CHINA

HEART OF

CONTROL DOCUMENTATION



Dynamix Game Development System

Introduction



By Jeff Tunnell

A light hearted romantic adventure in the mold of movies such as "Romancing the Stone" or "Raiders of the Lost Ark", *Heart of China* (*HoC*) is far removed from the standard fantasy or sci-fi plots of most computer games. Instead, *HoC* was designed to take you on a whirlwind, globe-spanning adventure that captures the flavor and romance of exotic locations and characters. To achieve this goal we had to accomplish both technical and design breakthroughs.

There were two main issues on the technical side that are worth noting. First was the addition of a Story Branch alert that signals when you've taken a pathway in the story that could have been approached from a different direction. This was an important addition to the adventure because it allows you to actually see the multiple plot paths in the game. *Rise of the Dragon*, *HoC*'s predecessor, also had multiple storybranches but the feedback we received told us that most people were unaware that these different pathways existed. With the Story Branch alert, you'll immediately know when you've tried something that could have been done another way. Also on the technical side was the artwork. It was decided very early on that we would use a combination of live actors and realistic, hand painted backgrounds to achieve the rich "period" feel of the game. However, combining the photographed actors with the painted backgrounds turned out to be much harder than we had originally anticipated. Total reworking of the artwork was required on two separate occasions to get it just right. Despite all of the difficulties encountered, I think the resulting "film quality" look was worth the effort.

Along with the technical advances made in *HoC*, exploring the chemistry between three very interesting characters was a top priority. Friendships and romance develop over the course of the entire game, with the romance between Lucky and Kate being the focal point and an intriguing "buddy" interaction developing between Lucky and his ninja partner, Chi. *HoC*'s sidekick system (allowing interaction between three main characters) was essential to this process of fostering believable characters and emotional attachment. The sidekick system is a powerful feature that will be a critical element in future Dynamix adventure games.

Finally, I would like to thank the huge team that brought the *HoC* vision to life. Taking a look at the enormous list of credits gives you an idea of just how many people devoted their time and energy to this project. It's their hard work combined with Sierra's patience and support that have made this adventure a reality.

Jeff Tunnell

Overview

Welcome to *Heart of China*, the second game to use the new Dynamix Game Development System (DGDS). As you are about to discover, the world of Jake Masters is unlike anything you've seen in computer gaming. Because of this, it's important that you understand the elements that make *Heart of China* so unique.

The characters have character...

The characters in *Heart of China* all have personalities and a past... it's important to remember this when you deal with them. Also, just like real people, they remember things that you've said or done to them. Keep this in mind because everything you say and do will affect their actions in the future.

Time clicks on...

Time passes in the world of Jake Masters. This means that, just like in the real world, things happen with or without you. It also means that the passage of time becomes a factor in everything you do.

You are the main characters...

Heart of China unfolds almost entirely through the eyes and minds of three main characters. What they see you see. What they know you know. There's a lot of information locked away in the minds of these individuals. Each one has different skills and knowledge... learn to use them.

What you see is what you get...

In *Heart of China*, you don't type commands to make things happen. You *enter* Jake Master's world and physically make things do what you want them to do. This is one of the most revolutionary concepts of the game. Through the use of a point-and-click interface, you actually *pick up* objects and *use* them. Want to start a tank? Simply pick up the keys, place them in the ignition and turn the key. It's simple yet incredibly powerful. The point-and-click commands are fully explained in the following pages. Mastery of the basic techniques takes only moments, after which you can begin to explore, learn and grow in your interactive abilities.

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Sierra Deluxe Manual

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Dedicated to Agent Coop & the White Lodge.

Story Flow

Plot Branches

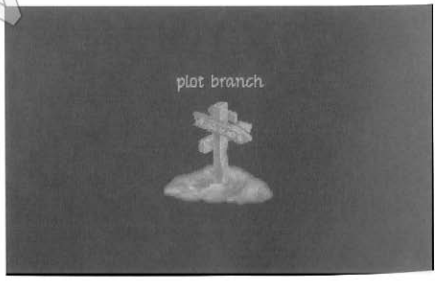
One of the most unique, and potentially overlooked, elements of *Heart of China* is the multiple ways in which you can proceed through game play. These multiple "plot paths" are present because the interactive storyline of *Heart of China* is NOT LINEAR in design. There are often several ways to proceed into the story when faced with a puzzle or obstacle. It's important to remember that your actions affect the *flow* and *direction* of the adventure you are playing... you truly "interact" with the game. **There are several *entirely* different endings to the story. The ending that you experience, and the paths you take to reach that ending, are completely dependent upon the actions and decisions that you make throughout gameplay.**

HOW DID YOU DO?

The best possible ending to the game is to make it to Paris, safely delivering Kate to her father's waiting arms. If you've done everything right, Lomax will give you all of your aeroplanes back, $125,000 plus a $20,000 bonus, a new car, an all expense paid trip to Monte Carlo and free meals at all of his restaurants.

Plot Branch Alert

Because of the numerous options that plot paths present, it's important that you're aware when you've chosen a story pathway that could have been approached from a different direction. That's why the Plot Branch alert is used. It will appear at any point in the adventure when you've chosen a path that could have been approached in a different way. The Plot Branch



alert won't tell you what you've done that could be done differently, it only alerts you to the fact that you have bypassed a potential piece of the story. Also, keep in mind that the Plot Branch

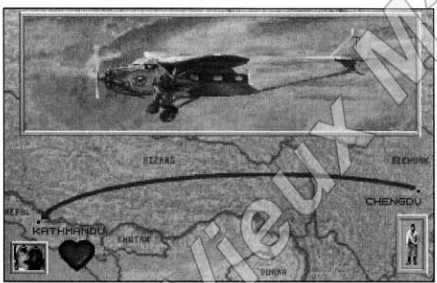
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alert does not tell you if the choice you made was the best one, it simply indicates that there was another plot path available for you to proceed down. Remember this if you find yourself at a point in the adventure that appears to be a dead end. If you are absolutely "stuck," you may have ventured down a plot path that makes it impossible to successfully complete your mission.

Romance Meter



Your actions and choices will not only determine the physical flow of the storyline but the relationship between Kate Lomax and "Lucky" Jake Masters. To see how you're doing in the romance department, you can access a



The Romance Meter is visible *only from the Flight Screen. Left Clicking* on the heart icon will display a story panel which shows Lucky and Kate in flight with thought boxes that convey their current feelings for one another.

Romance Meter (a small heart located in the lower left-hand corner of the screen during flight sequences) which visually displays Kate Lomax's current feelings toward Lucky. There are three stages to the meter: Passionate, Neutral and Cold. By *left clicking* on the icon, you'll be able to see a story panel that displays, through thought boxes, the feelings that the two characters have for one another.

IMPORTANT!

