

# Rise of the Dragon™

**A BLADE HUNTER MYSTERY**



## **Control Documentation**

**Dynamix Game Development System**

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# Rise of the Dragon

## ■ Credits...

DESIGNER AND DIRECTOR

Jeff Tunnell

ART DIRECTOR

Randy Dersham

CONCEPTUAL ART AND CHARACTERS

Robert Caracol

GAME DEVELOPMENT SYSTEM

Rich Rayl  
Darek Lukaszuk  
Kevin Ryan

ARTISTS

Brian Hahn  
Mark Brenneman

PROGRAMMERS

Louie McCrady  
Rich Rayl  
Kevin Ryan  
Nels Bruckner  
Darek Lukaszuk

ARCADE PROGRAMMING

Darek Lukaszuk

AUDIO DIRECTOR

Alan McKean

MUSIC AND SOUNDS

Chris Stevens

ORIGINAL SCORE

Don Latarski

DIALOGUE AND TEXT

Jerry Luttrell  
Dave Selle

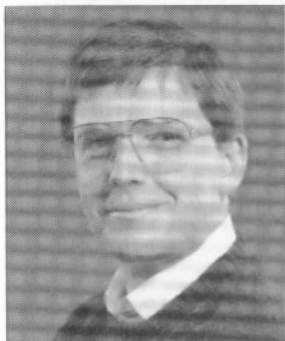
ORIGINAL STORY

Dave Selle  
Jeff Tunnell

QUALITY ASSURANCE MANAGER

Forrest Walker

# Introduction



By Jeff Tunnell

*Rise of the Dragon* is one of the most difficult productions Dynamix has attempted in its six year history. Not only is *Dragon* our first adventure game, but we were designing an entirely new adventure gaming interface as well as the underlying authoring system at the same time. This means the system was constantly changing to meet design needs and the design was constantly changing to meet system needs. In effect we were developing the chicken and the egg simultaneously. Despite these ongoing difficulties, we managed to keep three main goals in mind during *Dragon's* production:

**Characterization:** We didn't want our characters to be cardboard cutouts so we gave the major characters personal histories as well as likes and dislikes. Just like real people they can become a friend or enemy depending upon how you treat them. They remember what you say and do and are aware of what is happening in the world around them. Also, because all of the major characters are adults, they use adult language. This has proven to be somewhat controversial but it provides a much greater sense of realism. The characters talk like people really talk. Some are courteous and polite while others are anything but charming.

**Ongoing Storyline:** In most adventure games time stands still. What happens in one room is only slightly acknowledged in another. In contrast, *Dragon* takes place in a real time environment where events occur in areas other than where the major character happens to be. Cinematic cutaways are used to keep you informed of the ongoing story. This is interesting in that you, the player, know of occurrences that Blade, your game alter-ego, does not. I believe this disparity of awareness will become a hallmark of the rapidly evolving genre of *interactive* storytelling.

**Removal of Frustration:** *Dragon* will never allow you to play for an hour only to realize that you cannot win without an object that can no longer be obtained. Our arcade sequences allow unlimited replays, and can be skipped entirely if you don't have enough patience to win them. You will never have to fight with a parser trying to find just the right word to solve a puzzle for which you already know the solution, and, if you look hard enough, most major puzzles have more than one solution.

As you play *Rise of the Dragon* I hope you feel we have achieved these goals. It wasn't easy, and the entire *Dragon* development team has put forth tremendous effort to bring the product to life. Many people at Sierra On-Line also provided input and resources to fulfill the vision. I would like to thank everyone at Sierra as well as you for allowing us to make this adventure a reality. Have fun!

# Overview

Welcome to *Rise of the Dragon*, the first game to use the new Dynamix Game Development System (DGDS). As you are about to discover, the world of Blade Hunter P.I. is unlike anything you've seen in computer gaming. Because of this, it's important that you understand the elements that make *Rise of the Dragon* so unique.

## The characters have character...

The characters in *Rise of the Dragon* 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 Blade Hunter. This means that, just like the real world, things happen with or without you. It also means that the passage of time becomes a factor in everything you do. Offices close at night, travel takes more time for longer distances and, of course, Blade will become tired and need to sleep.

## You are William "Blade" Hunter...

*Rise of the Dragon* unfolds almost entirely through the eyes and mind of Blade Hunter. What he sees you see. What he knows you know. There's a lot of information locked away in the mind of this ex-cop. Learn how to use it.

## What you see is what you get...

In *Rise of the Dragon*, you don't type commands to make things happen. You *enter* Blade'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 open a cupboard? Simply pick up the keys, place them in the lock and open the cupboard doors. 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.

## Table of Contents

4. Introduction
5. Overview
6. Getting Started
9. The Smart Cursor
10. Inventory Screens
12. Object Use
16. Character Interaction
17. Advanced Techniques
20. Arcade Sequences
22. Meanwhile & Story Sequences
23. Game Play Menus
26. Joystick Controls
28. Keyboard Controls
30. Arcade Controls
34. Walk Through
40. Disk Problems
42. Player Notes
43. Hint Information

Documentation Design, Layout and Writing by Jerry Luttrell

Special thanks to Mark Peasley & David Selle.

In memory of Laura Palmer.

# Getting Started

## Simplicity...

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

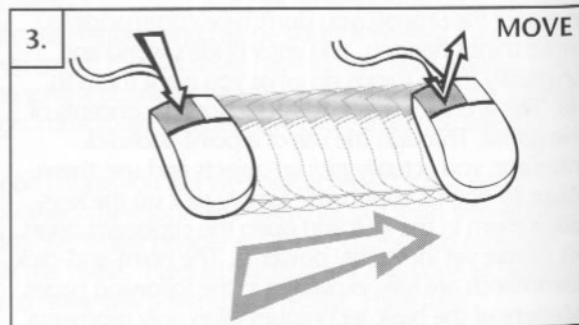
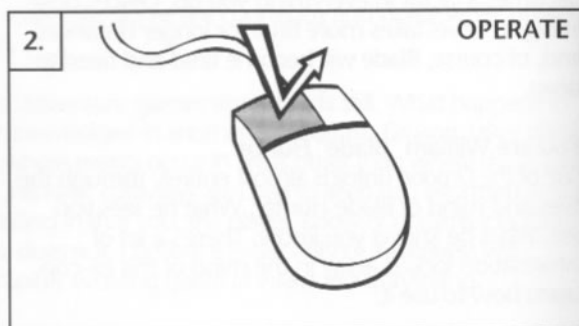
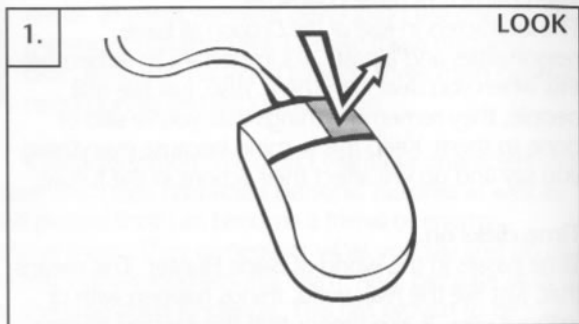
1. LOOK: *single click* the right mouse button while the cursor is placed over the object you want to look at. This will bring up a text box containing information on the object you're looking at.

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 Blade's bed or toilet.

