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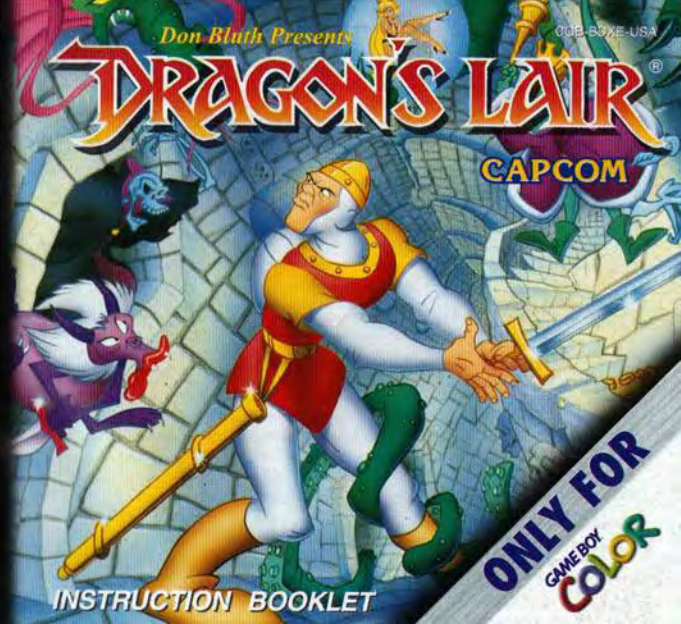
Nintendo

GAME BOY COLOR

Don Bluth Presents

DRAGON'S LAIR

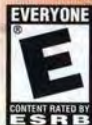
CAPCOM



008-83XE-USA

INSTRUCTION BOOKLET

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CAPCOM

CAPCOM ENTERTAINMENT, INC.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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STARTING UP

1. Make sure your Game Boy® Color is turned off.
2. Insert the *Dragon's Lair* Game Pak and turn on your Game Boy Color.
3. After a series of screens, you'll see the Language Selection screen. Press the A Button to choose the language in which you want to play. (You can also press the A Button to skip some of the opening scenes.)
4. You will then see the Main Menu. Press START to begin the game.
5. Use the Control Pad to choose MAIN GAME or TUTORIAL and press the A Button.

MAIN MENU OPTIONS

START – Begin game.

CREDITS – Behold the names of the bold knights and fair ladies behind *Dragon's Lair*.

INTRO – A gallery of *Dragon's Lair* characters.

PRECAUTIONS

- Always turn the power OFF before inserting or removing the Game Pak from the Game Boy Color.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods.



DARE TO ENTER DRAGON'S LAIR!

You, Dirk the Daring, are on a quest to rescue
Fair Princess Daphne, the unwilling captive
of Singe the Evil Dragon.

To do this you must survive a perilous
journey and defeat all adversaries.



CONTROLS

Control Pad
Move Dirk



A Button
Use Weapon

START
Pause game
SELECT
Pause game

Make your way through the castle
and the caverns below it by using
the Control Pad to move
and pressing the A Button
to wield Dirk's sword.

BEWARE YOUR FOES. THEY ARE MANY!



HOW TO PLAY DRAGON'S LAIR

You do not control all Dirk's actions. Instead, you control his reactions to what's happening around him. As events unfold, you must decide which direction to head, the right moment to do it, and when to use your weapon.

Use your wit and reflexes to avoid obstacles in each scene. The rooms of Dragon's Lair require many attempts to master. The timing of your moves is critical. Don't act too early or too late, or your quest may end abruptly.

In general, flashing items indicate either danger (from a creature) or the direction to move in (from an object).

If you're off to a slow start, practice in Tutorial Mode. You'll get to play through the first few scenes with visual hints in the lower left corner as to when to move and what move to make. Once you get a few wins under your belt, you'll be eager to tackle the rest of the chambers in Dragon's Lair.



- To finish a scene successfully, you must make a move or press the A Button at the moment Dirk is in the greatest danger. Timing is very important: often you may make the correct move at the wrong time!
- Many scenes require more than one move. If you are having trouble, watch the animation carefully and move Dirk in the safest direction.
- If no direction is safe, press the A Button to use a weapon.
- If you think you made the correct move, try again, this time making the move a little earlier or later. Don't be surprised if Dirk doesn't move immediately. You must wait for the animation to finish. If you made the correct move(s), you will continue on to the next scene.



