

Rise of the Dragon™

HINTBOOK
for Sega CD™



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Dynamix
PART OF THE SIERRA FAMILY

Rise of the Dragon™

A Blade Hunter Mystery



SOLUTIONS MANUAL


Dynamix®
PART OF THE SIERRA FAMILY

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INTRODUCTION

Welcome to the world of Blade Hunter, Private Eye!

Rise of the Dragon is a non-linear interactive adventure game which allows you to follow multiple solution paths to resolve the game. The goal of *Rise of the Dragon* is to discover puzzles and to find the solution to them in a limited amount of time. However, some puzzles may be extremely well-hidden, or so arcane that you don't know where to begin. Or perhaps this is your first experience with an adventure game. Don't feel bad if you need a clue once in a while.

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.

How NOT to use a solution manual.

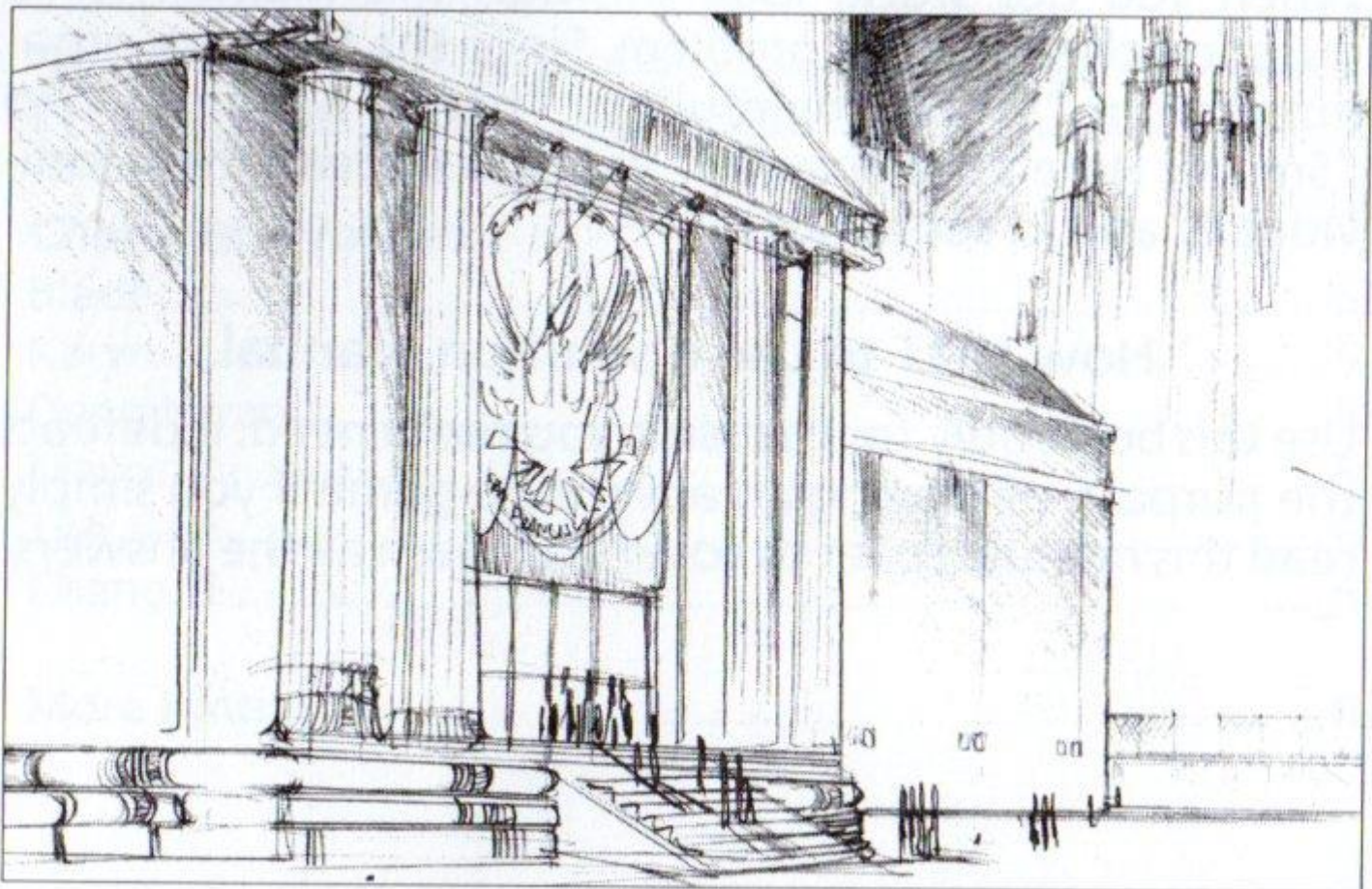
Use this book only for the hints you really need. It defeats the purpose of playing an adventure game if you simply read this manual cover to cover and learn all the answers.

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 other 3-D graphic animated adventure games produced by Sierra and Dynamix.

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



GENERAL QUESTIONS

I'm new to adventure games. I can't figure this out!

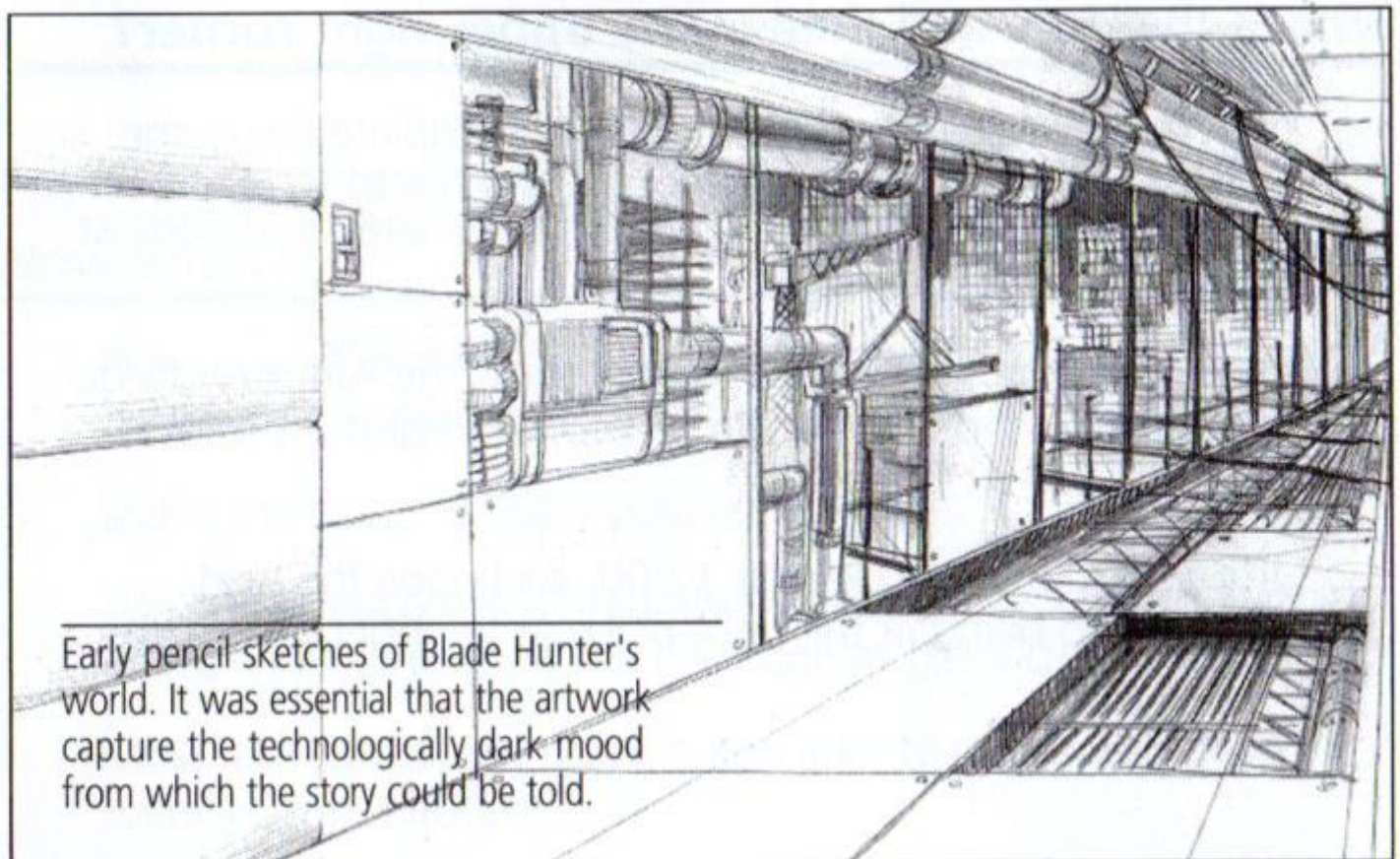
The game documentation will explain how to pick up and use things.

It will also explain how to go places and deal with people you meet.

Examine each new room carefully using the cursor and the B button to look at things.

Search Blade's apartment thoroughly.

Play the messages on Blade's VidPhone, and recheck for new messages regularly.



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.

What's the point of the game?

You were hired by the Mayor to investigate the death of his daughter without causing unnecessary publicity.

Over the next five days, you will investigate her drug-related death, discover her connection to the Chinese Mafia, and eventually fulfill a prophecy about saving the world from an ancient evil called Bahumat.

There is more than one possible solution path for this game.

Look at everyone and everything in the game. Clues to puzzles and hidden objects can sometimes be found this way.

Talk to everyone you meet. If you leave a scene for a time and return, try talking to them again.

Take anything that's not nailed down. Chances are it will help you later on. Then again, it may not.

What's the date and time in the upper-right corner?

You have a limited amount of time to complete the game.

Each day starts at 12:00 (you always sleep late), and ends at 01:00.

If you want the time to pass faster, press the A button to go to Inventory, and click on the fast-forward buttons under Blade.

Offices like City Hall close at 17:00, and open the next morning, so being at the right place at the right time helps.

How many days are in the game?

There are five days.

The game starts on 7/31 at 12:00.

The game ends on 8/3 at 01:00 unless you delay the bad guys' plans.

The game will finally end on 8/4 at 23:00 unless you find and defeat the evil Bahumat.

What's my score?

The game is designed to be like real life. You make your choices, and do the best you can.

We want you to figure out the puzzles, not concentrate on the points.

There is no scoring system in *Rise of the Dragon*.

I'm in an apartment at the beginning of the game.

Now what?

Pick up your clothes on the floor of your apartment and wear them. Put on your coat.

Move the cursor around your apartment.

The cursor becomes a magnifying glass at the kitchen cabinet or the VidPhone. Press the C button to get a closer look.

Move the cursor near the kitchen area to get an EXIT icon to enter your bathroom.

How do I use the VidPhone?

Turn its switch on. You'll see some messages are waiting for you.

Use the remote control next to the VidPhone to play the messages.

Three messages are on your machine at the start of the game. More messages will appear later.

You can't call out on the VidPhone. You can only receive messages.