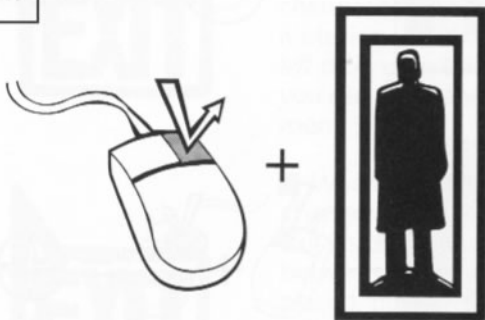
These examples use the mouse to display the 3 basic point-and-click actions. For the point-and-click equivalents using the keyboard and joystick, please see the section: CONTROLS beginning on page 23.



# 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 spread sheet functions or multi-event video cassette record 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:

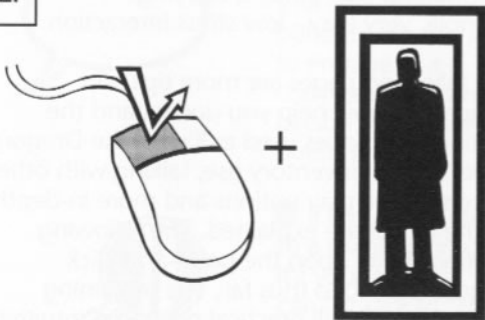
1.



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



2.



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



## 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 24 for instructions.

3. USE: While Blade 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.

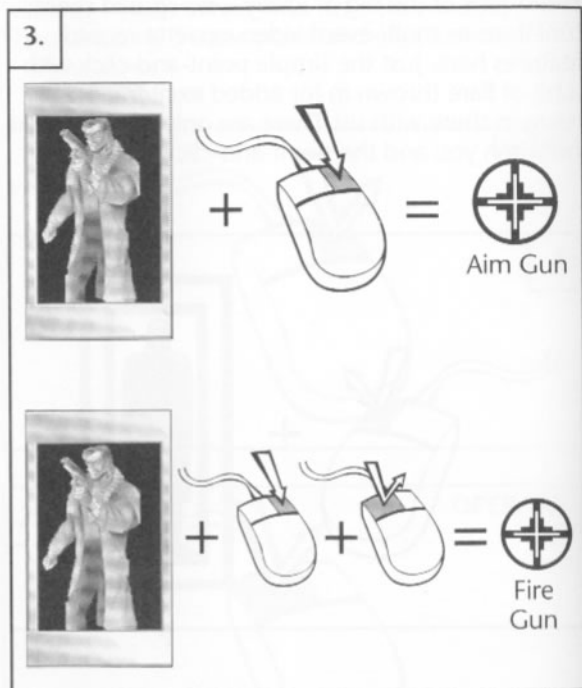
*☞ This example shows the USE function with Blade's gun selected. The cursor will be different for other objects. If Blade can hold an object it can be selected under the USE command.*

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 Blade'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.*

## USING OBJECTS THAT BLADE IS CARRYING

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



That's it. You can now look at objects, move them and operate them. You can also select and use objects that Blade is carrying. Very simple, very easy - low stress interaction.

### 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 23.

On the following pages are more tips and techniques that will help you understand the interaction techniques used in Rise of the Dragon. Elements such as Inventory use, talking with other characters, game play options and more in-depth use of the cursor are explained. The following descriptions build upon the point-and-click techniques described thus far. The remaining techniques are, for all practical purposes, intuitive and require only that you understand the basics already described.



# 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. You are likely to see this on elevators, where there are both "up" and "down" buttons.



■ 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.

## 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*. The length the Wait Icon remains on-screen is heavily dependent upon whether you are playing the game from floppy disk or hard disk. The time it takes DGDS to pull information from a floppy disk is much greater than from a hard disk.

**NOTE:** It is strongly recommended that you play from a hard disk drive.



# Inventory Screens

The Inventory allows you to interact with Blade Hunter. Inventory is where you store objects for Blade to use and where you direct his use of these objects. The Inventory consists of 3 parts: the Main Inventory Window, the Quick Inventory Window and the Inventory Icon, which gives you access to the Inventory.

**Move Objects:** *left click, hold and drag.* Release 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.

## INVENTORY ICON

Located on the bottom right corner of all game play windows, the Inventory Icon represents the character of Blade Hunter. It's use is straight forward and very simple.

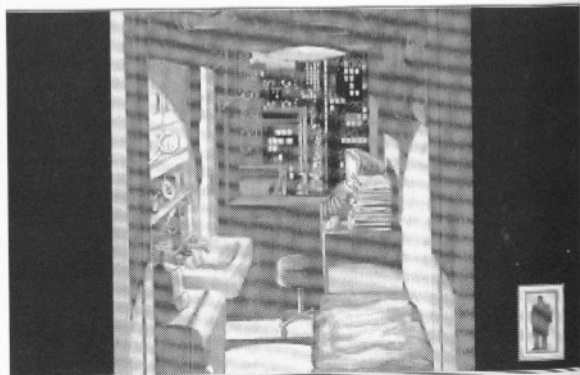
■ To give Blade objects, simply *move* objects on top of the Inventory Icon and drop them. They will automatically be placed into Blade's inventory.

■ To access the Main Inventory Window, *right click* on the Inventory Icon.

■ To access the Quick Inventory Window, *left click* on the Inventory Icon.

## LOOKING AT INVENTORY OBJECTS

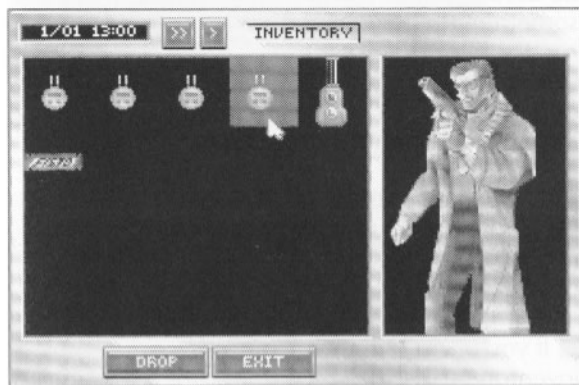
Using the LOOK command (*right click*) on objects held in inventory will give a close-up picture and description of the object you are looking at.



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

## 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 Blade's inventory. You can *drop* the items from inventory or *give* them to Blade to use.



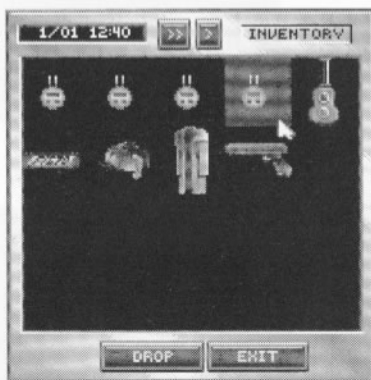
The Main Inventory Window displays both the objects held in inventory and Blade Hunter's status. From this menu you can give Blade objects to use, or drop them for use on his immediate surroundings.

☞ *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.*

## 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 Blade from this menu, you can quickly *move* objects from inventory.

The Quick Inventory displays only the objects that have been placed in Blade's inventory. For most gameplay purposes, this inventory window is the fastest and easiest to use.



## A NOTE ON INVENTORY MENUS

The Quick Inventory is just what the name implies: *QUICK*. DGSD pulls up the Quick Inventory much faster than the Main Inventory. When you don't need to interact with Blade's 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.