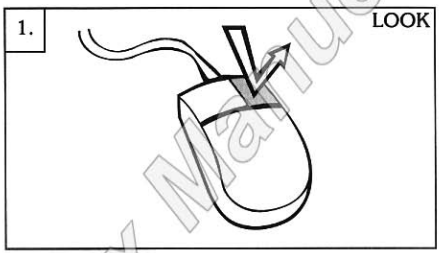
Keep a watch on the Romance Meter! You may solve all of the game's puzzles correctly and still not get the optimal ending sequence if Kate and Lucky aren't nose-to-nose come Paris.

Abandonware Vieux Manuel

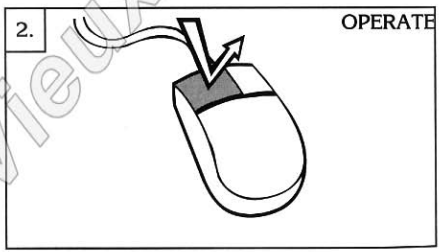
Getting Started

Simplicity...

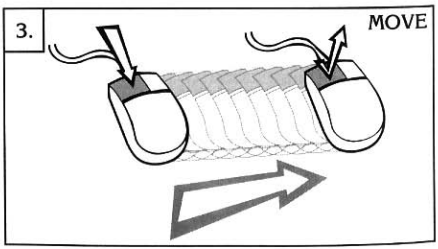
The essence of *Heart of China* is the simple action of point-and-click. The small cursor on the screen represents you in the world of "Lucky" Jake Masters. By moving the cursor around Lucky's world and "clicking," you interact with his environment. There are only 3 basic point-and-click actions:



1. LOOK: *single click* the right mouse button while the cursor is placed over the object you want to look at. This will bring up a text box containing information on the object you're looking at.



2. OPERATE: *single click* the left mouse button while the cursor is placed over the object you want to activate or select.



3. MOVE: *click* and ***hold*** the left mouse button while the cursor is placed over the object you want to *pick up* and *move*.

NOTE: not all objects can be picked up so don't cramp your fingers trying to pick up a sea gull or cow.

These examples use the mouse to display the 3 basic point-and-click actions. For the point-and-click equivalents using the keyboard and joystick, please see the section: CONTROLS beginning on page 26.

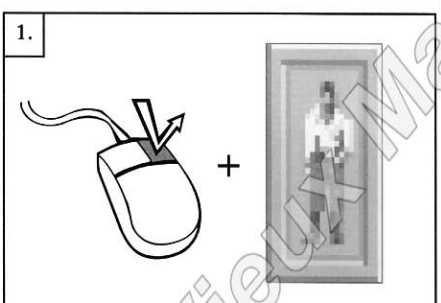
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Simplicity Plus...

O.K., we lied. There *are* more than 3 basic point-and-click commands. We didn't want to discourage you! Besides, the following advanced point-and-click techniques are really just extensions of the big 3. Really... no spreadsheet functions or multi-event video cassette recorder features here. Just the simple point-and-click with a bit of flare thrown in for added excitement. So hang in there with us! There are only 3 more clicks between you and the point-and-click big league:

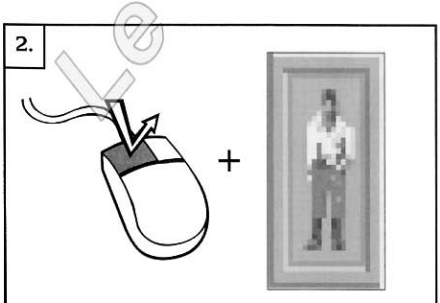
A NOTE ON CLICKING...

Just as we all hold a pencil or fork differently, everyone "clicks" slightly differently. Therefore, the preset "click" controls may not seem *perfect* for everyone. You can adjust the preset controls to suit your own personal speed and feel by using the **Calibrate** Menu. See **Calibrate** on page 27 for instructions.



1. MAIN INVENTORY: *Right click* while the cursor is placed on Inventory Icon. Windows showing a character's status and the current inventory objects he or she is holding holding will be displayed.





2. QUICK INVENTORY: *Left click* while the cursor is placed on the Inventory Icon. Only your inventory window will be displayed.



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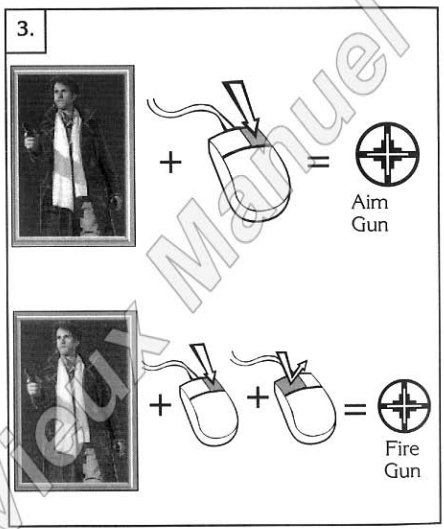
3. USE: While a character is holding a usable object, such as a gun, you can select that object for USE by **clicking** and **holding** the right mouse button. While the right button is held down, the cursor will change to indicate that the particular item has been selected.
☞ *This example shows the USE function with Lucky's gun selected. The cursor will be different for other objects. If Lucky can hold an object, it can be selected under the USE command.*

USE + OPERATE: While an object is selected for USE and the on-screen cursor is showing the icon for the selected object, it can be *OPERATED* like all other objects, by *single clicking* the left mouse button.
☞ *In this example Lucky's gun is selected as the object of USE. The USE command allows you to aim the gun while the OPERATE command fires the gun.*

IMPORTANT STUFF...
If you're one of those die-hard game players that likes to explore a game on your own, it's recommended that you at least read about the **Game Save** and **Restore** features. This information is located in the **VCR Menu** section on page 28.

USING OBJECTS THAT A CHARACTER IS CARRYING

To USE objects that a character is carrying, simply *click and hold* the right mouse button. The on-screen cursor will change to indicate that the specific object being held has been selected for USE. When the object is selected for USE, it can be OPERATED in the same way as other objects in the game.



There will be times when the character's hand can be used as an object. When the player uses a character's hand (holding no other objects) in this way, the cursor will change to display a hand (see pg. 13).

That's it. You can now look at objects, move them and operate them. You can also select and use objects that a character is carrying.
Very simple, very easy, low-stress interaction. On the following pages are more tips and techniques that will help you understand the interaction techniques used in *Heart of China*. Elements such as inventory use, talking with other characters, game play options and more in-depth use of the cursor are explained.

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The Smart Cursor

"Hey! My cursor keeps changing!"
Yes, that's right. The cursor you know and love changes in DGDS games when moved over certain items. That's because it's *smart* and wants to tell you something about what it's pointing at.

In addition to *pointing in different directions*, the cursor will, at times, completely *change shape* to inform you about items, places or people you should pay attention to. We've taken the liberty of interpreting this language of *cursor-ease* for you:



When the cursor changes to an exit sign it's telling you that by *left clicking* on this spot you can enter another room.



When the cursor changes to a pointed exit it's differentiating between two closely placed, but different, exits.



