

Rise of the Dragon



HINT BOOK

Includes complete walk-thru

Includes all area maps

List and location of all objects

**Hidden rooms, locations and
characters you may not have
encountered**



Dynamix
PART OF THE SIERRA FAMILY

Rise of the Dragon

A Blade Hunter Mystery

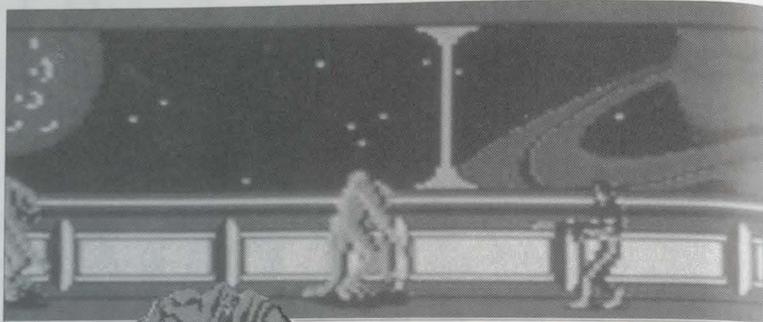


Solutions Manual

Written by David Selle

Designed by Roger Smith

Managing Editor Jerry Luttrell

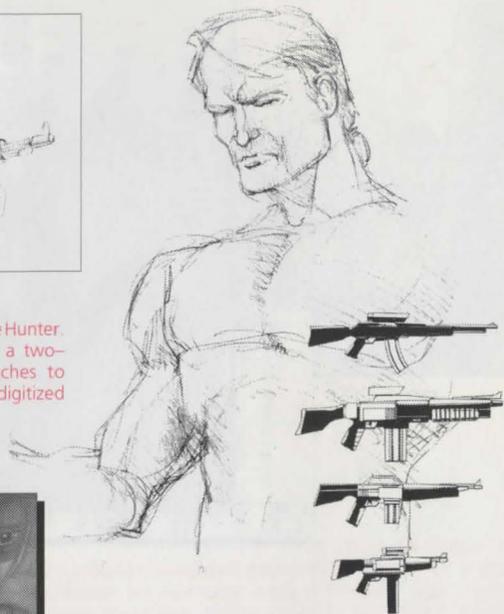


Project Firestart places you on a mission to discover what went wrong aboard an intergalactic research vessel where a genetic experiment has gone horribly wrong.

The roots of *Rise of the Dragon* can be traced back to a game called *Project Firestart* for the Commodore 64. Released in September 1988, this was Dynamix's first tentative step into the world of interactive entertainment. *Project Firestart* incorporated many new aspects of design and production which have been built upon in more recent products. Innovative approaches in *Firestart* included the use of cinematic effects, video images, and complicated animation sequences.

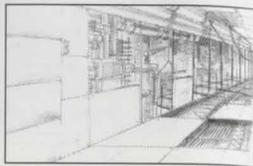


The various incarnations of Blade Hunter. The character developed over a two-year period from pencil sketches to hand-painted storyboards to digitized computer images.



Shoehorning the complex *Firestart* design into 64K was an impressive technological accomplishment, but it also caused the project to run more than a year behind schedule and nearly gave the lead programmer on the project a nervous breakdown.

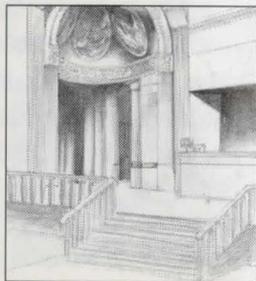
Despite the difficulties we encountered making *Firestart*, we were convinced it was a step in the right direction for product development. So, with a bit of experience under our belts, we decided to move on to bigger and better things in interactive entertainment.



Early pencil sketches of Blade Hunter's world. It was essential that the artwork capture the technologically dark mood from which the story could be told.

The original story concept behind *Rise of the Dragon* was developed in late summer 1988 by David Selle and Jeff Tunnell.

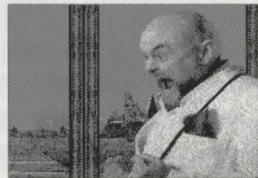
After some preliminary design work, it was clear that *Dragon* was going to be bigger than anything Dynamix had yet attempted. What we were discussing was not just a new kind of game, but an entirely new way of making them.

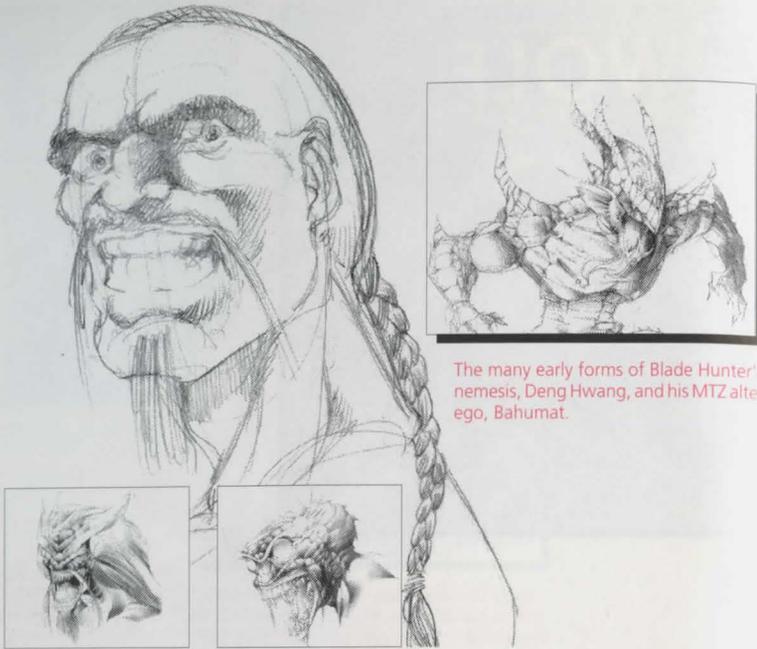


Dynamix's first use of digitized actors and electronically rotoscoped animation, *David Wolf: Secret Agent* was a testing ground for much of the technology used in *Rise of the Dragon*.

We realized we needed to create a completely new development environment which could handle projects of this magnitude. But, with the experience of Project Firestart fresh in our minds, it was apparent that we were not going to be able to build the product we wanted on the hardware which was currently available.

Reluctantly, *Dragon* was placed on the back burner to wait for technology to catch up with us. In the meantime we took an intermediate step forward with *David Wolf: Secret Agent*.





The many early forms of Blade Hunter's nemesis, Deng Hwang, and his MTZ alter ego, Bahumat.

Many of the individual software tools which were incorporated into the system used on *Rise of the Dragon* were created during the development of *David Wolf! Secret Agent*. Another positive event which took place during the development of *Agent* was that better and more powerful hardware was becoming widely available for home use.

With the increase in the number of 386 machines on the market, VGA graphics, and improvements in our own in-house video and sound technology, we became confident we could

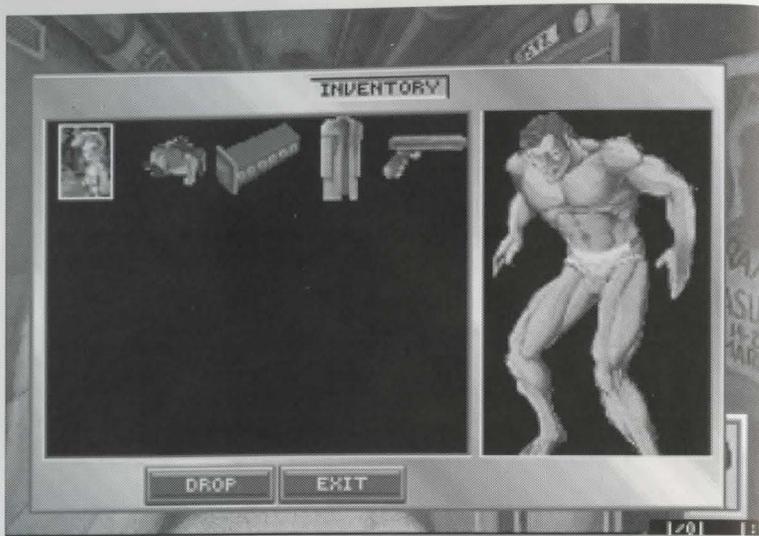


Every sequence in *Rise of the Dragon* had to be completely storyboarded ahead of time. Top: an early sketch of the MTZ torture chair.



begin to build the product we wanted by the end of 1989. This provided the impetus for the development of the Dynamix Game Development System (DGDS).