☞ *Rise of the Dragon 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.*

## Object Use

Using objects in Blade Hunter's world 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 into your inventory, you simply *move* the object onto the Inventory Icon and drop it.

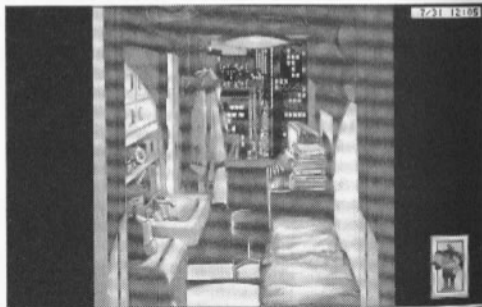
■ If you want to turn on a VidPhone, you simply locate the power switch using the *look* command (*right click*) and then *operate* it (*left click*) to turn it on and off.

■ If you want to open a lock using keys in your inventory, *move* the keys from inventory directly to the lock and drop them. The lock will open (assuming you've got the right keys!).

Let's walk through dressing and arming Blade for practice.

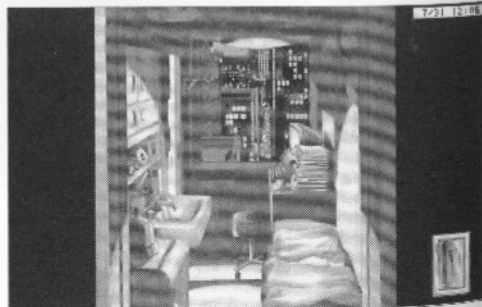
1. The first thing to do is get some clothes. In the center of the floor is an unidentified blob – that's Blade's clothes. *Left click and hold* to pick up the clothes. *Move* them on top of the Inventory Icon and *drop* them into Blade's inventory.

1



2. The next step is to grab Blade's coat. It's hanging on the coat rack next to the window. *Move* it to the Inventory Icon and *drop* it. Now, *right click* on the Inventory Icon to bring up the Main Inventory.

2



☞ *Rise of the Dragon 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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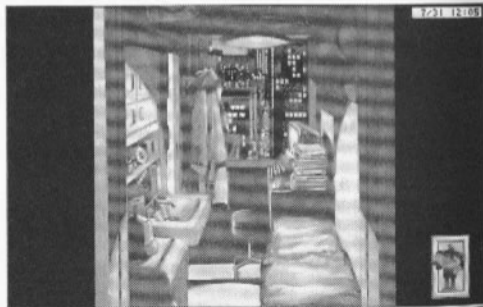
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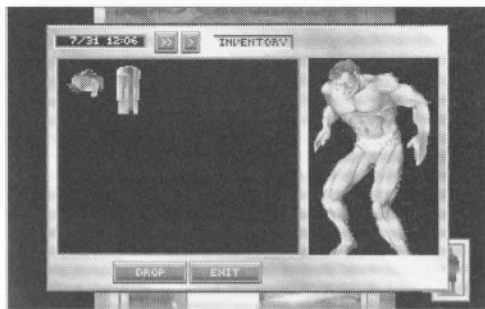
1



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2

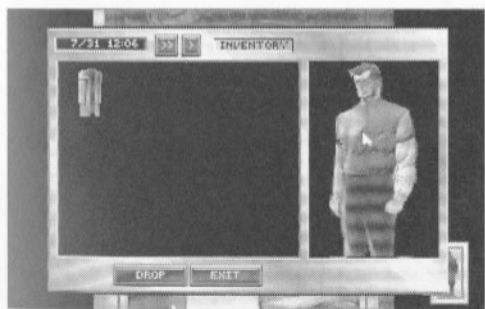


**3**

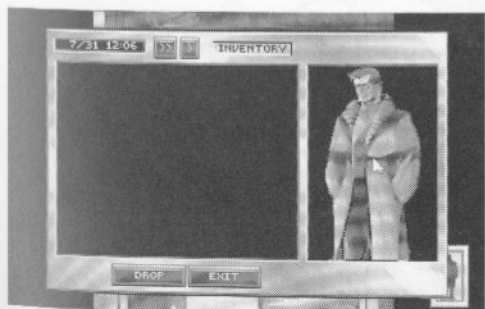
3. Once in the Main Inventory, the Status Window shows that Blade is in need of some body cover. The clothes and coat that you dropped should be in the inventory.

**4**

4. To dress Blade, simply left click on the clothes, move them onto Blade and drop them.

**5**

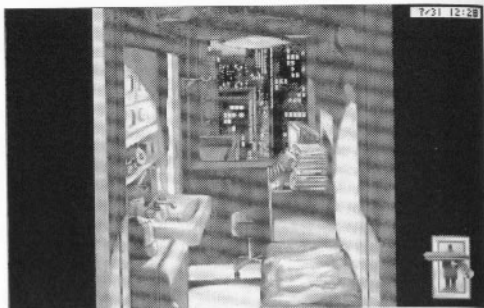
5. Blade is now wearing his clothes. Pretty neat huh? The next step is to give him his coat.

**6**

6. Left click on the coat, move it over to the Status Window and drop it. Now fully spiffed out, Blade is ready for his weapon. Click the button marked EXIT at the bottom of the inventory window. This will take you back to Blade's room.

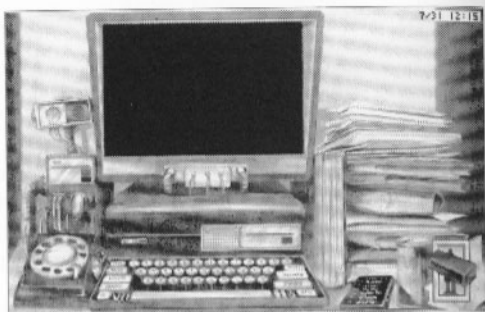
7. After locating Blade's gun, *move* it over the Inventory Icon and *drop* it. The gun is now in Blade's Inventory. Next, move the cursor over the stack of books near the window. The cursor will change to a magnifying glass, telling you that you can take a closer look. *Left click* on this spot.

7



3. After *left clicking*, the view will change to a close-up of Blade's VidPhone. Locate and *move* his gun clip over the Inventory Icon and *drop* it. The gun clip is now in Blade's inventory along with the gun. He's now ready to gear up. Access the Main Inventory by *right clicking* on the Inventory Icon.

8



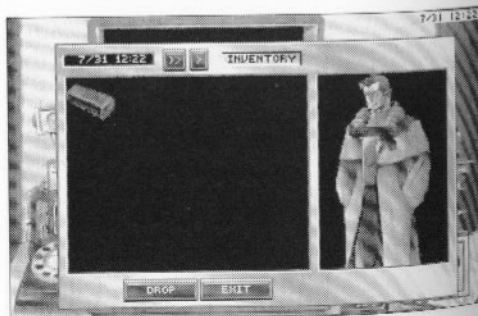
9. Once in the Main Inventory, you'll see both the gun and the clip. Main Inventory items can be *dropped* by selecting them (*left click*) and *clicking* the drop button. Objects can also be *moved* into Blade's status window for use.  
☞ NOTE: Blade cannot use all objects. Unusable objects will automatically return to inventory.

9



10. Give Blade his gun by *moving* it into his status screen and *dropping* it. The picture in the status screen will change when this is done, showing Blade wielding his weapon.

