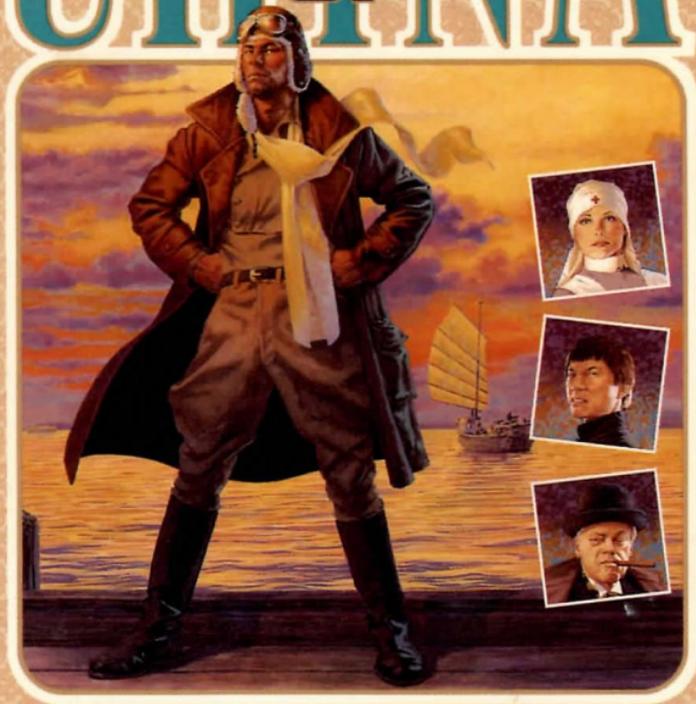


# CHINA

## HEART OF



# HINT BOOK

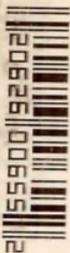
Includes complete walk-thru

Includes all area maps

List and location of all objects

Hidden rooms, locations and characters  
you may not have encountered

06 29 91



# CHINA

HEART  
OF

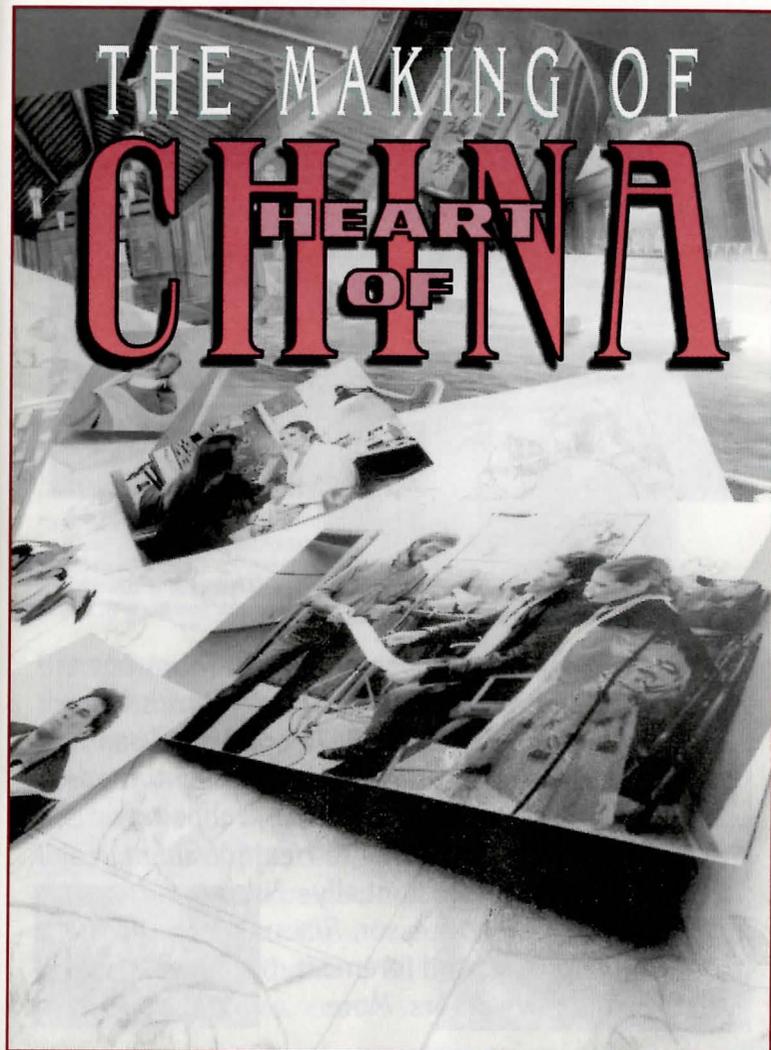


## Solutions Manual

Written by David Selle & Jerry Luttrell  
Designed by Shawn Bird & Roger Smith  
Cover design by Roger Smith  
Managing Editor: Jerry Luttrell

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TOP: Art Director Shawn Sharp uses storyboards to direct "Kate" and "Lucky." LEFT: False nails are applied to actor Fred Ikeda. BELOW: The "collar chair" from *Rise of the Dragon*.



**H** *Heart of China* began early in the summer of 1989. Originally scheduled as a quick follow-up to the technology developed for *Rise of the Dragon*, *Heart of China* quickly turned into a showcase of Dynamix technology.

Several new elements went into *Heart of China* (HOC) that made it substantially different than its predecessor, *Rise of the Dragon*. First, and foremost, was the use of live actors. More



TOP: Sher Alltucker applies make-up to actor Andrew Derycke to simulate aging (a none-preferable ending to the adventure). RIGHT: Randy Dersham fits one of Li Deng's guards with body armor.

than 85 individuals were cast in the various roles for the adventure. The detailed process of storyboarding that had been used for *Rise of the Dragon* was put to the test as the photography crew worked to prepare themselves for the incredible number of photo-shoots that would be necessary to complete the project. Along with the casting of the roles, cos-





The art staff prepares a special-effects shot. High-tech devices such as extension cords and fishing wire were used to bring static shots to life. BELOW: Actors DeRycke and Leung clown between photoshoots.

tuning and make-up were added to the process. Many of the costumes, which had to reflect the 1930's period of Asia and Europe, were rented from the major film studios with one set of pants even bearing the name Gary Cooper.

The photoshoots, which took place over a year-and-a-half, were long and grueling – at times lasting for ten or more hours. However, there



The development of character Kate Lomax. LEFT: An early pencil sketch. ABOVE: Kate, as portrayed by actress Kimberly Greenwood. BELOW: A screen shot from the game's opening sequence.

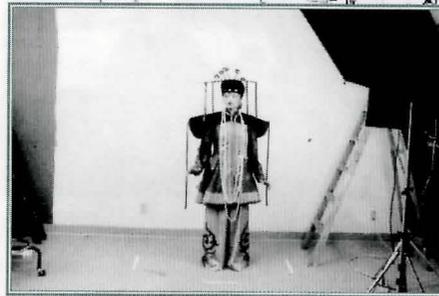
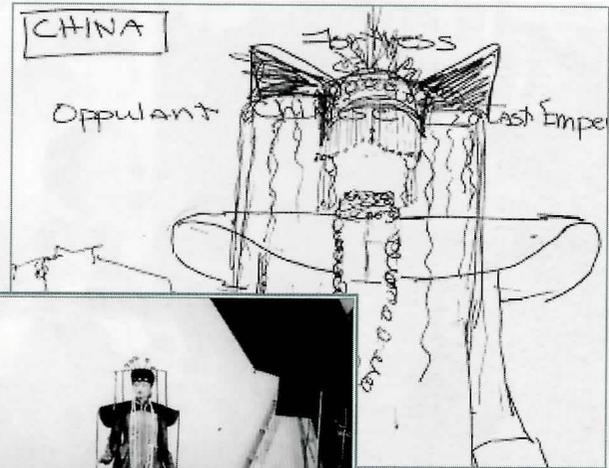
It was always time for fun as the photo on the right shows. Over the many months that the cameras rolled there were some interesting stories that evolved, the best of which is that of Kimberly Greenwood, the actress who played the kidnapped heroine, Kate Lomax. Kimberly had been chosen from literally dozens of women who tried out for the part. She won the role because





The character of Kate Lomax was a unique one for adventure games. A fiercely strong and independent woman, Kate was written to counteract the macho, self-centered character of "Lucky" Jake Masters.

she was, as everyone involved with *Heart of China* agreed, perfect for it. She *was* Kate Lomax as designer Jeff Tunnell had envisioned her. She was witty, smart, beautiful and, it was discovered three months into shooting, *VERY* pregnant. Kimberly hadn't known it at the time of her audition, but she was in the first month of pregnancy. Obviously everyone at Dynamix was elated for Kimberly and her husband,



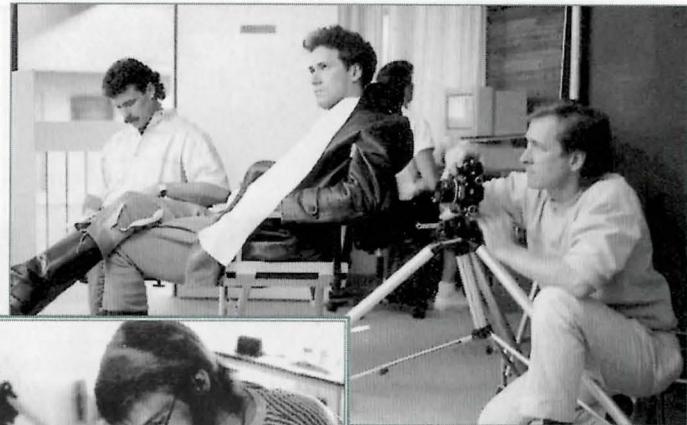
An early pencil sketch of Kate in her "wedding gown" along with a behind-the-scenes look at the filming of the actual sequence.