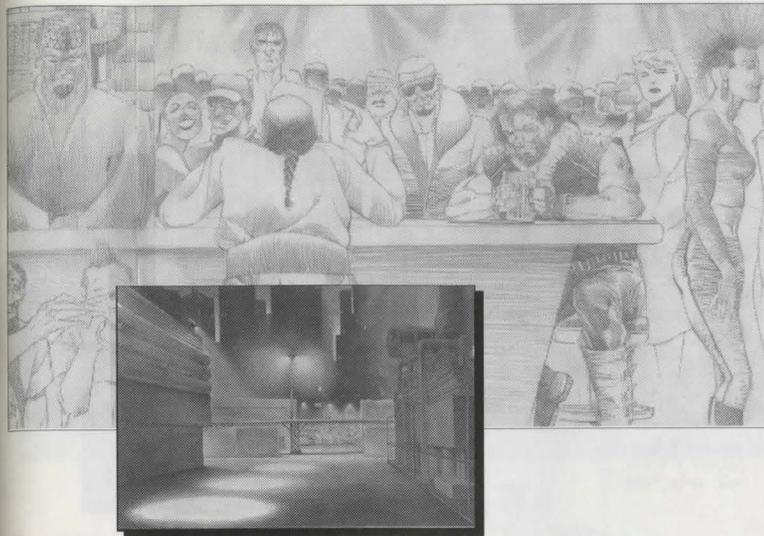
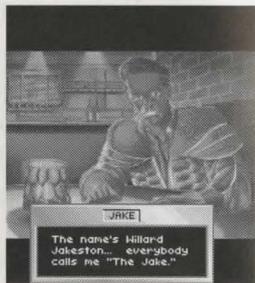
The DGDS concept is the brainchild of Dynamix president Jeff Tunnell. He envisioned this system as the way to build the next generation of Dynamix computer adventure software. DGDS provides a new way to build games and a new way to play them. On the programming side, it allows artists, programmers, and writers to work on a project simultaneously in the same development environment. For the player, its main purpose is



Blade Hunter in less than formal attire. The interface used had to be intuitive and simple yet extremely powerful. The result was DGDS.

to create games that are easy to play while providing a powerful way to interact with the game environment. DGDS accomplishes this without forcing the player to struggle with a parser.

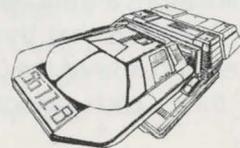
Dragon's intuitive DGDS point-and-click interface has all the depth and complexity of traditional adventure games without the frustration often associated with them.

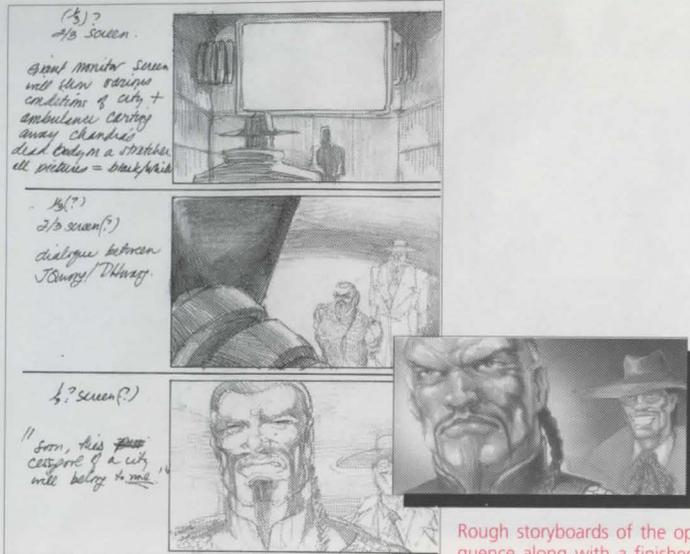


Top: Pencil sketch of the Pleasuredome bar, one of the main information spots of the game.

Below: An early version of Blade's hovercar.

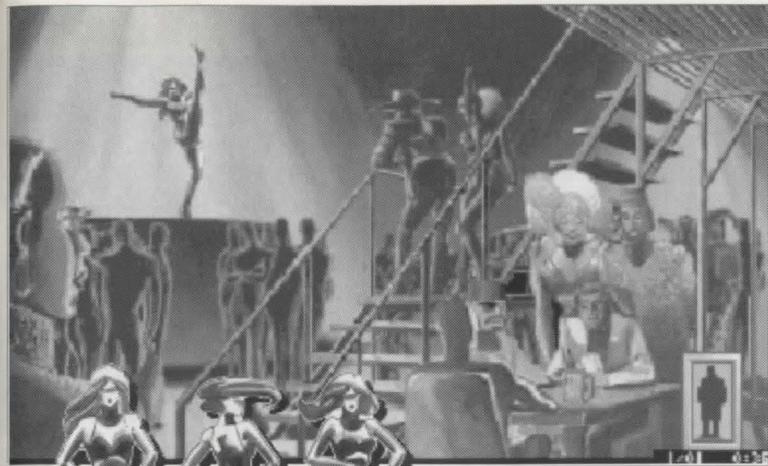
As an adventure game *Rise of the Dragon* is unique in its implementation and its conception. It is not aimed at the younger market. We wanted Dragon to have a gritty, dark tone in the tradition of *Blade Runner* and the William Gibson novels. Designer Jeff Tunnell's catch phrase was "Cyberpunk untouchables" during the early phases of development. This design philosophy combined with DGDS enabled us to create a truly unique interactive computer adventure.





Rough storyboards of the opening sequence along with a finished painting showing Deng Hwang and Jonny Qwong.

A typical scene is put together for *Rise of the Dragon* in several stages. First, storyboard sketches are created from the original story text as called for by the design. Then, after deciding on the look and feel of a given scene, a background is hand-painted and scanned into the computer. Next, ambient animations are added to the backgrounds. One unique feature of *Dragon* is that there are animations in every scene. Some scenes in *Rise of the Dragon* have over two hundred animations in them, each randomly generated. The individual animation

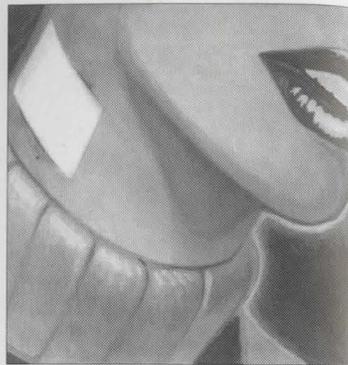


The dance sequences were developed by video taping a live dancer, transferring the video image to the computer and then hand tracing over each "frame" of movement with a paint program.

sequences can be digitized from hand renderings, video or developed wholly on the computer.

During the next phase of development, text is imported through a special interpreter. Finally, programmers hard code special cases for individual scenes and implement the game logic to tie everything together. The last hurdle is Quality Assurance (QA). Our QA department spent 1,000 hours testing *Dragon* to make sure the final product was bug free.

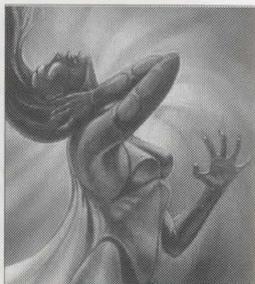




Black and whites of the original paintings showing Chandra mutating after an overdose on MTZ. We were constantly asking ourselves how much gore was too much. The cutting room floor was full of storyboards that did away with Chandra in much more graphic detail.

Rise of the Dragon required 11,000 man hours (about five years) of development time by programmers, artists, writers, sound technicians, testers and support personnel. There are 105 scenes, 26,000 pieces of text and more than 12,500 individual animations in *Rise of the Dragon*. Whew!

Along with the graphic violence, *Rise of the Dragon* developers also grappled with nudity and profanity in ways that had never before been dealt with in computer entertainment. Self-censorship was adopted in the hopes that "less would be more."



INTRODUCTION

Welcome to the world of Blade Hunter, Private Eye!

We hope you have as much fun playing this game as we did creating it. *Rise of the Dragon: A Blade Hunter Mystery* is a non-linear interactive adventure game which allows you to follow multiple solution paths to resolve the game. If you have a problem that isn't mentioned here, feel free to contact Dynamix/Sierra at (209) 683-8989 8 A.M.- 5 P.M. Pacific Time.

