

RISE OF THE DRAGON

Type: Animated Adventure

Difficulty: Novice

Systems: Amiga (one megabyte), MSDOS (640K required, hard disk and 386 or faster computer recommended; 256-color VGA; Ad Lib, Roland, Sound Blaster; joystick, mouse, and keyboard interface)

Company: Dynamix/Sierra



Set in a futuristic Los Angeles, this science fiction detective story is reminiscent of the film *Blade Runner*. You play the role of William "Blade" Hunter, a former cop working as a private eye. Initially your goal is to find the mayor's kidnapped daughter, which leads you to solving a case involving a deadly designer drug that causes mutations and death. In addition to unravelling some easy puzzles, you must get past several arcade sequences (though these may be bypassed with a menu selection). Created by digitizing hand-painted art, the graphics are startling in their detail. Animated characters and people's faces are equally impressive, and the music is also top-notch. The interface employs a cursor that changes shape to reflect the nature of the object over which it is moved, and many items can be examined and used by clicking on them. While the story and graphics are superb, this is an easy game that is over too quickly for experienced adventurers.

Walkthrough

Getting out of the House in the Morning

You find yourself in your apartment around noon on July 31, 2053. Pages 34-39 of the manual give the basics on where to find your clothes, overcoat and gun and put them on your character. Look under the pillow for your gun. Your ammo clip is on the left side of the computer desk. Do not forget to take your ID card (from slot on CRT). If you get locked out of your apartment without the card, turn the steam valve on the pipes above the door to your apartment and wait. In the hallway, the bottom elevator button goes to the EM-Way and the top button goes to the roof hovercar parking. Get Chandra's picture from the vid-phone.

Jake

Go to the Pleasure Dome to see Jake (but leave your gun in your room whenever you visit the Pleasure Dome). Go to the bar. Jake is the guy in the green coat at the end of the bar. Save the game before you talk to Jake. When you talk to Jake, be polite and tell him about his friend who died. Show/give Jake p3ct572 of Ch1n871 when he asks for proof about his friend's death. "I am looking for the Jake. A friend of his is in trouble. Chandra Compton. Let us say that you have a lot of friends...minus one." Give p3ct572 of Ch1n871 to Jake as proof. "Who is Chen? You think Chandra would want you covering this guy's ass? I do not know... But someone does. Why don't you help me out? What is this guy's name and address?" Now that you have made a "friend" of Jake, return to him often without your guns and you can get important

hints and advice. If you make the mistake of checking your gun with Slen and Arreis at the Pleasure Dome, get a claim check for it. Be nice to Slen and Arreis at all times. Give Slen the candy bar when he says, "Nice piece. Be a pity to lose it," and get the claim check.

Chen Lu's

Save game at the entrance to Chen Lu's. Quickly enter the apartment and magnify the vid-phone on the right hand portion of the media wall in front of you. Remove Chen Lu's ID card from the vid-phone and leave the apartment. Save game. Return to Chen's apartment after the police have gone. Read Chen's vid-phone messages. Write down the last four numbers of Chen's gun permit. Search the bathroom carefully. Check the bathroom counter. Push the dragon's right eye. Input the last four numbers from Chen's gun permit (**z274 92v2n 92v2n tw4**, typed in as numbers, not words) as the combination to the safe behind the dragon in Chen's bedroom. Take the drug patch and other objects from the safe.

Karyn at City Hall

Buy roses (use ID card, which doubles as a credit card). Visit Karyn in the hall of records. Go to the left of the alley. Go into city hall after paying homage to the shrine on the left of city hall. Talk to the receptionist. Ask to see Karyn. **G3v2 74929** to Karyn. Give Karyn Chen's ID card and the **875g p1tch**. Ask Karyn to run a lab report. Be nice but firm. Karyn will also give you keys to the cabinet above the sink.

The Mayor and the Lab Report

It takes several days for Karyn to get the lab report. Keep going back and talking to her. When you have the lab analysis tape and the drug patch, save the game. Talk to Jenni, the city hall receptionist, about seeing the mayor. Say: "I need to see the mayor about an urgent matter" and "Dammit Jenni! Tell him I want to see him now!"

Be careful about how you deal with the mayor. Give him the MZT tape. Threaten to walk out on the investigation: "You should show a little more courtesy to someone who has information that could cost you the next election." "I found out who killed your daughter." "No effin' way. I am finished with this crap. Show me the door."

Take the L. A. P. D. pass from the mayor for the armory. Get the rifle from the wall in the police

armory (first hallway to the right behind Deputy Van Halen). Give Van Halen your pass.

Jonny Qwong's Sewer Phone

If you have not done so, go to your apartment and use the keys to get the bombs and the wire tester from the cupboard, and the first aid kit from the shower cabinet. At Johnny Qwong's, save the game. Enter the sewer and magnify the vid-phone access panel. Quickly attach a bomb to the lock of the vid-phone access panel. Step back and wait for the access panel to blow open. Save the game. Use the wire tester to tap the phone. Do not attach any wires while needles on the power dials are in the upper right-hand corner (red portion) of the dial. Put the tester down on the bottom of the screen. Hook the red wire to the battery terminal, the blue lead to the ground, and the yellow lead to the second brass terminal from the bottom on the right side of the panel. Do it quickly, or the sewer rats will kill you. (If still confused, read the documentation on how to use the wire tester.) You need to keep checking your own vid-phone for messages on Jonny Qwong's vid-phone.