LOSING A LIFE

If Dirk fails, he loses one life. You'll then see how many lives he has remaining. Press the A Button to continue, often beginning at the next scene. (Even if you don't succeed, you'll usually go on to the next room. This continues for a number of scenes, and then the cycle repeats.)

END

When all Dirk's lives are lost, you'll return to the Main Menu and can start again. Use the Control Pad to select, and press the A Button. The game also ends when you reach the Dragon's Lair and defeat Singe the Dragon himself!

**LIVES
REMAINING**

4

GAME OVER

**SCORE
28000**

PAUSING A GAME

During a scene, press either START or SELECT to pause the game. You'll have the option to Continue or Quit. Use the Control Pad to select, and press the A Button.

PAUSED

CONTINUE

QUIT

THE CHARACTERS



DIRK THE DARING

FAIR PRINCESS
DAPHNE



SINGE THE DRAGON



ROOM BY ROOM HINTS

The dangers will vary as you search from chamber to chamber and down into the dungeons of **Dragon's Lair**. In one room you'll fight off slithering tentacles; in another, snakes and skulls torment you.

Meet every new challenge with wits and an open mind. How fast can you solve the riddle of each room?

Note: Scenes will not necessarily appear in the order presented here.

THE DRAWBRIDGE

- Dirk walks across the bridge and falls through a hole.
- Several green tentacles appear. As the tentacles move toward Dirk, press the A Button once.

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ROOM BY ROOM HINTS

THE END OF THE 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 begins to crumble.
- Dirk must dash to the right to escape through the remaining door as the floor disintegrates and roof crashes down.

TENTACLES FROM THE CEILING

- As Dirk enters the room, a green tentacle slithers out of the ceiling.
- Press the A Button to draw Dirk's sword and chop the tentacle in half.
- More tentacles will slither in from all over the room. Be careful to avoid them.

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ROOM BY ROOM HINTS

THE SNAKE ROOM

- Snakes slither from the ceiling and walls. Chop them!
- A skull plummets from the ceiling and flashes. Pull the skull and run out the door.

SWINGING ROPES OF FIRE

- Dirk enters a chamber filled with rising flames.
- The door behind Dirk slams shut and the small stone platform he is standing on begins to slide.
- Reach for the swinging rope.
- Once Dirk grabs the rope, he'll swing to the open door on the other side of the chamber.



ROOM BY ROOM HINTS

THE DEADLY POOL

- Dirk approaches a small pool of water. The floor and ceiling start to crumble.
- Follow the stone path and make Dirk roll to avoid the daggers jutting out of the wall.
- Jump into the pool and dodge the water snakes. When Dirk climbs out of the pool, beware the disintegrating floors and ceiling.
- Chop the big hairy spider and run out the door.

BUBBLING OOZE

- When Dirk enters the room, bubbling green ooze starts to pour from the kettle.
- Chop the Ooze Monster in half just before it tries to eat Dirk.
- Escape from the room before the rest of the ooze gets Dirk!



ROOM BY ROOM HINTS

GIDDY GOONS

- Emerging from a stairwell, Dirk is attacked by short Giddy Goons.
- Slash the first Goon, then climb the stairs.
- Escape through the door.

SLIDING STAIRS

- As Dirk starts down the stairs, they turn slippery. Dirk must keep from sliding into the pit at the bottom.
- Green tentacles reach out of the pit. Slash the slithery tubes and then dodge them.
- The chain hanging from the ceiling is no help. Escape through the hole.

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ROOM BY ROOM HINTS

THE SMITHEE

- Dirk enters the Forge Room and is attacked by a magical flying sword.
- Jump to avoid a bouncing anvil, and then split!

GIANT SPINNING BATONS

- As Dirk approaches the giant spinning batons, he must pick the right moment to dash through them.
- Once past the batons, Dirk is confronted by a Cloaked Spectre. Jump toward the ugly apparition and slash him.
- Avoid the clinging vines on the side of the pathway.

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ROOM BY ROOM HINTS

CLOSING WALL

- As the wall closes up around Dirk, the door ahead of him is the escape.
- Jump toward the door.

ROOM OF FIRE

- Dirk must avoid the fire and lightning flung at him from all sides.
- Look behind the bench to escape!

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ROOM BY ROOM HINTS

METALLIC FLYING HORSE

- Dirk finds a room with a small metal horse sitting in the center.
- The horse flies up and carries Dirk straight toward the fire, pillars and a wall. Avoid them all.