but we were left with the very large question of what to do. With nearly a fifth of the shooting completed with Kimberly as Kate, it would have been terribly expensive to recast the part and start over. No one enjoyed the idea of replacing the actress who virtually defined the character. So, it was decided that shooting would continue with the addition of one small extra (and unseen) cast member. All of the Hollywood tricks were employed to hide Kimberly's pregnancy from the cameras...she was shot from



Make-up is applied to actress Kimberly Greenwood (shown holding her son A.J.) during the final days of filming for the adventure game. Kimberly would be with the project for nearly a year-and-a-half before filming would finally wrap up.

behind, she was placed behind other actors and she was hidden behind furniture and blankets. Ultimately, (in a move that no other medium could afford), she was electronically retouched by the game's artists to make her gain in size virtually unnoticeable. By the time Kimberly gave birth (a lovely baby boy, A.J., on May 4, 1990), shooting was nearly two-thirds complete. The photoshoots, which were originally scheduled to be shot in the order that



The construction of a single scene required the talents of many individuals. Programmers, photographers, costume designers and artists using both traditional and electronic methods of production were utilized in a meshing of technology and talent.

**A** the adventure would play, were rearranged to give Kimberly, and her newborn, a few months off. Along with the use of live actors came the tricky task of combining the actors' images with the over 200 hand-painted background images. Once each of the photoshoots were complete and matched with their storyboard sketches, they were entered into





Like all current Dynamix productions, every element of *Heart of China* was planned months in advance of production using pencil sketches or storyboards. Like a motion-picture production, the high cost of reshooting a sequence made it imperative that everything was done right the first time.

the computer using color scanners (3 were kept busy nearly 20 hours a day) and then *cut out* using electronic paint programs. Once the actors were “isolated” from their photoshoot backgrounds, they were laid on top of the digitized images of the hand-painted backgrounds and the two elements were blended together. Along with the relatively simple *cut and paste*



Andrew DeRycke plays “Lucky” Jake Masters. Shown are various shots that will later be scanned into the computer for still and animated sequences of Lucky.

job for stationary characters was the complex and detailed work of compiling the animated sequences. *Heart of China*, like *Rise of the Dragon*, is composed of randomly generated animations displayed during nearly every scene. The animations of the live actors were obtained by using a combination of video and high-speed autowind cameras. The captured images were con-

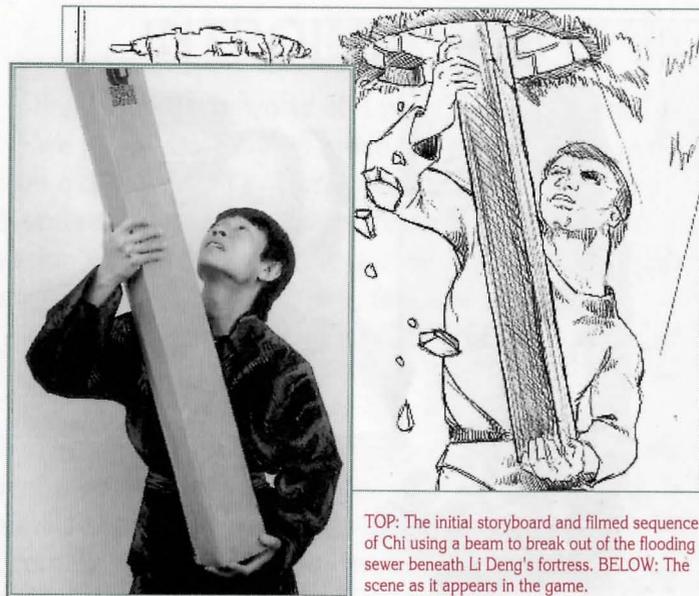




Once the storyboard sequence has been filmed (shown left), the photographs are cut-out and placed on top of the original storyboard. This was done to aid in the enormous task of keeping track of the thousands of photographs.



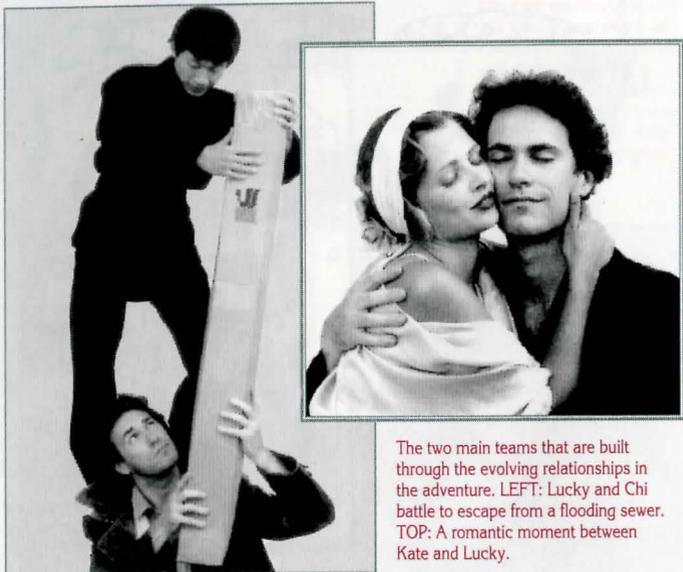
verted into digitized computer images and then assembled into animations using specially designed software tools. Once the animations were completed, they were placed into the previously assembled *static* screen of the hand-painted background (and any other stationary pieces such as actors or other hand-painted overlays). The final result is a screen that has great depth and detail with constantly changing animations. The scene is brought to life by the careful matching of shadows and the blending together of



TOP: The initial storyboard and filmed sequence of Chi using a beam to break out of the flooding sewer beneath Li Deng's fortress. BELOW: The scene as it appears in the game.

**T**many images that were once different in both form and style. The second technological advance made in *Heart of China* was the addition of the *multiple character* mode to the Dynamix Game Development System. In *Heart of China*, you are allowed to control all three of the main characters. In fact, to





The two main teams that are built through the evolving relationships in the adventure. LEFT: Lucky and Chi battle to escape from a flooding sewer. TOP: A romantic moment between Kate and Lucky.

successfully complete the adventure, you *must* use all three characters in the best possible combination. It's an interesting twist to adventure gaming that adds enormous complexity to the experience. You must make the characters *cooperate* with one another to be successful. Under your guidance, Kate, Lucky and Chi must work together to solve puzzles, get out of tight binds and make it to safety. In effect, you form a team with them in the adventure, being drawn into their plight as you struggle to point them

## INTRODUCTION

Welcome to the world of 'Lucky' Jake Masters.

We hope you have as much fun playing this game as we did creating it. *Heart of China* is an 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 *Heart of China* is to discover puzzles and find solutions 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 maybe this is 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. And for those of you who choose to ignore this warning, we've thrown in a few red herrings to trip you up.

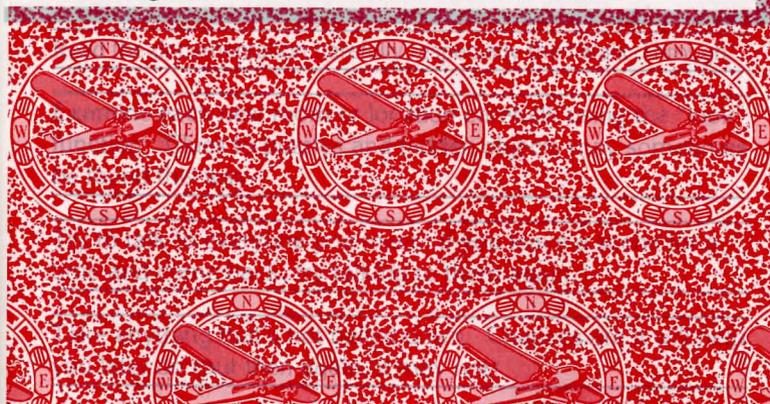
### If you've finished *Heart of China*.

Even if you've "won" the game, we're sure we can interest you in playing again. There are several different ways to resolve *Heart of China*, 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 other 3-D graphic-animated adventure games produced by Sierra/Dynamix like *Rise of the Dragon: A Blade Hunter Mystery*. Stay tuned for future Jake Masters Adventures from Dynamix as well. Good luck in your adventure and we hope you enjoy *Heart of China*!