If the cursor changes to a conversation bubble, you can *left click* to engage in a conversation with the person the cursor is pointing at.



If the cursor changes to a magnifying glass, it's your cue that you can *left click* to "zoom in" and get a closer look at what the cursor is pointing at.



In some situations the cursor will change to a hand icon. This tells you that the character may engage in hand-to-hand contact with the items on-screen.

THE EXTRA-SPECIAL WAIT ICON



In addition to the normal gameplay cursor icons, you will soon become familiar with DGDS's signal that it's thinking – the Wait Icon. The cursor will change to the Wait Icon whenever the game needs to access information from disk or is preparing a *surprise*.

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Multiple Characters

While travelling, you'll find that you can pick up companions who will travel with you. Because characters have their own strengths and weaknesses, you'll find the need to place different individuals in "control." The characters present in your party are represented by icons located in the bottom corners of the screen. The Inventory Icon is located in the lower right-hand corner of the screen and always represents the character that is controlling the action. The Secondary Character Icon is located in the lower left-hand corner and always indicates a secondary traveller who is not controlling the action.



The Secondary Character Icon represents a secondary traveller NOT controlling the action.

The Inventory Icon represents the character currently in control of game play action, or the controlling character.

Switching Controlling Character: *left click* on the Secondary Character Icon, located in the bottom left corner of the screen.

SWITCHING ACTIVE CHARACTERS

Choosing which character to lead the adventure is an important part of puzzle solving in *Heart of China*. Because each character has specialized skills, you'll need to pick *who* does *what* to successfully complete your quest. You can switch the Secondary Character with the Controlling Character by simply *left clicking* on the Secondary Character Icon.

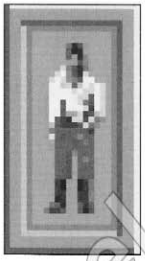
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Inventory Screens

INVENTORY ICON

Located on the bottom right corner of all game play windows, the Inventory icon represents the Controlling Character. It's use is straightforward and very simple.

- To give an object to one of the characters, simply move the item on the top of that character's icon and drop it.
- To access the Main Inventory Window, *right click* on the Inventory Icon.
- To access the Quick Inventory Window, *left click* on the Inventory Icon.
- To use an object, the current holder of that object must be the controlling character.



LOOKING AT INVENTORY OBJECTS

Using the LOOK command (*right click*) on objects held in inventory will give a close-up picture and description of the object you are looking at.



Objects can be moved into the Secondary Character's inventory by dragging the object onto the Secondary Character icon and dropping it.

The Inventory Icon will always appear in the lower right corner of the game screen except during non-interactive "storytelling" screens and arcade sequences.

Move Objects: *left click, hold and drag.* Release the button when the object is where you want to drop it.

Main Inventory: *right click* on the Inventory Icon.

Quick Inventory: *left click* on the Inventory Icon.

Switch Controlling Character: *left click* on the Secondary Character icon.

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The Main Inventory Window displays both the objects held in inventory and the character's status. From this menu you can give a character objects to use, or drop them for use on their immediate surroundings.

☞ *Objects cannot be dragged from the surroundings directly into an open inventory window. They must be dropped onto the inventory icon when the inventory windows are closed.*

MAIN INVENTORY WINDOW

Accessed by *right clicking* on the Inventory Icon, the Main Inventory Window gives you control over all items that you have placed into a character's inventory. You can *drop* the items from inventory, give them to the character to use or transfer them to the Secondary Character's inventory to use.



A NOTE ON INVENTORY MENUS

The Quick Inventory is just what the name implies: *QUICK*. DGDS pulls up the Quick Inventory much faster than the Main Inventory. When you don't need to interact with a character and only need to access the items in inventory, *left click* on the Inventory Icon to use the Quick Inventory. You'll spend a lot less time waiting... Also, objects can be *moved* directly out of the Quick Inventory. Just *left click and hold* the object and *move* it out of the inventory window. This can only be done from the Quick Inventory! It's a big time saver during conversations when you need to exchange items with another character.

QUICK INVENTORY WINDOW

Accessed by *left clicking* on the Inventory Icon, the Quick Inventory Window shows you *only* the object inventory. While you will not be able to use the inventory items on the character from this menu, you can quickly *move* objects from inventory.

The Quick Inventory displays only the objects that have been placed into a character's inventory. For most game play purposes, this inventory window is the fastest and easiest to use.



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Object Use

Using objects in the world of *Heart of China* is easy. Simply *move* objects to where you want them to be used or perform an *action* on objects that need something to be done to them.

■ If you want to pick something up off the ground and put it in your inventory, you simply *move* the object onto the Inventory Icon (or Secondary Character Icon) and drop it.

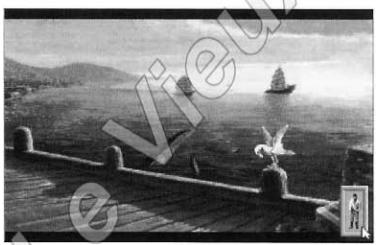
■ If you want to *use* an item on something, simply take it out of inventory and drop it on the thing you wish to use it on. If you want to give an object to a character (besides Chi, Kate, or Lucky), do the same.

■ Sometimes to complete a task or solve a puzzle it is necessary for you to trade objects between different characters. This can be accomplished easily from either the main or quick inventory screens.

☞ *Heart of China is an "intelligent" environment which operates on the principle that common sense is the best instruction manual. Keep this in mind if you get stuck or if something doesn't work the way you think it should. If it's a logical thing to do, there's probably a way to do it.*

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1. To enable Lucky to use his gun you must access the main inventory screen by *right clicking* on the inventory icon at the right hand side of the screen (press enter on the keyboard).

2



2. In the main inventory you'll find Lucky's gun and a few other objects. Main inventory items can be dropped by selecting them and clicking the drop button. Objects can also be *moved* into Lucky's status window for use. Select the gun by *left clicking* on it (press spacebar on the keyboard). A red highlight box will appear around the gun.
☞ *NOTE: Not all items can be used or worn by characters. Unusable objects will automatically return to inventory.*

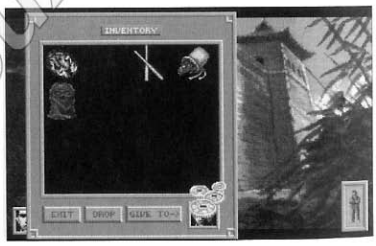
3. Now *move* the gun over the picture of Lucky with the mouse while keeping the left mouse button depressed (use the arrow keys on the keyboard).



4. Release the mouse button (press spacebar). Now Lucky is armed and moderately dangerous.
Left click on the 'EXIT" button to return to the game screen.
☞ *NOTE: Just as objects can be placed into a character's status window, they can also be removed. Just* ***left click*** *and* ***move*** *left from the status window to the inventory window.*



5. To give another character an object, simply *left click* on the item you wish to swap and then drag it to the character icon in the lower right-hand side of the inventory screen. In this example Chi is giving some coins to Lucky.



