DRAGON'S LAIR ®

INSTRUCTIONS

Long ago, in a magical time, a good King named Aethelred ruled a peaceful kingdom. Now his kingdom had many treasures, but its greatest prize was Princess Daphne, the King's only child. Brave Knights and handsome Princes came from afar just to pay her court, for she was a maiden of exceeding beauty, and grace. But, though they laid vast riches at her feet and pleaded most earnestly for her hand, Princess Daphne refused them all. For her heart had long been given to another. . .Dirk the Daring, the Kings champion and bravest Knight. Then one dark day, Singe, an evil dragon who ruled over a shadowed land, appeared in Aethelred's kingdom and demanded that the King deliver up his kingdom and people to him. When Aethelred refused Singe's vile demand, the monster kidnapped the beautiful Daphne and imprisoned her in a crystal sphere in the horrible dungeons beneath his enchanted castle. Singe then sent Aethelred this message: Relinquish your kingdom before the setting sun or your beloved daughter will perish. Aethelred and all the people of the kingdom were plunged into despair. All except for Dirk who vowed to go to the enchanted castle and free the Princess. . .if he could survive the dungeon's many perils. . .if he could reach the Dragon's lair. . .

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Dragons Lair

INTRODUCTION

Thank you for buying this Merlin game, we hope you enjoy playing Drogons Lair
on your Einstein.

LOADING INSTRUCTIONS

Place the Dragons Lair disk in drive 0 and press the reset button on your
computer.
WARNING: This disk is protected, DO NOT attempt to make a copy as this may
destroy the programme and will invalidate your guarantee.

SPECIAL KEYS and JOYSTICK MOVEMENT

When playing the Ramps and Giddy Goons screen you will need to press the
ENTER key to jump from ramp to ramp.

In the Skull Hallway, the Weapons Room and the Tentacle Room, the joystick
will only accept the correct action at the correct time. The correct
action at the wrong time will be ignored, and the wrong action at the
correct time will result in an audible buzz. If you hold the joystick in
anticipation of a move, it will be ignored, resulting in losing a life - so
be warned - timing is very important in these rooms. To use your sword
(at the correct time)... you always carry your sword with you, except on
the final screen when you will need to collect it from the top of the cliff
before slaying the dragon.

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Z = LEFT                            K = UP
X = RIGHT                           M = DOWN
L = DRAW SWORD / JUMP               ENTER = JUMP ON GIDDY GOONS SCREEN
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BONUS DIRKS

You will earn Bonus Dirks (extra lives) after completing the weapons Room
and one dirk for each screen completed after that up to a maximum of five
dirks (you will need them).

HIGH SCORE

to record your hogh score of the day just press the spacebar when on the
title screen and you will be able tpo put your Initals in.

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part or full without express written permission of Software Projects Ltd,
and Merlin Software.

WARRANTY

We guarantee this product for use on an Einstein computer, using it on any
other equipment invalidates your warranty.

his software product as 1 year guarantee. (If the product willl not load
from at least one side of the disk), we will replace it.

This guarantee does not affect and is in addition to your statutory rights
under the Sales of Goods Act.

All goods returned to our office must have all packaging and documentation
in tact we also require proof of purchase.