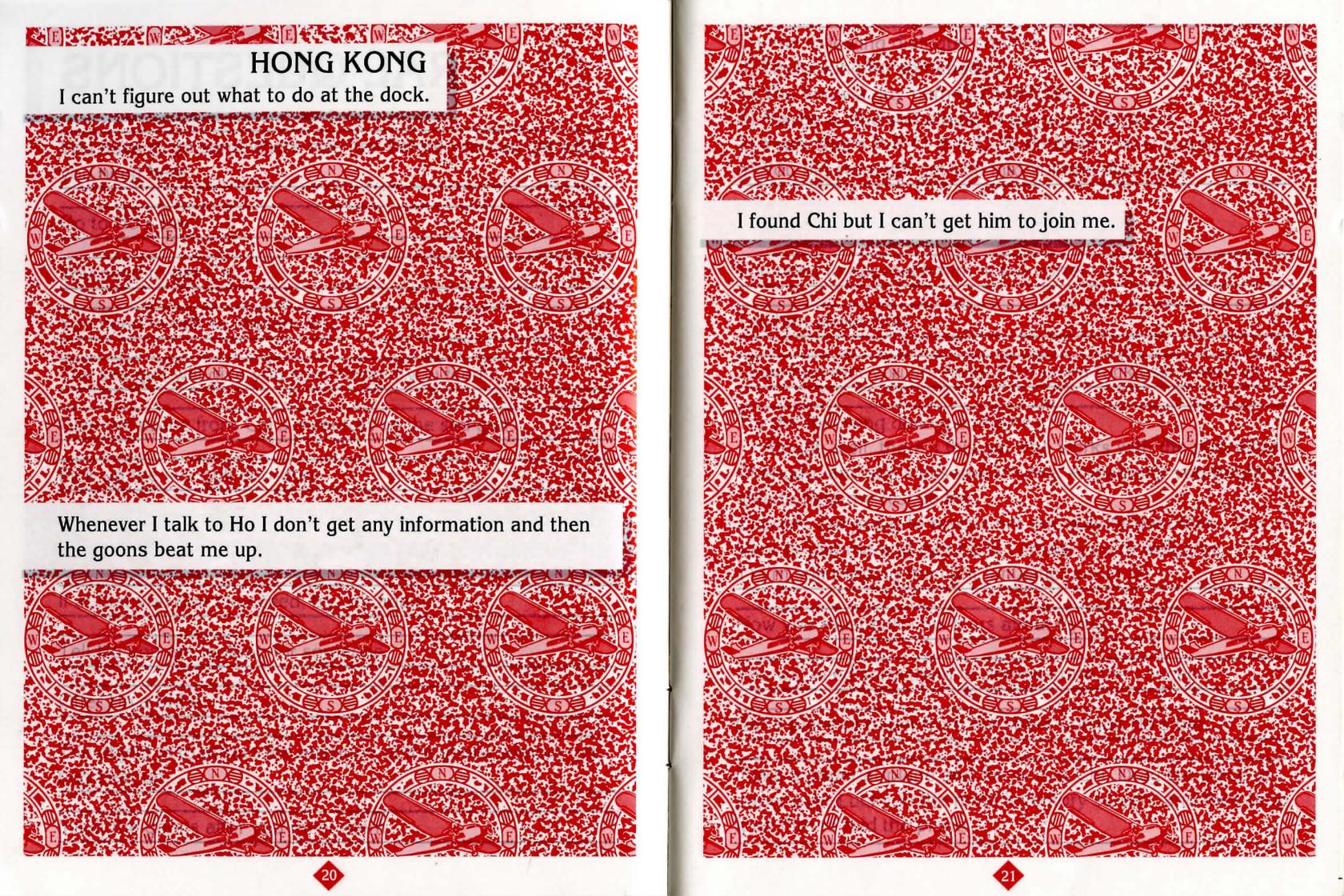
## GENERAL QUESTIONS

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



What's the point of this game anyway?



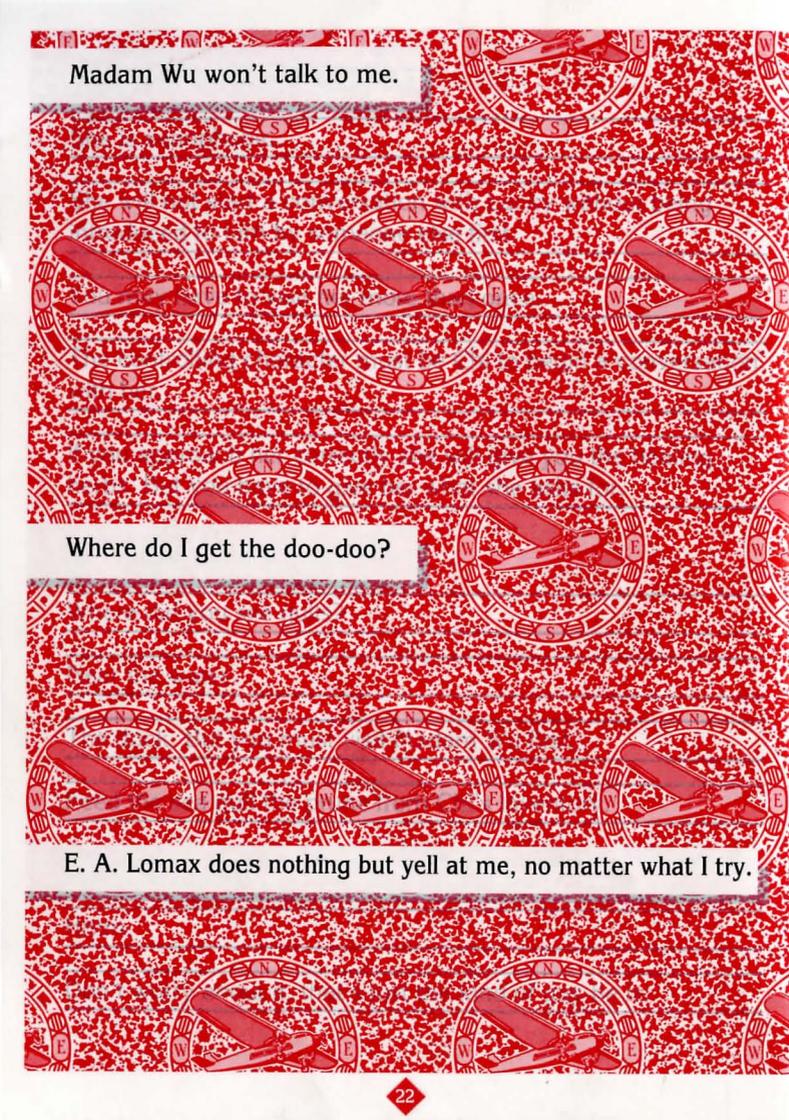


## HONG KONG

I can't figure out what to do at the dock.

Whenever I talk to Ho I don't get any information and then the goons beat me up.

I found Chi but I can't get him to join me.



Madam Wu won't talk to me.

Where do I get the doo-doo?

E. A. Lomax does nothing but yell at me, no matter what I try.



Where can I get the sphygmomanometer Chen Lu talks about?

I got busted by the airport immigration official!

## CHENGDU FORTRESS

I can't figure out where to land the plane.

I can't understand the peasant at the fortress.

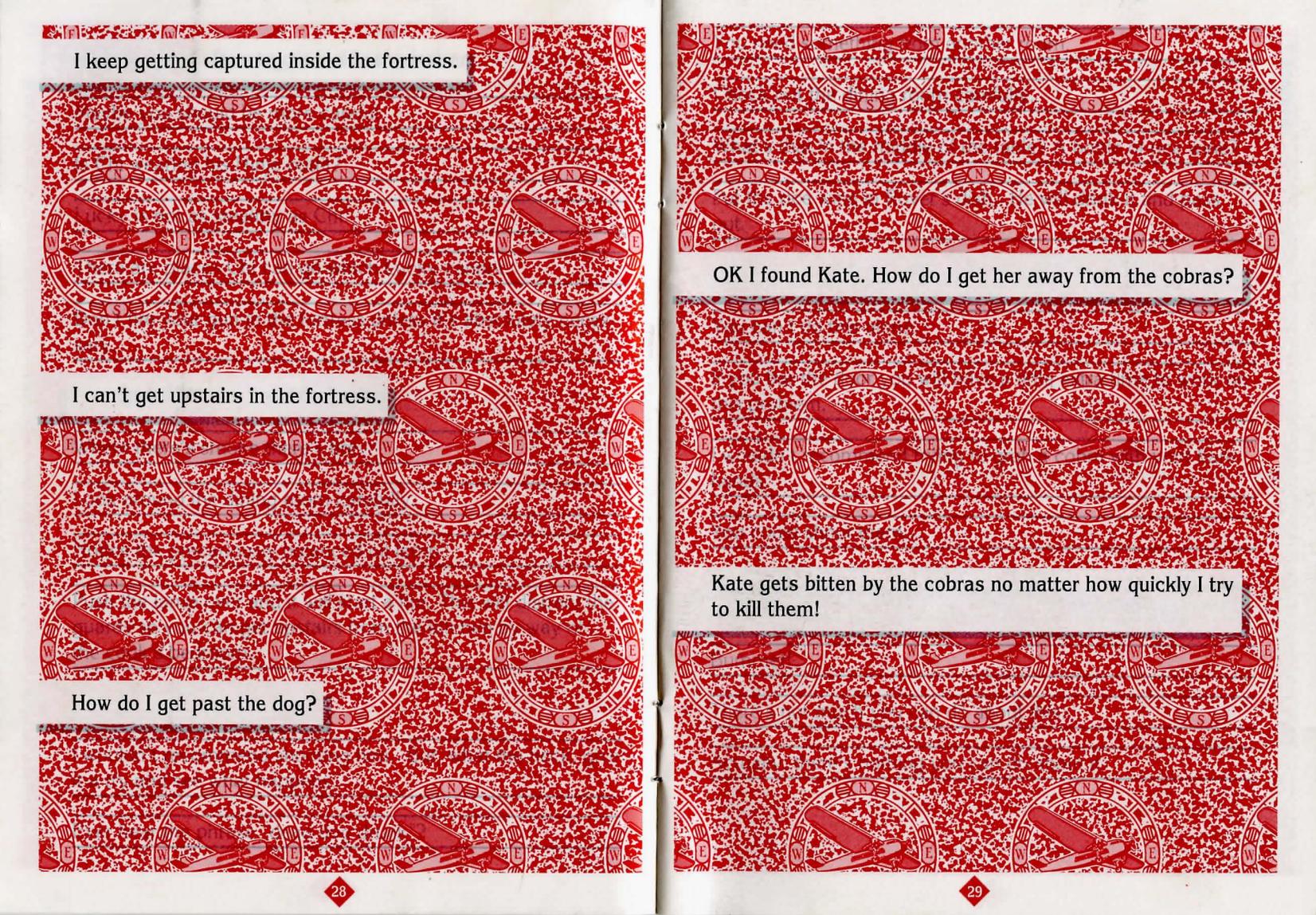
I got caught by the Yeti.

