

# DRAGON'S LAIR® PT II Escape from Singe's Castle



### MUD MONSTERS



Men made from mud intent on turning you into one of them. If you can avoid their grasp and jump across the great chasm freedom will be yours.

### LIZARD KING



Search the many rooms that make up the Lizard Kingdom to find the gold, take your sword and slay the Lizard King before you can escape his domain.

• Commodore 64/128 screens shown.  
Other versions will differ from those shown.

In this adaptation of the arcade classic, you continue where Dragon's Lair® part one finished. Dirk the Daring, having rescued the fair Princess Daphne, decides to go back through the Dragon's Lair and relieve Singe of some of the gold that is in the castle which is under the protection of the cunning and lethal Lizard King. You will need lightning reflexes and judgement to fight the Lizard King and avoid the giant rolling marbles. In this adventure you will be rushed down rapids in a barrel and sent down corridors on a magical flying horse and other dangerous deeds will present problems for you. Finally, direct Dirk to freedom through the realm of the mud monsters who come alive from the very earth itself to enslave Dirk and turn him into mud like themselves, navigate the dangerous terrain and jump across the chasm and freedom is yours.

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PT II Escape From Singe's Castle

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PART II

# Escape from Singe's Castle



8 more screens from the arcade classic  
to tax your brains and reflexes

SOFTWARE PROJECTS

Just a short time ago Dirk the Daring our hero rescued the beautiful Princess Daphne and returned her to King Aethelred her father . . .

The Kingdom rejoiced at the return of their Princess and the peace that has been secured for the Kingdom, Dirk being made of the sterner stuff decides to return to the Dragon's Lair® to seek his fortune from the Lizard King's domain which lies deep within the castle's depths.

It is rumoured that a pot of gold coins is there for the taking that will give wealth beyond dreams. However, there are drawbacks, the Lizard King does not take too kindly to visitors entering his domain and has enchanted the pot of gold with a magic spell. If Dirk does manage to collect the gold, he will then have to face many perils before encountering the mud monsters. Defeat them and then freedom and the hand of the fair Daphne will be his.

**Lead on Adventurer!**