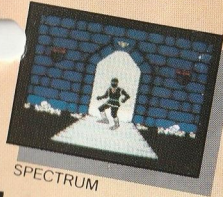
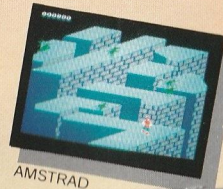




COMMODORE 64



SPECTRUM



AMSTRAD

GAME FEATURES

- Magical arcade adventure

- 9 Spectacular scenes to battle through

- Follow Dirk's quest to rescue the princess from the clutches of the evil dragon

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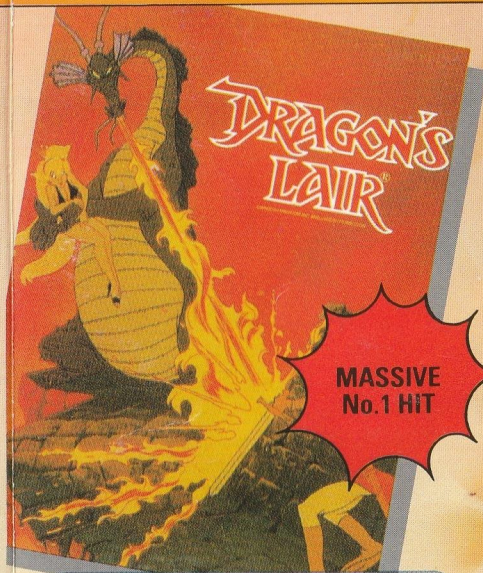
Elite Systems Limited,
Anchor House, Anchor Road, Aldridge,
Walsall, West Midlands WS9 8PW, England.
Telex 336130 ELITE G.
Consumer Hot Line: (0922) 743408



DRAGONS LAIR

AMST

AMSTRAD 464/664/6128

MASSIVE
No.1 HIT£2.99
U.K. R.P.

DRAGONS LAIR

Long ago, in a magical time, a good King named Athelred ruled a peaceful kingdom. Now his kingdom has many treasures, but its greatest prize was Princess Daghrie, the King's only child. Brave knights and handmaids from all over the land came to pay her court, for she was a maiden of exceeding beauty and grace. But although they laid vast riches at her feet and pleaded most earnestly for her hand, Princess Daghrie refused them all. For her heart had long been given to another. ... Dirk the Daring, the King's champion and bravest knight.

Then one dark day, Singe, an evil dragon who ruled over a shadowed land, appeared in Athelred's kingdom and demanded that the king deliver up his kingdom and people to him. When Athelred refused Singe's vile demand, the monster kidnapped the beautiful Daghrie and imprisoned her in a crystal sphere in the horrible dungeons beneath his enchanted castle. Singe then sent Athelred this message:

Rescue your kingdom before the setting sun or your beloved Daghrie will perish. Athelred 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 dragon's many perils. ... if he could reach the Dragon's Lair.

SPECTRUM VERSIONS

Special instructions for Dragons Lair multi load games. Please note that when prompted to stop tape and turn it over, do not do this, just stop the tape. Spectrum 48K owners with a separate data cassette and tape counter, should reset the counter at 000 at this stage. Whilst playing the game. Spectrum 48K owners with a data cassette and tape counter should rewind to counter position 000 then stop the tape if prompted by the game. Spectrum +2 owners and users without a tape counter should rewind to the beginning of the tape when prompted by the game.

LOADING INSTRUCTIONS

Spectrum
Commodore 64 (Cass) SHIFT & RUN/STOP
Commodore 64 (Disc) LOAD* B.1
Amstrad (Cass) CONTROL & ENTER
Amstrad (Disc) RUN/MEMO ON SIDE A DISC 1 ONLY

SCORING

As you adventure through the enchanted dungeons, you'll earn points for vanquishing foes, overcoming obstacles, finding treasure and conquering dragon rooms. Watch your score indicate. 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). To record your high score of the day, just press the spacebar when on the title screen and you will be able to put in your initials.

DIRKS OR SCREENS

| | | |
|--------------------------|---|-------------------------|
| 1. THE FALLING DISK | 6 | THE TENTACLE ROOM |
| 2. SKULL HALLWAY | 7 | THE SECOND DISK |
| 3. THE BURNING ROPE | 8 | THE DEADLY CHECKERBOARD |
| 4. THE WEAPONS ROOM | 9 | SLAYING THE DRAGON |
| 5. RAMPS AND GIDDY GOONS | | |

CONTROLS

SPECTRUM, COMMODORE 64/128 AND AMSTRAD/SCHNEIDER

Either keyboard or joystick may be used simultaneously

| | |
|-----------|--------------------|
| Keyboard | Joystick |
| Z | Left |
| X | Right |
| K | Up |
| M | Down |
| P | Fire |
| Space Bar | Jump on Giddy Goon |

SPECIAL KEYS AND JOYSTICK MOVEMENT

When playing the Ramps and Giddy Goon screen you will need to press SPACEBAR to jump from ramp to ramp. In 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. 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.

COMMODORE 64/128 AND SPECTRUM

To use your sword just press L to draw and slash with the sword at the correct time. You always have your sword with you, except on the final screen when you will need to select it from the top of the call before slaying the dragon.

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GUARANTEE:

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading which are included. If for any reason you have difficulty in running the program, and believe that the product is defective, please return it directly to the following address:

Customer Services Dept.
Elite Systems Limited
Anchor House
Anchor Road
Aldridge
Walsall WS9 8PW
Telex 336130 ELITE G

Our Quality Control Department will test the product and supply an immediate replacement at no extra cost. Please note that this does not affect your statutory rights.

Il nostro Reparto per il Controllo della Qualità esaminerà il prodotto e ve ne fornirà un altro, in sostituzione, senza alcuna spesa da parte vostra. Questo avviso non viola alcuno dei diritti costituzionali dell'utente.