The Mayor's message said to show the fax of Chandra to "The Jake" in the Pleasure Dome. Take the fax photo printout from the VidPhone after playing his message.

Who's this Momar guy on the VidPhone? Can I buy a used hovercar at a good price, like he says?

Ignore his message. You can't afford to buy a hovercar.

You might be able to take a hovercar from the bad guys later in the game.

What can I take from my desk?

You don't want to look all those unpaid bills and paperwork on your desk.

Just use the VidPhone on your desk and ignore everything else.

I've got a gun or some NaPent! How do I use it?

You won't be able to use your gun or NaPent on any innocent people.

Wait for the arcade sequences, or when you need to deal with a bad guy.

Hey! Where's that gun you mentioned?

It's hidden underneath something.

Look under the pillow in Blade's apartment.

Sometimes you're better off if you don't have a gun with you.

My kitchen cabinet is locked. Where are my keys?

Someone else has them.

Read your VidPhone messages.

Visit City Hall.

Go to the Bureau of Records.

Get the keys from Karyn.

I'm done! How do I get out of my apartment?

Move the cursor to the left or right side of the apartment screen.

The cursor will become an EXIT icon. Click on the C button to leave your apartment.

I'm locked out of my apartment!

Use your ID card to unlock the door.

You don't have your ID card?

Oops! You must have left your ID card in the VidPhone in your apartment.

There is a tricky way to get back in.

Try to short out the door mechanism.

Put the cursor on the steam valve on the ceiling of the hallway and press the C button.

Now go get your ID card.

How do I get my ID card from the VidPhone?

Click on the eject button.

Your card will pop out of the VidPhone. Take it.

I take the elevator, but it only goes to the roof. Why?

The elevator has two buttons: UP and DOWN.

The UP button will take you to the roof. There is nothing to do on the roof.

The DOWN button will take you to the Em-Way platform.

It's 01:00. If I sleep outside my apartment, I'm missing inventory items in the morning!

Those items were stolen from you as you slept. You're lucky you weren't killed.

The only safe place to sleep is in your apartment.

Get there before you fall asleep each night!

I'm at the Em-Way platform. Now what?

Look at your documentation for more information.

Put the cursor on the destination map and press the C button.

Select a destination.

More destinations will appear as you get addresses from other people.

You cannot talk to anyone in the Em-Way. Nor would you want to!

No one is ever home at Karyn's place. Where is she?

She's probably at work.

Karyn works in City Hall.

If you make a date with her, you can wait for her outside her place.

What's the deal with the old bum at the flower shop near City Hall?

Don't worry about him.

Why is City Hall sometimes closed?

City Hall hours are from 09:00 to 17:00.

Come back tomorrow, if you can.



Early pencil sketch of City Hall.

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

Do something nice for her.

Get her a present and apologize.

Try the flower stand outside City Hall.

Buy a dozen roses, give them to Karyn, and reschedule your date.

Note: this will only work once. Don't miss this date, or you're a dead man!

I need to buy some roses to apologize to Karyn, but I don't have any money.

You need a credit card.

Your ID card is a credit card.

The ID card is in your VidPhone at your apartment.

Use the following response with Bliss when she suggests you buy your lady friend some flowers and apologize:

#2 Good idea. I'll take a dozen long-stemmed roses.

Give her your ID card.

Bliss will leave the roses and your ID card in the lower left of the screen.

Take the roses and ID card.

I messed up. Now Karyn is so mad all she does is scream at me.

Did you try to pick up Candi? Bad move, Blade.

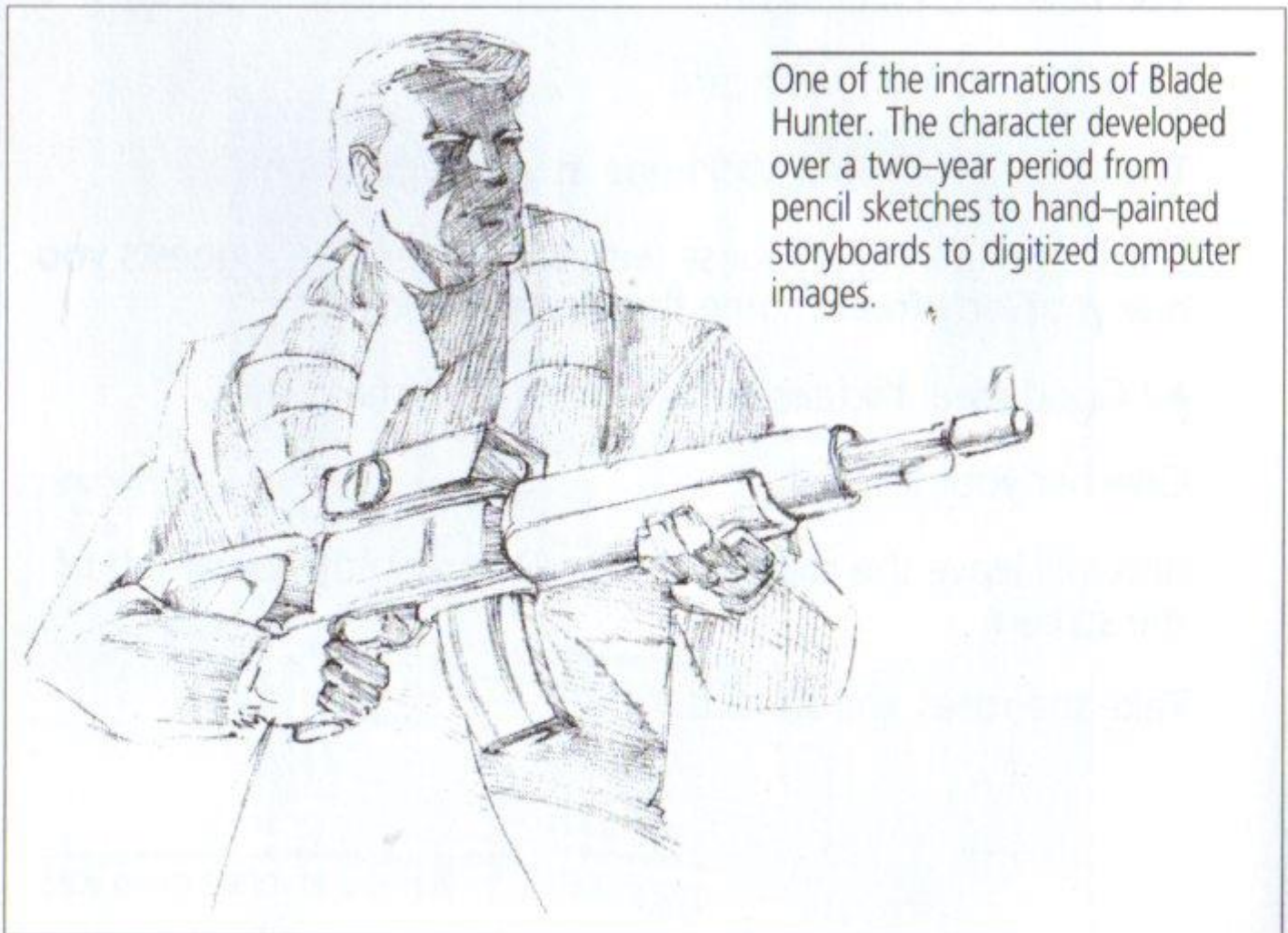
Did you skip out on your second date with Karyn? Also very bad.

If you cheated on her or stood her up a second time there is no way she will forgive you (unless you were in jail).

Seriously.

If she has already given you information concerning the lab report and Chen Lu, you may still be able to win the game without her help.

Start over.



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

What's the word on Jenni in the City Hall lobby?

Jenni likes to flirt with Blade.

Ignore her. She only likes to bluff.

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

You need to give Mayor Vincenzi a good reason to see you.

Yelling might be effective if you have something to back it up.

Something Karyn gives you later in the game may be just the ticket.

You'll find a drug patch later in the game and give it to Karyn for analysis.

Get the lab report tape for the drug patch from Karyn and ask Jenni to let you see the Mayor.

Try the following responses with Jenni, once you have the lab report tape:

#1 I need to see the mayor about an urgent matter.

#1 Dammit Jenni! Tell him I want to see him NOW!!

The Mayor threw me in jail!

Try to be a little more cooperative.

Don't threaten him too much or he'll jail you for a day.

Give him what he wants.

Let Mayor Vincenzi have the lab report tape that you get from Karyn.

Try the following responses:

#3 You should show a little more courtesy to someone who has information that could cost you the next election.

#2 I found out who killed your daughter.

#2 No effin' way. I'm finished with this crap. Show me the door.

Deputy Van Halen won't let me into the Police Armory.

You need to get a special pass.

A person high up in the city government might be able to pull a few strings for you.

The mayor might give you a pass if you threaten to quit the case.

I'm out of City Hall. Where is the warehouse district?

The warehouse district is to the right of the flower shop near City Hall.

What should I do at the warehouse?

Pay attention to the "Meanwhile" screens.

Take a closer look at the reactor cooling system's electrical subpanel.

A bomb might come in handy here.

There are some bombs in the locked cabinet in your apartment. Get the keys from Karyn.

Place a bomb on the electrical subpanel and watch the fireworks!

I got some bombs, but now the warehouse gate is locked!

The gate will be open at the beginning of the game if you don't have any bombs.

You cannot blow up the warehouse until Blade discovers it is the MTZ drug production plant.

To find out about the warehouse, you must wiretap Jonny Qwong's VidPhone.

To find Jonny Qwong's place, you must have Karyn run a check on Chen Lu's ID card.

To find Chen Lu's place, you must show Chandra's photo to "The Jake" and ask him who killed her.

Who is this Chang Li guy in the alley to the right of the flower shop?

He is a mysterious figure who already knows a lot about Blade.

He can provide help later in the game.

Come back later if you find a piece of paper with Chinese writing on it. He can translate it for you.

Once he translates the Chinese calligraphy for you, he'll give you a bulletproof vest.

The piece of paper is in Chen Lu's place.

I'm outside the Pleasure Dome. I'm told to give up my gun. Should I?

No guns are allowed in the Pleasure Dome.

If you drop your gun in your apartment, you don't have to worry.

If you have your gun, give it to the check-in girl.

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

Oops! You made a mistake! It's too late to get your gun back.

If you only lost your pistol you can live without it.

You should be nice to the bouncers when you first meet them.

You need to get a claim ticket from the ticket window immediately after you give up your gun.

Try bribing the guards.

Bribe the guards with a candy bar.

If you mouth off to the guards, they'll accept the candy, but they won't give you a claim ticket. Be nice when you first talk to them.

Try the following procedure when you initially encounter Slen and Arreis. After they scan you, choose response #2: "No problem. Take good care of them." Then, after Slen says "Nice piece. Be a pity to lose it.", give him the candy bar. Now pick up your claim check. Give this stub to the lady at the ticket window when you leave, and she'll return your gun.

The guards will remember to do this each time from now on.

If you didn't get a claim ticket, it's too late to bribe the guards.