O.K. I can understand the peasant. Now what?

I can't figure out how to get inside the fortress.

I'm trapped in the sewer and I can't get out!

How do I get Lucky inside the fortress if I went through the front gate?



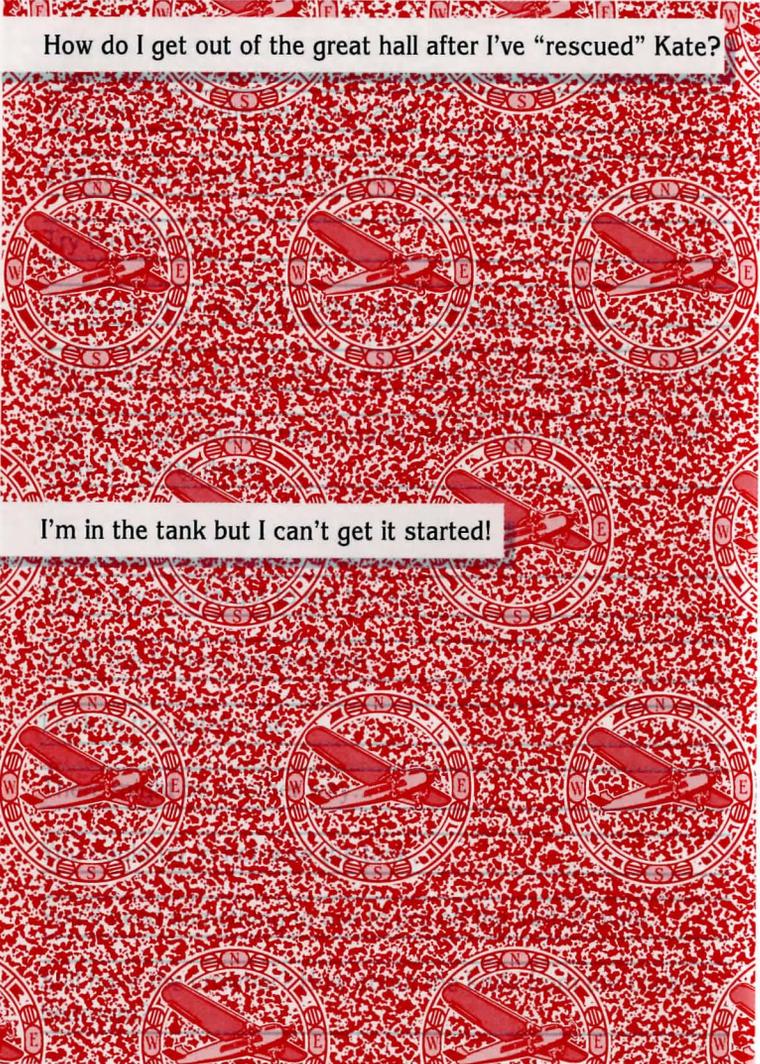
I keep getting captured inside the fortress.

I can't get upstairs in the fortress.

How do I get past the dog?

OK I found Kate. How do I get her away from the cobras?

Kate gets bitten by the cobras no matter how quickly I try to kill them!



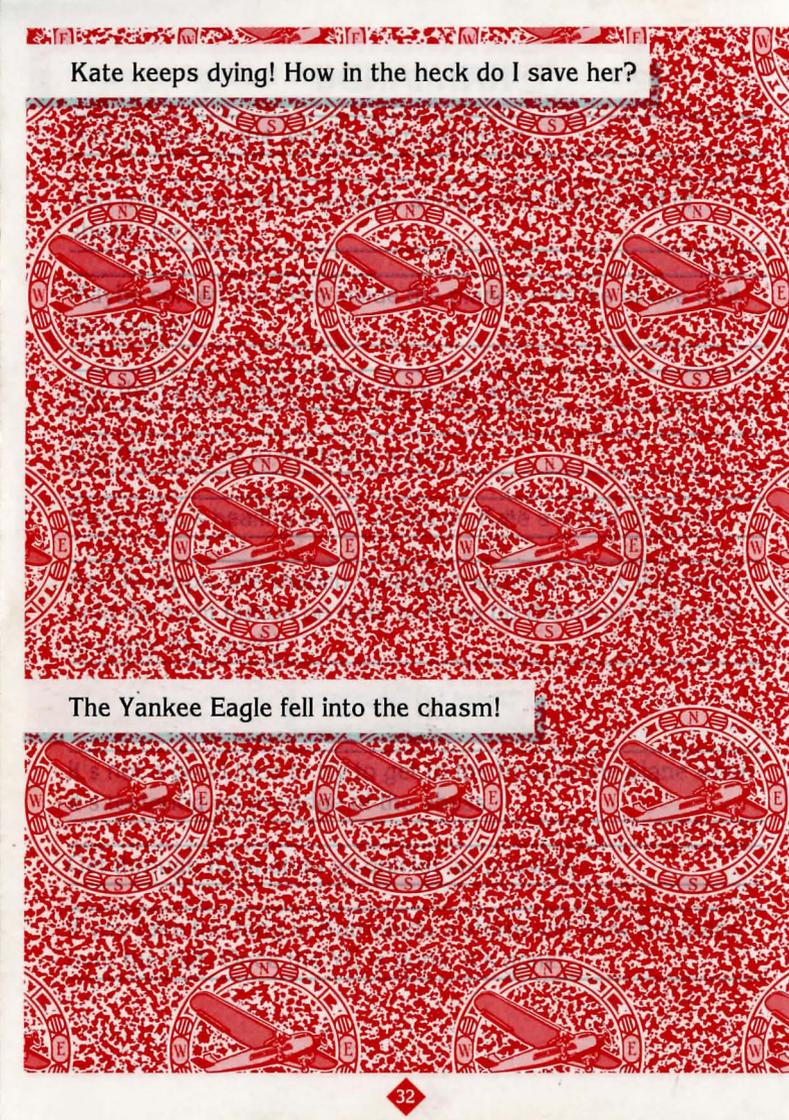
How do I get out of the great hall after I've "rescued" Kate?

I'm in the tank but I can't get it started!

## KATMANDU

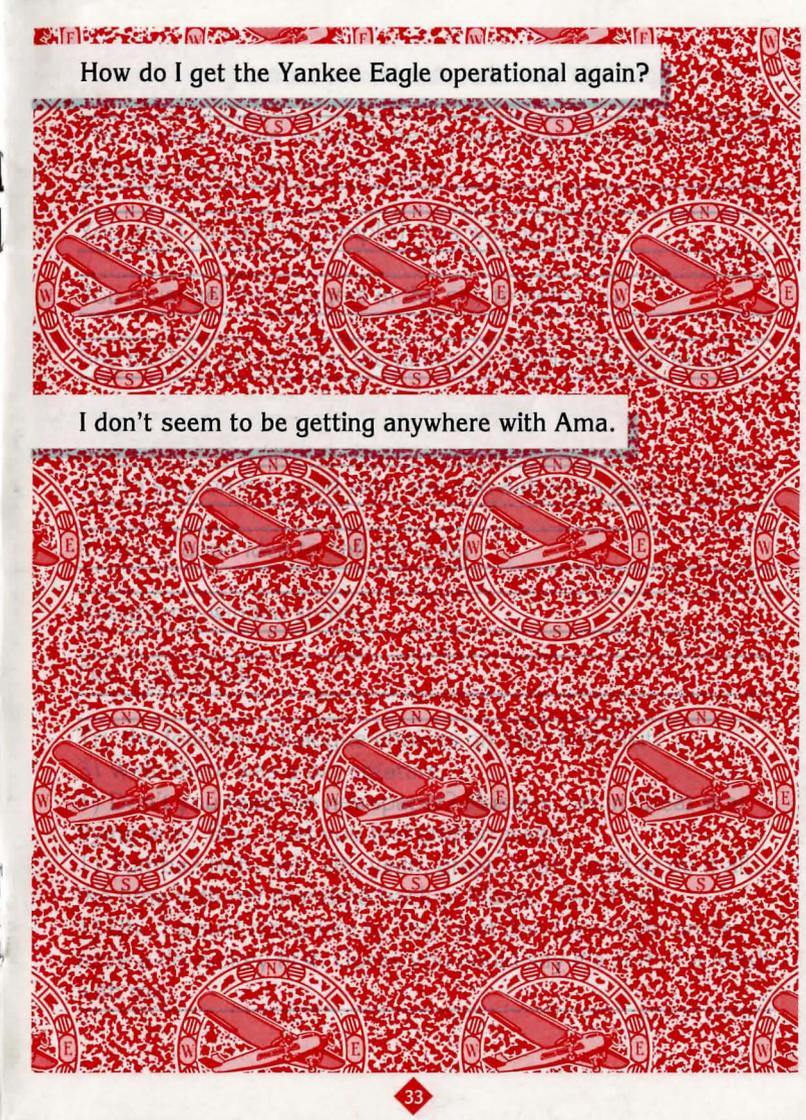
I crash-landed near Katmandu and I can't figure out what to do.

