Sulivan Bluth's

DRAGON'S LAIR®: ESCAPE FROM SINGE'S CASTLE™

Dragon's Lair:
Escape from Singe's Castle™

Various people helped create this computer version of *Dragon's Lair: Escape from Singe's Castle*. Their contribution is acknowledged below:

Original Game Concept:	Don Bluth
Computer Game Design, Adaption & Programming:	Randy Linden
Computer Graphics:	Digital Dream Productions
Graphics Paste-up:	Fulvio Ciano and Randy Linden
Executive Producer:	C.S. Weaver

INTRODUCTION

Dragon's Lair: Escape from Singe's Castle is the latest sequel in the continuing adventures of Dirk the Daring, produced by the creators of the original Dragon's Lair® for the *Amiga*. In this sequel, the *Princess Daphne* has been captured by *Singe the Dragon* and spirited away to the innermost recesses of the Castle. As *Dirk*, you must save her from the clutches of the *Evil Shapeshifter* who lurks deep within the Castle's catacombs. Through a series of rooms, you shall be confronted with various obstacles that you must defeat in order to find and rescue your fair *Daphne*. If you succeed, you shall again be reunited with the beautiful Princess. If you fail however, *Dirk* will not live to tell the tale. . .

Escape from Singe's Castle is the first multitasking game of this genre, allowing you to perform diverse tasks, (including loading and running additional programs), at the same time that *Escape* is running on your computer. A short list of special features may be found at the end of this User's Guide.

LOADING THE GAME

Workbench Users

If you have installed *Escape from Singe's Castle* on your hard drive [see Installation Menu], open your hard disk directory window by double clicking on the Hard Disk icon and double click on the *Escape* Icon to begin. If you are loading from floppies, insert *Escape* Disk A in any drive, double click on the *Escape* Disk Icon and then double click the *Escape* Game Icon to begin.

CLI Users

If you have installed *Escape from Singe's Castle* on your hard drive [see Installation Menu], change your directory (using the "cd" command) to the installed directory and type *ESCAPE*. Press return to begin. If loading from floppies, insert *Escape* floppy Disk A in any drive, change your directory to that drive and enter *ESCAPE* to begin.

Once the game is loaded, the joymouse feature of *Escape* allows you to make all selections with a joystick, (which should be connected to port two), instead of a mouse. The fire button acts as a left mouse button.

To begin play immediately, select the GAME option in the main menu. In the Game menu, select PLAY to begin. The computer will request that you insert Game Disks to load the rooms.

Flashing objects represent danger if on a creature, or the direction in which you should move if on an inanimate object. Move the joystick in the direction you wish to move and use the fire button to wield your sword. Timing of your moves is critical. If you are making the correct move but have not been successful, vary your timing.

Escape from Singe's Castle is a game of skill, reflexes and memory. Unlike most arcade games, the moves in this game require deliberate single motion of the joystick rather than rapid-fire repeated actions.

MEMORY USAGE - <u>Important!</u> -

Escape has two modes of operation; MULTITASKING and TAKEOVER. If there is enough memory available, *Escape* will run in Multitasking mode and leave the O/S intact. If there is not enough available memory however, you will be asked to disable features (Audio, etc.) to increase available memory. Depending upon your system, you might also need to shut down other applications that use up memory and try again. If there is not enough memory available, *Escape* will ask to Takeover the system. Takeover mode restricts hard drive access and shuts down the Amiga O/S while *Escape* is running to conserve memory.

MAIN MENU

The Main Menu allows you to make various adjustments to the game. An option in any menu is enabled if it appears that the button is IN.

The starting number of lives can be set between three and five to increase or decrease Dirk's chances of rescuing Daphne.

Adjusting the difficulty level will determine the number of rooms that will be played. If you have linked with *Dragon's Lair Part I* [see Configuration Menu], rooms from both adventures will be included. The easier levels allow you to practice various rooms throughout the entire adventure without attempting to battle the Evil Shapeshifter. The hard level requires that all rooms be completed before Dirk is given the opportunity to rescue Princess Daphne.

The HELPER option will assist you in making moves. If this option is selected, a small box will appear on the screen with directional arrows during game play. If the EASY option is selected, the arrows will appear well before the move is required. As you get closer to the Evil Shapeshifter, his powers will weaken the HELPER and destroy it before your final encounter. If you have linked to *Dragon's Lair Part I,* the HELPER will be available in both parts of the adventure.

The AUDIO option allows you to turn the sound on and off. When off, more memory is available which makes the game run more smoothly.