The whole point of playing *Rise of the Dragon* is to discover puzzles and find the solution to them in a limited amount of time. However, some puzzles may be extremely well hidden, or so arcane that you haven't any idea where to begin. Or, this may be your first experience with an adventure game. Don't feel bad if you occasionally get stuck.

How to use a solution manual.

When you get stuck, look through this manual for a question close to your problem. Since the hints are organized from "slightly helpful" to "here's a big clue" to "Smack! Here's the answer!" you should read them individually and in sequence. Place your "Adventure Window Card" over each answer to read it.

How NOT to use a solution manual.

Use this book only for the hints you really need. It defeats the purpose of playing an adventure game if you simply read this manual cover to cover and learn all the answers.

If you've finished *Rise of the Dragon*.

Even if after you've "won" the game, we're sure we can interest you in playing again. There are several different ways to resolve *Rise of the Dragon* depending on the choices you make. You may want to go back and try some different approaches to the puzzles and possibly arrive at a "happier" ending. You may also want to try some things "just to see what happens."

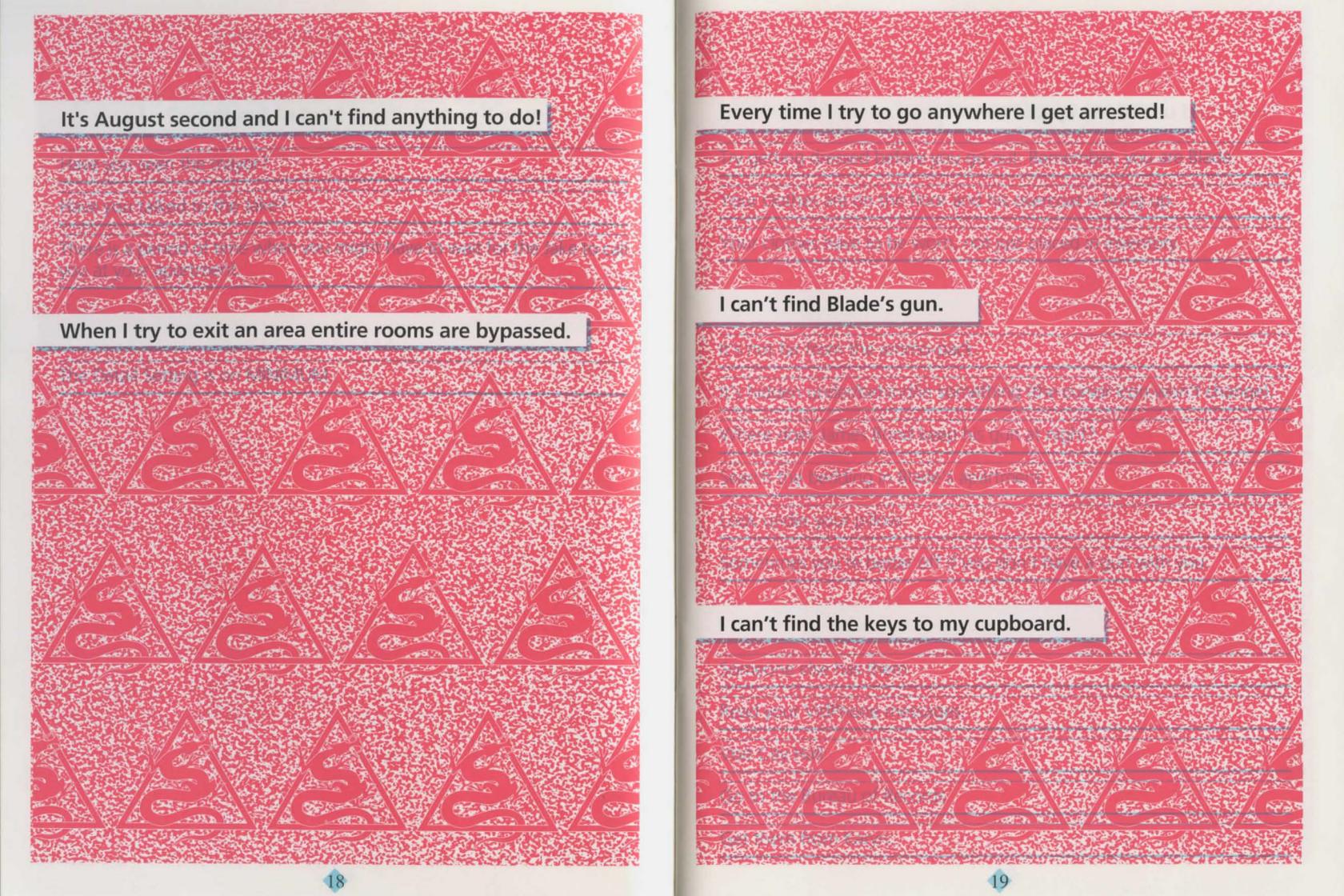
If you enjoyed this game, you might like to try some of the 3-D graphic animated adventure games produced by Sierra. Stay tuned for future *Blade Hunter Mysteries* from Dynamix as well.

Good luck in your adventuring and we hope you enjoy
Rise of the Dragon!

GENERAL QUESTIONS

I can't figure this out! What kind of fun is this?

What's the point of this game anyway?



It's August second and I can't find anything to do!

When I try to exit an area entire rooms are bypassed.

Every time I try to go anywhere I get arrested!

I can't find Blade's gun.

I can't find the keys to my cupboard.

The background of the entire page is a dense, repeating pattern of red triangles. Inside each triangle is a stylized red snake. The background is a fine, dotted texture. The text is contained within a white rectangular box.

I'm locked out of my apartment.

What am I supposed to do at Karyn's?

I can't find "the Jake."

The background of the entire page is a dense, repeating pattern of red triangles. Inside each triangle is a stylized red snake. The background is a fine, dotted texture. The text is contained within a white rectangular box.

I found "the Jake" but he won't give me any useful information.



I was arrested at Chen Lu's, and when I returned I couldn't get back inside his apartment.

I can't find anything at Chen Lu's.

I found a safe but I can't open it.

I found some items at Chen's but I don't know what I should do with them.

Karyn is mad at me. How can I patch things up?

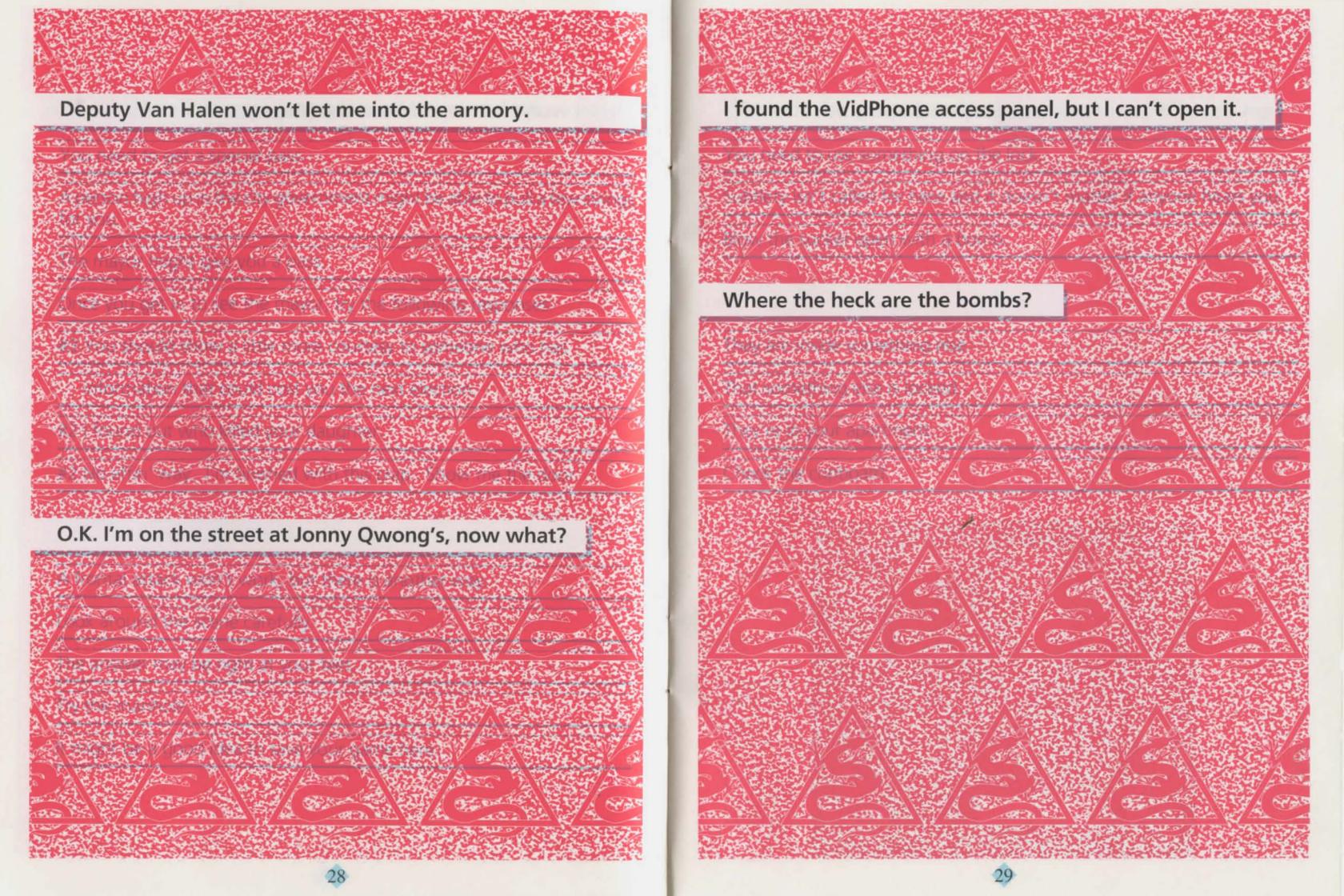
I want to buy some flowers but Bliss at the flower stand won't accept cash.