I got beat up by the Sherpa tribesman!

The background of the entire page is a dense, repeating pattern of red Yankee Eagle logos. Each logo consists of a stylized eagle with its wings spread, enclosed within a circular border containing the text 'YANKEE EAGLE'.

Kate keeps dying! How in the heck do I save her?

The Yankee Eagle fell into the chasm!

The background of the entire page is a dense, repeating pattern of red Yankee Eagle logos. Each logo consists of a stylized eagle with its wings spread, enclosed within a circular border containing the text 'YANKEE EAGLE'.

How do I get the Yankee Eagle operational again?

I don't seem to be getting anywhere with Ama.



The disciple won't let me in to see the Lama.

I got in to see the Lama, now what?

I'm at the Lama's and all he does is say "Ahhhm Ahhhm."

I'm having trouble at the tavern.

I can't get Kubla to give me any petrol at the junkyard.

I got captured by Bojon!

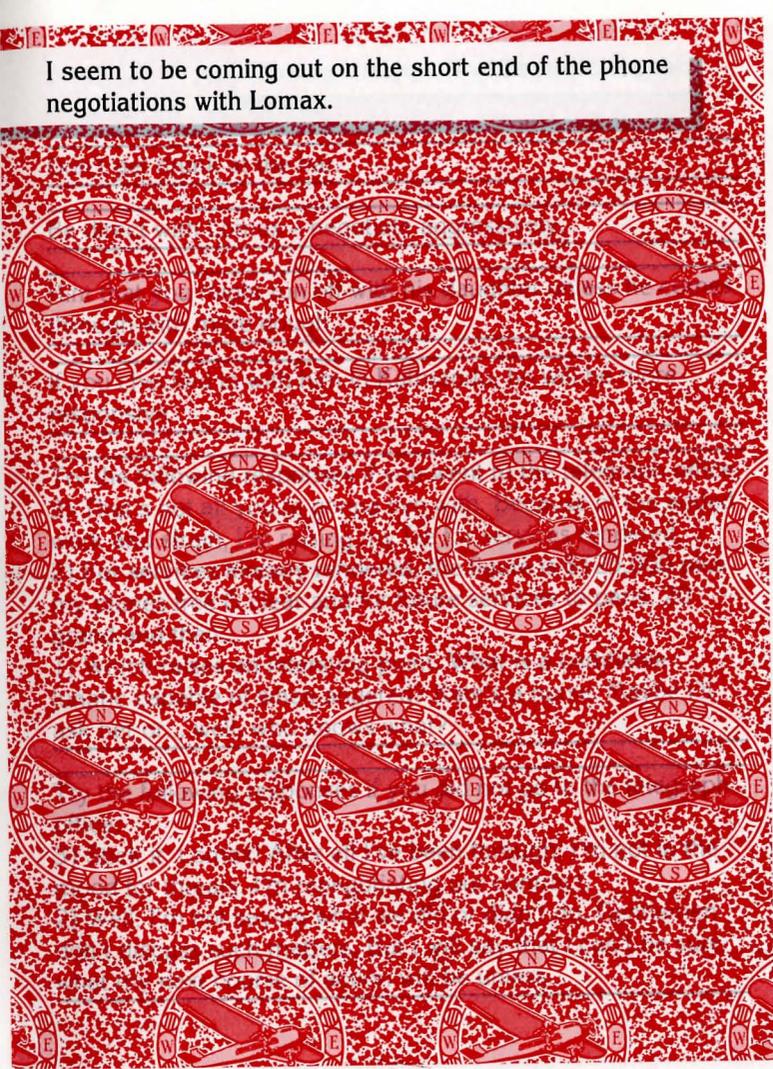
What should I do at the telegraph office.



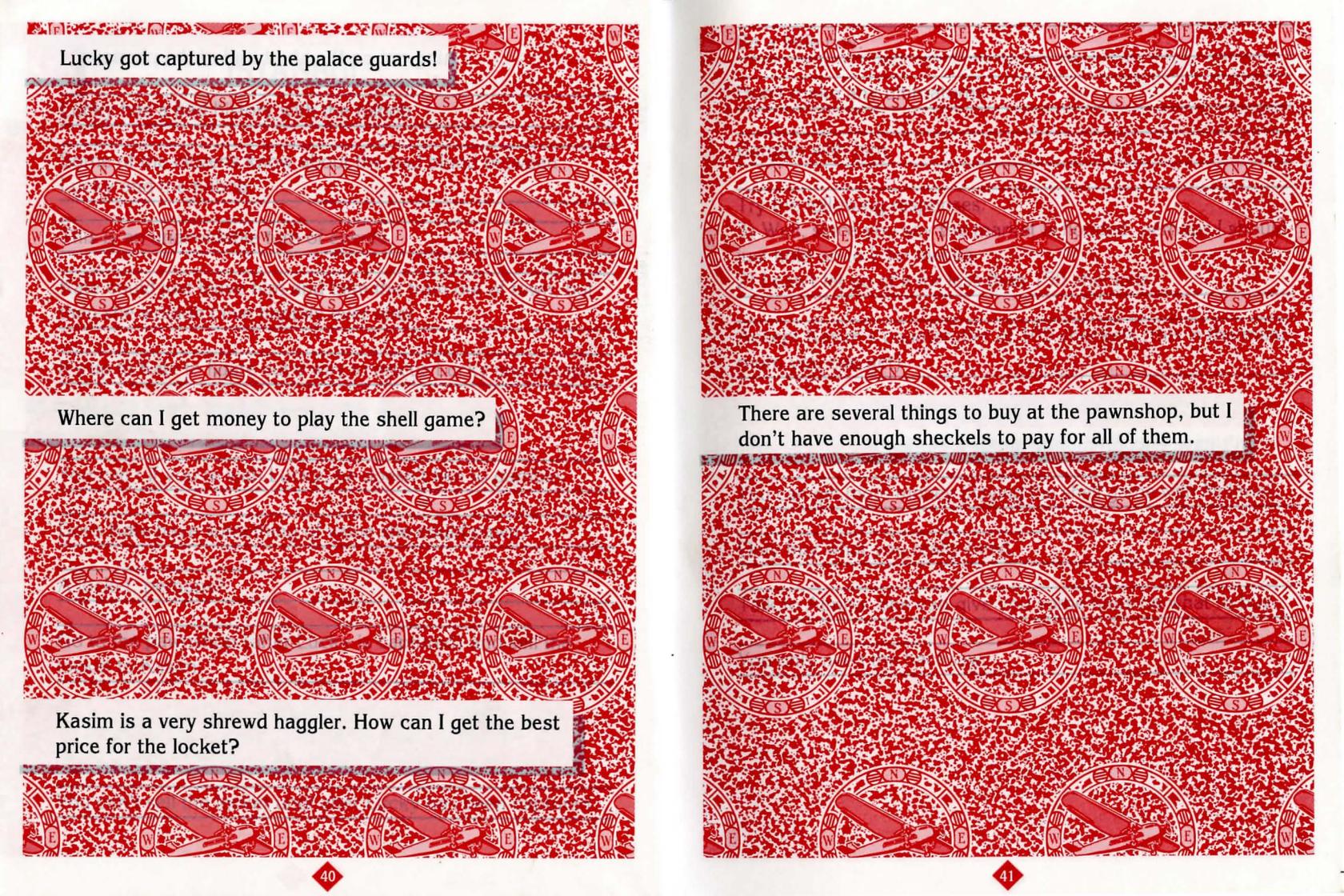
## ISTANBUL

I'm stuck in Istanbul and don't know what to do.

What should I do in the officers' club?



I seem to be coming out on the short end of the phone negotiations with Lomax.