10





11

5. Arm Blade's gun by moving the gun clip directly on top of the gun in Blade's hand and dropping it.



12

6. Blade is now fully armed and ready for action!

*NOTE: Just as objects can be placed into Blade's status window, they can also be removed. Just click and move them back to the inventory window.*

SO, WHAT ARE YA WAITING FOR? YA GONNA TURN THE PAGE OR WHAT?







# Character Interaction

"Character interaction", or talking to other characters, is a vital part of Rise of the Dragon. 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.

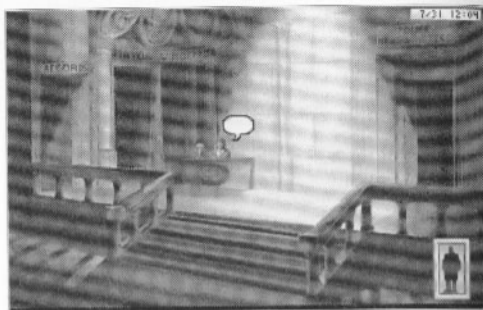
1. When the on-screen cursor is placed over a character you can talk to, the cursor will change to a *talk bubble*. Left clicking will initiate a conversation.

2. When a conversation is initiated, a dialogue box and an animated close-up of the person you are talking to appears. If Blade knows the person he is talking to a 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 Blade when talking.*

3. When a character asks Blade a question, three or more choices will be presented for you to choose from as Blade's response. Each choice generates another 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...*

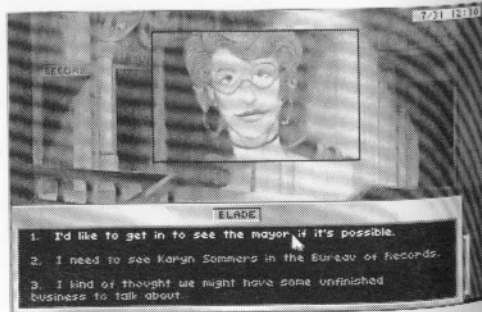
1



2



3



1. I'd like to get in to see the mayor if it's possible.
2. I need to see Karyn Sommers in the Bureau of Records.
3. I kind of thought we might have some unfinished business to talk about.

# Advanced Techniques

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

## TIME

In Blade Hunter's world, time is an ever-present companion. People go to work and go home, buildings open and close and Blade needs to sleep when he's been up too long.





## DATE AND TIME INDICATORS/CONTROLS



Located inside each of the inventory windows are the Date and Time Indicators. Along with current date and game time are controls for *advancing game time*. These controls are provided because you may come to a point in your adventure when you need to *wait* until a specific time. In this case, you will have two options:

- 1) Just hang... wait around twiddling your cursor.
- 2) Advance time using the Time Controls.

Each click on the  key will advance time by one hour.

Each click on the  will advance time by one minute.

# Beyond Basics...

◀ When Blade has been up past his bedtime this Thought Box will pop-up. It means that Blade is getting sleepy and it's time to head home for some shut-eye. If you ignore this warning, Blade could end up falling asleep in a place much less cozy (and less safe) than his cramped bedroom.

Ⓜ Note the clock in upper right corner of screen. This on-screen display of time and date can be toggled on and off by pressing "C" on the keyboard.

*The Date and Time Indicators/Controls are located inside each inventory window. Use the time advance carefully! While it may eliminate waiting, it also eliminates precious time that you may need to solve the mystery.*

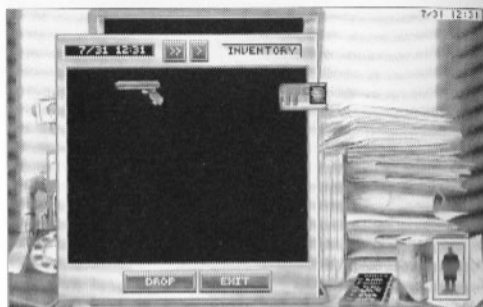
# Advanced Techniques

## 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.

1



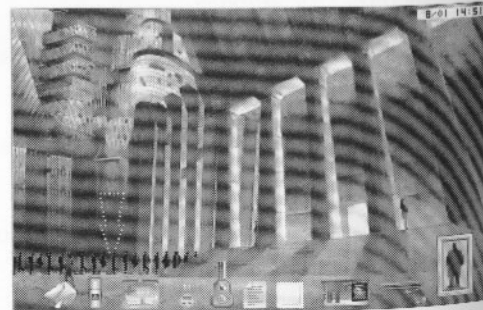
2. Once the object is clear of the Quick Inventory window (and the window disappears) you can *move* and *drop* the object wherever desired. In this case, dropping the ID Card into the VidPhone card slot.

2



3. When objects are *dropped* into a room 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.*

3



## 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) 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 Rise of the Dragon 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 Blade Hunter knows about. For instance, if you're trying to locate something hidden in a room and Blade 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 Blade's knowledge is limited.

## THOUGHT BOXES AND DESCRIPTION BOXES

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



1

### 1. THOUGHT BOX

Shown when Blade has a personal comment about what you are looking at. Thought Boxes give insight into Blade Hunter's character and valuable clues on game play.



2

### 2. DESCRIPTION BOX

Offers text descriptions of whatever you are looking at.

# Arcade Sequences

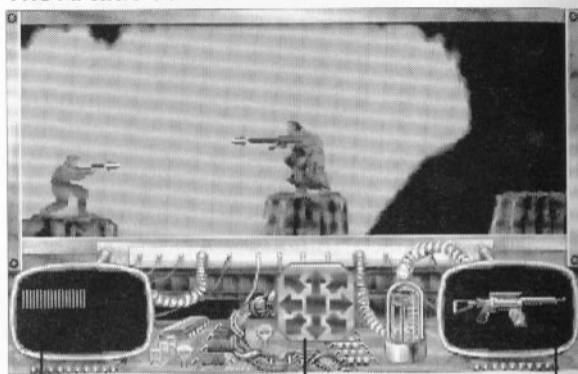
There are two side-scrolling arcade sequences in *Rise of the Dragon*. In the arcades, you control Blade Hunter from a side view as he makes his way past physical hazards and various bad guys. The arcades are interwoven with the evolving story. If they are completed successfully, normal game play will resume.

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

See ARCADE CONTROLS on page 30 for a complete description of game play controls during the arcade sequences.

**HEALTH STATUS BAR:** Normally, there will be only one bar shown in this window. However, when Blade confronts "the Boss" for each arcade, a second bar will be displayed below Blade's, showing the Health Status of the Boss (See the Health Status Bar on the opposite page).

## The Arcade Screen



### Health Status Bar

Indicates Blade's current status. Each hit from enemy fire or from hazards drains energy from the bar. If the Health Status Bar is depleted, Blade dies.

### Mouse Controls

The Mouse Control arrows direct Blade's actions when using a mouse.

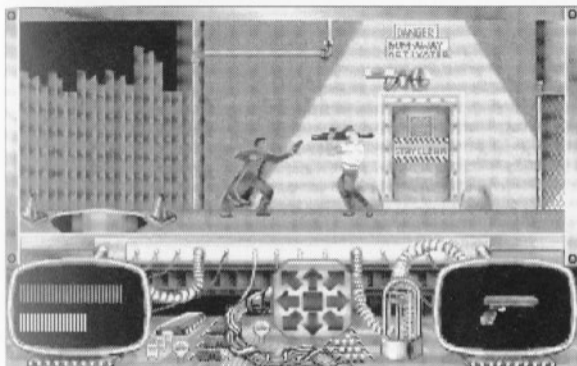
### Weapon Screen

Displays the active weapon. Control of this function is automatic – the computer selects the best weapon from Blade's inventory.