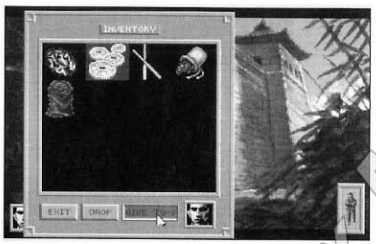
6. Alternatively, you can *pick up* an object, drag it out of the quick inventory and then drop it on the Secondary Character Icon (located on the lower left-hand corner of the game screen).



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7. A third way to accomplish this is to highlight the item you wish to give away in the inventory by moving the cursor arrow over it and *left clicking.*



8. Then simply click on the 'give to→' button in the inventory window. Click on the exit button to return to the game.



9. Sometimes during the game it may be necessary to make a quick wardrobe adjustment. In this example Chi is going to put on his Ninja veil, but to do this you must first change characters. Move the cursor arrow over the character icon of Chi at the lower left side of the screen. *Left click* on it (press spacebar).
☞ *If you are having trouble finding Chi you might try the user walk-through.*



10. Chi's inventory icon will now appear on the right side of the screen and Lucky's face will show up in the Secondary Character icon on the left side. *Right click* on Chi's inventory icon (press Enter from the keyboard).

Le vieux Manuel

11 Move the ninja veil over Chi's status window in the main inventory and drop it.



12. Chi is now fully attired and ready for action in his ninja clothing. Click on the 'exit' button to return to the game.



Le Vieux Manuel

Character Interaction

"Character interaction," or talking to other characters, is a vital part of *Heart of China*. The on-screen cursor will change to the *talk bubble* when it is moved over characters that you can talk to. To engage in conversation with characters, simply *left click* on them when the *talk bubble* is active.



1



2



3



1. When the on-screen cursor is placed over a character you can talk to, the cursor will change to a *talk bubble*. *Left clicking* will initiate a conversation.

2. When a conversation is initiated, a dialogue box and a close-up of the person you are talking to appears. If you know the person to whom you are speaking, that person's name will appear over their dialogue box.
" *Not all of the characters will have close-ups. This is generally the case with "minor" characters and those who are positioned very close to your character when talking.*

3. When another character asks a question, two or more choices will be presented for you to choose from. Each choice generates a different response from the character.
" *Be prepared to do more than talk when entering into a conversation. Giving up items from your inventory while engaged in conversation is a frequent occurrence.*

Always remember – the characters you'll encounter think and act like real people. They remember everything you've said, done and tried to do to them...

Le Vieux Manuel

Beyond Basics...

Advanced Techniques

Here are a few tips and hints that will be helpful once you've mastered the basics.

TIME

In *Heart of China*, time is an ever-present companion. People come and go, change moods and respond to the passage of time, just as people in the real world do. Also, you must remember that each day that Lucky delays in rescuing Kate he loses $20,000 dollars. This means that if you make a mistake and have to wait around to correct it... it's going to cost you!





▲ Each day you delay in completing your mission costs you money! These non-interactive screens showing your money "flying away" will help to remind you that the clock is always ticking.

Le Vieux Manuel

Advanced Techniques

INVENTORY AND OBJECTS

Always remember that objects can be dragged *directly* from the Quick Inventory window to the game environment. If you need to give an object to another character or use an object from inventory on an object in the current room, simply *move* the object from Quick Inventory to the place desired.



1. Objects can be *moved* directly from Quick Inventory window to the current room. Simply *move* the object outside the inventory window. The inventory window will disappear when the object is clear of the window boundaries.



2. Once the object is clear of the Quick Inventory window (and the window disappears) you can *move* and *drop* the object wherever desired. In this case, the coins are being dropped into Lucky's inventory.



3. When objects are *dropped* onto a screen where they cannot be used or did not originate, they will fall to the bottom of the screen. *Objects left in this position may or may not be around if you leave and come back. If you leave them in the street or some other "high traffic" area, odds are they'll disappear into someone else's pocket.*

Le Lieu Michel

CHARACTER INTERACTION

The display duration for dialogue boxes shown during character interaction can be controlled in two ways.

1. The *operate* command *(left click)* will immediately move you to the next dialogue box.

2. The TEXT SPEED settings in the VCR MENU (see Controls, pg. 26) section can be adjusted to speed up or slow down the display duration of all dialogue boxes.

CURSOR ICONS AND LIMITED KNOWLEDGE

Generally speaking, the "smart cursor" in *Heart of China* will alert you to areas of interest by changing the direction it points or by changing shape. However, there is a limitation to the cursor's intelligence. It can only tell you what the controlling character knows about. For instance, if you're trying to locate something hidden in a room and Lucky doesn't know where the object is, the cursor will not change to indicate the item. In some instances locating hidden objects requires the trial and error approach, using the OPERATE and LOOK commands to investigate areas where a character's knowledge is limited.

THOUGHT BOXES AND DESCRIPTION BOXES

When you issue a LOOK command, you will get one of two types of descriptions boxes:

1. THOUGHT BOX
Shown when a character has a personal comment about what you are looking at. Thought Boxes give insight into each of the main characters and valuable clues on game play.

2. DESCRIPTION BOX
Offers text descriptions of whatever you are looking at.

1



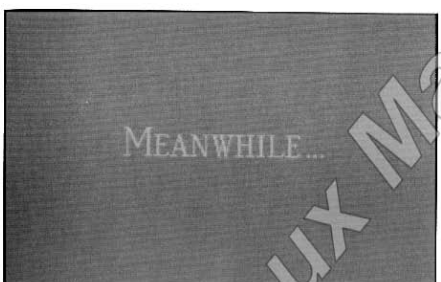
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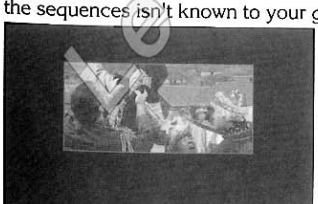
Meanwhile & Story Sequences

Heart of China operates in a *living* environment where events are happening all the time, whether you're present or not. When an event of interest occurs and you aren't there to witness it, a Meanwhile Screen will pop up introducing a sequence that shows you what's occurring.



The Meanwhile Screen will automatically pop up when an event has occurred that's important to know about. The Meanwhile Screen is followed by a non-interactive sequence showing the event. These events are not known to the Active Character or Secondary Character, and they will not react to the occurrence until they personally discover the information.

Meanwhile sequences are intended to convey information that heightens the cinematic experience of the story. It's important to note that these sequences are not interactive, you can't affect them, and the information given in the sequences isn't known to your game alter-egos unless the character is pictured in the sequence. The fact that characters aren't knowledgeable of the events shown in meanwhile sequences is important to remember. It means that their questions and responses to other characters will only deal with elements that they are aware of.

