

Sullivan Bluth's

DRAGON'S LAIR: ESCAPE FROM SINGE'S CASTLE



Currently for Commodore Amiga

*Coming soon to
Atari ST and Apple Computers*

*The sequel to the most exciting interactive
adventure game of all time*

SEIBER



The Adventure continues...

The Evil Shapeshifter has stolen Princess Daphne and to save her you will have to outwit the Evil One in totally new encounters never before seen in the original *Dragon's Lair*. New scenarios and characters combine to make *Escape from Singe's Castle* the best sequel to the largest selling animated fantasy adventure of all time... *Dragon's Lair*.

Muste all your skill and cunning to free Daphne from deep within the labyrinthian dungeons of Singe's Castle. Lead on Brave Adventurer, your quest awaits!



Amiga Screens Shown



ESCAPE FROM SINGE'S CASTLE

- Installs on any hard drive for quick loading.
- Compatible with all 68000, 68010, and 68020 processors.
- Multitasks peacefully with any 1Mb Amiga.
- New Burstloader technology loads 10 times faster!
- Three selectable skill levels.
- Room flipping option increases difficulty.
- Directional arrows guide you during game play.
- Saves and restores up to 5 previously played games.
- Links with the original *Dragon's Lair* for the ultimate playing experience.
- Now requires only 512K RAM!
- Never the same game twice.



Visionary, Ltd., a division of Media Technology Limited
15235 Shady Grove Road, Suite 100, Rockville, MD

Dragon's Lair and Escape from Singe's Castle are trademarks of Media Technology Ltd. All other names and titles herein are Copyright 1988 Media Technology Ltd. All other names are Copyright 1988 Media Technology Ltd. All rights reserved.