The Mayor's vid-message told me to talk to "The Jake" in the Pleasure Dome. Where is he?

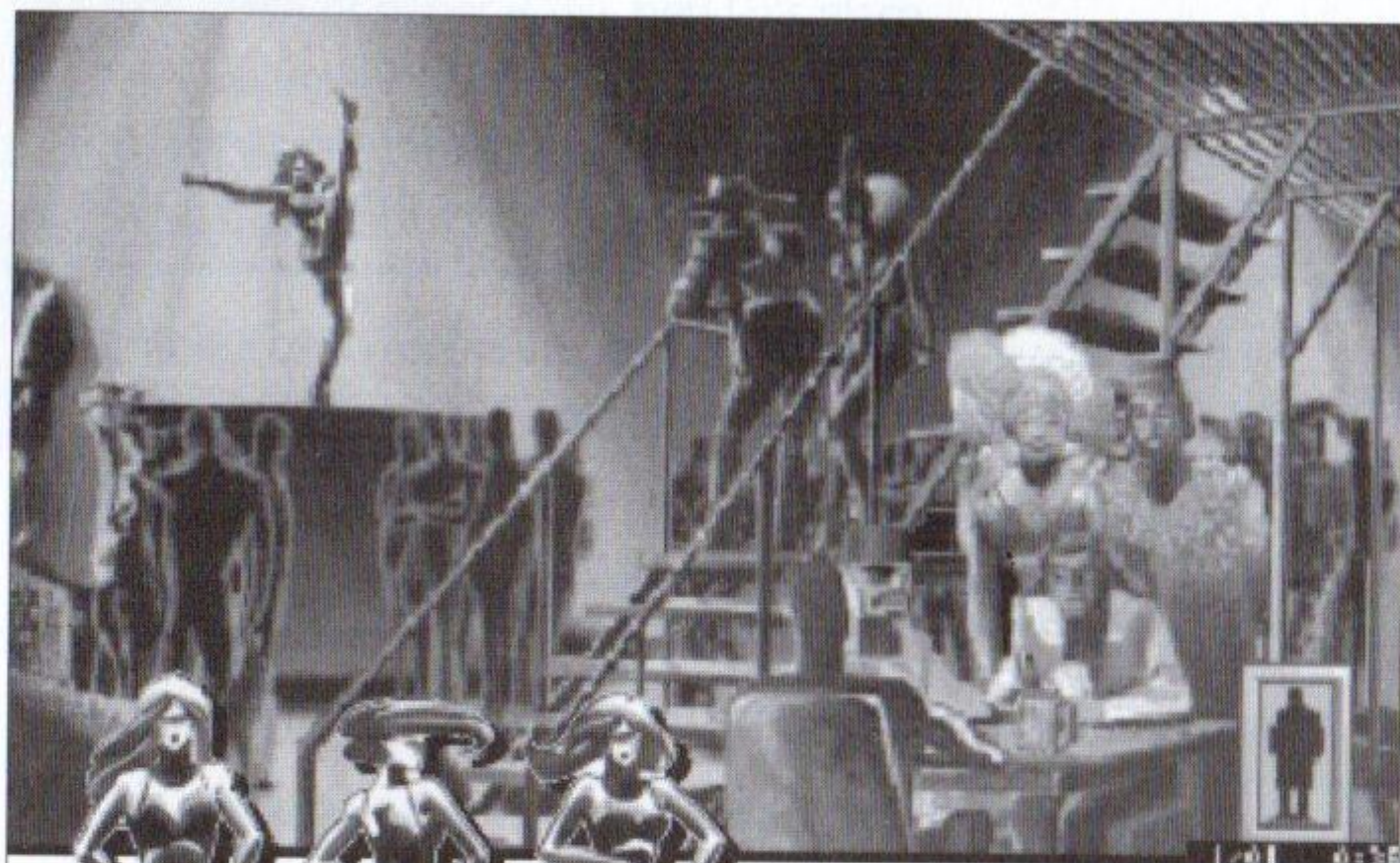
Try asking the people in the Pleasure Dome.

Check out the people at the bar.

Talk to the man in the green coat at the end of the bar.

The man in the green coat is "The Jake," but he won't admit it unless you approach him correctly.

Save your game before you start asking him questions.



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.

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

Save the game before you talk to him and experiment with different responses.

The photograph of the Mayor's daughter will help you out here.

Try this sequence of responses on your first encounter with "The Jake." (If you've already visited him, this will change.)

#1 I'm looking for "The Jake."

#2 A friend of his is in some trouble.

#2 Chandra Compton.

#2 Let's say you have a lot of friends...minus one.

Give the photo of Chandra (from your VidPhone) to "The Jake" for proof.

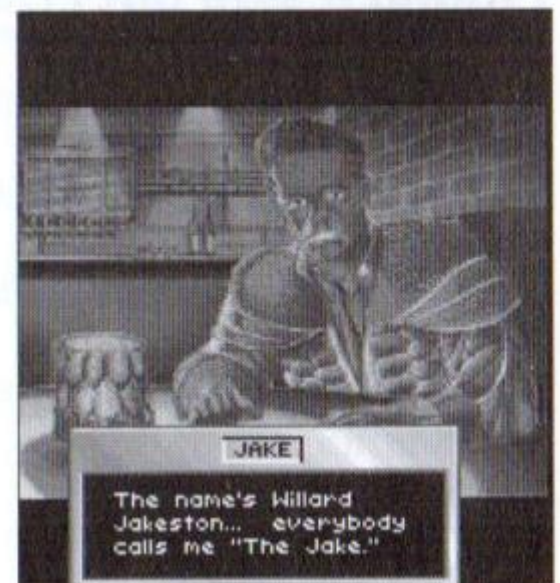
#2 Who is Chen?

#3 You think Chandra would want you covering this guy's ass?

#3 I don't know...but someone does. Why don't you help me out?

#3 What's this guy's name and address?

Now Chen Lu's apartment will appear as a destination choice on the Em-way maps. Go there.



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

It is possible to avoid being arrested in the first place if you move quickly enough.

Chen's ID card will open the door lock.

You can blow the door open with a bomb, but the neighbors will hear the explosion and call the police.

The best strategy is to get Chen's ID card from his VidPhone, leave before the police get there, and then return after they're gone.

What am I looking for in Chen Lu's apartment?

Read Chen Lu's VidPhone message.

Search the bathroom carefully. Pick up the MTZ drug patch.

Look at the statue in Chen's bedroom. Click on the dragon's eye.

Take Chen's ID card from the VidPhone terminal.

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

There are four digits in the safe combination.

You could always blow it open with a bomb.

Examine Chen Lu's VidPhone for a clue to the combination.

Look at Chen's phone number, SS number, and gun permit number.

The safe combination is the last four numbers of Chen's gun permit, 0772.

I found Chen Lu's ID and a drug patch.

What should I do with them?

You will need another person's help to get more information about them.

Preferably someone with a computer.

Someone who works for the city and has access to the Bureau of Records data bank.

Show Chen's ID card and the drug patch to Karyn:

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

Show it to Karyn. She'll give you a small hint about it.

It's not unintelligible to someone who reads Chinese.

Check out the warehouse district.

Look for an alley.

Show the paper to Chang Li.

What's the story about the Reservoir?

The paper with the Chinese writing explains something will happen at the reservoir on a certain day.

This will allow the Reservoir to appear as a destination point on the Em-Way map.

If you go to the Reservoir but nobody is there, be patient.

It will take Deng Hwang a while to get all of his units into position.

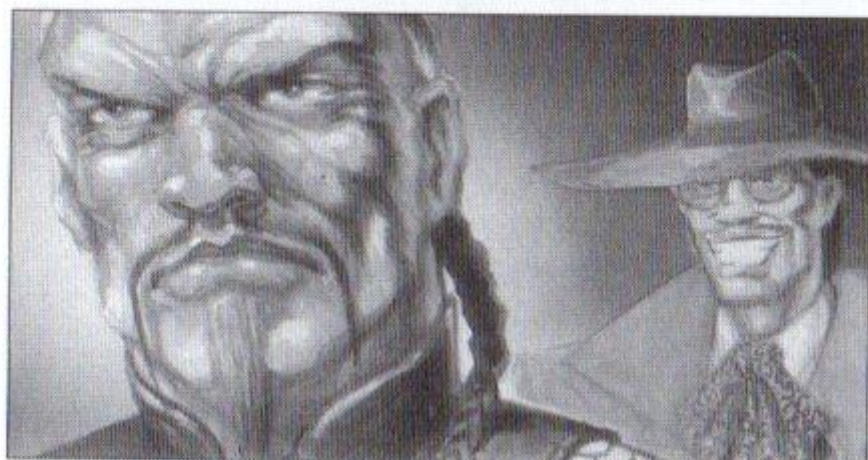
Pay close attention to the "Meanwhile" screens.

Deng Hwang will deploy his strike units to the Reservoir at 22:00 on 8/4.

Defeat them and take their hovercar to the warehouse to save "The Jake," or go to DH Enterprises to save Karyn.

I shot the bad guys at the Reservoir, but I can't get their hovercraft off of the ground.

Click on the map at the center of the console between the driver and passenger seats. This will bring up a map similar to the one at the Em-Way. Select a location and click on it. The computer will automatically take you to your destination.



I'm on the street at Jonny Qwong's place. Now what?