Karyn is so mad all she does is scream at me.

Slen and Arreis snagged my gun and they won't give it back!

Jenni won't let me in to see the Mayor.

The Mayor threw me in jail!



Deputy Van Halen won't let me into the armory.

O.K. I'm on the street at Jonny Qwong's, now what?

I found the VidPhone access panel, but I can't open it.

Where the heck are the bombs?

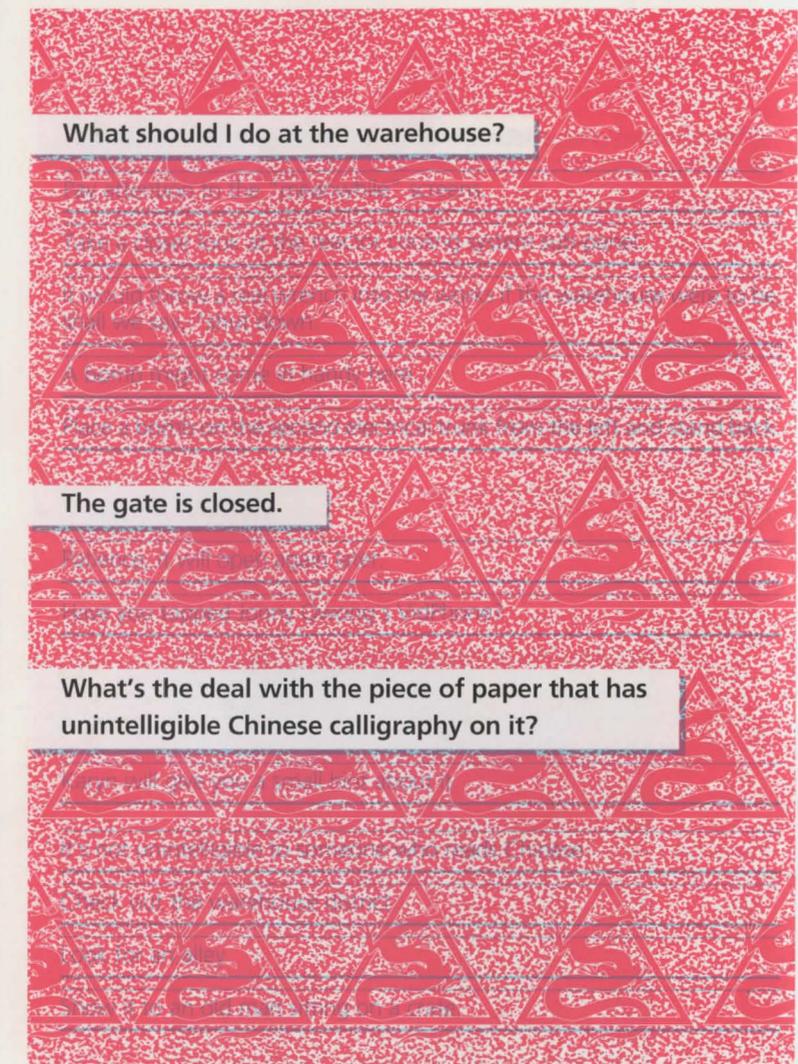
I got the VidPhone maintenance panel open, but I don't know what I should do next.



Where is the wire tester?

I keep getting zapped when I'm working on the VidPhone panel!

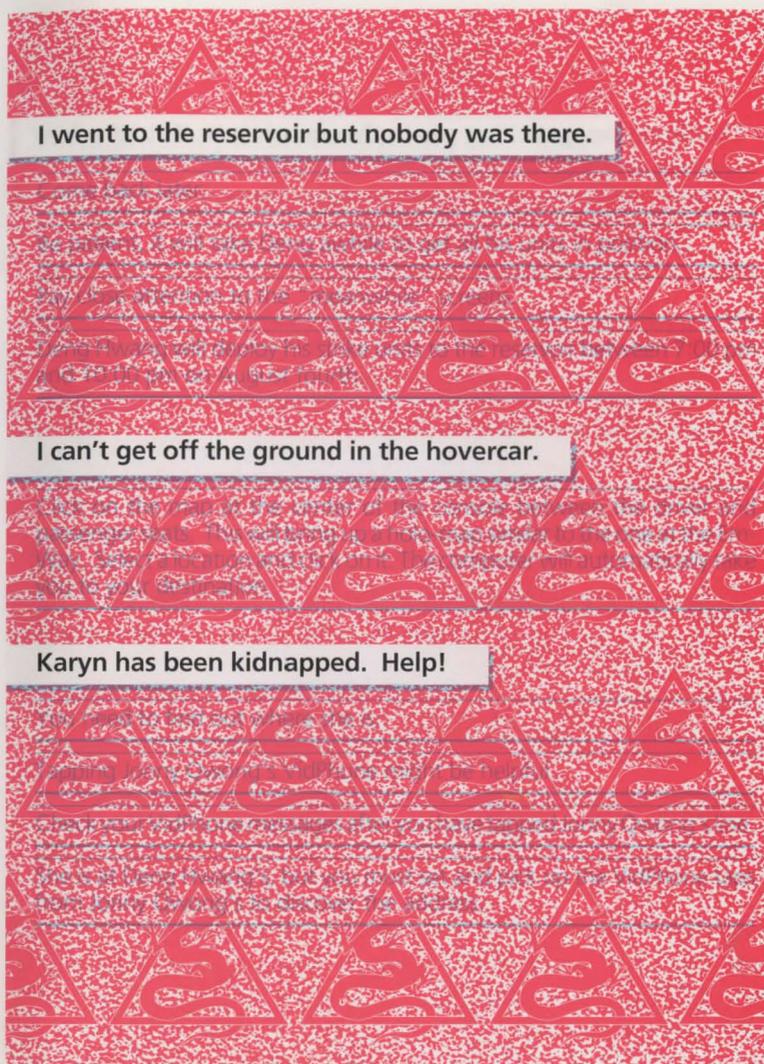
How do I avoid the sewer rats?

The background of the page is a dense, repeating pattern of red triangles, each containing a stylized Chinese calligraphic character. The triangles are arranged in a grid-like fashion, creating a textured, decorative effect.

What should I do at the warehouse?

The gate is closed.