## Weapon Control

Blade enters the arcade sequences with whatever weapons he is carrying in the inventory. If he is carrying more than one weapon, the best weapon for a particular part of the arcade is automatically selected.

Weapons can be used in more than one way. When Blade encounters "the Boss" at the end of the arcade sequence he will be able to engage in hand-to-hand combat when close enough. Blade will automatically use his weapon as a club in hand-to-hand combat, beating "the Boss" with a variety of moves. The moves selected for use in hand-to-hand combat are automatically selected by the computer each time the action button or key is pressed.



◀ **HAND-TO-HAND COMBAT:** Hand-to-hand combat can be engaged when Blade confronts "the Boss" at the end of the arcade sequence. It is automatically selected when Blade moves within striking distance of "the Boss." The moves selected for hand-to-hand combat are also automatic, with the best possible move being selected by the computer each time the action button or key is pressed.

## Hazards

Each arcade sequence includes more than just bad guys out to end Blade's existence. There are numerous physical hazards that must also be avoided or overcome. Some are bothersome, some will inflict minor injury and some are downright deadly.

## Difficulty Levels

The difficulty level of the arcade sequences can be changed at any time. If you're not a fan of arcade shoot'em ups, call up the VCR Menu (*press ESC*) and then select the CONTROLS sub-menu. Find the slider marked *DIFFICULTY* and move it all the way to the left, toward *EASY* (See CONTROLS on page 23 for more information on menu use).

# Meanwhile & Story Sequences

Rise of the Dragon operates in a *living* environment where events are happening all the time, whether you're present or not. When an event of interest occurs somewhere else in Blade's world, 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 somewhere else in Blade's world 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 Blade Hunter, and he will not react to the occurrence until he personally discovers 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 that the information given in the

It's not always a pretty picture. Is that blood dripping from the clawed hand?

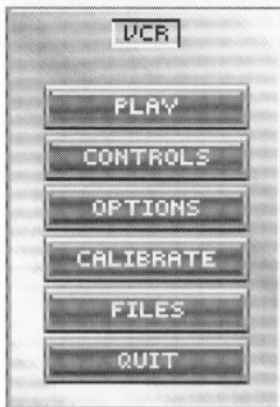


sequences isn't known to your game alter-ego, Blade Hunter. The fact that Blade isn't knowledgeable of the events shown in meanwhile sequences is important to remember. It means that Blade's questions and responses to other characters will only deal with elements that Blade is aware of.

# Game Play Menus

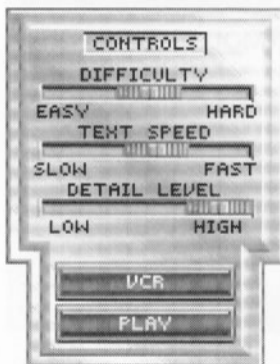
## VCR MENU

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.



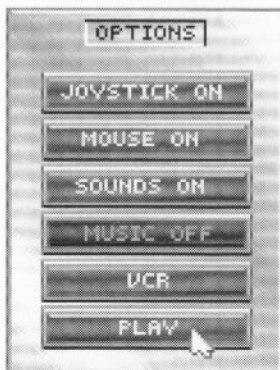
## CONTROLS MENU

- 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.



# Controls

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** sliders allow 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. **PLAYING FROM A HARD DRIVE WILL DRAMATICALLY REDUCE THE TIME REQUIRED 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.



**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 are not detected by the computer their menu controls will not be displayed.

**MOUSE SPEED:**  
SLOW = Slow cursor movement.

FAST = Fast cursor movement

## •CALIBRATE

### ••BUTTON

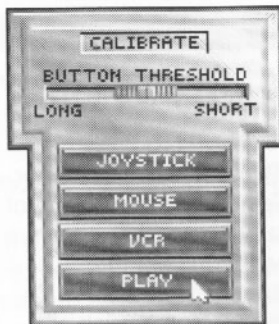
**THRESHOLD:** Allows fine tuning of what the game considers a button "click."

••**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.



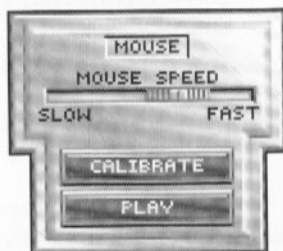
## •MOUSE SUB-MENU

### ••MOUSE SPEED:

Controls how fast the cursor moves with mouse movement.

••**CALIBRATE:** Returns to the CALIBRATE menu.

••**PLAY:** Returns you to game play.



## •FILES

### ••SAVE SUB-MENU:

See next page.

••**RESTORE SUB-MENU:** See next page.

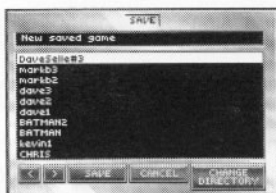
••**RESTART:** Quits the current adventure and restarts the game from the beginning.

••**VCR:** Returns to the VCR Menu.

••**PLAY:** Returns to game play.

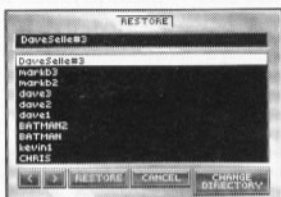


- SAVE SUB-MENU**  
Brings up the Save menu. Up to 20 games can be saved in one directory. The Save feature is **NOT** operational during Meanwhile Story sequences and Arcades.

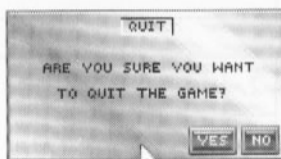


**NOTE:** While you can only save 20 games in one directory, this doesn't mean you can't save more than 20 games. While in the **SAVE** or **RESTORE** menus, you can create a *new* directory and save 20 more games into it. While in the **SAVE** or **RESTORE** menus, simply press the button marked *new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

- RESTORE SUB-MENU**  
Brings up the Restore menu. Restoring a previously saved game will erase the current game. The Restore feature is **NOT** operational during Meanwhile Story sequences and Arcades.



- 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.