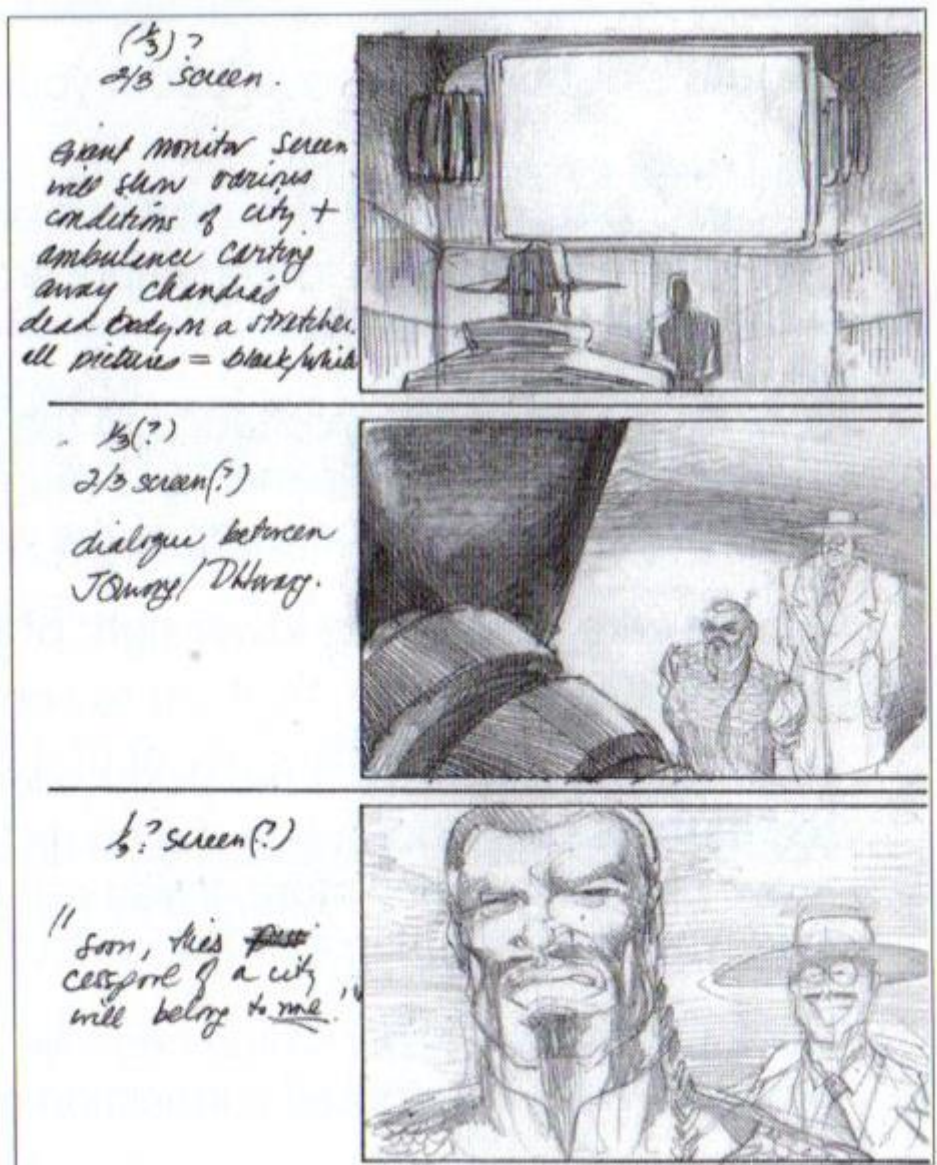
Jonny Qwong's place will appear on the Em-Way map after Karyn checks Chen Lu's ID card.

A frontal attack won't work, but there is another way.

Try the manhole.

It might be a good idea to save your game here.

You can't enter Qwong's house from the sewer, but you will find a VidPhone access panel.



Right: Rough storyboards of the opening sequence. Left: A finished painting showing Deng Hwang and Jonny Qwong.

I found the VidPhone access panel, but it's locked.

You need to use something on the lock.

Subtlety isn't called for here and it doesn't matter if anyone hears you.

Blow the sucker open with a bomb.

The bombs are in your locked cabinet in your apartment.

Get the keys from Karyn.

I got the VidPhone maintenance panel open. Sure looks messy in there. What now?

Read the Instruction Manual about your Tools of the Trade.

You need to use a wire tester.

The wire tester is in the locked cupboard in your apartment, where you go the bombs.

Look at the piece of paper taped to the outside of the VidPhone maintenance panel for a rough idea where to connect the red and blue leads of the wire tester.

Put the wire tester in the lower right of the VidPhone maintenance panel.

Hook up the wire tester's red positive lead to the Vid-Panel's red battery lead. Once it is in the correct spot, you cannot move the red lead any more. If you can keep moving the red lead, you're not putting it in the correct spot.

Hook up the wire tester's blue negative lead to the Vid-Panel's ground. This is an exposed connection on the pipe near the

bottom of the Vid-Panel, to the left of the wire tester. Once it is in the correct position, you cannot move the blue lead any more.

Now you're ready to tap Qwong's phone line. Look at the piece of paper taped outside the Vid-Panel. Connect the wire tester's yellow lead to the second brass wire terminal from the bottom. Once you find the correct terminal (there are eight connectors, and only one is the correct one), the wire tester green light will turn on, and you'll say "Now I just have to check my VidPhone to see who's calling our pal Jonny Qwong."

If you don't tap Qwong's phone properly, you'll never find out about the warehouse, so you can never blow it up to give you enough time to win the game.

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

Be more careful. After all, you are messing with a high-voltage electrical system while standing in two feet of water.

Look at the two voltage regulator meters before you try to place a wire tester lead.

If you try to place one of the leads while the meters are in the red zone (numbers 5 to 9) you will get fried.

To avoid getting zapped, place a lead while the meters are in the green zone (numbers 0 to 4).

The sewer rats get me! Help!

Hurry.

The first rats will appear 15 minutes after you enter the sewer.

They will kill you if you stay in the sewer over 30 minutes.

OK, the VidPhone tap shows the warehouse is bad news. What should I do?

Pay attention to the "Meanwhile" screens.

Take a closer look at the reactor cooling system's electrical subpanel.

A bomb might come in handy here.

There are some bombs in the locked cabinet in your apartment. Get the keys from Karyn.

If the warehouse gate was locked when you had the bombs, it will be open now.

Place a bomb on the electrical subpanel and watch the fireworks!

Nothing new is happening in the game. Why?

If you have some extra time on your hands, try one of the following:

Go back to the Pleasure Dome and talk to "The Jake." He may tell you to wait for him to phone you.

Go back to City Hall and talk to Karyn.

Try to see the Mayor.

If you have extra time on your hands, fast-forward.

I blew up the warehouse. Now Karyn has been kidnapped. Help!

Deng Hwang is angry that you delayed his evil plans.

He will have Karyn kidnapped.

Hwang will call you and warn you to stop interfering or he will kill Karyn.

If you don't find a way to defeat him, Karyn will die.

Jake tells me to meet him at the warehouse at 20:30 on 8/4. The Snake captures him and keeps killing me!

Try arming yourself with a gun.

Your pistol is under the pillow in your room.

If you lose your pistol at the Pleasure Dome, you can get a rifle from the Police Armory if the Mayor gives you a pass.

The Mayor won't see you unless you have Karyn analyze Chen Lu's drug patch and give you a lab report.

If Karyn was kidnapped before you get the lab report, you cannot get the rifle. You better hope you have your pistol!

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

There is more than one way to get past him.

Bombs, guns, and NaPent gas are all useless here.

You need the correct ID card.

You need Snake's ID card.

Snake will be in the warehouse district after "The Jake" calls you on the VidPhone.

If you win the Reservoir shoot-out, you can take the hovercar and land on the roof of DH Enterprises to get inside. However, you may want to go to the warehouse first to save "The Jake."

I'm in the lobby of DH Enterprises. What now?

You need to get further inside the complex to rescue Karyn.

The laser gate and security alarm must be shut off.

You must get past the receptionist and into the security room.
There are a few ways to do this:

Lie, lie, lie to the receptionist and try posing as a repairman.

Tell her she looks familiar and offer to take her out to dinner.

If all else fails, use the NaPent on the receptionist.

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

Do NOT open the door to the break room.

Sooner or later the receptionist out front will figure out what's really going on and press the alarm, so you need to think of a way to stall the guards.

Carefully look the security panel.

Flip the switch marked "BREAK LOCK" up to activate it. (The indicator above the switch should turn green.)

Turn all the other switches to the OFF (red) position.

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

Try inserting your ID card into the console.

Didn't work? Well at least you can try the manual override.

There are five lights (Yellow, White, Blue, Purple, and Red) with five buttons under each one.

If you gave Chang Li the paper with Chinese writing from Chen Lu's safe, he will give you a fortune cookie with one of the correct code sequences in it.

There are three different codes. Just look at which light is lit, and press the button under it, and keep doing this until the override code is entered.

The correct sequence for manual override button 3 is:

Yellow, Red, Purple, Blue, White, Blue, Red, Yellow, Purple, Yellow, Red, Purple, Blue, White, Red.

Make sure you turn off the laser gate!



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

Oops!

You only have a limited amount of time to free her.

You need to deactivate the collar mechanism before you try and unhook it.

If you had some wires, you could try to short it out.

Look in a nearby room.

Try the janitor's closet.

Place the wires over Karyn. Now get a close-up on the collar around her neck, and unplug the three control leads on the collar.

If you try placing the wires on Karyn while looking at a close-up of the collar, this will not work. EXIT back on screen. Now put the wires in her lap.

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



It's 01:00 on 8/3. The game ends and I lose! Why?

You didn't destroy the warehouse in time to stop Deng Hwang from making enough MTZ to take over Los Angeles.

You cannot blow up the warehouse until you have proof that it is the MTZ drug production plant.

To find out about the warehouse, you must wiretap Jonny Qwong's VidPhone.

To find Jonny Qwong's place, you must have Karyn run a check on Chen Lu's ID card.

To find Chen Lu's place, you must show Chandra's photo to "The Jake" and ask him who killed her.

It's 23:00 on 8/4. The game ends and I lose! Why?

When you destroyed the warehouse, you only delayed Deng Hwang's evil plans.

You must defeat him before now, or the game ends.

Try to find a way into Deng Enterprises, try to free Karyn, and defeat him!

ARCADE HINTS

Where are the arcade sequences? I can't find them!

Depending on what you do in the game, you may or may not see some of these shoot-out sequences.

A shoot-out with the Guards occurs at the Reservoir at 20:00 on 8/4 if you have Chang Li translate the calligraphy paper from Chen Lu's safe, and if you give some chocolate to "The Jake" at the right time, or if you pay attention to the "Meanwhile" screens to find out what time it takes place.

A shoot-out with Snake and the Guards occurs at the Warehouse if "The Jake" leaves you a Vid-message telling you to meet him at the Warehouse at 20:30 on 8/4.

The final arcade shoot-out with Bahumat and the Guards occurs on 8/4 at Deng Hwang Enterprises if you use Snake's ID card or the hovercar after the Reservoir shoot-out to get inside.

You can't skip or save in the middle of an arcade sequence. Good luck and keep trying!

I keep getting shot to pieces by the guards!

Read the documentation section on arcade sequences carefully.

You can duck under some of the guards' bullets. Wait for the bullets to pass by before you return fire, or they'll strike you as you raise your head to shoot back.

You can jump over some of the guards' bullets.

Crouch most of the time.

A bulletproof vest will allow you to take more bullet hits. Put it on BEFORE the arcade sequence starts.

Shoot your gun in the direction of a guard when he is off the edge of the screen and chase the bullet until it hits him.

If some guards are on a ledge above you, do a short jump instead of a high jump, and shoot the guards before they return fire.

The hazards at the warehouse are too hard!

No they aren't!

Jump over or go around pools of toxic waste.

You can avoid leaping over some of the pits by jumping up to a loading dock and walking across it.

