IT IS ILLEGAL TO MAKE UNAUTHORIZED COPIES OF THIS SOFTWARE
This software is protected under federal copyright law. It is illegal to make or distribute copies of this software except to make a backup copy for archival purposes only. Duplication of this software for any other reason including for sale, loan, rental or gift is a federal crime. Penalties include fines of as much as $50,000 and jail terms of up to five years.

Dynamix®
as a member of the Software Publishers Association (SPA), supports the industry's effort to fight the illegal copying of personal computer software.
Report copyright violations to:
SPA, 1101 Connecticut Avenue, NW, Suite 901
Washington, DC 20036

LIMITED WARRANTY NOTICE
The publisher of this software wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days of purchase, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose $5 for 5.25" disks (or $10 for 3.5" disks) and return the software directly to us. Sorry, without the registration card you are not covered by the warranty. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COPYRIGHT NOTICE
This manual, and the software described in this manual, are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of Dynamix, Inc. P.O. Box 11806, Eugene, OR 97440-9988.

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

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 anything but charming. They are aware of what is happening in the world around them.

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!

By Jeff Tunnell

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

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.

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.
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.

INVENTORY ICON

Located on the bottom right corner of all game play windows, the Inventory Icon represents the character of Blade Hunter. Its use is straightforward 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.

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.

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.

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

A NOTE ON INVENTORY MENUS

The Quick Inventory is just what the name implies: QUICK. DCDS 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.
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.

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.

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

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

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.

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.

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.

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.

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

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.

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...
Advanced Techniques

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

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

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

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.

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. 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. 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.

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 weapon 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.

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.

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-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.

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.

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

• **RESTART 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.

**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** 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.
**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.

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.

---

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

3. Press and hold Button #2 to activate objects that 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 the numeric pad picks up & drops objects. The ENTER key controls the LOOK Command. The keyboard equivalents for mouse and joystick controls have been simplified and combined to make keyboard play less frustrating.

**Keyboard Controls**

**Cursor Movement**
The cursor is controlled on the keyboard by the Arrow keys. 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**
Multiple commands used for OPERATE and MOVE have been combined into one keystroke on the keyboard. Pressing the Spacebar or keypad 5 on the numeric keypad will operate objects that can be activated and pick up 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 gameplay by pressing the ESC key.

- Press ESC = bring up VCR Menu.

**Inventory Windows**

1. MAIN INVENTORY
   - Press Enter 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 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. A second press on Backspace will unlock the object, returning the cursor to normal use.

4. AIM GUN
   - Press 5 on the numeric keypad while the cursor is placed on the Inventory Icon. Windows showing the Gun Icon will be displayed.

**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).
Game Controls

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

WALKING

<table>
<thead>
<tr>
<th>Walk Left</th>
<th>Walk Right</th>
</tr>
</thead>
<tbody>
<tr>
<td>Walk Left</td>
<td>Squatting</td>
</tr>
<tr>
<td>Duck</td>
<td>Walk Right</td>
</tr>
<tr>
<td>Squatting</td>
<td></td>
</tr>
</tbody>
</table>

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.

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

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

Standard Keyboard Controls

```
Q W E
A S D
Z X C
```

Numeric Pad Controls

```
< < <
< 5 >
< > >
< < <
```
Game Controls

ARCADE SEQUENCES

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

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 straightforward. 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.

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.
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).

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.

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

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.

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).

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

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.

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

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. 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. 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.

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.

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.

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. 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. 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.
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.
Notes

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

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

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

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

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