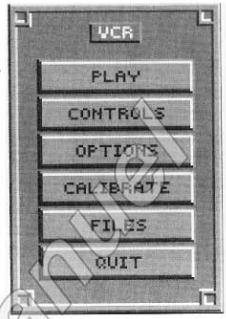


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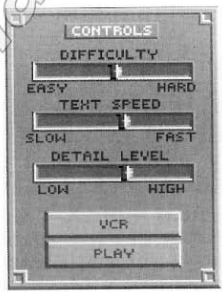
Game Play Menus

VCR MENU

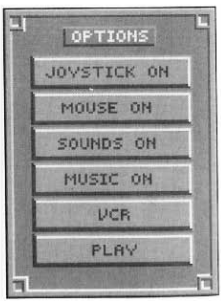
Pressing the **ESC** key or *left clicking* on the top of any game play screen will bring up the VCR Menu. This is the main menu from which all others are accessed. The following is a breakdown of the 5 menus, and their sub-menus, available from the VCR Menu.



- **CONTROLS MENU**
  - DIFFICULTY: Adjusts difficulty levels in arcade sequences.
  - TEXT SPEED: Adjusts the duration of Dialogue Box display.
  - DETAIL LEVEL: Adjusts the amount of animation displayed.
  - VCR: Returns you to the VCR Menu.
  - PLAY: Returns you to game play.



- **OPTIONS MENU**
  - JOYSTICK ON/OFF
  - MOUSE ON/OFF
  - SOUNDS ON/OFF
  - MUSIC ON/OFF
  - VCR: Returns you to the VCR Menu.
  - PLAY: Returns you to game play.



The **PLAY** button is located in each of the sub-menus. Pressing PLAY will exit the current menu and immediately return you to game play.

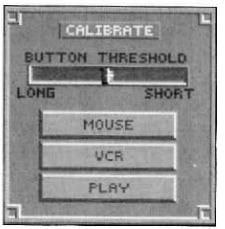
DETAIL LEVEL: The DETAIL LEVEL slider allows you to customize the amount of animation that is displayed during game play. Reducing the number of animations will decrease the time that it takes to load screens.

A note on the VCR Menu

The VCR Menu is found in all Dynamix games. It takes on different forms in each game but the goal of the menu is always the same: to give you immediate access to control functions, allowing you to customize the game to suit your own tastes, skill level and hardware capabilities.

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- **CALIBRATE**
  - BUTTON THRESHOLD: Allows fine tuning of what the game considers a button "click."
  - JOYSTICK: Brings up joystick calibration screen, with instructions on "centering" your joystick for the game.
  - MOUSE: See below.
  - VCR: Returns to the VCR Menu.
  - PLAY: Returns to game play.



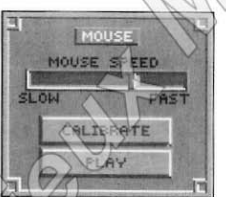
BUTTON THRESHOLD:
LONG = Game looks for long, slow clicks.

SHORT = Game looks for short, fast clicks.

IMPORTANT

The menu options for mouse and joystick will only be present in the menus if the you have a mouse or joystick available. If the mouse or joystick is not detected by the computer, the relevant menu controls will not be displayed.

- **MOUSE SUB-MENU**
  - MOUSE SPEED: Controls how fast the cursor moves with mouse movement.
  - CALIBRATE: Returns to the CALIBRATE menu.
  - PLAY: Returns you to game play.



MOUSE SPEED:
SLOW = Slow cursor movement.

FAST = Fast cursor movement

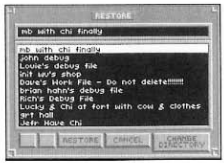
- **FILES**
  - SAVE SUB-MENU: See next page.
  - RESTORE SUB-MENU: See next page.
  - RESTART: Quits the current adventure and restarts the game from the beginning.
  - VCR: Returns to the VCR Menu.
  - PLAY: Returns to game play.



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NOTE: While you can only save 20 games in one directory, this doesn't mean you can't save more than 20 games. While in the **SAVE** or **RESTORE** menus, you can create a *new* directory and save 20 more games into it. While in the SAVE or RESTORE menus, simply press the button marked *Change Directory* and type the name of the new directory you wish to create. You can create as many directories (each holding 20 saved games) as you have disk space for.

••**SAVE** SUB-MENU Brings up the Save menu. Up to 20 games can be saved in one directory. The Save feature is NOT operational during Meanwhile Story sequences, dialogue sequences or arcades.



••**RESTORE** SUB-MENU Brings up the Restore menu. Restoring a previously saved game will quit the current game.



••**QUIT** Brings up the QUIT menu.
- ••YES: Quits the game and exits to DOS.
- ••NO: Aborts the QUIT game command, returning you to game play.



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Joystick Controls

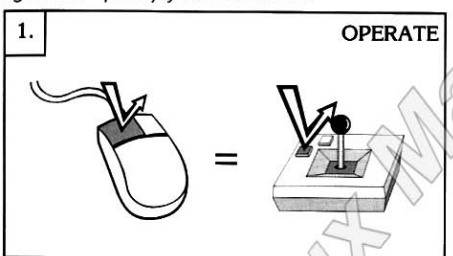
The following are basic movement commands for the joystick, as compared with the corresponding mouse movement commands.

JOYSTICK
Movement commands for the mouse and joystick are virtually identical.

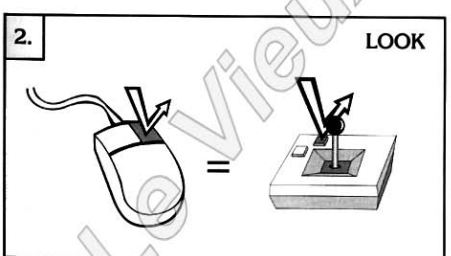
left click = press joystick ***Button #1***.
right click = press joystick ***Button #2***.

JOYSTICK BUTTONS

Because all joysticks have a slightly different placement of their buttons, the designation of **Button #1** and **Button #2** may be slightly confusing. The only way to clear-up possible confusion is to jump in and try out the different buttons.

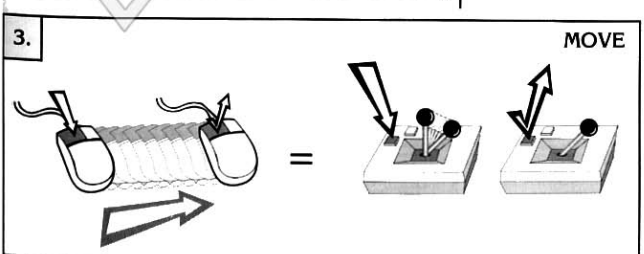


1. *Press* joystick **Button #1** to OPERATE an object.



2. *Press* joystick **Button #2** to LOOK at an object.

3. *Press and hold* joystick **Button #1** to MOVE an object.



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1. MAIN INVENTORY: *Press* **Button #2** while the cursor is placed on the Inventory Icon. Windows showing the character's status and the current inventory will be displayed.