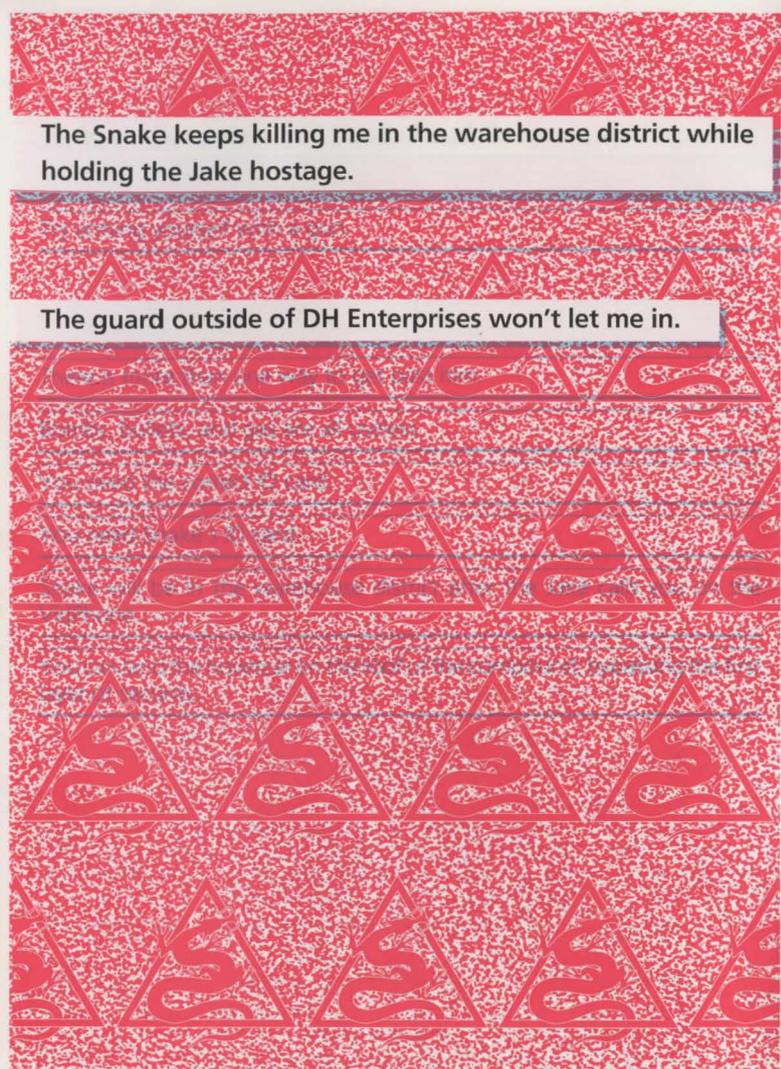
What's the deal with the piece of paper that has unintelligible Chinese calligraphy on it?

The background of the page is a dense, repeating pattern of red triangles, each containing a stylized Chinese calligraphic character. The triangles are arranged in a grid-like fashion, creating a textured, decorative effect.

I went to the reservoir but nobody was there.

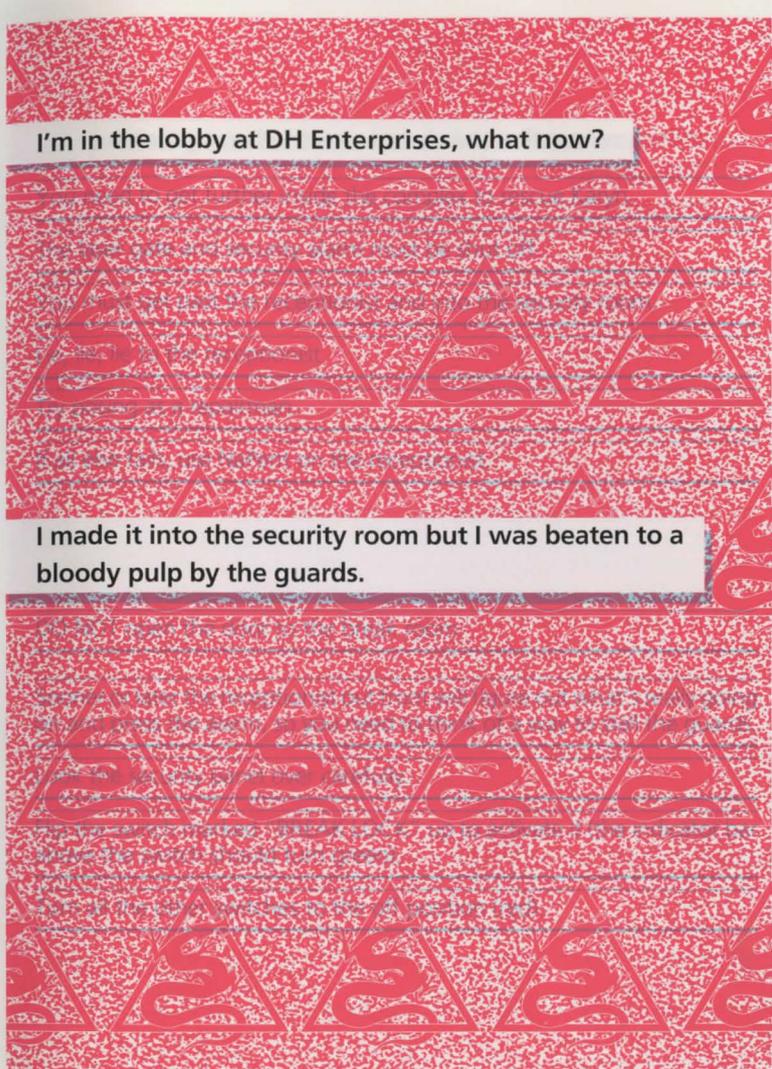
I can't get off the ground in the hovercar.

Karyn has been kidnapped. Help!



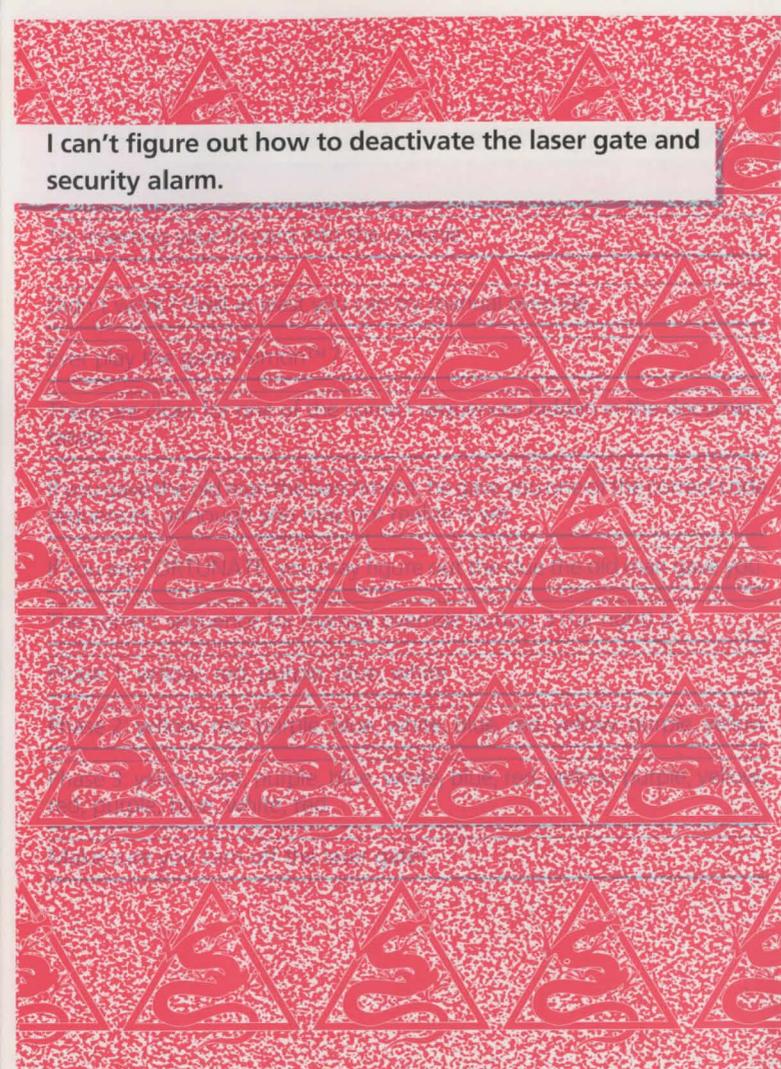
The Snake keeps killing me in the warehouse district while holding the Jake hostage.

The guard outside of DH Enterprises won't let me in.