If FLIPPING is selected, most rooms must be played twice. This option reverses the rooms so that they are seen from a mirrored point of view. The order in which the rooms are played is random, so the flipped version of a room will not necessarily appear contiguous to the original room.

Note: The new format of *Escape from Singe's Castle* intelligently randomizes individual segments of any room. This allows the game to change so that you will never experience the same game twice.

From the Main Menu, various "submenus" can be accessed. (See below).

INSTALLATION MENU

To INSTALL to hard drive, click in the pathname box, enter the correct AmigaDos pathname (for example, DH1:GAMES) and click START to begin. The program will create a subdirectory called ESCAPE, where it will place all of its files. The configuration options and any saved games are stored in the additional file S:ESCAPE.CONFIG. It will not be necessary to reformat, partition or otherwise rearrange your hard disk.

Insert each disk as requested and click on CONTINUE to proceed with the installation procedure. To abort the installation, click on STOP at any time.

If the installation was successful, the "Use Hard Drive" (USE HD) option will be selected automatically and you will now be able to load the game from the hard drive.

If LINK was selected, *Dragon's Lair Part I* disks (which are numbered one through six) will be requested in addition to the *Escape from Singe's Castle* disks (which are lettered).

Note: To store *Dragon's Lair Part I* on your Hard Drive, you must have already linked the two programs together [see Configuration Menu].

GAME MENU

This menu is comprised of SAVED GAME, SAVE, LOAD, PLAY and EXIT buttons. There is also a message window which will display the current game status or give instructions.

Up to five different games may be stored. To begin your adventure, select an unused number by clicking on one of the SAVED GAME BUTTONS (1-5). Click on PLAY and loading will begin. If a disk request appears on the screen, insert the correct disk in any drive and loading will continue automatically. When the message "Click on PLAY to begin" appears, use PLAY to begin the next room. If you select EXIT, your position will not change and the next room will not begin. You may select EXIT again to return to the main menu, or SAVE to store your game [See below].

If loading from a hard drive and your hard drive has an auto-park feature, do not select PLAY until your hard drive is (auto)parked When you are actually playing a room, *Escape* temporarily suspends all other activity and resumes when you successfully complete the room, or die.

Saving a Game

To RESUME play at a later time, be sure to SAVE your game before exiting to the main menu.

To SAVE a game in progress, click on EXIT before you start the next room and press SAVE. If you wish to continue playing, select PLAY.

To LOAD a game that you saved previously, choose the appropriate saved game number and select LOAD.

Regardless of your progress after you retrieve a saved game, the game will remain intact until you save over your previously saved game. By continually saving after completing each room, you can ensure your steady progress.

When a game is saved, the options you selected, (such as room flipping and the number of lives desired), are also saved and loaded when a game is retrieved.

CONFIGURATION MENU

The "Use Hard Drive" option (USE HD) allows you to instruct the computer to use the hard drive for *Escape from Singe's Castle* files if you choose to install the program on your hard drive. "Use HD" is automatically selected if installation was successful [see Installation Menu].

The LINK Option allows you to combine the original *Dragon's Lair Part I* with *Escape from Singe's Castle*. Insert Disk 1 of your *Dragon's Lair Part I* in any drive and click on LINK. The two programs will now be linked together and during game play or installation you will be instructed to insert *Escape* and *Dragon's Lair Part 1* diskettes as appropriate.

The SAVE option allows you to save all settings, including options and games created in the program.

SPECIAL FEATURES of *Escape from Singe's Castle*

- Requires only 512K RAM to play.
- Installs on any hard drive. Allows you to LINK to the original *Dragon's Lair Part I* (available separately) and install it to hard drive as well.
- Ability to save and restore previous games.
- Multitasking is peacefully accommodated.

SPECIAL FEATURES (continued)

- Fully Compatible with 68010, 68020 and 68030 microprocessors.
- Selectable HELPER option guides you through difficult or unknown rooms. If LINKED, works on *Dragons Lair Part I* as well.
- Multiple difficulty levels allow players of all ages and skills to enjoy *Escape from Singe's Castle* at their own pace.
- Advanced Burstloader™ technology loads rooms 10x faster.
- Randomization creates a different playing experience every time.
- State-of-the-Art CAST™ graphics and audio control system
- Sophisticated GCL™ v2.0 Interpreter with AI Module

BACK UP COPIES

In response to your requests for no disk-based protection, we have created AmigaDOS compatible disks that may be backed up using standard copy programs. We ask you to respect this trust by not distributing free copies.

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