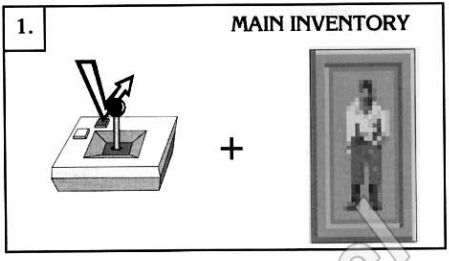


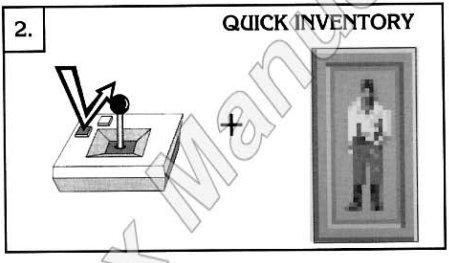
2. QUICK INVENTORY: *Press* **Button #1** while the cursor is placed on the Inventory Icon. Only your inventory window will be displayed.

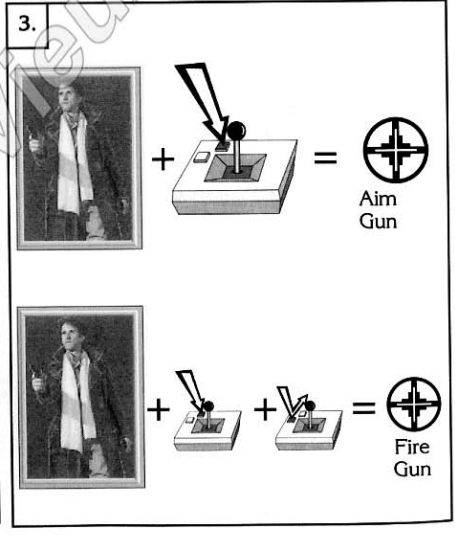


3. *Press and hold* **Button #2** to *activate* objects that a character is holding. When activated, the objects *Active Icon* will be displayed in place of the cursor.

Press **Button #1** while *holding* **Button #2** to USE an *active* object.







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Keyboard Controls

The keyboard equivalents for mouse and joystick controls have been simplified and combined to make keyboard play less frustrating.

Cursor Movement

The cursor is controlled on the keyboard by the **Arrow** keys on the numeric keypad and the **Tab** key. When continually pressed, the **Tab** key will cycle through known, active object locations. The combination of **Shift** + **Tab** will cycle the cursor in the opposite direction.

- *Press* **Tab** key once = move cursor to next object.
- *Press* **Shift** + **Tab** once = move cursor to previous object.

Pick Up/Drop & Operate Commands

The multiple commands used for OPERATE and MOVE have been combined into one keystroke on the keyboard. Pressing the **Spacebar** or **5** on the numeric keypad will *operate* objects that can be activated and *Pick up* or *Drop* objects that can be *moved*.

- *Press* **Spacebar** or keypad **5** once = *Pick up* or OPERATE object.
- *Press* **Spacebar** or keypad **5** again = *Drop* or OPERATE object again.

Look Command

The LOOK command is controlled by the **ENTER** key.

- *Press* **ENTER** key once = LOOK at an object.

VCR Menu

The VCR Menu can be brought up at any time during game play by pressing the **ESC** key.

- *Press* **ESC** = bring up VCR Menu.

The numeric keypad has **Arrow** Keys which can control up, down, left, right and diagonal movement of the cursor. The numeral **5** on numeric pad *Picks up* & *Drops* objects. The ***ENTER*** key controls the LOOK Command.



NOTE: The **Tab** key will not locate all the objects that can be looked at or possible active objects that the character does not know about.

Review Manual

Inventory Windows

1. MAIN INVENTORY: Press the **ENTER** key while the cursor is placed on the Inventory Icon. Windows showing the character's status and current inventory will be displayed.

2. QUICK INVENTORY: Press the **Spacebar** (or **5** on the numeric keypad) while the cursor is placed on the Inventory Icon. Only your inventory window will be displayed.

3. ACTIVATE INVENTORY OBJECT: Objects that a character is holding are made active from the keyboard by pressing the **Backspace** key once. One press on **Backspace** will *lock* the object into active mode. A second press on **Backspace** will unlock the object, returning the cursor to normal use.

4. While an object is *locked* into active mode, it can be used by pressing the **Spacebar** (or **5** on the numeric keypad).

NOTE: Remember that the **TAB** key can be used to cycle through all known active objects. This includes possible targets for Lucky's gun (or other weapons).

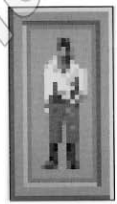
1. MAIN INVENTORY

Press **Enter** +



2. QUICK INVENTORY

Press **Spacebar**
or
Press **5** on the
numeric keypad +



3. ACTIVATE INVENTORY OBJECT



+ *Press* **Backspace** =



Aim
Gun
Locked

4. ACTIVATED OBJECT USE



Aim
Gun
Locked

+ *Press* **Spacebar**
or
Press **5** on the
numeric keypad =



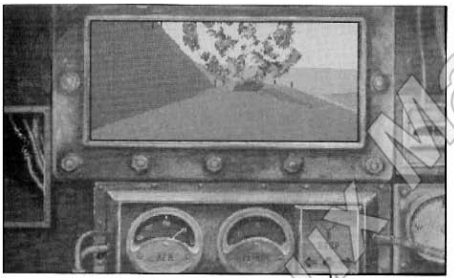
Fire
Gun

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Action Sequences

The action sequences are interwoven into the evolving story. If they are completed successfully, or if you choose to skip them, normal game play will resume.

THE CHENGDU TANK SIMULATION
The control of the tank is fairly straightforward. You can move forward at two speeds, turn left or right and fire your single shell cannon.



MOUSE CONTROL PAD

MOUSE CONTROL: *left click* on the desired Mouse Control Pad action icon to make the tank move, fire, turn or stop.

JOYSTICK:
Increase Speed = Joystick Forward
Decrease Speed = Joystick Back
Fire Cannon = Button #1
Stop Tank = Button #2

KEYBOARD:
Increase Speed = Numeric Keypad 8
Decrease Speed = Numeric Keypad 2
Fire Cannon = Space Bar
Stop Tank = Numeric Keypad 5.

IMPORTANT!
The Difficulty Slider (See Controls, pg. 26) allows you to adjust the difficulty of the Action Sequences *at any time.*

Tank Simulation:
Setting the difficulty to easy will give you unlimited ammunition, unlimited fuel and make the enemies easier to hit.

Train Battle:
Setting the difficulty to easy will turn control of Ducking and Retreating over to the computer, will decrease the affect of fatigue on your blows and will decrease the strength of the enemy.

NOTE: All functions under the VCR Menu are operational during arcades *except* SAVE.

Review Copy

REMEMBER!
The setting of the Difficulty Slider will determine which of the Direction Buttons you will be in control of and which the computer will control for you.