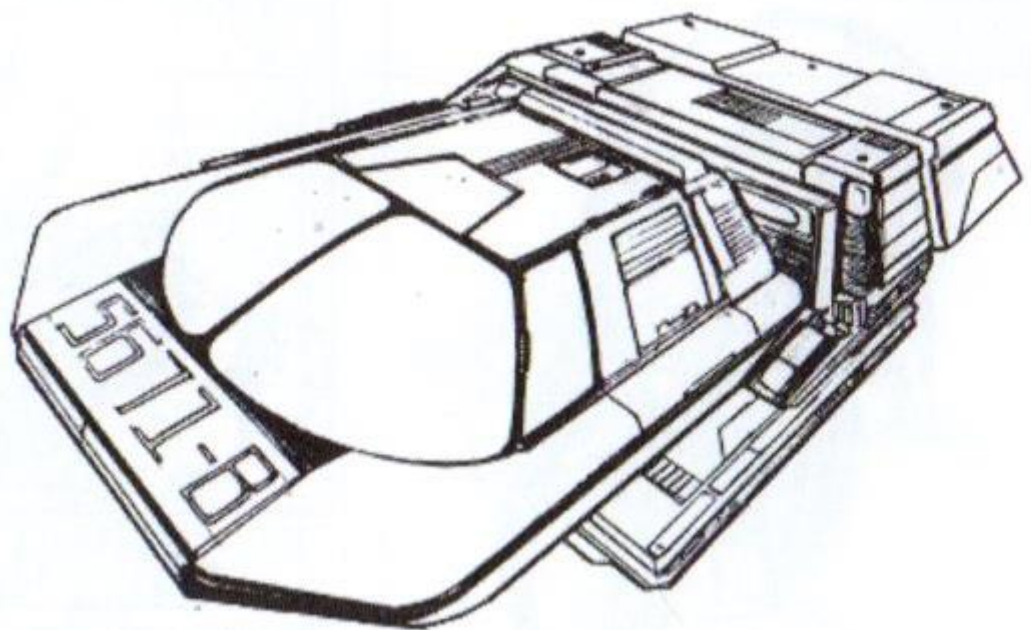
Don't get sprayed by the poison gas. Crouch while you walk under it.

Avoid the Burn-Away beams. Walk under them when they're off.

Make sure to duck as you pass the electric field generator.

Walk to the edge of the last pit. When you see Snake's blue hit points appear below your red ones, walk back to the left to get a better shot. Stand, shoot, then crouch.

Keep doing this to avoid Snake's bullets, and you'll eventually defeat him.



An early version of Blade's hovercar.

I'm being toasted alive by the flame throwers!

Your bulletproof vest is no good against fire.

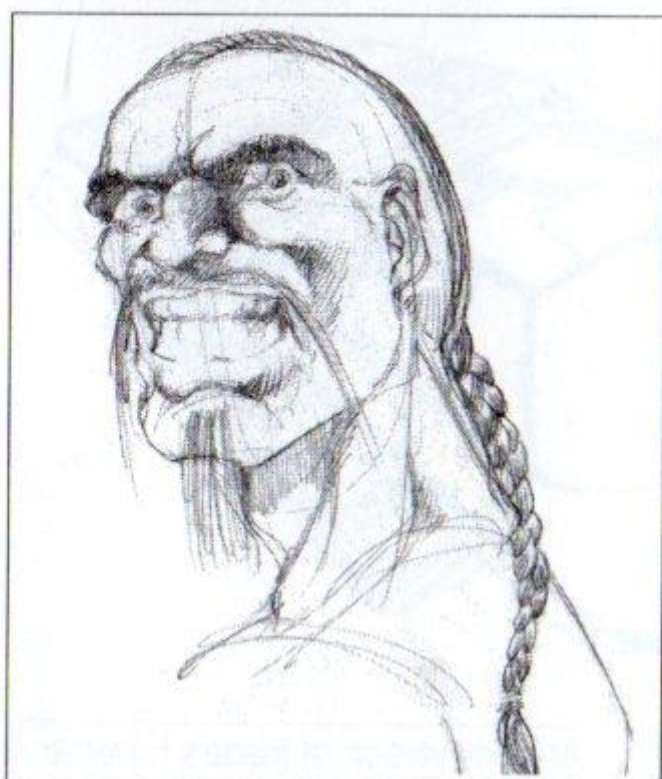
Some of the flame throwers have a red valve handle on them. If you shoot this valve, it will shut the flame thrower off.

The flame throwers go in a pattern. If you time it right, you can sneak under them.

You can get past some of the flame throwers if you use the lower level (be sure to duck).

There is one flame thrower in the final arcade sequence that you cannot turn off.

A guard is below and to the right of this flame thrower. Walk next to the flamethrower. Crouch and press the C button to jump down to the brown ledge. Wait for the flames to be "off" so you can crouch and jump down under them. Now you can crouch and walk under the flames. The guard will shoot you a few times as you do this. Wait until you are past the flames to stand up and shoot the guard.



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

When I jump, I fall into the deadly yellow chasms! Help!

This is a real pain to master.

The chasms are almost too wide to jump.

To successfully leap, you must almost walk off the edge of the ledge before you jump. Otherwise, you will fall to your death.

I can't kill Bahumat in the final arcade.

A rifle would be helpful here.

You can jump over or duck under some of Bahumat's fireballs.

A bomb would be VERY handy, if you have one left.

If you have a bomb, don't walk up the steps to Bahumat. Instead, crouch and walk past the steps so you're directly under Bahumat, then press the B button. Blade will throw a bomb at Bahumat, if you have any bombs left. This will instantly kill Bahumat.



OBJECTS LIST

Item	Where found	Where used
Clothes	Floor of Blade's apartment	On Blade
Coat	Blade's apartment	On Blade
Gun	Under Blade's pillow	Arcade sequences
Blade's ID card	Blade's VidPhone	Blade's VidPhone, Blade's door, flower stand
Chandra's photo	Blade's VidPhone	Give it to Jake at the Pleasure Dome
NaPent	Blade's medicine cabinet	Receptionist at DH Enterprises
First aid kit	Medicine cabinet in Blade's bathroom	Use when wounded
Bombs	In Blade's cupboard	Chen Lu's front door,
Jonny	Qwong's Vid-trunk, warehouse	electrical panel, final arcade sequence
Candy bars	One in Blade's cupboard, another in Chen Lu's safe	Give to Slen at Pleasure Dome to get gun claim ticket, give other to Jake
Wire tester VidPhone	Blade's cupboard	Tap Jonny Qwong's
Roses	Flower stand near City Hall	Give to Karyn at Records Bureau
Cabinet keys	Karyn, Bureau of Records	Blade's cabinet

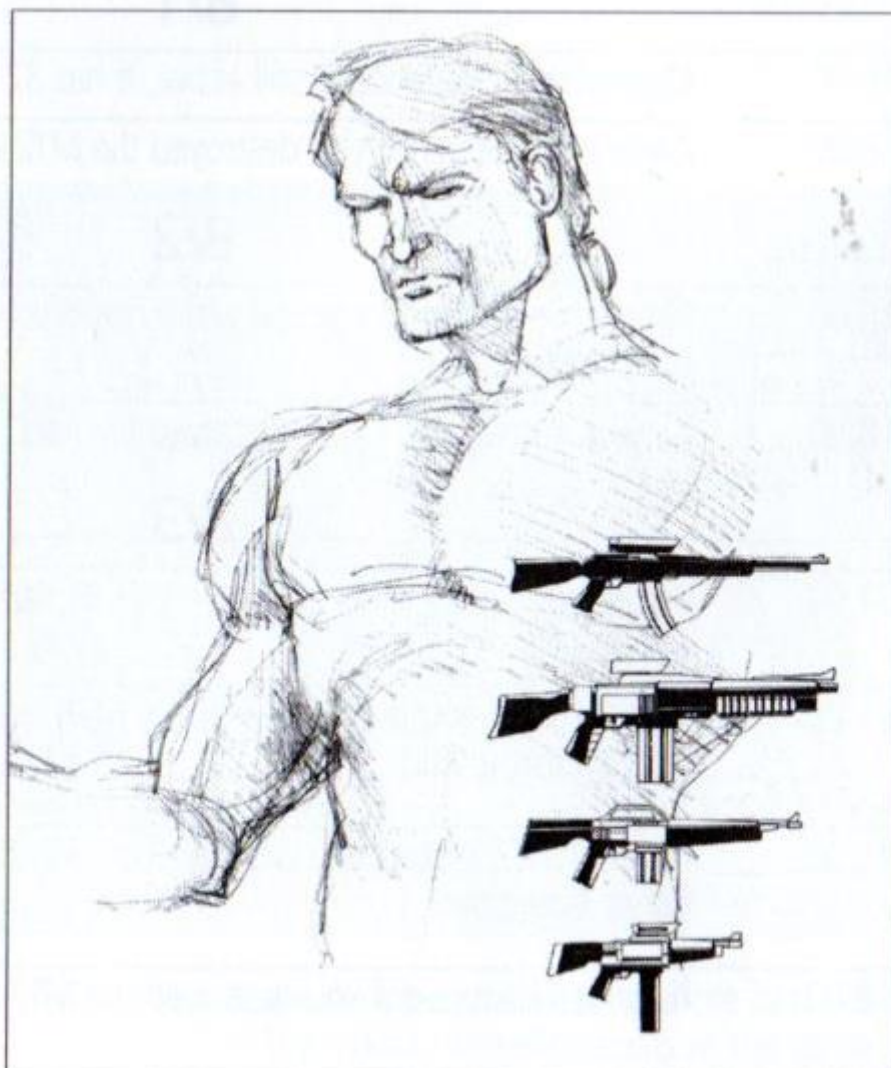
Item	Where found	Where used
Chen Lu's ID card	Chen Lu's VidPhone	Use in Chen's door and VidPhone. Give to Karyn for computer check
MTZ drug sample	Chen Lu's bathroom	Give to Karyn at Bureau of Records
Calligraphy paper	Chen Lu's safe	Give to Chang Li at warehouse
MTZ lab tape	Karyn in Records Bureau	Give to Mayor
LAPD pass card	Mayor's office	To get into Police Armory
Rifle	City Hall armory, reservoir, or end of Snake's shoot-out	Arcade sequences
Rock of Life	Chang Li in warehouse	Give to Karyn
Tome of Wisdom	Chang Li in warehouse	Not required
Fortune cookie	Chang Li in warehouse	Has override code for DH Enterprises security room
Bulletproof vest	Chang Li in warehouse	Extra protection for arcades
Claim check for gun	Pleasure Dome entrance	Pleasure Dome ticket claim window
Snake's ID card	Warehouse arcade	DH Enterprises main gate
Screwdriver	On sink in janitor's closet at DH Enterprises	Remove electrical subpanel in janitor's closet
Wires	Behind electrical subpanel in janitor's closet	Short-circuit Karyn's collar in DH Enterprises interrogation room

WALK THROUGH

Blade's Apartment:	Start game, get dressed, get fax and ID.
Blade's Hallway:	Take elevator downstairs.
Em-Way Platform:	Choose a destination from the transit map.
Flower stand near City Hall:	Purchase roses for Karyn.
Outside City Hall:	Go inside.
Bureau of Records inside City Hall:	Give roses to Karyn, get keys.
Outside the Pleasure Dome:	Go inside (be careful if you have weapons).
Bar inside the Pleasure Dome:	Talk to Jake, show fax, discover Chen Lu's address.
Chen Lu's Apartment:	See Chen Lu die, get his ID, drug patch, and safe contents.
Alleyway near City Hall:	Talk to Chang Li, get a bulletproof vest and other items.
Bar:	Talk to Jake again after visiting Chen Lu's apartment.
Bureau of Records:	Have Karyn analyze drug patch, get Qwong's address.
Blade's Apartment:	Unlock your cabinet, get the bombs and wire tester.
Jonny Qwong's place:	Go into the sewer.
Sewer:	Blow Vid-Trunk open, tap Qwong's phone with wire tester.
Blade's Apartment:	Overhear Hwang/Qwong Vid-call about the warehouse.
Warehouse near City Hall:	Blow up an electrical panel before 01:00 on 8/3.
Bureau of Records:	Get drug report tape from Karyn.

