

HEART OF CHINA

Type: Animated Adventure

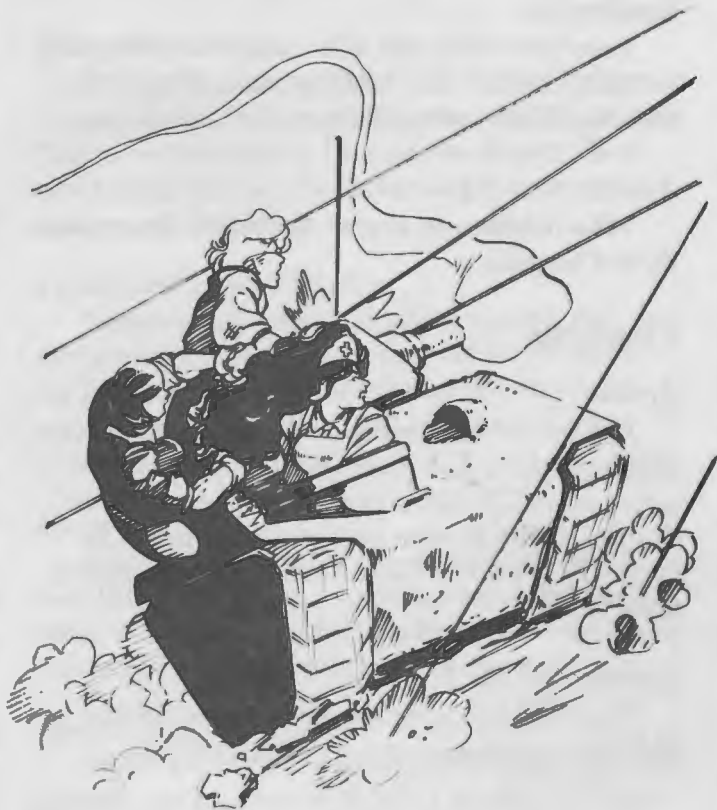
Difficulty: Novice

Systems: Amiga (one megabyte), Macintosh (one megabyte for monochrome, two for color), MSDOS (640K, VGA, 286 performance or better, and hard disk required; mouse or joystick recommended; Roland, Sound Blaster, Ad Lib)

Company: Dynamix/Sierra

Commencing in Hong Kong, this is the story of Jake "Lucky" Masters, a dashing 1930s pilot who teams up with a ninja to rescue a nurse from bandits in the mountains of China. Before it's over, you'll visit Kathmandu, Istanbul and other exotic ports of call that span the continent of Asia. The game system introduced in *Rise of the Dragon*, with its point-and-click interface and graphics created from videotapes of live actors, is harnessed in a story that is more entertaining and better balanced between dialogue and action. Numerous "Meanwhile" scenes, lustrous watercolor-style paintings digitized to serve as backgrounds, and an engaging stereo musical score

add to the atmosphere of intrigue, giving this initially Indy-esque story a sense of character and charm all its own. At certain points called "Plot Branches," you are alerted that alternative solutions exist for a situation, but the results of your actions are minimal and won't affect the plot. While some companies are content to use digitized images of real actors as special effects, Dynamix is using them as elements in truly cinematic examples of the budding genre sometimes called "interactive movies." Experienced gamers will finish this one far too quickly, but can replay it to get all four conclusions.



Walkthrough

At various points throughout this game you will be required to answer certain questions which will determine the next sequence. The most direct replies are provided here in this form: "Answer: 3, 1, 2," the numbers corresponding to the menu options. Each time you travel to another area, it will cost you \$20,000. This is unavoidable.

Hong Kong

Bar Of Ho

Leave dock and take rickshaw to town. Pick up the flyer that's blowing around. Enter bar. Exit NW

and talk to bartender Ho. Answer: 3, 1, 1, 1. Talk to goon. Answer: 1, 2. Talk to Chi. Answer: 1, 2, 1.

Fear Of Flying

Put the flyer in your hands to make a model plane. Give the model to Chi. Chi will now join you. Check out what he's carrying. Leave bar.

Herbalist

Enter the herb shop and talk to Madame Wu. Switch to Chi. Have Chi talk to Wu. Switch back to Lucky and have Lucky talk to Wu. Exit shop. Go to dock.

Hot Dung

Have Chi give the prune he's carrying to the sea gull. Switch to Lucky. Have Lucky take the gull dropping. Return to town.

Loading Up

Enter herb shop and talk to Wu. Place dropping in bowl. Answer: 2, 1. Take the herbs, fake passport and map. Give healing herbs to Chi. Exit shop.

Airport

Take rickshaw to airport. Answer: 2. Enter plane. Fly to Chengdu.

Chengdu

Arrival

Get the crowbar, rope and grappling hook from inside the plane. Exit plane. Wait for peasant to arrive. Have Chi talk to peasant. Answer: 2, 3. Get clothes. Have Chi wear clothes. Give rope to Chi. Have Chi lasso cow. Go to fortress. Give grappling hook to Chi.

Getting into the Fortress

There are two ways to get inside the fortress, through the sewers or through the front gate:

Via the Sewers. Go to the side of the fortress and give the crowbar to Chi. When the guard on the wall exits to east, have Chi use crowbar on grate. Enter the sewers. Have Lucky drop lighter. Move forward. Watch for a beam of wood on west wall. Have Chi take beam. Continue forward until you see hole in roof. Get lighter. Have Chi use beam on hole. Now skip down to **Inside the Fortress**.