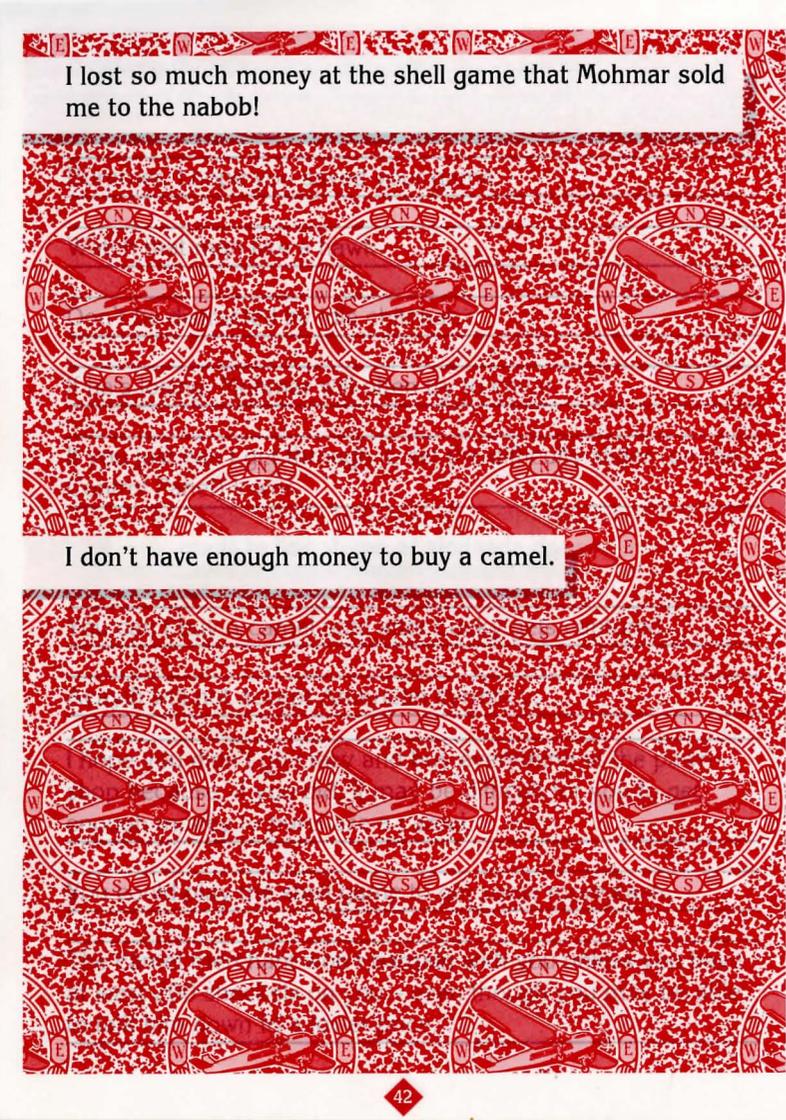


Lucky got captured by the palace guards!

Where can I get money to play the shell game?

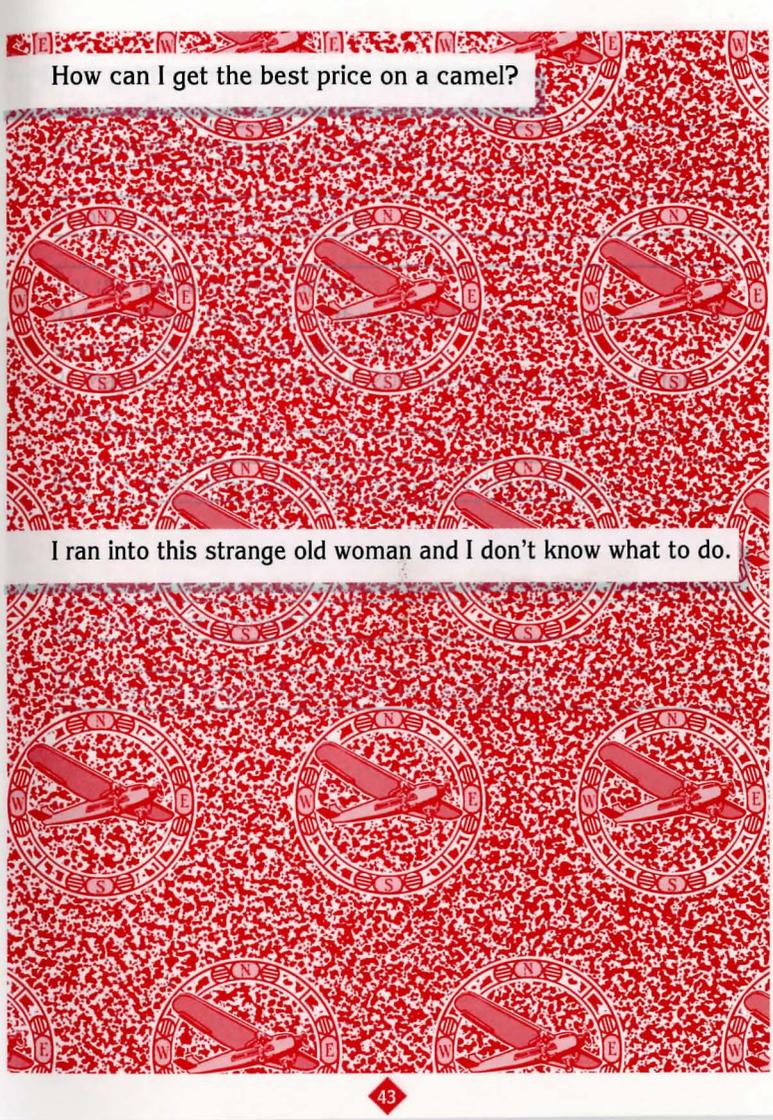
Kasim is a very shrewd haggler. How can I get the best price for the locket?

There are several things to buy at the pawnshop, but I don't have enough shekels to pay for all of them.



I lost so much money at the shell game that Mohmar sold me to the nabob!

I don't have enough money to buy a camel.



How can I get the best price on a camel?

I ran into this strange old woman and I don't know what to do.



Almira said she would help me if I gave her something, but I can't figure out what the crazy old hag could possibly want.

I can't figure out what I need to do to rescue Lucky.

Tong's men blew up the Yankee Eagle!

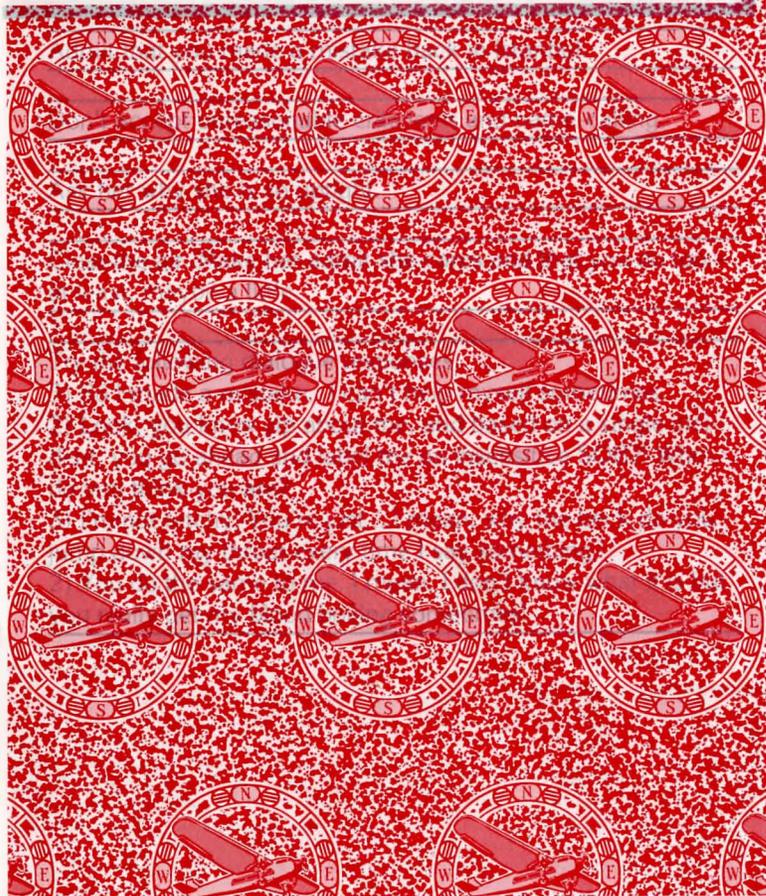
I missed the Orient Express!

How do I calm Kate down after she rescues me from the nabob's palace?

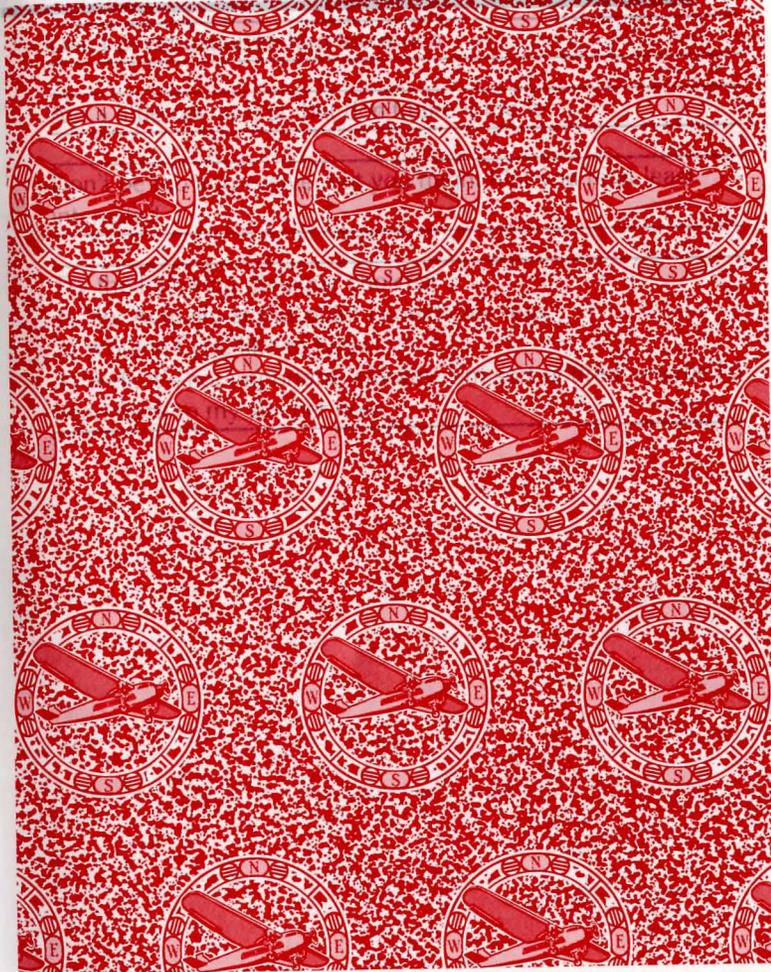
Chi got blown up!