Mayor:	Give drug report tape to Mayor, get LAPD pass.
Police Armory:	Show LAPD pass, get rifle.
Blade's Apartment:	Jake calls on 8/4 to tell you to meet him at the warehouse.
Reservoir arcade sequence:	Win arcade, take car to Warehouse or DH Enterprises.
Warehouse arcade sequence:	Win arcade, save Jake, get Snake's ID.
Outside DH Enterprises:	Use Snake's ID or hovercar to get inside.
Inside DH Enterprises:	Fool receptionist, lock guardroom, get wires, free Karyn.
Final Arcade Sequence:	Defeat Bahumat.

Another of 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.



TIMELINE

Different events will happen depending on what you do and when you do it. Sometimes you're tight on time, if you get tossed into jail for the night. If you have extra time on your hands, fast-forward to get to new events.

7/31

-
- | | |
|-------|--------------------|
| 12:00 | Start of the game. |
|-------|--------------------|
-
- | | |
|-------|---|
| 16:00 | Meanwhile: Warehouse drug production is behind schedule. Shipping is due in 3 days. |
|-------|---|
-
- | | |
|-------|---|
| 19:30 | Optional: date with Karyn if you apologized correctly, then you skip to 12:00 on 8/1. |
|-------|---|
-
- | | |
|-------|--|
| 22:00 | Meanwhile: if warehouse destroyed today, Bahumat kills Qwong and orders Karyn kidnapped. |
|-------|--|

8/1

-
- | | |
|-------|---|
| 16:00 | Meanwhile: If warehouse still active, it has 32 hours to meet drug quota. |
|-------|---|
-
- | | |
|-------|--|
| 18:00 | Karyn is kidnapped if you destroyed the MTZ warehouse on 7/31. |
|-------|--|

8/2

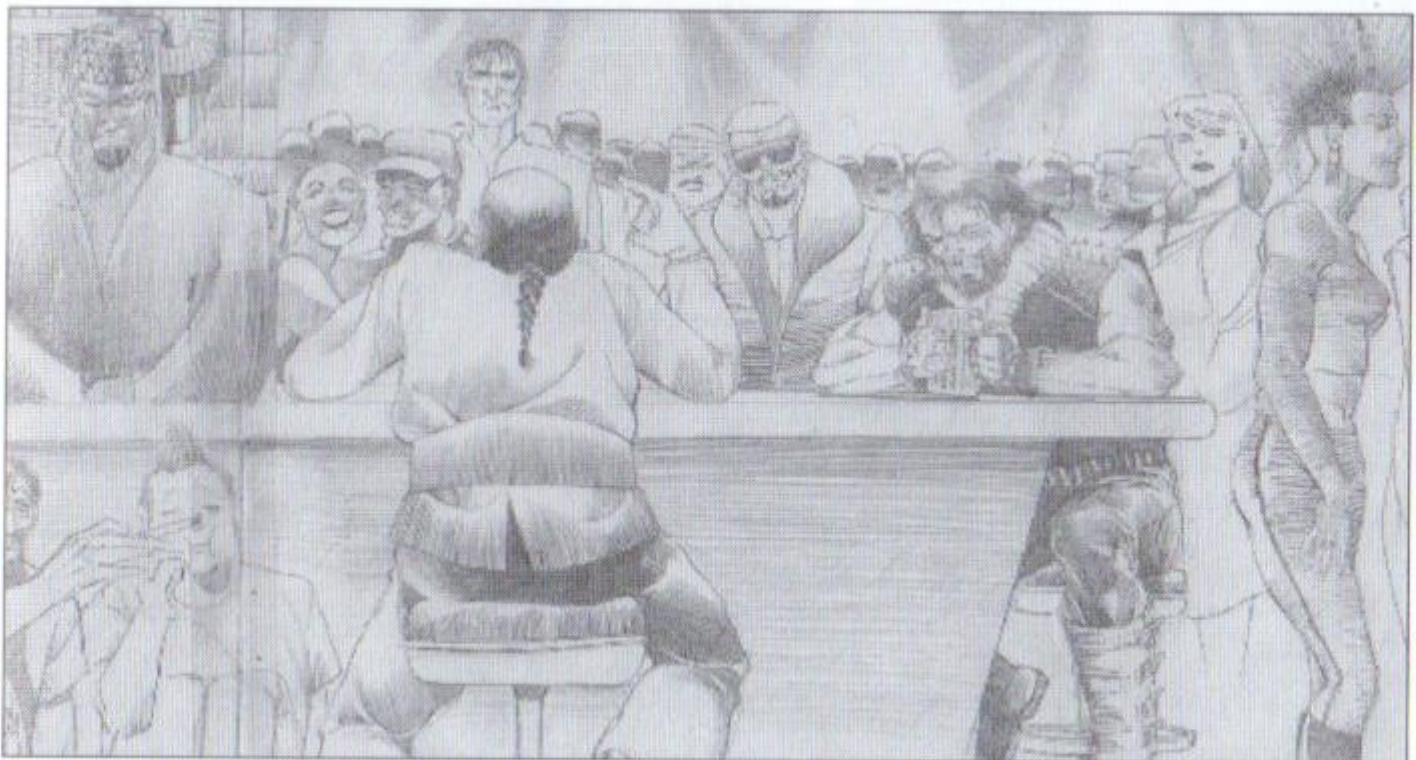
-
- | | |
|-------|---|
| 16:00 | Meanwhile: if warehouse still active, drug production is hours from completion. |
|-------|---|
-
- | | |
|-------|---|
| 18:00 | Karyn is kidnapped if you destroyed the MTZ warehouse on 8/1. |
|-------|---|

8/3

-
- | | |
|-------|--|
| 01:00 | Before now, meet Jake, get Chen Lu's ID, tap Qwong's phone, destroy warehouse. |
|-------|--|
-
- | | |
|-------|--|
| 01:00 | Meanwhile: If you didn't destroy the MTZ warehouse, Los Angeles is destroyed. The End. |
|-------|--|
-
- | | |
|-------|---|
| 16:00 | Meanwhile: if warehouse destroyed on 8/2, Bahumat kills Qwong and orders Karyn kidnapped. |
|-------|---|
-
- | | |
|-------|---|
| 18:00 | Karyn is kidnapped if you destroyed the MTZ warehouse on 8/2. |
|-------|---|

8/4

-
- 12:00 Possible vid-message from "The Jake": meet him at the warehouse by 20:30.
-
- 13:00 Meanwhile: Bahumat warns Los Angeles of doom.
-
- 20:00 Guards are sent to Reservoir to poison it with the MTZ drug.
-
- 20:00 If Chang Li translated calligraphy, go to Reservoir for arcade sequence. Get hovercar.
-
- 20:15 Warehouse shoot-out, if Jake called you on Vid-Phone and you go there. Get Snake's ID.
-
- 20:30 Jake dies at the warehouse if you don't go there and win the shoot-out.
-
- 22:30 Karyn dies in DH Enterprises if you don't rescue her earlier.
-
- 23:00 Meanwhile: If you haven't destroyed Bahumat by now, Los Angeles is destroyed. The End.



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

POSSIBLE FINAL OUTCOMES

Rescue Karyn and defeat Bahumat.

Karyn dies but you defeat Bahumat.

Or you can meet an untimely demise a number of ways *during play*:

Fall off the hallway under construction outside your apartment.

Anger the bouncers guarding the Pleasure Dome.

Don't apologize to Karyn about missing your last date together.

Miss another date with Karyn.

Go out with Candi from the Pleasure Dome.

Get Jake so mad at you that he won't give you any information.

Use the MTZ drug patch from Chen Lu's bathroom on yourself.

Get electrocuted by the Vid-panel in the sewer at Jonny Qwong's place.

Get eaten by rats in the sewer at Jonny Qwong's place.

Don't blow up the MTZ warehouse before 01:00 on 8/3.

Get caught by the DH Enterprise break room guards.

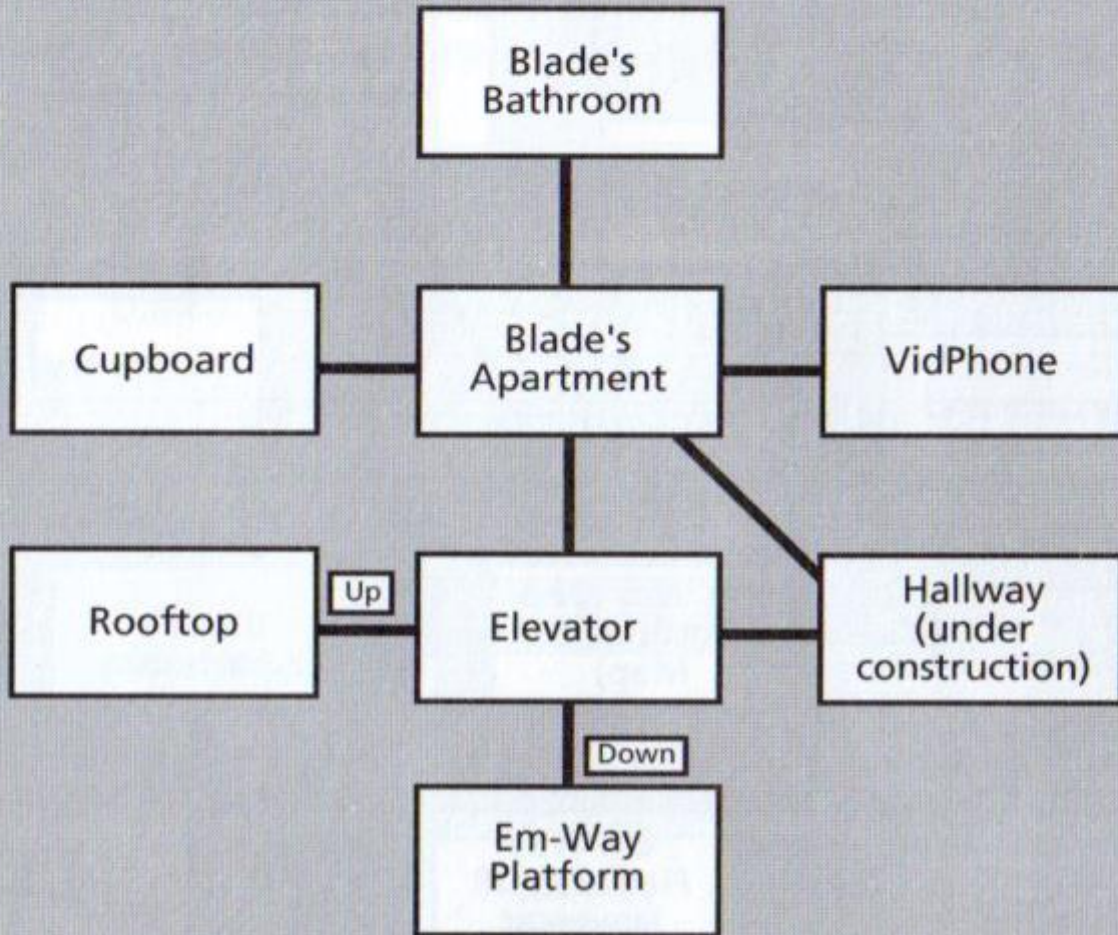
Get electrocuted by the electrical panel in the janitor's closet.