## 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.

# Joystick Controls

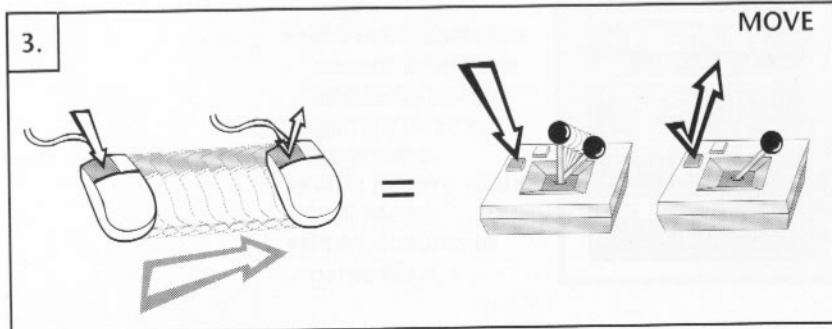
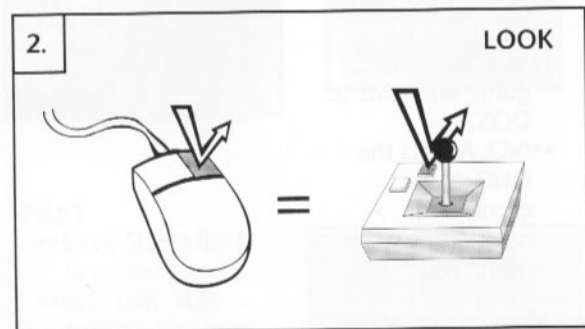
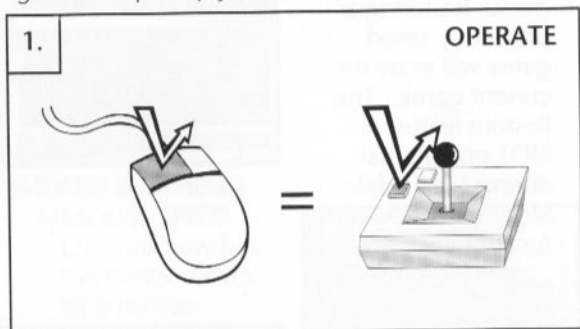
The following are basic movement commands for the joystick, as compared with the corresponding mouse movement commands.

## JOYSTICK

Movement commands for the mouse and joystick are virtually identical.

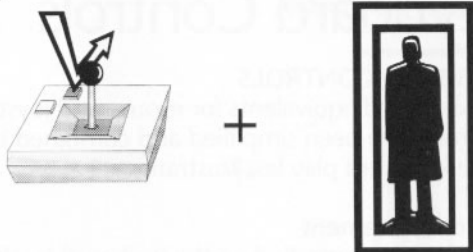
*left click* = press joystick **Button #1**.

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



1.

## MAIN INVENTORY

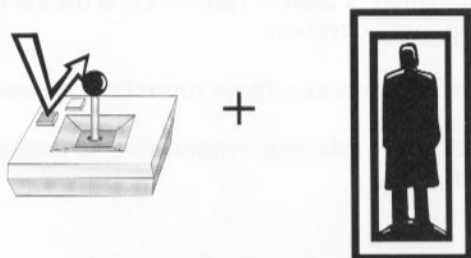


**1. MAIN INVENTORY:**  
Press **Button #2** while the cursor is placed on the Inventory Icon. Windows showing Blade's status and the current inventory will be displayed.



2.

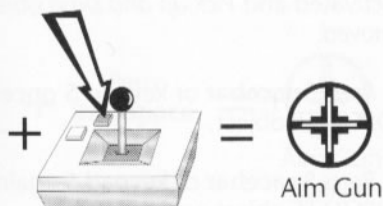
## QUICK INVENTORY



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

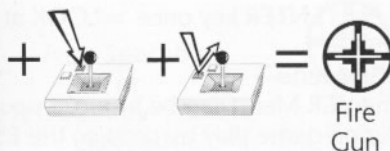


3.

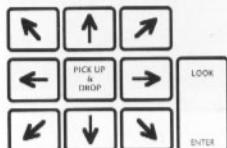


**3. Press and hold Button #2** to activate objects that Blade is holding. When activated, the objects *Active Icon* will be displayed in place of the cursor.

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



The numeric keyboard has **Arrow** Keys which can control up, down 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 Blade does not know about.

# Keyboard Controls

## 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 and 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.

## Inventory Windows



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**

 + Press Spacebar  
or  
Press 5 on the numeric keypad =   
Fire Gun

**1. MAIN INVENTORY:**  
Press the **ENTER** key while the cursor is placed on the Inventory Icon. Windows showing Blade's status and the 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 Blade 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 Blade's gun (or other weapons).

### IMPORTANT!!

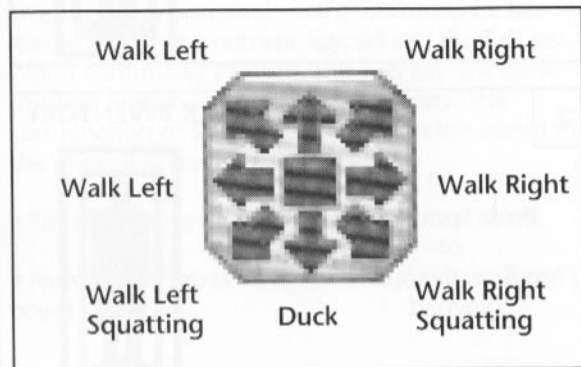
Mouse control will be **turned off** when entering the arcade sequences for the first time. Only keyboard and joystick controls will be active because they are the recommended method of arcade play. If you prefer to use the mouse, you can turn it on by pressing the **ESC** key and then accessing **OPTIONS MENU**. Be aware that activating the mouse controls will deactivate joystick and keyboard controls for the arcade.

# Game Controls

## ARCADE SEQUENCES

Controls for the side-scrolling arcade sequences are as follows.

### WALKING

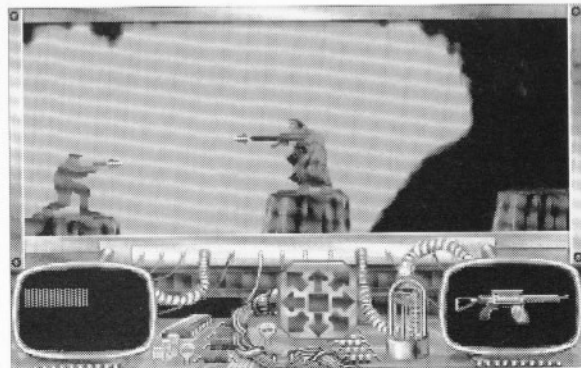


**STAIRS:** You can move Blade up or down stairs by walking him forward and *up* or forwards and *down*, depending upon the direction of the stairway.

### Mouse control

The Mouse Controls (shown above) are located in the bottom center of the arcade game screen (shown below). When the game is set to mouse control the Mouse Controls become active. They are used by simply moving the cursor over the arrow that represents the movement you wish Blade to make. This arrow will "highlight" to show that it has been selected. When the cursor is resting on the center square of the Mouse Controls, Blade will remain motionless.

Watch your step! Sometimes even the biggest gun won't save you if you don't watch where you're going! Choose where you walk very carefully or the next step Blade takes could be his last... ▶

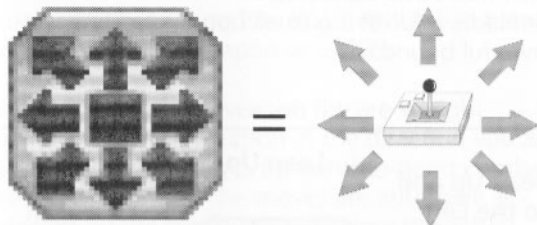


## Joystick control

The joystick controls for walking are identical to the movement descriptions shown on the preceding page.

**NOTE:** When either joystick or keyboard controls are active, mouse control, and the Mouse Controls menu, will be inoperative.