## ORIENT EXPRESS

As Lucky, I can't seem to make Kate see that I'm really not such a bad guy after all...



As Kate, how can I get Lucky to see my point of view?

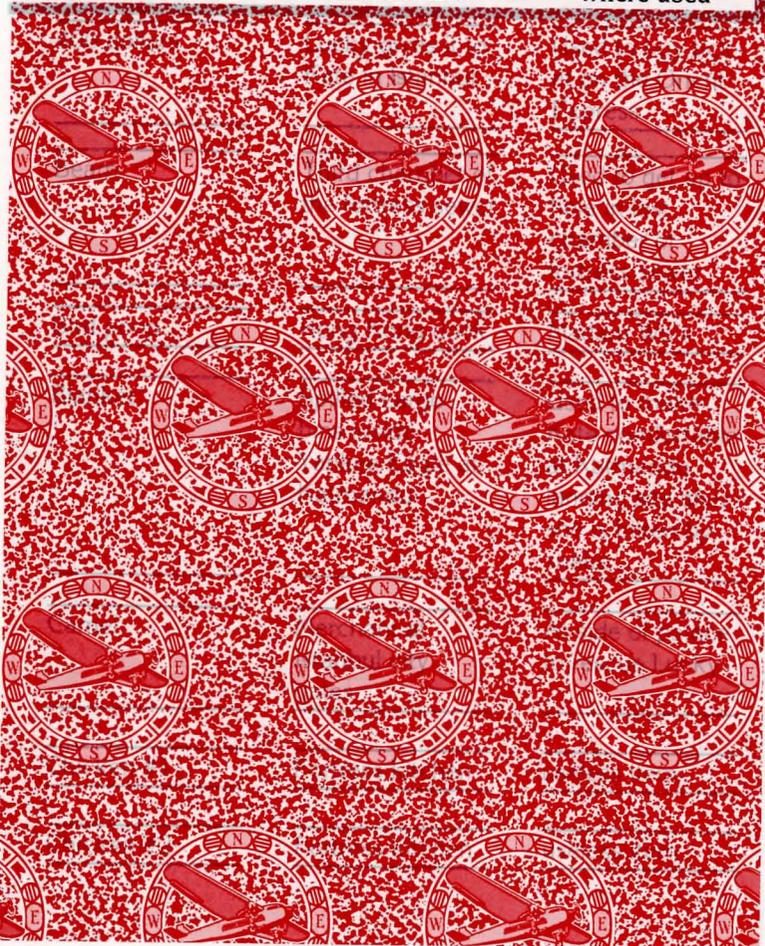


# OBJECTS

Item

Where found

Where used



Item

Where found

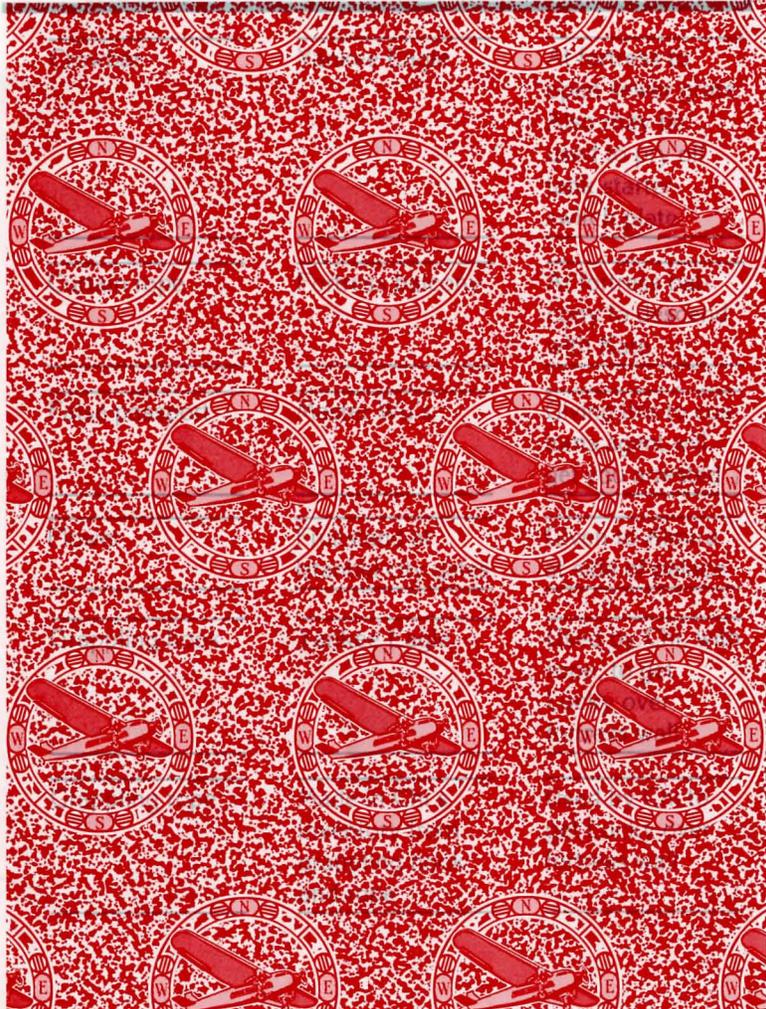
Where used



Item

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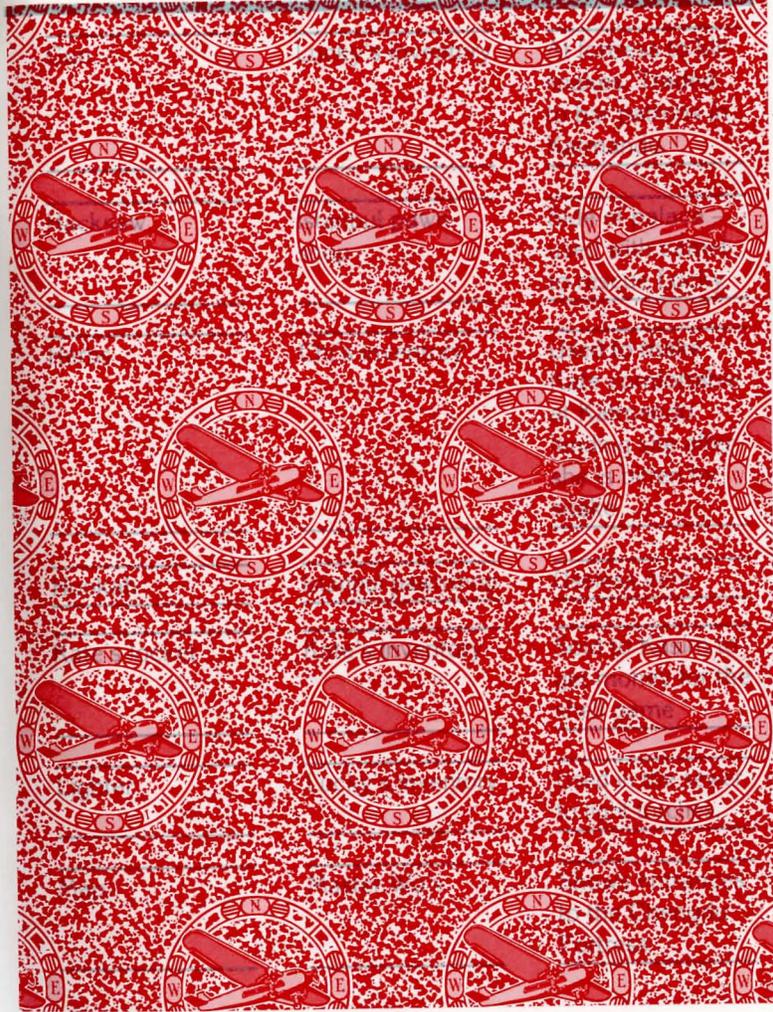
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Item