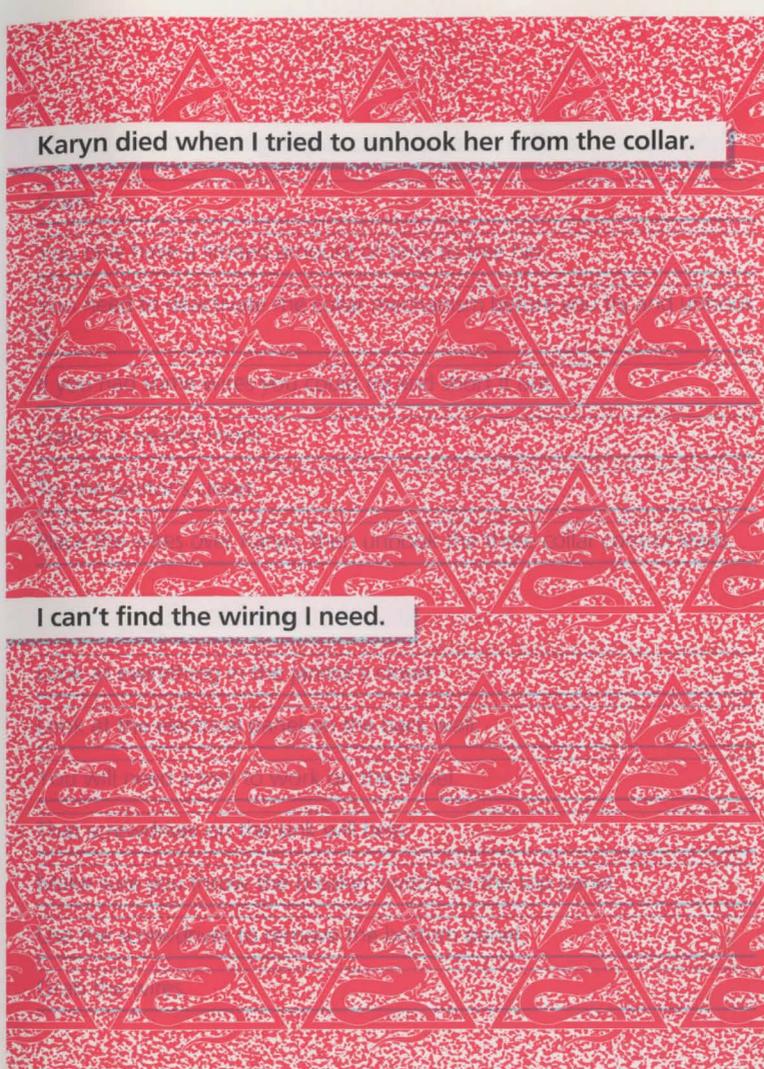


I'm in the lobby at DH Enterprises, what now?

I made it into the security room but I was beaten to a bloody pulp by the guards.

The background of the page is a dense, repeating pattern of red triangles. Each triangle contains a stylized red snake. The triangles are arranged in a grid, with horizontal lines separating the rows. The overall effect is a textured, high-contrast red background.

I can't figure out how to deactivate the laser gate and security alarm.

The background of the page is a dense, repeating pattern of red triangles. Each triangle contains a stylized red snake. The triangles are arranged in a grid, with horizontal lines separating the rows. The overall effect is a textured, high-contrast red background.

Karyn died when I tried to unhook her from the collar.

I can't find the wiring I need.

ARCADE HINTS

Those goons at the reservoir are wiping me out.

I keep getting shot to pieces by the guards!

The hazards at the warehouse are too hard!

I'm being toasted by the flame throwers!

I can't kill Bahumat in the final arcade.

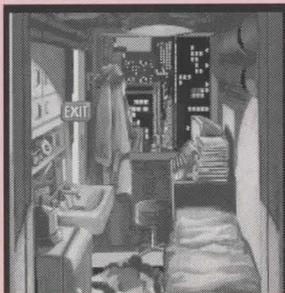
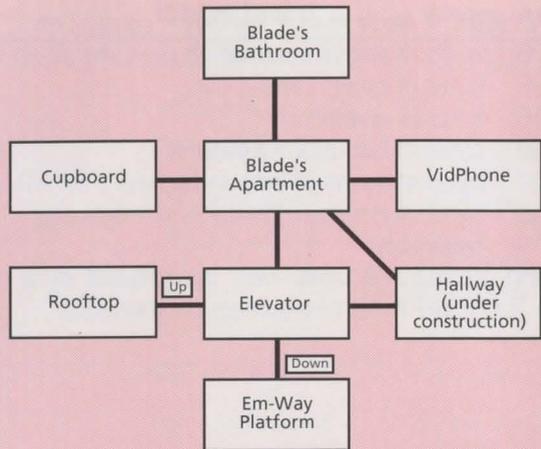
OBJECTS

Item

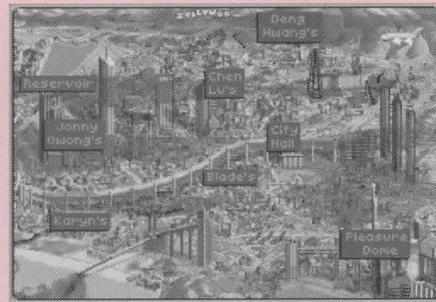
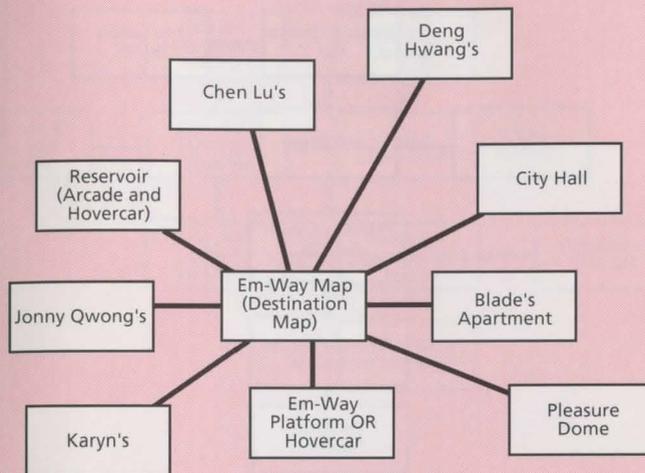
Where found

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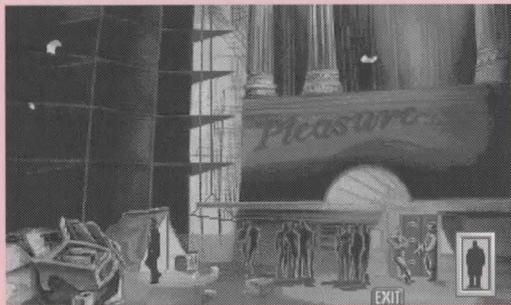
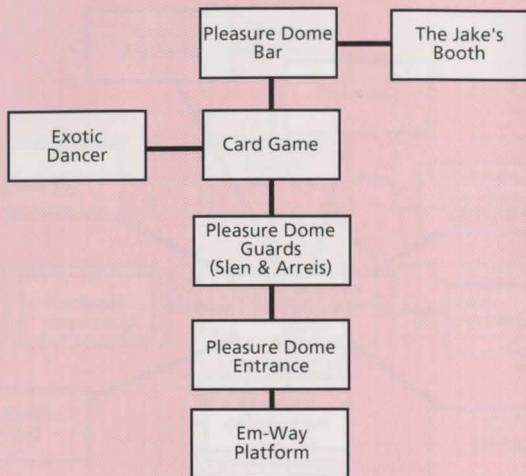
BLADE'S APARTMENT



