

## ARCADE CONTROLS

### TANK ARCADE SEQUENCE



JOYSTICK:

Increase Speed = Joystick Forward Half Speed = Joystick Back Fire Cannon = Button #1 Stop Tank = Button #2

#### **KEYBOARD:**

Full Speed = Numeric Keypad 8 Half Speed = Numeric Keypad 2 Fire Cannon = Space Bar Stop Tank = Numeric Keypad 5. **MOUSE CONTROL:** *Left click* on the desired Mouse Control Pad icon to make the tank move, fire, turn or stop.



### AMIGA LOADING INSTRUCTIONS

Following are instructions for installing Heart of China onto a hard disk and booting the program. Both can be done from the Workbench or the CLI. In the instructions we assume that you are using floppy drive **DF0**: and hard drive **DH0**:. If your drives go by different names, replace the drive label in the example with the correct one. For example, if you have an Amiga 3000, you will probably need to replace **DH0**: with **WORK**:.

#### Copying Heart of China to a Hard Drive

- 1. Boot your system.
- 2. Insert Heart of China disk #1 into the first internal floppy disk drive.
- 3. From Workbench, double click on the HOC #1 icon and then on the Install icon.

From the CLI, type **CD DF0**: and press  $\bigcirc$ . Then, type **INSTALL** and press  $\bigcirc$ .

The Dynamix Install Utility window will appear.

- 4. Choose which drive and directory you wish to install the program to. The default is: DH0:DYNAMIX/HOC. To change the path, click on the Destination Directory default path and type in the new one.
- 5. Click on the INSTALL button.
- 6. At the prompt, click on the OKAY button to install the program files. To cancel the installation process, click on the CANCEL button.

**Note:** If you are using backup disks that were copied using the Workbench, you must rename the copies of the game disks to remove the words "copy of" from the disk label. If the words "copy of" are not removed, you will be unable to use the hard drive installation program.

Amiga Loading Instructions (From Floppy Disk) **Note:** You may run the Heart of China program from multiple floppy drives.

#### Self Booting

- 1. Insert Heart of China disk #1 into drive DF0:
- 2. Turn on the system.

#### From Workbench

- 1. Boot your system with Workbench.
- 2. Insert Heart of China disk #1 into a disk drive.
- 3. Double click on the HOC #1disk icon.
- 4. Double click on the HOC icon.

### AMIGA LOADING INSTRUCTIONS

#### From the CLI

- 1. Boot your system with the CLI.
- 2. Insert Heart of China disk #1 into floppy drive DF0:.
- 3. Type CD DF0: and press 🖾.
- 4. Type **HOC** and press **C**.

Amiga Loading Instructions (From a Hard Disk) From Workbench

- 1. Load Workbench.
- 2. Double click on the hard disk icon.
- 3. Double click on the Dynamix drawer.
- 4. Double click on the HOC drawer.
- 5. Double click on the HOC icon.

#### From the CLI

- 1. Load a CLI window.
- 2. Type CD DH0:DYNAMIX/HOC and press (...).
- 3. Type **HOC** and press **C**.

#### **Amiga Specific Notes**

- 1. Heart of China does not multi-task with other programs. Make sure that no other programs are running when you start Heart of China.
- 2. Although your system may have one megabyte of memory, you still may not have enough available memory to run Heart of China. Self-booting the program from disk should provide you with enough free memory to run the program. NOTE: Memory allocated for hard disk partitions or resident programs will reduce the amount available for running programs.

If you have a problem that is not addressed on this list or in the Troubleshooting section, please call or write our Customer Support Line at:

> Dynamix/Sierra Customer Support P.O. Box 485, Coarsegold, CA 93614 (209) 683-8989. 8 A.M. TO 5 P.M. (PT) Monday through Friday

### GAME INSTALLATION

### TROUBLESHOOTING

#### Smart Start<sup>™</sup>

In an effort to make game installation as painless as possible, we've created Smart Start<sup>™</sup>. Smart Start<sup>™</sup> will automatically determine the graphics, sound, input devices and the speed capability of your computer system to optimize game characteristics. Smart Start<sup>™</sup> will also take you step-by-step through the process of installing your game on a hard drive or making a backup copy. Don't be intimidated, just jump in and try it!