Via the Front Gate. Have Chi enter main gate with cow. When he gets inside, have him put on ninja mask.

Inside the Fortress

Go to gatehouse. Get brass key. Enter palace. Go west to dining room and get rice wine. Go west to kitchen. Get both chickens. Pour wine into dog's bowl. (Note hole in floor, where you would have entered from the sewers via the grate.) Enter cook's bedroom and get butcher knife. Open door. Enter main hall. Check out Kate. (If Chi entered through the gate, he must now go to the fortress wall to pick up Lucky by attaching the rope to the hook and

throwing the hook over the wall.) Either way, you now proceed to **Fire Alarm**.

Fire Alarm

Go to gatehouse. Go to palace. Wait till guard exits west. Go to dining room. Knock over lamp. Go to kitchen, cook's bedroom, main hall. Bar door shut (click on right side). Have Lucky hold his gun. Shoot either cobra. Get Kate. Go N to balcony. Get cord off of drape and attach to railing.

Tank

Go to tank garage. Enter tank. Put key from gatehouse in key hole. Turn key. Press starter button. Play arcade sequence, or skip it and go to plane. Fly to Kathmandu.

Kathmandu: Freezing to Death

Talk to Ama. Answer: 2, 1, 3. Enter plane. Get blanket and tarp. Exit plane. Put blanket on Kate. Erect tarp. Give medicinal herbs and healing herbs to Kate.

Kathmandu

Ama's Hut

Talk sequence. Answer: 2, 2, 3. Exit Ama's hut.

Telegraph Office

Enter and talk to Nalini. Send telegraph to Lomax.

Junkyard

Enter. Get the cigar box. Talk to Kubla. Answer: 3, 1. Get siphoning hose. Leave.

Tavern

Go to tavern and talk to Bijaya, the bartender. Answer: 2, 1. Talk to Sardar. Answer: 1, 2. Exit.

The Lama

Visit the Lama. To his disciple, answer: 3. Talk to the Lama. Answer: 3, then 1 or 2. The Lama will pray. Exit Sanctuary.

Bojon

You can go see Bojon if you wish. Antagonize him, and he'll put Lucky in jail. Chi will escape. Have Chi talk to Ama. She will see that Lucky is freed.

Kate

Check up on Kate at Ama's and see how she's doing. Answer: 1, 3. Exit.

Next Day

At some random point you will be bopped on the head, or engage in a drinking contest with Ama. You might even end the day uneventfully. In any event you'll lose a day.

Sanctuary

Return and talk to the Lama.

Tavern

Return to tavern and talk to Sardar again. Answer: 1, 3. Give your gun to Sardar. (Alternate approach: tell Kubla to remain with parents. Answer: 2, 2. Go to Ama. Kubla will be there. Put the chopsticks on the cigar box, put the coins on the cigar box. Now, give the toy cart to Kubla. Return to junkyard and read note.

Istanbul

Istanbul Airport

Talk to the mechanic. Exit the airport. Chi will remain behind. Exit city gates to Main Street. Go E to Side Street and have Lucky enter the British Officers Club.

Officers Club

For fun, you can save the game, have Lucky talk to Hoji, the bartender, and buy drinks until drunk. Then use the phone to call Lomax. To get on with the game, restore and tell Hoji you would like to use the phone. Call Lomax while sober. Answer: 2, 2, 1.

Arrested

After leaving the Officers Club, you will be arrested and taken to Nabob's palace. Have Kate enter the pawn shop and talk to Kasim. Sell locket. Answer: 1, 3, 1. This will get you 75 shekels.

Shell Game

Save. Play the shell game until you have at least 200 shekels. Each time you win, exit the shell game and save. Restore if you lose. (You can also continue to play until you have broken the bank.)

Palace

Head for the palace and talk to the guard. Go to the side of the palace and talk to the old woman. Note the barred window (too high to reach). Exit and return to city gates.

Liberating Lucky

Knock the oranges off the cart. Talk to Hakim. Answer: 1. Get the flower. Return to the old woman. Talk to her. Answer: 1. Give her the flower. Go to pawn shop and buy the hacksaw. Return to old woman and talk to her.

Camel and Train Ticket

Return to city gates and talk to Acayib, the camel trader. Answer: 2, 2. You will buy a camel for 100 shekels. Go to train station and buy one-way ticket to Paris using the U.S. money Lucky gave you.

Escape

Return to Almira, the old woman, and talk to her. This will result in your rescuing Lucky. Answer: 1, 1. Go to airport. Plane blows up. Exit. Go to train station and board the Orient Express.

On the Train: As Lucky or Kate

While on train click on the heart. If you play the scene as Lucky, answer: 3, 2, 3, 2. If you play it as Kate, answer: 1, 3, 3. Assuming you've done everything correctly (especially talking to Kate on the train and dealing with Lomax), you'll get the best conclusion, in which Lucky gets his check, marries Kate and Chi lives. There are several others.

Location of Key Objects

Honk Kong	Flyer
Dock	Gull, gull dropping
Herb Shop	Healing herbs, medicinal herbs, fake passport, map of fortress
Plane	Crowbar, rope, hook, blanket, tarp
Outside Fortress	Clothes, cow
Tunnel under Fortress	Beam
Gatehouse	Brass key
Dining Room	Rice wine
Kitchen	Chickens
Cook's Bedroom	Butcher knife
Balcony outside	
Main Hall	Cord
Junkyard	Cigar box, siphoning hose
Istanbul Gates	Flower, camel
Pawn Shop	Hacksaw, 75 shekels
Train Station	Ticket to Paris

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			