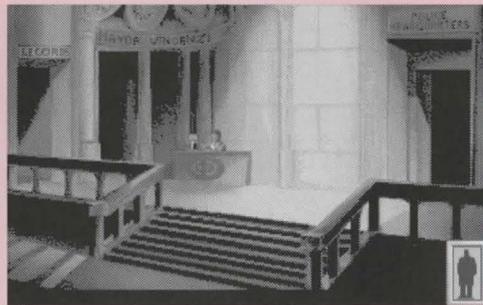
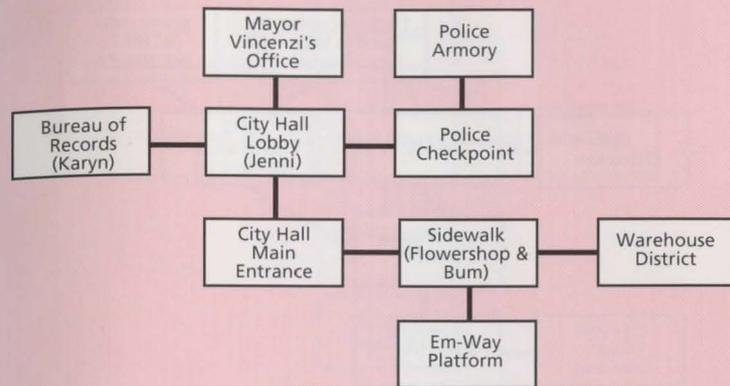
EM-WAY TRANSIT MAP



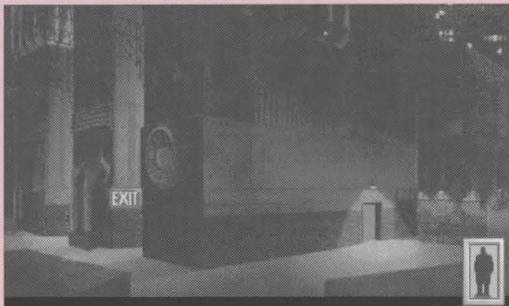
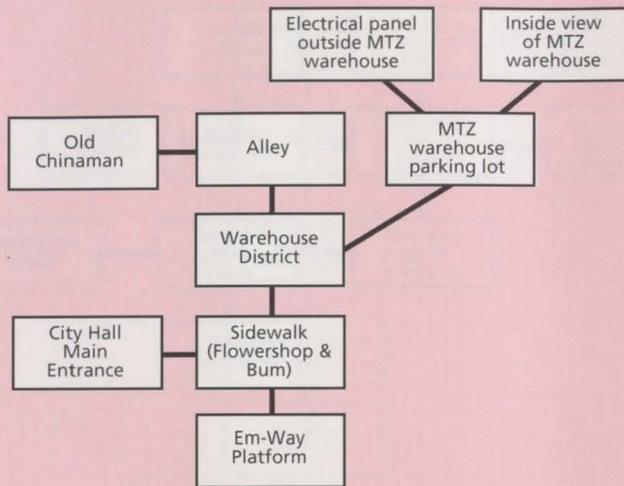
PLEASURE DOME AREA



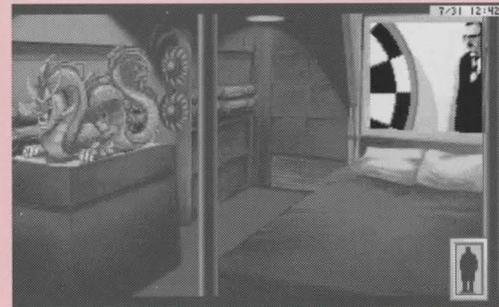
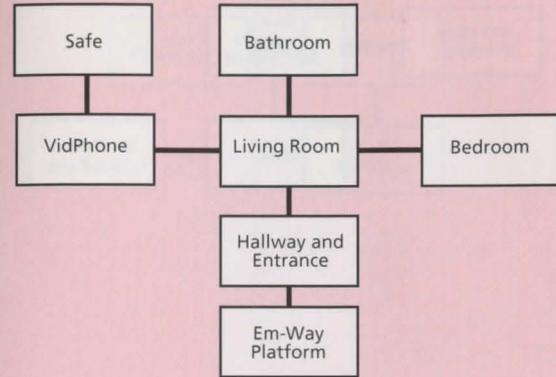
CITY HALL



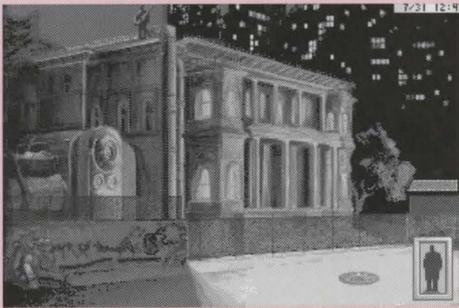
WAREHOUSE DISTRICT



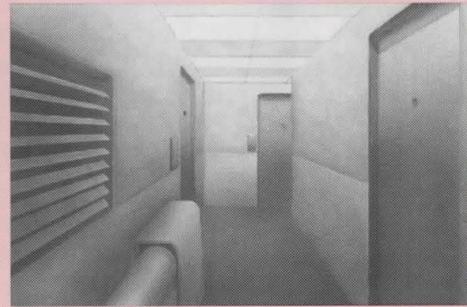
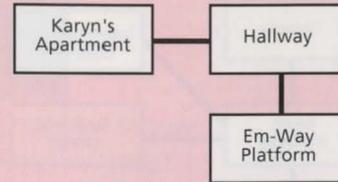
CHEN LU'S APARTMENT



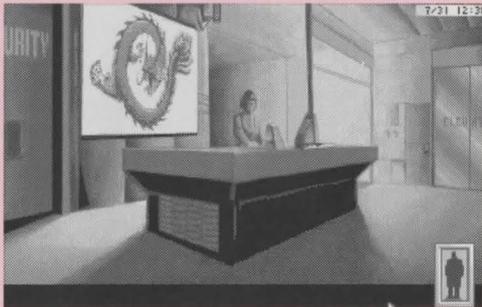
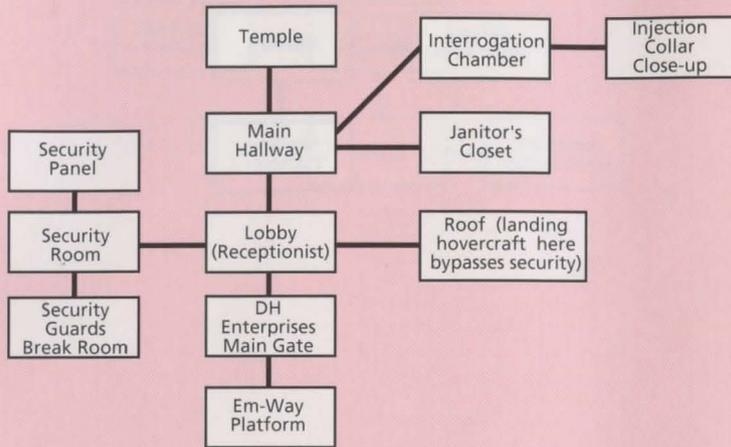
JONNY QWONG'S



KARYN'S



DH ENTERPRISES

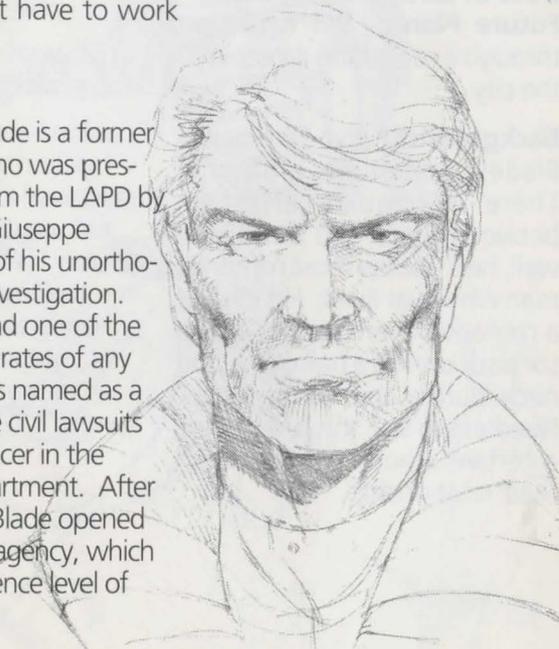


CHARACTER PROFILES



Name: William S. "Blade" Hunter
Occupation: Private Investigator
Hobbies: Guns, knives, cyberball
Place of Birth: Eugene, Oregon
Date of Birth: Sept 27, 2013
Future Plans: Make enough money so I won't have to work anymore.

