Music and Sound FX

Musical Score & Sound Design
Christopher Stone

Sound FX

Mark Keefer
Orpheus Soundstation Studios

"He's My Guy"

Written by Christopher Stone and
Jon Lewin
Produced by Christopher Stone
Performed by Julie Eisenhower

Voice Overs

Dirk
Dan Molina

Daphne
Darcy Harvir
Vera Pacheco
Hollow
Christopher Stone

Mordroc
Gary Goldman

Multi Media
Charles White

Music Video Director
David Hood

Music Video Editing
David Hood
Charles White

Video Attract Mode
Rick Dyer
Thomas Konkol
Charles White

Documentary Producer
and Director
David Hood

UBI SOFT ENTERTAINMENT

VP of Product Development
Bret Berry

Executive Producer
Dexter Chow

Producer
Tais Myjo

Game Content Manager
Charles Harriby
US Group Brand Manager
Gary Keith

US Brand Manager
John Coghlan

Public Relations Manager
Clint Hayashi

International Coordinators
Alexis Godard
Christine Burgess-Quemard

International Brand Manager
Vincent Munoz

Localization Managers
Coralie Martin
Laurent Bigal

Packaging and Manual Design
Beeline Group

Code Manager
Dave Costello

Manual Copy Editor
Marc Fortier

Quality Assurance
Testing done at Ubi Soft Montreal

QA Manager
Eric Tremblay

Lead Tester
Alexandre Martel

Testers
Véronique Fortin
Oliver Blanck
Till Boos
Christian Jhrden
John Kochakji
John Malapit
Josh Jerberg
Dominic Colabelli

Compatibility Testers
Jason Alleyne
David Lévesque

Ubi Soft Special Thanks To
Aaron Levin
Alison Moy
Anna Nguyen
Ashley Bushore
Auslin Gavin
Brigham Stilt
David Bamberger
David Herman
David Macachor
Gary Cribb
Jag Kanda
Jay Cohen
Jennifer Groelling
Jenna Dawson
Joe Toledo
John Pomeroy
Jill Steinberg
Katrina Medema
Kim Sulter
Laurent Defoc
Lisa Carlson
Melissa Wilks
Monika Madrid
Pete Jacobs
Randy Gordon
Rich Kubiszewski
Tyronne Miller
Willie Wareham
Yasmin Naboa

Compatability Testers
Keith Rodriguez
Manual Garibay
Martin Reyes
Nicholas Daugherty
Ramll Stiju
Ronald Baliste
Ryan Becker
Ryan McKee
Jason Milam
Steve Gomez
Tom Poleski
Young Lee

Mike Sofarelli Jr
Chip Sbrogna
Janelle Barsana
Rick Goss
Thomas Hertzler
Samantha Hertzler
Mark Hall
Blue Byte Software
Mattel

Mitch Soule
Steven Rabin
Thomas Engel
Bret Mogilefsky, Jason Page and
George Bain
Becky Hook, Gabe Ahn and the
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Joe O'Leary
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Christopher Knaus
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Daniel Marquez
Daniel Meyer

George Escobar III
Haejean Ahn
James Zavala
Jasmine Race
Jeff Kinder
John Kochakji
John Malapit
Josh Jerberg
Toni Jerberg
Keith Rodriguez
Manual Garibay
Martin Reyes
Nicholas Daugherty
Ramll Stiju
Ronald Baliste
Ryan Becker
Ryan McKee
Jason Milam
Steve Gomez
Tom Poleski
Young Lee

Compatability Testers
Jason Alleyne
David Lévesque

Ubi Soft Special Thanks To
Aaron Levin
Alison Moy
Anna Nguyen
Ashley Bushore
Auslin Gavin
Brigham Stilt
David Bamberger
David Herman
David Macachor
Gary Cribb
Jag Kanda
Jay Cohen
Jennifer Groelling
Jenna Dawson
Joe Toledo
John Pomeroy
Jill Steinberg
Katrina Medema
Kim Sulter
Laurent Defoc
Lisa Carlson
Melissa Wilks
Monika Madrid
Pete Jacobs
Randy Gordon
Rich Kubiszewski
Tyronne Miller
Willie Wareham
Yasmin Naboa

Compatability Testers
Keith Rodriguez
Manual Garibay
Martin Reyes
Nicholas Daugherty
Ramll Stiju
Ronald Baliste
Ryan Becker
Ryan McKee
Jason Milam
Steve Gomez
Tom Poleski
Young Lee

Mike Sofarelli Jr
Chip Sbrogna
Janelle Barsana
Rick Goss
Thomas Hertzler
Samantha Hertzler
Mark Hall
Blue Byte Software
Mattel

Mitch Soule
Steven Rabin
Thomas Engel
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Joe O'Leary
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All Dragon's Lair fans worldwide...
To everyone who in one way or
another helped with the production
of Dragon's Lair 3D

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