Don't bring a gun to the arcade sequences.

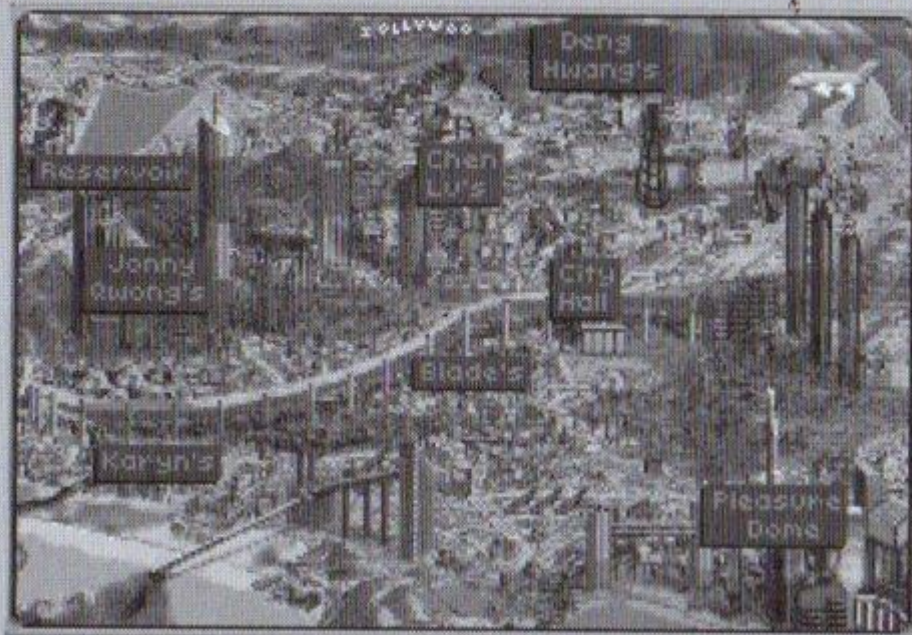
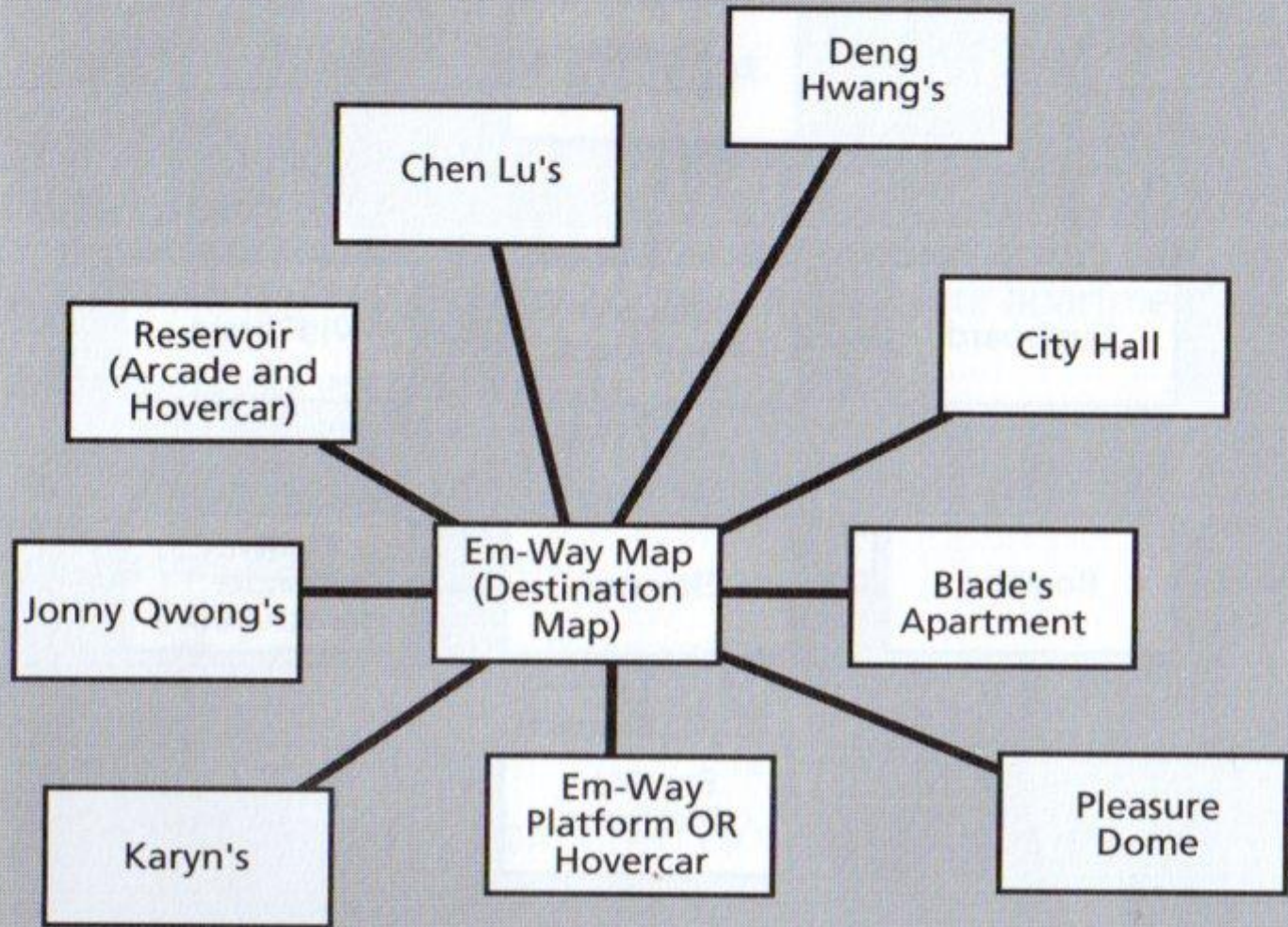
Don't replay the arcade sequences after getting killed.

Sleep on the streets and lose all your weapons.