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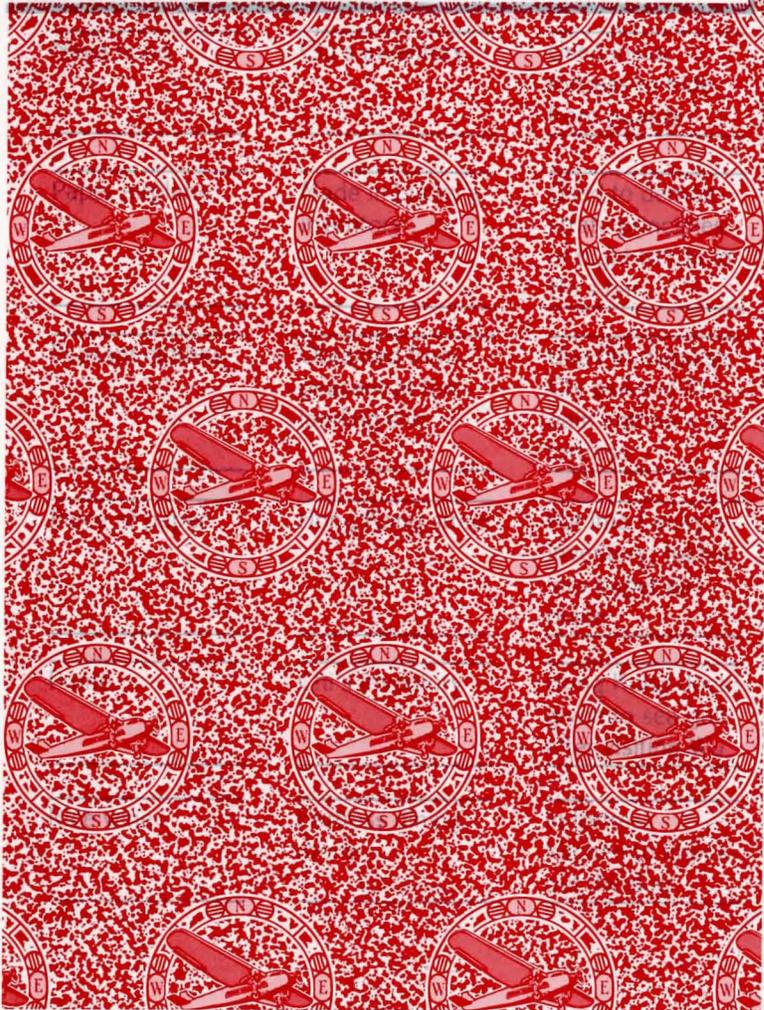
Where used



Item

Where found

Where used



Item

Where found

Where used



Item

Where found

Where used

## ARCADE HINTS

I keep getting blown away in the tank arcade.

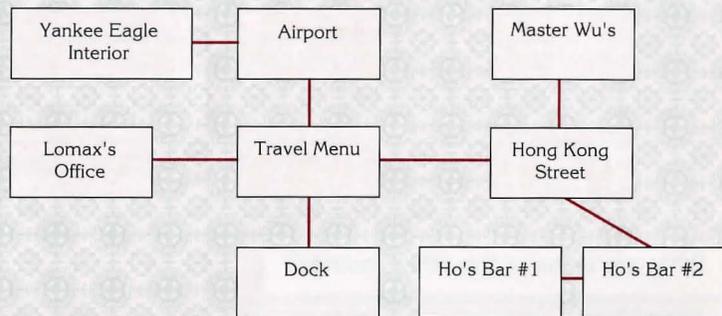
I can't seem to win the train arcade.

## POSSIBLE ENDINGS

How can I achieve the best possible outcome to *Heart of China*?

What are some of the other endings?

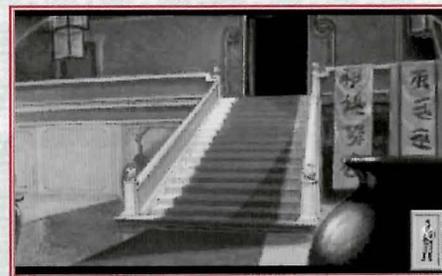
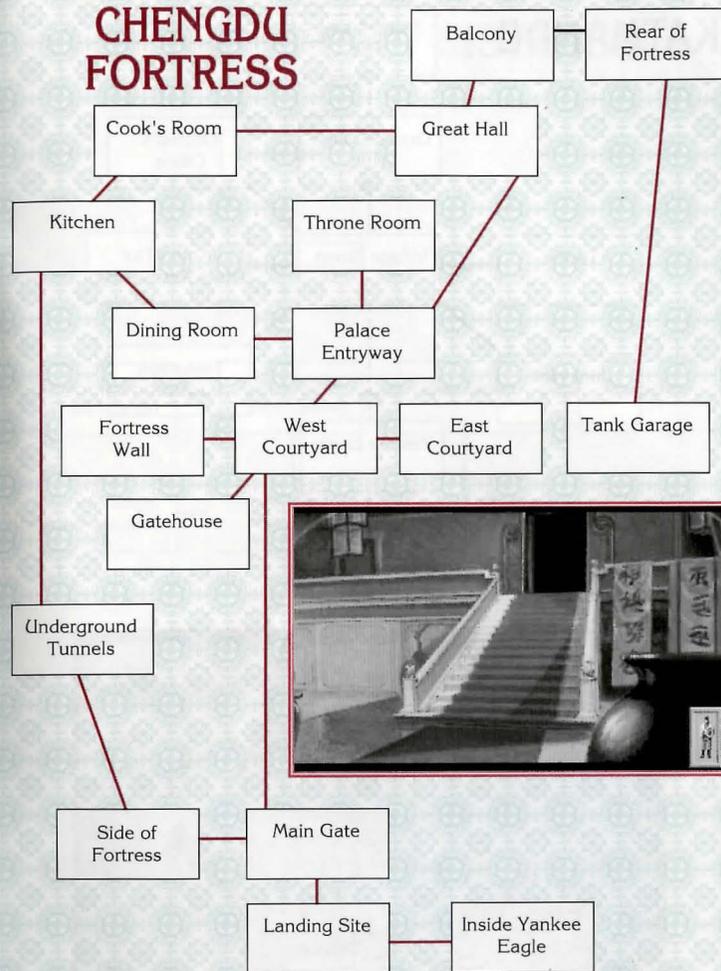
# MAPS



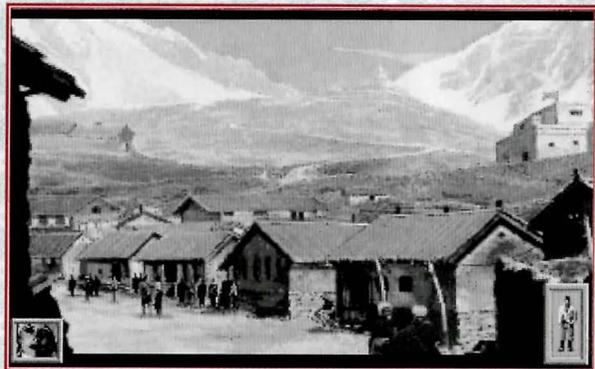
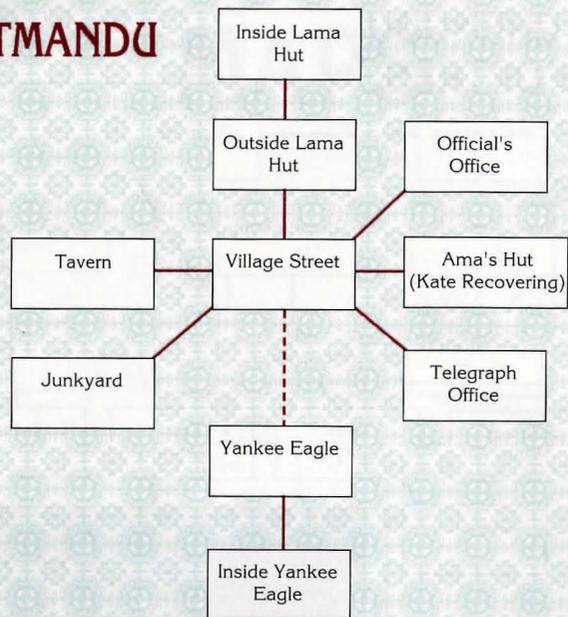
## HONG KONG



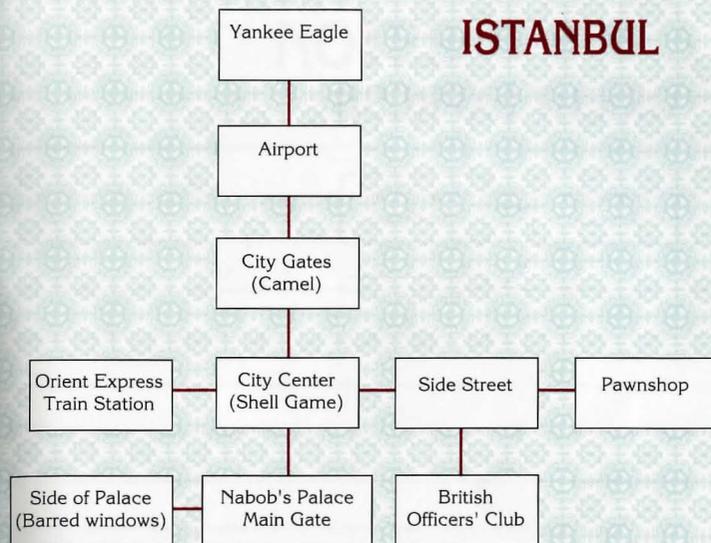
# CHENGDU FORTRESS



# KATMANDU



# ISTANBUL





# Need More 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.**

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