Blowing Up the Warehouse

After tapping Johnny Qwong's vid-phone, ride the EM-Way and get off at city hall platform. Walk forward till you reach sidewalk where the bum and flower shop are located, then go right into the warehouse district. In the warehouse district, attempt to go through the wire fence gate at the lower right-hand portion of the screen. After looking through the door to the warehouse, magnify the power trunks to the left of the truck. Put a bomb on the second electrical trunk from the left and stand back. Get out of there.

Wisdom, Chinese Calligraphy and a Bulletproof Vest

In the warehouse district, go to the first alley to the left of the chain link fence. Save the game. Go through the open door or hole in the wall on the left side of the alley. Speak to the old man sitting on a crate and give him the paper with the Chinese calligraphy on it (from Chen's safe). The old man will give you a stone, a book, a fortune cookie and a bullet-proof vest. Put the vest on under your coat and listen to the words of wisdom. Take notes.

Meanwhile: the Mafia Makes Its Moves

A lot of things will be happening "meanwhile." Jake will disappear from the Pleasure Dome. The Mafia will put out a contract on you, kill Jonny Qwong, kidnap Karyn, threaten you and all your friends and family, and deploy a strike team with a hovercar and assault rifle to the reservoir. You may have to kill time until you receive a vid-phone message from Jake.

Jake's Phone Call

Jake will phone to meet you, probably at the warehouse district at 8 p.m., August 4. Arm yourself with a gun, preferably an assault rifle, before going to meet Jake. When you arrive, there is an arcade sequence. Save your game. If frustrated by the arcade scene, you can bypass it by selecting the "win arcade" option from the menu. Jake will give you Snake's ID card.

The Reservoir

Deng Hwang will deploy strike units to the reservoir between 7 p.m. and 10 p.m., August 4. Be sure to arm yourself with a gun and wear a bullet-proof vest. You will need to shoot about five characters from the reservoir scenery. They are deployed near the truck on the left, at the tree line on the right, behind the hovercar, and at the top left of the screen where the top of the reservoir meets the skyline. Use the space bar while holding down the right mouse button.

DH Enterprises

You can bypass the reservoir by using Snake's ID card on the guard at the gate near the EM-Way, or you can fly the hovercar to the roof of DH Enterprises and take the elevator down to the lobby. Save your game.

In the lobby, you need to gain access to the security room by getting past a very sensitive and suspicious receptionist. Say that you recognize the receptionist. Make a date with the receptionist. To get into the room, offer her a movie and a dinner. If necessary, arm yourself with the napent, as you would arm yourself with a rifle or pistol, and shoot her with it.

In the security room, do not open any doors. Magnify the security panel. Move the "break lock" key to the "on" or up position and turn off all the other locks. Push the button number "III," then push the buttons under the colored lights in this

order: yellow, red, purple, blue, white, blue, red, yellow, purple, yellow, red, purple, blue, white, red. Push the "off" or bottom button above the colored lights in the manual override section. This button lets you turn off the electronic gate to the left of the roof parking elevator. When the field is off, the green electrical field will disappear.

Rescuing Karyn

Enter the deactivated electric door from the lobby. Napent the receptionist if necessary. Rearm with the assault rifle. Save the game. Enter the janitor's closet, which is the first door on the right side of the screen. Open the electrical panel doors at the back of the room. Pick up the screwdriver from the sink. Use the screwdriver on the bottom electrical panel. Put the screwdriver into inventory. Get the wires from the electrical panel. Go through the left hand red door and place the wires over the unmagnified Karyn. Magnify the collar on Karyn and disconnect the wires from the collar. You must beat the clock on the wall if you are to save Karyn and yourself. Go down the stairs at the end of the hall.

Beating Bahumat

You get a chance to save your game before the final confrontation with Bahumat. This is an arcade combat sequence. You must work your way past three guards and fire to reach Bahumat. A bulletproof vest is no protection against fire. If frustrated, you can bypass the arcade sequence by selecting "win arcade" from the frustration menu, and view the endgame animated sequence.

Locations of Key Items

No map is necessary for this solution. Vital objects are found in the following areas:

Your Bedroom and Kitchen. Clothes, overcoat, photo, ammo, ID card, Fisto bar, wire-tester kit, mini-bombs

Your Bathroom. First-aid kit, napent

Outside City Hall. Roses

Bureau of Records at City Hall. Keys, tape about MZT

Chen Lu's. Chen's ID card, patch, Fisto bar, scroll

Mayor. L. A. P. D. security pass

Armory. Assault rifle

Chang Li. Bullet-proof vest, tome, agate talisman, fortune cookie

Warehouse. ID card

Janitor's Closet at DH Enterprises. Screwdriver, wires

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			