Action Sequences

THE ORIENT EXPRESS TRAIN BATTLE

In the Orient Express action sequence, you "direct" Lucky from a side view as he strives to drive his attacker off the back of the speeding train.

ACTION COMMANDS:
Direction of the side-scrolling train action sequence is given to Lucky by means of *general* commands. Each time one of the Direction Buttons is pressed, Lucky is instructed to perform a specific *type* of action, be it attack, retreat, duck or rest. Once an Action Command has been pressed, Lucky will perform the given command until *directed* to do otherwise.
Continuously pressing the Attack Command will increase the ferocity with which Lucky attacks.



Lucky's Status Bars
LIFE: Each hit Lucky takes will decrease the level of the life bar. If it reaches zero, Lucky will die.

FATIGUE: The more fatigued Lucky becomes, the less effective his hits will be.

FEROCITY: Indicates the *intensity* of Lucky's attack. Continuously issuing the ATTACK command increases the ferocity of Lucky's attack.

Action Command Mouse Controls
The Mouse Control Pads direct Lucky's actions when using a mouse. Note: The duck command can also be given by pressing the right mouse button.

IMPORTANT!
Always remember that once an Action Command has been given it will be performed until a new command is issued. If the Duck Command is given, Lucky will stop fighting and continuously duck to avoid being hit.

Mouse Controls: Directing Lucky's actions during battle are as simple as *left clicking* the command on the Mouse Control Pad.

Keyboard:	Joystick:
Attack = A	Attack = Button #1
Retreat = R	Retreat = Button #2
Rest = S	Rest = Joystick Forward
Duck = D	Duck = Joystick Back

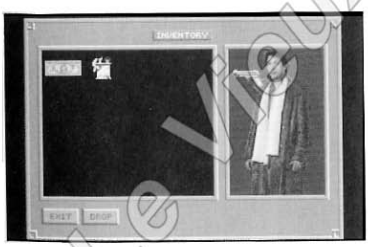
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Walk Through

WARNING: The following documentation is for *beginning* adventure game players only. The contents include answers to some game puzzles and hints that experienced adventurers may not wish to see. Continue reading *only* if you need help getting started with *Heart of China*.



1. After the introduction to *Heart of China*, you will find yourself at a dock on Hong Kong Harbor. You will notice that there is some familiar looking debris floating in the water. Move the cursor arrow over the debris with the arrow keys or the mouse. By *right clicking* with the mouse (or pressing ENTER from the keyboard) you will bring up a description of the debris.



2. Now it's time to get Lucky ready for action. Move the cursor arrow over the inventory icon (the small man in the box) and *right click* on it (press spacebar). This will bring you to the main inventory screen. Select the gun *(left click)* and drag it over Lucky.

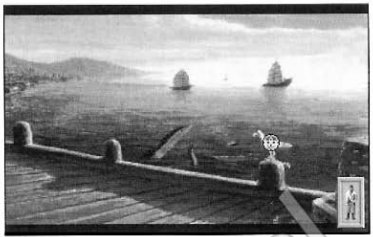


3. Release the mouse button (press spacebar) and presto, Lucky is armed and read to go. For more information about using and viewing objects in inventory see page 15.

Etc...

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4. Now move the cursor over the sea gull and *left click and hold* the mouse button (press enter). You should now see gun crosshairs on the sea gull.



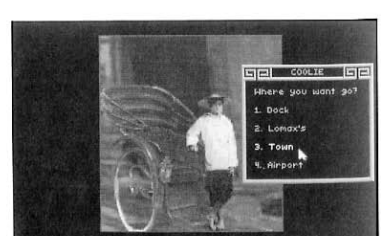
5. Now *right click* while still holding down the left mouse button (press spacebar) to fire the gun. Bye bye birdie!



6. Now you are ready to head on to bigger and better things. Move the cursor arrow towards the bottom of the screen until it transforms into an "EXIT" sign. *Left click* on it (press spacebar from the keyboard). A helpful tip here: if you are ever confused about where an exit leads, *right clicking* on it will bring up a description of where the exit goes.



7. The next thing you will see is a rickshaw coolie and a travel menu. Move the cursor arrow using the mouse or the arrow keys until "Town" is highlighted. *Left click* on "Town" or press spacebar on the keyboard.



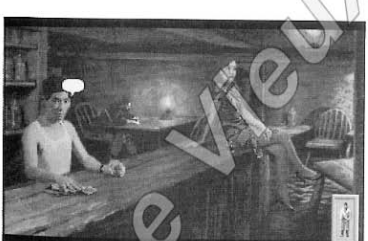
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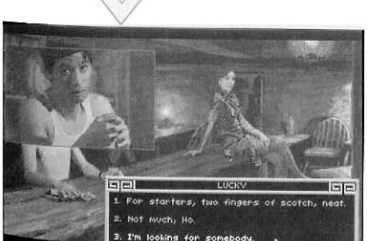
8. Welcome to Hong Kong. To your right you will see two doorways. One leads to Ho's Bar and the other to Madam Wu's. Move the cursor over the closest door and *left click* on it (press spacebar).



9. You have now entered the seedy dive known as Ho's Bar. Never mind the goons seated in the booths for the moment: you need to talk to the proprietor. Move the cursor arrow to the left side of the screen and *left click* on the exit icon (press spacebar).



10. After a really great scrolling effect you will find yourself face-to-face with Ho and a lady of the evening. You need to speak with Ho to see if he has seen Zhao Chi (the man Lomax told you to find in the intro). Move the cursor over Ho's head. It will change into a talk bubble. *Left click* on it (press spacebar) to talk to him.



11. Ho will not give you any helpful information concerning Chi, but the object of this conversation is to attract the attention of the large men in the other half of the bar without making them angry enough to beat you senseless. It's a bit tricky.

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12. Assuming you navigate the conversations with Ho and the bar goons correctly, you will find yourself addressing Zhao Chi. Now you have to convince him to accompany you on your perilous quest. If you aren't successful at first, try again: these puzzles are a little difficult until you learn the personalities of the characters.

12



13. Since Chi doesn't believe planes can fly, you'll have to prove to him that it is possible. Go back to the street and grab one of the leaflets blowing around and fold it into a paper airplane. After you get Chi on board, head back to the street by left clicking on the exit icon at the bottom of the screen in Ho's bar.

13



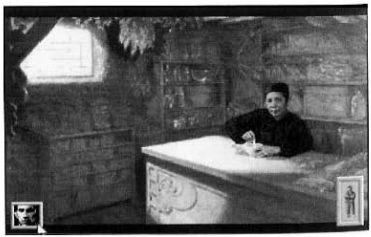
14. Now you are back on the streets of Hong Kong. If you have Chi with you (and it's highly advisable that you do!), another character icon will appear at the lower left side of the screen. At this point you need to visit Madam Wu, the master herbalist. Move the cursor over the door to her shop and *left click* on it (press spacebar) to enter.