CHECKERED FLOOR KNIGHT

- The Black Knight materializes as Dirk enters the room.
- The Knight bangs his sword against the floor, causing electricity to flow along the checkered tiles.
- Don't be shocked! Jump to the tiles that are not covered by electricity.
- Defeat the Knight and flee the room.

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ROOM BY ROOM HINTS

HAUNTED HALLWAY

- Clattering skulls seep from the wall and attack. A giant skeleton claw is next.
- More black ooze slimes out of the walls. Avoid this.
- Black ooze pours out of the doors on both sides as a second skeleton claw approaches.
- Jump out the door into the crypt. It's not over yet ...
- Dirk is attacked by skeleton ghosts. Shred them with one slash.

WOODEN PLATFORMS

- Dirk walks along a wooden platform suspended high up in the castle's dark interior. Suddenly, the wood begins to rot away.
- Dirk must jump to the safe section of the platform.

ROOM BY ROOM HINTS

BATS!

- Black bats chase Dirk as he moves down a corridor that starts to splinter away.
- Avoid the bats by jumping across the yawning break.

THE LIZARD KING

- A large scaly lizard dressed in royal robes confronts Dirk.
- As Dirk draws his sword to battle the Lizard King, a pot of gold hurtles past and snags Dirk's weapon.
- Follow the pot to retrieve the sword and battle the Lizard King.

ROOM BY ROOM HINTS

DRINK ME!

- As Dirk enters the room, a sign on the far wall appears before him.
- Shortly after that, the door begins flashing.
- Don't drink the potion. Hustle out the door instead.

CHECKERBOARD CORRIDOR

- The floor beneath Dirk's feet starts to flash. Sections of the floor begin to drop away.
- Jump to the parts of the floor you can still see, and then leap out one of the doors.

ROOM BY ROOM HINTS

THE THRONE ROOM

- As Dirk approaches the Metallic Ball, pulsating electricity starts to cover the floor.
- Jump to the safe parts of the floor to end up sitting on the throne.
- The throne revolves into another part of the castle. The electricity follows!
- Keep dodging!

RAPIDS AND WHIRLPOOLS

- As Dirk approaches a Whirlpool, paddle around the swirling water.
- Paddle into the safe current in the Rapids, and then straight into the tunnel at the end of the channel.

ROOM BY ROOM HINTS

MUDMEN

- Walking across the lava field, Dirk is attacked by Mudmen.
- Dirk must jump over geysers, avoid the Mudmen and run along a stone bridge.
- Finally, Dirk can escape through an aperture in a cavern wall.

PHANTOM KNIGHT

- Double trouble! Avoid the charging knight while also avoiding the giant thorns pushing up through the earth.
- Jump into the small cave to finally escape.

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ROOM BY ROOM HINTS

TUMBLING BALLS

- Once Dirk enters the room, an enormous black ball appears, rolling up behind him.
- Ahead of Dirk, down the tunnel, smaller balls roll up and down the walls.
- Wait for a smaller ball to tumble by before stepping away from the big black ball.

FALLING PLATFORM

- Dirk steps up onto a round wooden platform.
- The platform starts to plunge downward through a circular shaft. It stops intermittently at rocky ledges where Dirk can jump off.
- Timing is everything in jumping safely off the plummeting platform.

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ROOM BY ROOM HINTS

THE WIND ROOM

- Dirk gets a glimpse of Daphne, but just before he reaches her the wind swirls around him.
- Dirk is drawn by the wind in the opposite direction.
- Skip out through one of the doors.

ELECTRICITY AND LAVA

- Electricity begins to surround Dirk.
- Jump through the crashing doors and climb up the stairs.
- Evade the gushing geyser (timing, timing, timing) to cross the bridge.

ROOM BY ROOM HINTS

THE DRAGON'S LAIR

- Dirk is inside the Dragon's Lair. Beware! Singe the Dragon is asleep and should not be awakened.
- Throughout the room are columns of balancing dishes. Some of them are about to crash. If a column of balancing dishes flashes, catch it. Otherwise, keep away from the dishes.
- Eventually, Fair Princess Daphne will tell Dirk what to do. Listen carefully and follow her instructions.
- Singe wakes up. He knows where you're hiding.
- As Singe reaches around the column, Dirk should duck and run away.
- Singe swings his tail trying to flatten Dirk. Dodge the tail.
- Pull the magic sword out of the large gem. When Singe turns around, you'll see his vulnerable soft belly.
- Can you figure out what to do to save the Princess?

CREDITS

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SPECIAL THANKS Digital Leisure

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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

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