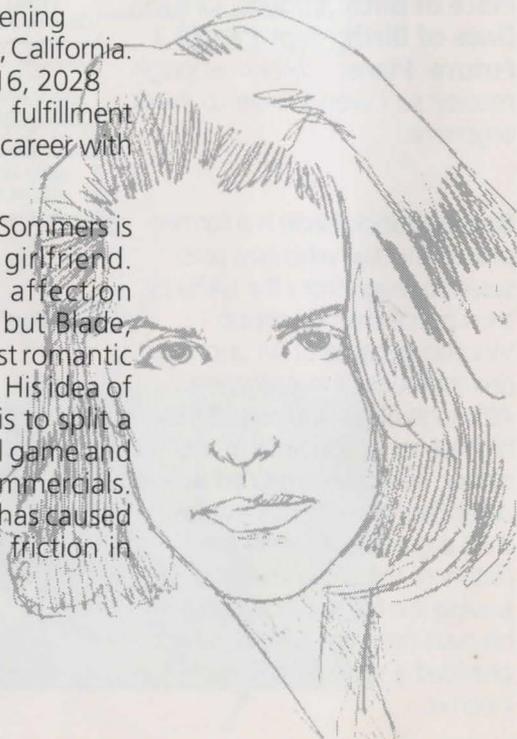
Background: Blade is a former police detective who was pressured to resign from the LAPD by then police chief Giuseppe Vincenzi because of his unorthodox methods of investigation. Although Blade had one of the highest conviction rates of any officer, he also was named as a defendant in more civil lawsuits than any other officer in the history of the department. After leaving the force, Blade opened his own detective agency, which provided a subsistence level of income.





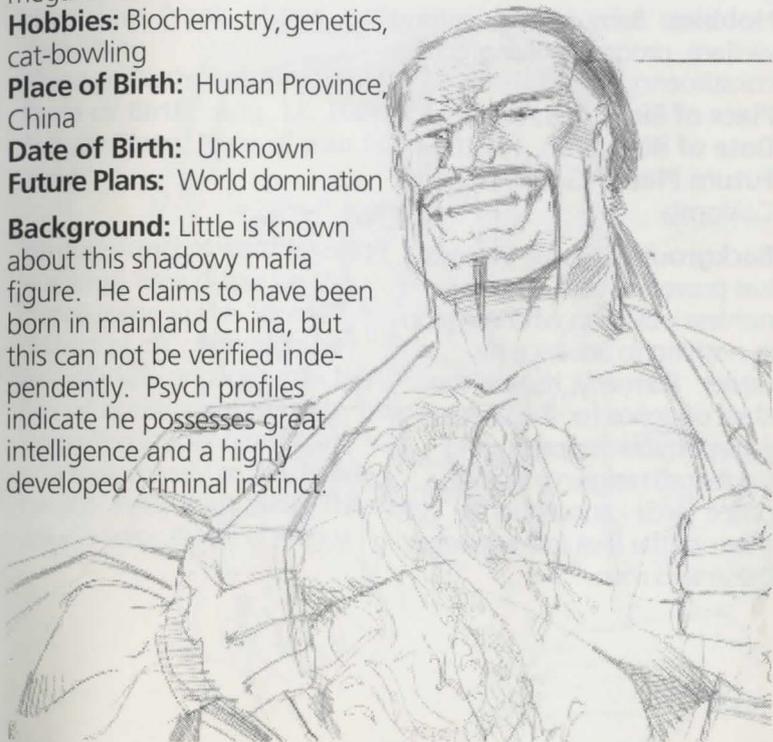
Name: Karyn Sommers
Occupation: Data retrieval specialist
Hobbies: Judo, gardening
Place of Birth: Yreka, California.
Date of Birth: Oct. 16, 2028
Future Plans: Self fulfillment through a rewarding career with the city

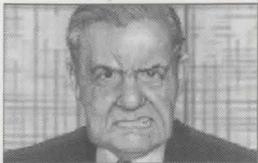
Background: Karyn Sommers is Blade's sometime girlfriend. There is genuine affection between these two but Blade, well, he's not the most romantic man who ever lived. His idea of a romantic evening is to split a six-pack during a ball game and neck during the commercials. Needless to say, this has caused a certain amount of friction in their relationship.



Name: Deng Hwang
Occupation: Mafia kingpin and megalomaniac
Hobbies: Biochemistry, genetics, cat-bowling
Place of Birth: Hunan Province, China
Date of Birth: Unknown
Future Plans: World domination

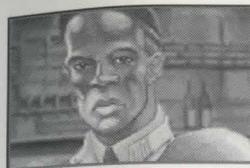
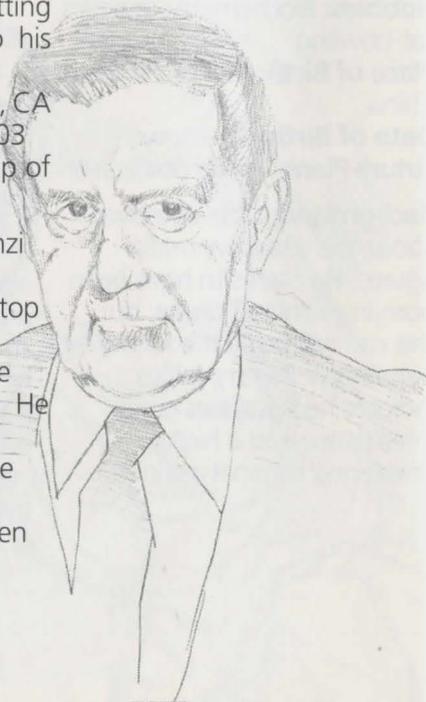
Background: Little is known about this shadowy mafia figure. He claims to have been born in mainland China, but this can not be verified independently. Psych profiles indicate he possesses great intelligence and a highly developed criminal instinct.





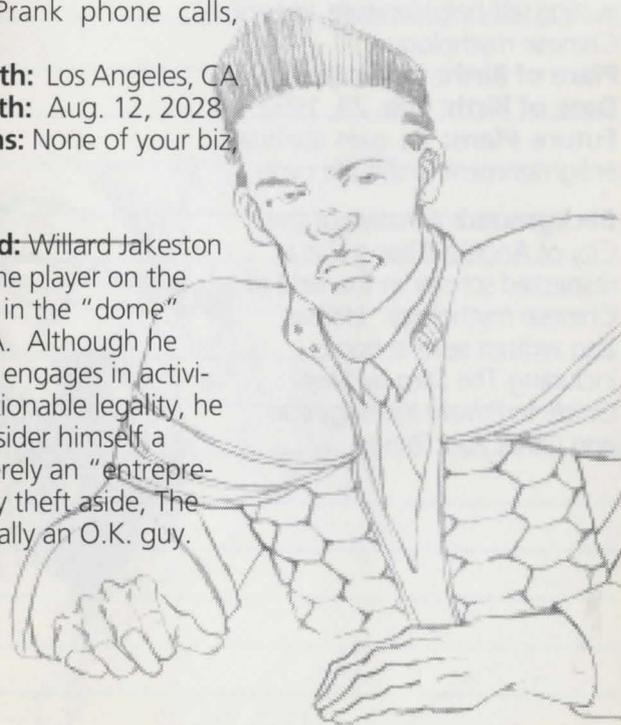
Name: Giuseppe Vincenzi
Occupation: Mayor of Los Angeles
Hobbies: Baby kissing, cutting welfare programs, lying to his constituency
Place of Birth: Los Angeles, CA
Date of Birth: Feb. 14, 2003
Future Plans: Governorship of California

Background: Mayor Vincenzi has proven himself to be a ruthless politician who will stop at nothing to advance his career. Formerly, he was the chief of police for the LAPD. He is responsible for pressuring Blade into resigning from the police force - consequently there is little love lost between these two men.



Name: Willard Jakeston AKA "The Jake"
Occupation: Miscreant
Hobbies: Prank phone calls, shoplifting
Place of Birth: Los Angeles, CA
Date of Birth: Aug. 12, 2028
Future Plans: None of your biz, slicker.

Background: Willard Jakeston is a small time player on the street scene in the "dome" district of LA. Although he occasionally engages in activities of questionable legality, he doesn't consider himself a criminal, merely an "entrepreneur." Petty theft aside, The Jake is basically an O.K. guy.



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NOTES

NOTES

NEED FURTHER HELP?
CALL THE SIERRA/DYNAMIX
AUTOMATED HINT LINE SYSTEM

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

All hint questions **MUST** be directed to the previously mentioned "900" numbers. **NO** hints will be given on our Customer Service lines. The Hint System is available 24 hours a day. The charge for this service is 75 cents for the first 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.** The automated hint system is only available within the United States at this time.

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

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

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