14



15. Because Madam Wu is slightly xenophobic, she won't talk to Lucky at first. You will need to switch between Chi and Lucky to complete this conversation. If you get through the conversation successfully, Master Wu will send you to get some sea gull doo-doo to make a potion. After you leave Wu's, *left click* on the coolie to bring up the travel menu. Select "Dock" from the menu.

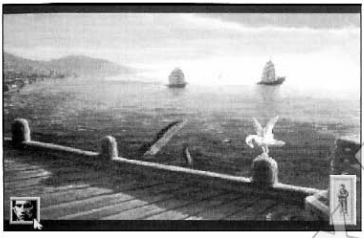
15



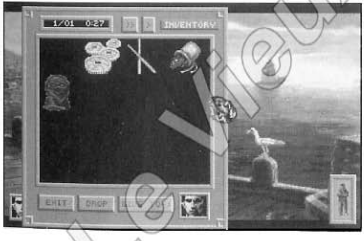
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16 Once you get to the dock you will need to change characters to obtain what you need. To accomplish this, *left click* on the Secondary Character icon at the left side of the screen. The inventory icon and the Secondary Character icon will exchange places (for more information on changing characters and swapping items see page 15).



17. Voila! You are now Chi. Next, move the cursor over Chi's inventory and *left click* to bring up the quick inventory screen.



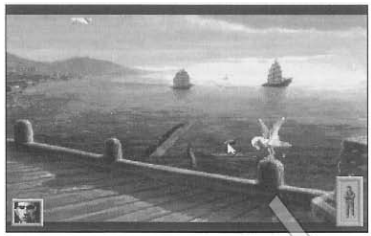
18. *Left click and hold* on the prune and drag it out of the inventory screen.



19. Drop the prune on the sea gull.

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20. The sea gull will give you a 'gift.'



21. Move the cursor over the sea gull residue and the cursor will change shape. *Left click* on the doo-doo. As Chi won't touch the stuff, you will have to change characters again.



22. After Lucky finishes making a few remarks about the absurdity of his predicament, move the cursor over the sea gull residue and *left click* and drag it to the inventory icon at the lower right of the screen (press spacebar and then use the arrow keys on the keyboard).



23. Once you have moved the sea gull goo over the inventory icon release the mouse button (press spacebar from the keyboard). The sea gull goo is now safely deposited in your inventory.



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24. Now you need to head back to Wu's. Give her the sea gull dropping and she will create a potion for you.



25. She may try to offer you other items in addition to medicinal herbs.



26 After you finish with Master Wu, you can check out the other locations in Hong Kong. If you're a glutton for punishment, you can visit Lomax.



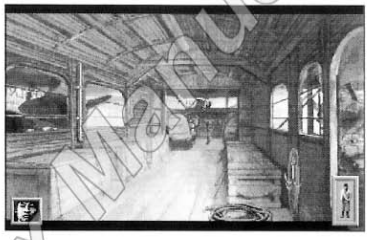
27. When you arrive at the airport, *left click* on the door of the plane to enter the Yankee Eagle (press spacbar).

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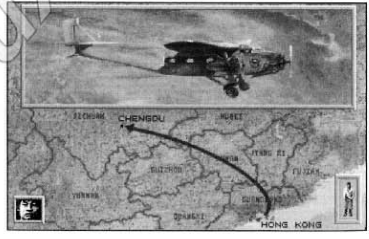
28 If the customs agent gives you any flak, don't worry about it: that's his job. Just don't try to use a fake passport.



29. Once you are inside the Yankee Eagle, move the cursor to the cockpit and *left click* (spacebar) on the "FLY" icon. You must be Lucky to fly the plane.



30 And it's off to Chengdu! Good Luck!



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Disk Problems



TECHNICAL HELP (MS-DOS ONLY)

If you are having problems with a game disk or if the game locks up at any point, it may be because the game conflicts with the current configuration of your computer or any memory resident programs that are loaded. Before assuming the that the disk is faulty, please boot your system with a "Dynamix Boot Disk," a disk containing only the operating system, to see if the problem persists. Following are instructions on how to create a Dynamix Boot Disk. In the instructions, it is assumed that you are using floppy drive A and hard drive C. If you configuration is different, replace the drive label in the instructions with that matches your setup.

FORMATTING FROM A HARD DRIVE

A) Place a blank disk in drive **A**.
B) At the C prompt, type: **format a:/s**
NOTE: If your **A** drive is a high density drive and you are using double density disks, you will need to type: **format a:/4/s** (for 5.25"disks) or type: **format a:/n:9/t:80/s** (for 3.5" disks).

FORMATTING FROM A DISKETTE DRIVE

A) Place your DOS disk in drive **A**.
B) At the **A** prompt, type: **format a:/s** (be sure to switch to a blank disk when prompted by the FORMAT program.)
NOTE: If your **A** drive is a high density drive and you are using double density disks, you will need to type: **format a:/4/s** (for 5.25" disks) or type: **format a:/n:9/t:80/s** (for 3.5" disks).
C) Press **[ENTER]**

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D) Respond to the DOS prompts.
Now you should create a CONFIG.SYS file on your Dynamix Boot Disk, with a files=20 statement. Follow these instructions to create this file:

A) Type: **a: [ENTER]**
B) Type: **copy con config.sys [ENTER]**
C) Type: **files=20 [ENTER]**
D) Press **F6 [ENTER]**

You should see the message: "**1 File(s) copied**". You will now have to re-boot your computer with your new Dynamix Boot Disk in the drive. Turn your computer off then on or press **Ctrl-Alt-Del**. If booting your computer with your new Dynamix Boot Disk doesn't clear up the problem you are encountering, call (209) 683-8989 for technical help. Our technical staff will be happy to help you.

TECHNICAL HELP (ALL SYSTEMS)
Technical assistance is only a telephone call away. Call (209) 683-8989, 8 A.M.- 5 P.M. Pacific Time for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

REPLACEMENT DISK
If you find that you need to send for replacement diskettes, send the original disk 1 in the size you need (3.5" or 5.25") to:

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").
We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 5.25" diskettes, and a $10.00 charge for 3.5" diskettes.

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Need Help? Call the Sierra/Dynamix Automated Hint Line System

You may reach the hint system by dialing: **1-900-370-KLUE**. Our California customers need to call: **1-900-370-5113**.

All hint questions MUST be directed to the previously mentioned "900" numbers, as there will be NO hints given on our Customer Service lines. This service is available 24 hours a day. The charge for this service will be 75 cents for the 1st minute and 50 cents for every additional minute. Long distance charges are included in this fee. **Callers under the age of 18 must get their parent's permission before calling the hint line.** At this time, the automated hint system is only available within the United States.

All other questions will be answered by calling our new Customer Support number at area code (209) 683-8989. Again, please note, ALL hints must be obtained by dialing the above "900" numbers. ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES.

The contents of the Sierra/Dynamix Automated Hint Line are solely the responsibility of Sierra On-Line and Dynamix Inc. Thank you for buying Dynamix products.

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