In the example below it is assumed that you are using floppy drive A, if not please substitute all references to drive A with the appropriate drive label. **Copying** *Heart of China* to a Hard Drive

- 1. After booting, insert Heart of China disk #1 in Drive A
- 2. Type A: [ENTER]
- 3. Type INSTALL [ENTER]
- 4. Select "Copy Heart of China to Hard Drive" from the Smart Start™ menu.
- 5. Follow the on screen instructions.

#### Making a Backup Copy

*Heart of China* is not copy protected. Smart Start<sup>™</sup> has a built in facility for helping you to create a backup.

- 1. After booting, insert Heart of China disk #1 in Drive A
- 2. Type A: [ENTER]
- 3. Type INSTALL [ENTER]
- 4. Select "Make a Backup Copy" from the Smart Start™ menu.
- 5. Follow the on screen instructions.

#### **Setting Preferences**

Smart Start<sup>™</sup> will do its best in deciding what type of computer equipment you have, but sometimes it may make a mistake or you may wish to try other graphics modes, sound configurations, etc. To modify Smart Start<sup>™</sup> preferences, follow these steps; once you have installed to you Hard Drive.

- 1. From a hard drive: go to the HOC directory on your hard drive.
- 2. Type INSTALL [ENTER]
- 3. Select "Change Graphics" or "Change Sounds/Music" from the Smart Start™ menu.
- 4. Follow the on screen instructions.

To run the game type "HOC" from the Heart of China hard disk directory.

**Problem:** My computer has at least 640K of memory, but I receive a message saying there is not enough memory to run *Heart of China*. **Possible Solution:** *Heart of China* requires at least 560K of free memory. Your computer may be running a "pop up" (TSR) program or it may be connected to a device such as a LAN that uses a portion of the memory. In order to run *Heart of China*, you will need to free up some of the computer's memory or select a different graphics mode from the Smart Start<sup>™</sup> (Install) program.

**Problem**: The joystick is not working properly. **Possible Solution**: Press **Alt-C** or select "Joystick" under the Calibrate Menu to calibrate the joystick.

**Problem**: When playing from the keyboard strange things happen such as the cursor moving all around the screen.

**Possible Solution**: Press **Alt-J** to turn off the joystick or **Alt-D** to disengage the mouse. Also, joystick calibration, **Alt-C**, may alleviate the problem.

**Problem:** Constantly playing music bugs me, but I still want to hear sound effects.

**Possible Solution:** Press **Alt-M** to turn off the music or select "music off" from the Options Menu.

**Problem:** Graphics appear in a mode that I don't want. **Possible Solution:** Use Smart Start<sup>TM</sup> to select the type of graphics you desire. Also check the original package to see if you are running a version of *Heart of China* that contains the graphics mode you are trying to select.

If you have a problem that is not addressed on this list, please call or write our Customer Support Line at:

> Dynamix/Sierra Customer Support P.O. Box 485, Coarsegold, CA 93614 (209) 683-8989. 8 A.M. TO 5 P.M. (PT) Monday through Friday



# KEYBOARD

### LOOK

#### Press ENTER

PICK UP/DROP & OPERATE COMMANDS

Pick up = Press Spacebar or keypad 5

Drop or Operate = Press Spacebar or keypad 5



#### **KEYBOARD CURSOR CONTROL**

The numeric keyboard has Arrow Keys which can control up, down and diagonal movement of the cursor. The numeral **5** on numeric pad *Picks up & Drops* objects. The *ENTER* key controls the LOOK Command.



**KEYBOARD HOT KEYS** 

ESC or F10	VCR Menu
Alt C	.Joystick Calibration
Alt R or F9	Restart
Alt Q	Quit
Alt S or F2	Sound ON/OFF
Alt M	Music ON/OFF
Alt J	Joystick ON/OFF
Alt D	Mouse ON/OFF
Alt P	Pause Game
F5	Save Game
F7	Restore Game
TAB	Toggle between
<b>MALESSAN</b>	hotspots
CTRL-C	. Clear text box in
	Save Menu.

NOTE: During character interaction and non-interactive story sequences, pressing **Spacebar** or **ENTER** will advance to the next dialogue box or story screen.