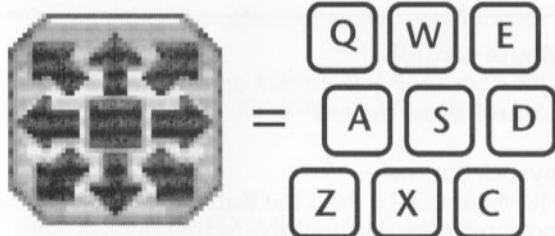
### Joystick Controls



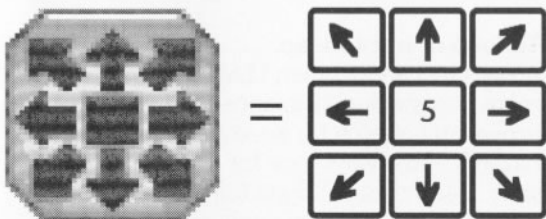
## Keyboard control

The walking controls can be activated on the keyboard in two ways.

### Standard Keyboard Controls



### Numeric Pad Controls



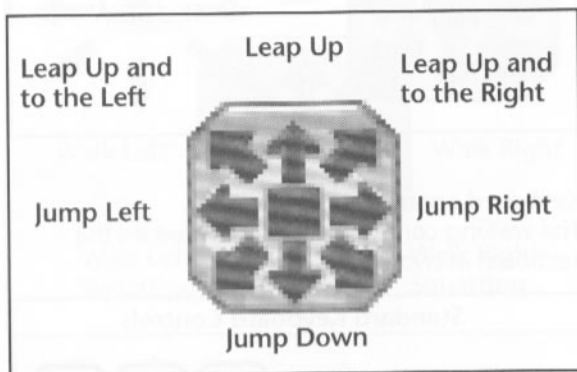


# Game Controls

## ARCADE SEQUENCES

### JUMPING AND LEAPING

For Blade, a JUMP is a small hop and a LEAP is a powerful bound.



An upward JUMP is the simplest of the JUMP moves. It is accomplished by *pressing* the proper JUMP key with *no movement assigned*.

Mouse Control: *Right click* on the center square to JUMP up.

Joystick Control: *Press Button #2* to JUMP up.

Keyboard Control: *Press RETURN* to JUMP up.

#### Mouse control

- JUMP or LEAP = *Right click* on the **Mouse Control** arrow desired.

#### Joystick control

- JUMP or LEAP = *Press the Button #2* while moving the joystick in the direction desired.

#### Keyboard control

- JUMP or LEAP = *Press ENTER* while *pressing* the directional key desired.

#### To leap or not to leap...

Always be careful when LEAPING. There are many areas where unplanned LEAPS might prove fatal. Watch for enemy gunfire and hazards and always look for a safe landing spot. Deep chasms, areas full of gunfire and electronic surveillance fields are usually bad places to leap into. And what did that sign say? Something about toxic waste?

## FIRE WEAPON OR PERFORM COMBAT MOVE

As previously stated, Blade can engage in two types of combat: weapon fire and hand-to-hand combat. The type of combat is automatically selected based upon what Blade is carrying, who he is fighting and how close he is to the enemy.

NOTE: If Blade gets close enough to "the Boss" at the end of the arcade sequence, he will automatically engage "the Boss" in hand-to-hand combat using his weapon as a club.

The movements for weapon fire are straight forward. Fire your weapon in the direction you are facing. The movements for hand-to-hand combat are equally simple: The moves are automatically selected by the computer each time the action button or key is pressed..

The command for **Fire Weapon** and **Perform Combat Move** are one and the same. The action that the command initiates depends upon the mode of combat Blade is in.

### Mouse control

- FIRE or PERFORM COMBAT MOVE = *Left Click*.

### Joystick control

- FIRE OR PERFORM COMBAT MOVE = *Press BUTTON #1*.

### Keyboard control

- FIRE OR PERFORM COMBAT MOVE = *Press SPACEBAR*.

Just a reminder... You don't need to worry about running out of ammo. Blade's gun is supplied with an almost inexhaustible energy cartridge.

Keep your eyes open during normal game play for the different types of weapons Blade can use. There are a few key items that will become active at very helpful times during rather hairy arcade action. If you have these items in inventory, Blade will automatically use them when they're needed.

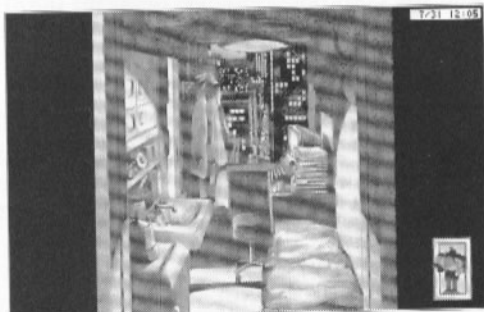
Etc...

## 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 Rise of the Dragon.

1. The first thing to do is get some clothes. In the center of the floor is an unidentified blob – that's Blade's clothes. Move the cursor over the clothes. The cursor should change, pointing down at the clothes. Press and hold the left mouse button (press **Spacebar** from keyboard) to pick up the clothes. Move them on top of the Inventory Icon. Release the mouse button to drop the clothing into Blade's inventory (press **Spacebar** again from keyboard).

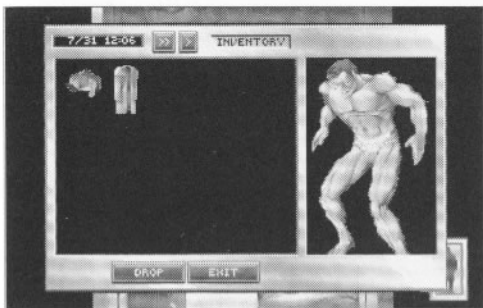
1



2. The next step is to grab Blade's coat. It's hanging on the coat rack next to the window. Using the steps described above, move it to the Inventory Icon and drop it. Now, right click (press **ENTER** from keyboard) on the Inventory Icon located at the bottom right corner of the screen to bring up the Main Inventory.

2

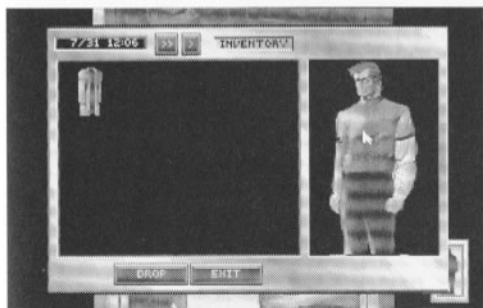


**3**

3. Once in the Main Inventory, it's pretty obvious that Blade needs some body cover. You should see the clothes and coat that you dropped into the inventory.

**4**

4. To dress Blade, simply *click and hold* the left mouse button while the cursor is over the clothes, *move* them onto Blade and *drop* them (use the **Spacebar** from the keyboard). You'll see a nifty animation of Blade dressing himself.

**5**

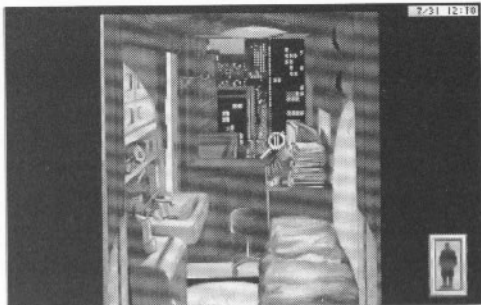
5. Blade is now wearing his clothes. Pretty neat, huh? The next step is to give him his coat.

**6**

6. *Left click* on the coat (press **Spacebar** from the keyboard), *move* it over to Blade's Status Window and *drop* it (press **Spacebar** again from the keyboard). Now fully spiffed out, Blade's ready to check his messages. *Click* the button marked **EXIT** at the bottom of the inventory window. This will take you back to Blade's room.

