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DAVID ATMAN

TONY BLOX

Davik Selke

David Atman

SHARON ALTUCHE
Cast...

CHENGDU CLINIC:
Kate Lomax: Nurse assistant:
Tong: Woman:
Nurse: Girl:
Small boy: Boy:

HONG KONG:
"Lucky" Jake Masters: Eugene Lomax: Qwon: Rickshaw driver: Chu: Ho: Bangirl: Old salt: Thugs:

Shanghai pirate: Master Wu:

LOMAX'S OFFICE:
Secretaries:

AIRFIELD:
Immigration Official:

LI DENG'S FORTRESS:
Li Deng: Attendant to Kate: Gong Ringer: Dog in the kitchen: Fortress Guards:

Peasant: Cow:

KATHA NANDU:
Kubla the Sherpa boy:

Don Latanski
Christopher Stevens
Alan McKean
Christopher Stevens
Kenneth Rogers
Forrest Walker
Wayland Wasserman
Chris Medinger
Alan Roberts

Kimberly Greenwood
Roger Emmert
Aimee Chen
Jeffryn Leung
Chen Xingsing
Lianna Leung
Justin Leung
Andrew DeRycke
Amie Lafferty
Alan Kreitz
Shang Li
David Leung
Yexin Wu
Nuo Hinton
Randy Densham
Paul Tan
Steven Scales
Vance Kim
Roger Smith
Kazuko Renes

Nicole Starling-Henderson
Sher Alltucker
Kevin Ryan

Fred Ikeda
Young Kim
Douglas Zalud-Mackle
Mocha
Ren Jiaping
Qing Yang
Fred Lee
Paul Tan
Matt Burton
Chris Mooney Junior's brown cow

Elliott Jenkins

Kubla's mother:
Ame:
Han Bojon:
Jiyapu, Han's assistant:
Telegraph operator:
Llama:
Sardar:
Bartender:
Tavern Patrons:

Villagers:

ISTANBUL:
Mahir, the Mechanic:
Ac réalité, the Camel merchant:

Beggar boys:

Kasemir, the Pawnbroker:
Mohmar, the Shell game:
British Guard:

Bartender:

British Officers:

Beggar woman:

Turkish color guard:

Turkish guards:

Man being tortured:

Woman and baby:

Turkish boy:

Nabob:

Nabob's daughter:

Harem:

Lucky's royal children:

Orient Express:
Ticket Booth:

Reporter:

Woman traveler:

Young woman:

Dignitary:

Paris:

Paris flappers:

Gendarmes:

Bea Harpham
Nancy Chen
Demetri Liotatos
Robert Caracol
Maribelle Caracol
Kazuko Renes
Douglas Zalud-Mackle
Art Brecheux
Levaun Shephard
Derek Harry
Skip Horn
Alfredo Gaindo
Nancy Chong
Dennis Chong
Emily Chong
Sethu Marshall
Michelle Henderson
David Wilson

Francesco Arellano
Cyrus Kang
Tyron Reynolds
Tyson Reynolds
James Valentine
Alan K. White
Damon Slye
Peter Chabarek
Wade Willis
David Rizzi
Michael Jahake
Sondra Salmus
Scott Coleman
Mark Mattison
Cliff Sarnia
Rick Lewis
Forrest Walker
Annette and Anthony Kreitz
Shanti Sagrada
Jim Appel
Jane Wojcie
Penny James
Jenny James
Denna Sundstrom
Diana Taylor
Margaret Wheley
Rosanna Olesjuk
Daolo Zalud-Mackle
Jack Alltucker
Eden Alltucker
Rebekah Freedman
Adam Brewer

Matteo Zachal
Dan Bruno
Phyllis Herlocker
Jenny Caneen
Steven Tague
Suzanne Koelker
Sher Alltucker
Peter Holland
Daniel Brown
Introduction

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.
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 gameplay. 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.

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 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.
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.

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:

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 will be displayed.

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

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.

3. 

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.

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.
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 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.

Inventory Screens

INVENTORY ICON

Located on the bottom right corner of all game play windows, the Inventory icon represents the Controlling Character. Its 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.

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.
**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.

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. 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. How 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).

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 walkthrough.

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).
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. 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.

3. 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.

4. 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.

5. Be prepared to do more than talk when entering into a conversation. Gluing 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...
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!

1. Lucky is nuts! I don't need that. I can rescue his daughter alone.
2. I can't believe that just happened. What a day! It's going to be a long two days after they're cooled off.

▲ 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.

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 desired place.

1. Objects can be removed 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.
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.

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.

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.
**Controls**

**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.

- **FILE MENU**
  - **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 you to the VCR Menu.
  - **PLAY:** Returns you to game play.

- **CALIBRATE**
  - **BUTTON THRESHOLD:**
    - LONG = Game looks for long, slow clicks.
    - SHORT = Game looks for short, fast clicks.
  - **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.

**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 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 Speed**
- **SLOW** = Slow cursor movement.
- **FAST** = Fast cursor movement.
**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.

---

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

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

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

**JOYSTICK BUTTONS**

Because all joysticks have 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. **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.

![Main Inventory Diagram](image)

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

![Quick Inventory Diagram](image)

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.

![Activate Object Diagram](image)

---

### 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.

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The numeric keypad has Arrow Keys which can control up, down, left, right, and diagonal movement of the cursor. The numeric keypad is used for Pick up & Drop objects. The **Enter** key controls the LOOK Command.
Inventory Windows

1. MAIN INVENTORY
   Press Enter 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).

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:
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.

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

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

**Keyboard:**
- **Attack = A**
- **Retreat = R**
- **Rest = S**
- **Duck = D**

**Joystick:**
- **Attack = Button #1**
- **Retreat = Button #2**
- **Rest = Joystick Forward**
- **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 in 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 keypad) 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 ready to go. For more information about using and viewing objects in inventory see page 15.
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.

8. Welcome to Hong Kong. To your right you will see two doorways. One leads to Ho's Bar and the other to Madame 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 the 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.
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.

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.

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.

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.

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. Voilà! 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.
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.

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 spacebar).
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! Chengdu! Good Luck!

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 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 your 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]
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.