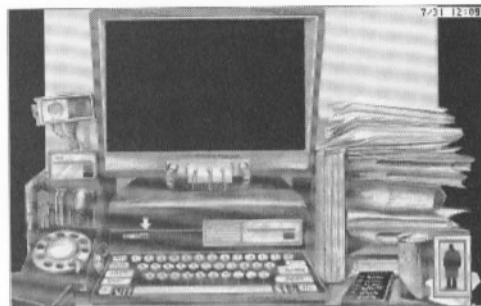
7. Back in Blade's room, take some time to *right mouse click* (press **ENTER** from the keyboard) on whatever catches your eye. This will either bring up a text description of the object or a thought response from Blade. Now, move the cursor over the odd-looking machine with the blinking red light near the window. The cursor will change into a magnifying glass. When this happens, *click* the *left mouse button* (press **Spacebar** from the keyboard). This will zoom your view into the VidPhone.

7



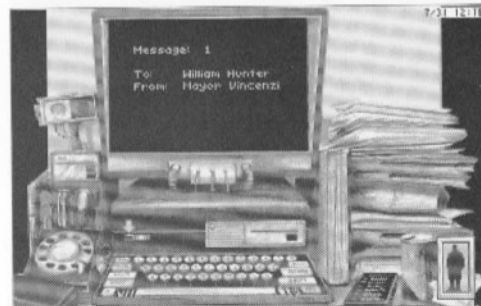
8. Next turn on the VidPhone's power. Move the cursor to the power switch on the lower left-hand side of the console. The cursor will change to a down arrow, indicating that it is over an object that can be activated. Press the *left mouse button* over the power switch (press **Spacebar** from the keyboard).

8



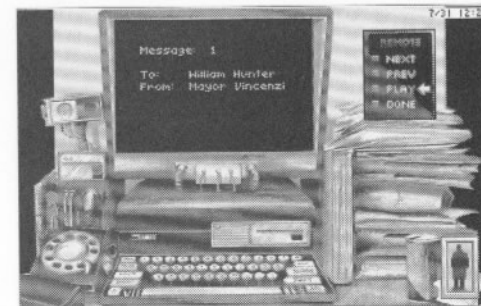
9. The screen should become active, displaying:  
**Message: 1**  
**To: William Hunter**  
**From: Mayor Vincenzi**

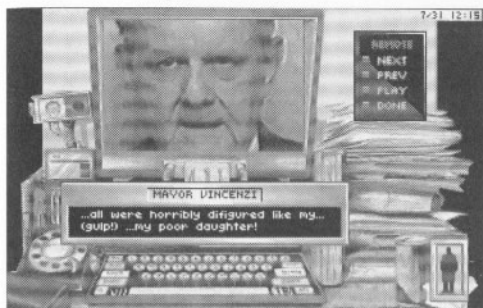
9



10. Move the cursor over the remote control laying beside the Vidphone. *Right click* on it (**ENTER** from keyboard). After reading the description, *left click* on it (**Spacebar** from keyboard) to pick it up.

10





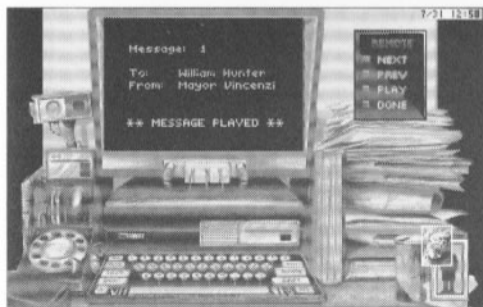
11

11. *Left click* on the **PLAY** button (**Spacebar** from keyboard). A message from the mayor will show on the screen.



12

12. When the message from the mayor is finished playing, move the cursor to the fax machine on the left-hand side of the VidPhone. *Click and hold* the *left* mouse button over the photo of the mayor's daughter (**Spacebar** from the keyboard).



13

13. *Move* the fax photo over to the Inventory icon and *drop* it by releasing the mouse button (press **Spacebar** from keyboard). Now, *click* the *right* mouse button (press **ENTER** from the keyboard) on the Inventory icon. This will bring up the Quick Inventory Window.



14

14. *Right click* on the photo in the inventory window (**ENTER** from the keyboard). This will bring up a large image and description of the item. Next, *left click* (**Spacebar** from the keyboard) on the **EXIT** button to leave the Quick Inventory.

15. To view the remaining messages on the VidPhone, *left click* (**Spacebar** from the keyboard) on the NEXT button. *Left click* (**Spacebar** from the keyboard) on the DONE button to end the VidPhone session. The VidPhone Remote will return to the desk.

15



16. *Left click* (**Spacebar** from the keyboard) on the red button below the ID card slot (below the main monitor) to eject Blade's ID card from the slot.

16



17. *Left click and move* (**Spacebar** from the keyboard) the card to the Inventory Icon. Release the mouse button and *drop* card into Blade's inventory (press **Spacebar** a second time to *drop* the item from the keyboard). NOTE: you must insert the correct ID card in order to access the VidPhone again. The unit will request you to insert your ID card if the power is turned on and the correct card is not in the slot.

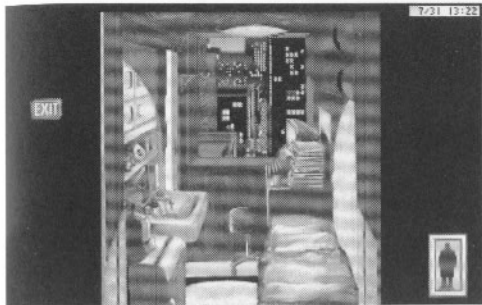
17



18

18. Move the cursor to the right-hand side of the screen until it turns into an EXIT icon. *Left click* (**Spacebar** from the keyboard) to exit the VidPhone screen.





19

19. After exiting the VidPhone screen, you will again be looking at Blade's room. Move the cursor to either side of the screen until it changes to an EXIT icon. *Right click* (ENTER key from the keyboard) on the EXIT to get a description of where it leads. *Left click* on the left side of the screen (Spacebar from the keyboard) to exit Blade's apartment.



20

20. You are now in Blade's hallway. In front of you is an elevator with two buttons. *Left clicking* (Spacebar from the keyboard) on the top button will take you to the roof of Blade's building. *Left clicking* (Spacebar from the keyboard) on the lower button will take you to the Em-Way transportation system. If you wish to re-enter Blade's apartment, take his ID card out of inventory and put it into the door lock.



Etc...

## Disk Problems

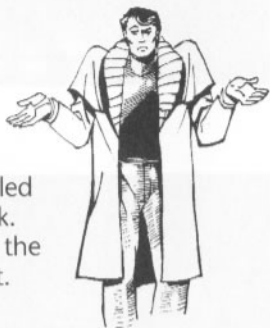
### TECHNICAL HELP (MS-DOS ONLY)

If you are having problems with a game disk, try these suggestions before assuming the disk is faulty:

If you receive any of the following messages:

1. "Insert Disk (#)" when you have already inserted that diskette, or have installed the game on your hard disk.
2. "Unable to Chain" or if the game locks up at any point.
3. "Disk Error"

then you may have memory resident programs loaded into RAM. You will need to boot your system from a diskette containing your operating system only. Follow these instructions to create a "Dynamix Boot Disk."



### 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]

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.

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.