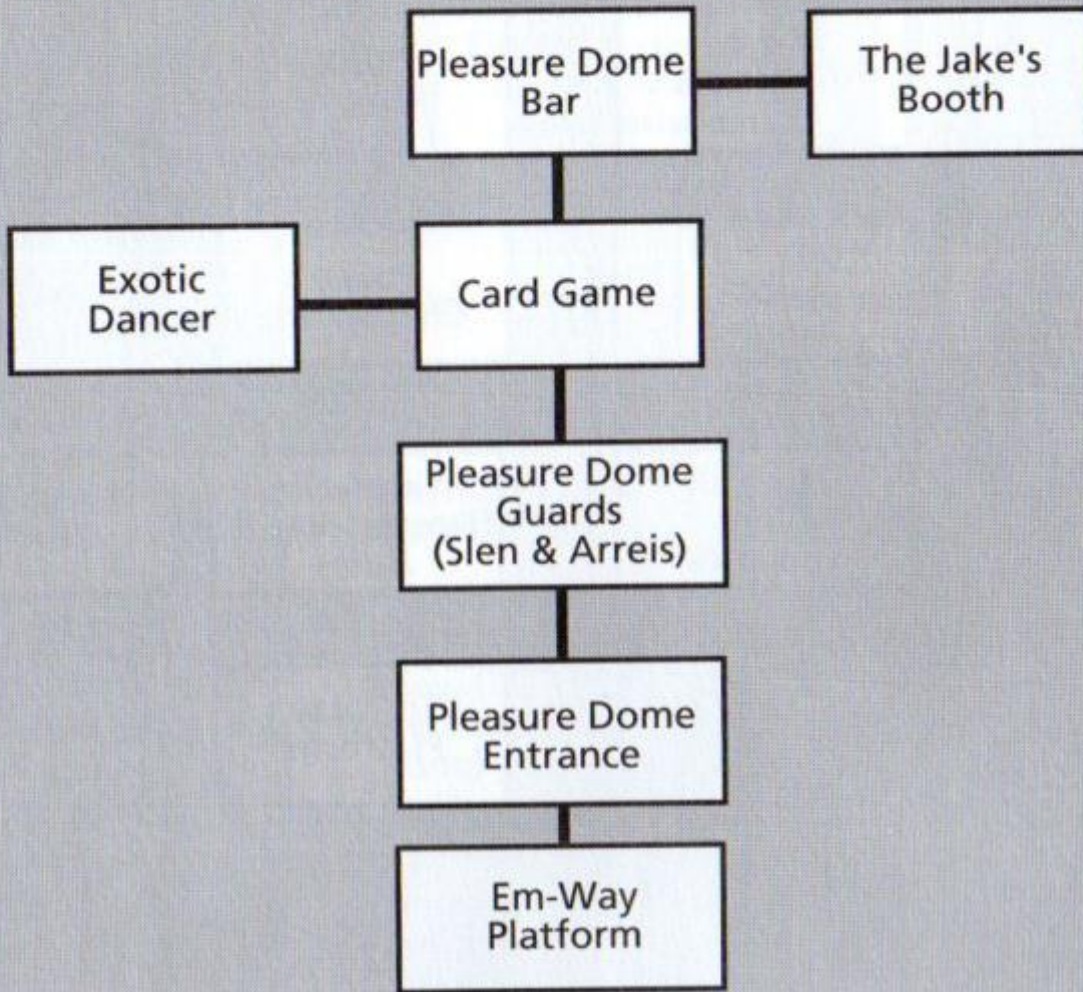
BLADE'S APARTMENT



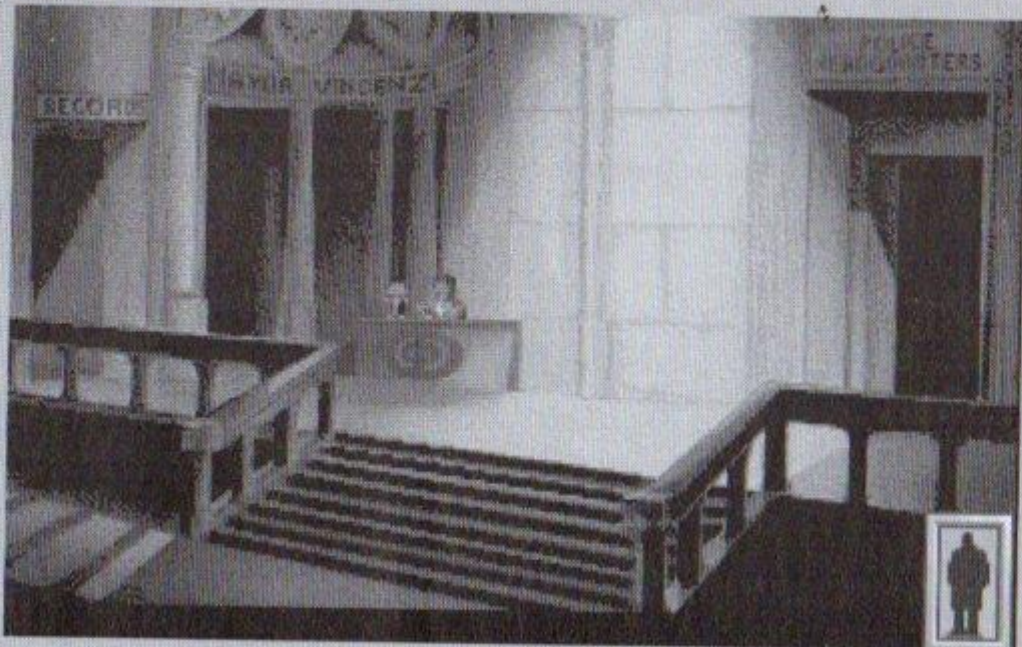
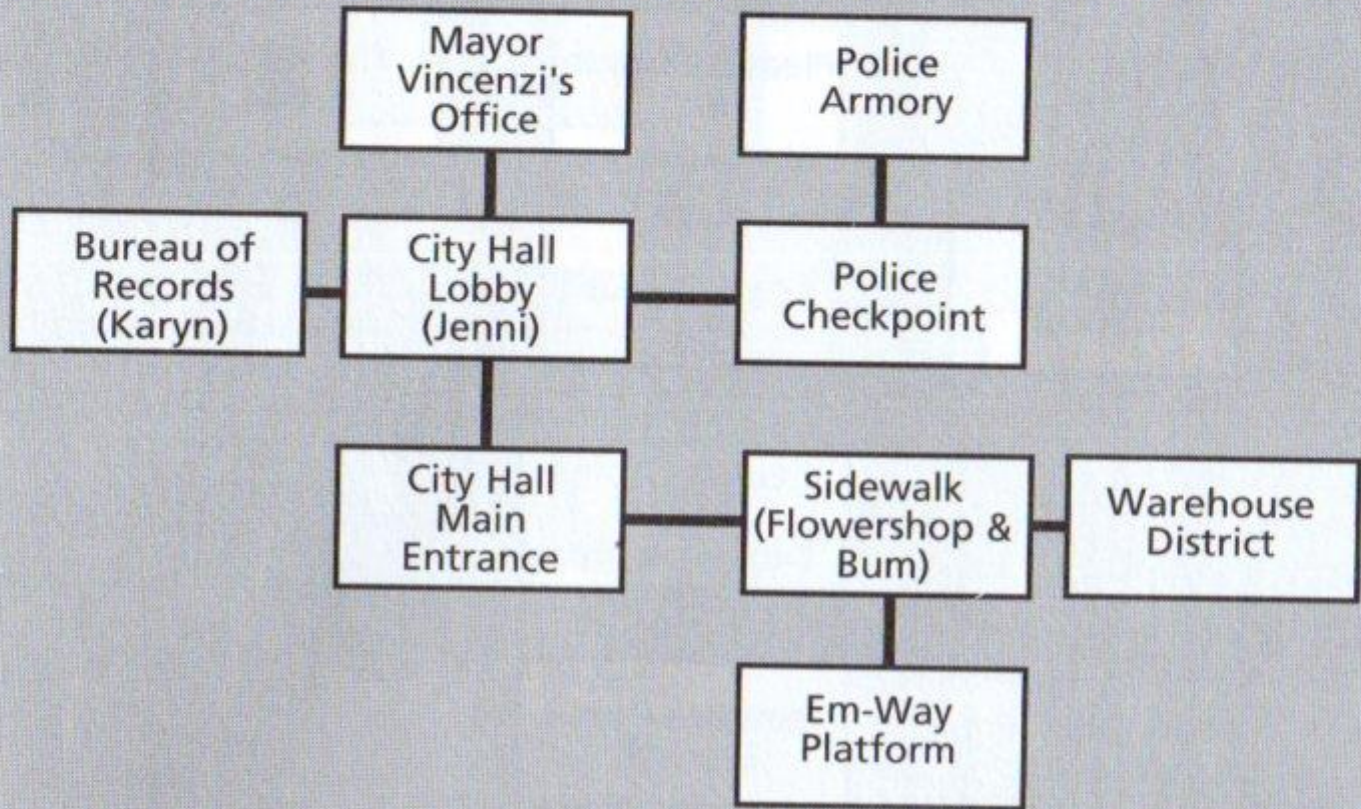
EM-WAY TRANSIT MAP



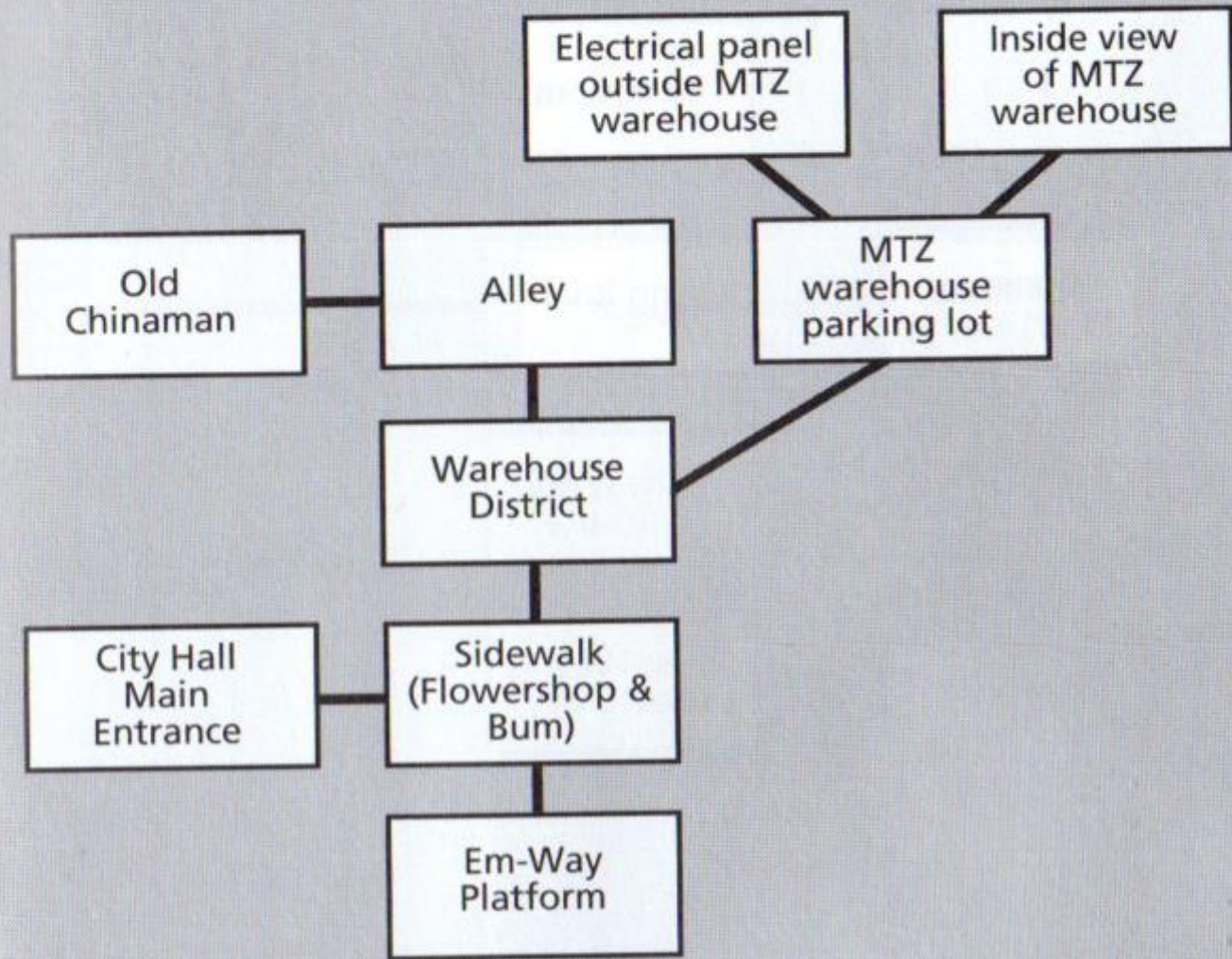
PLEASURE DOME AREA



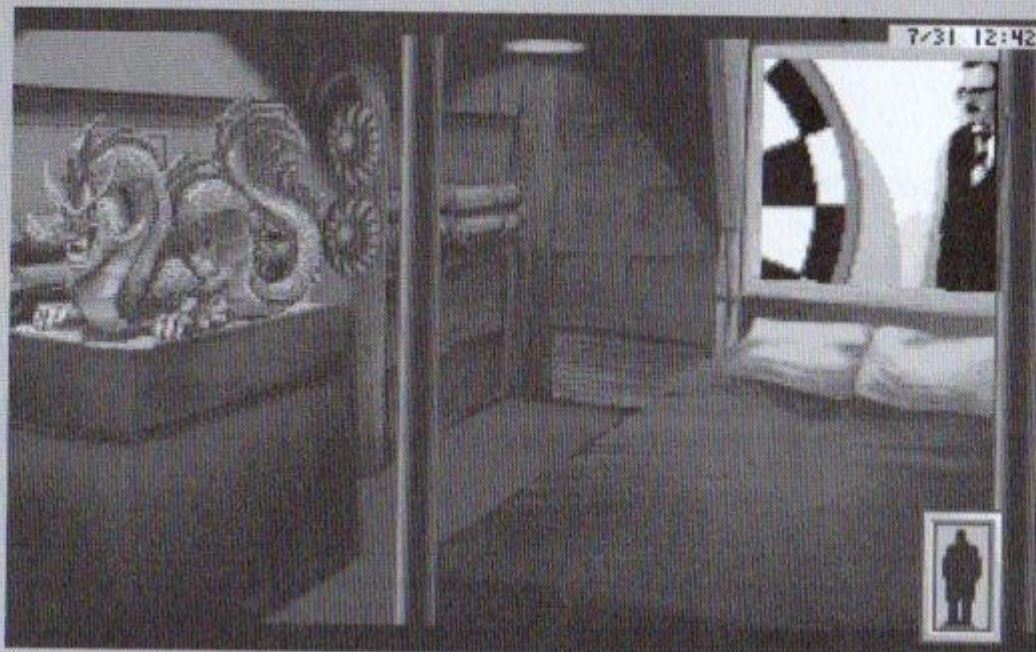
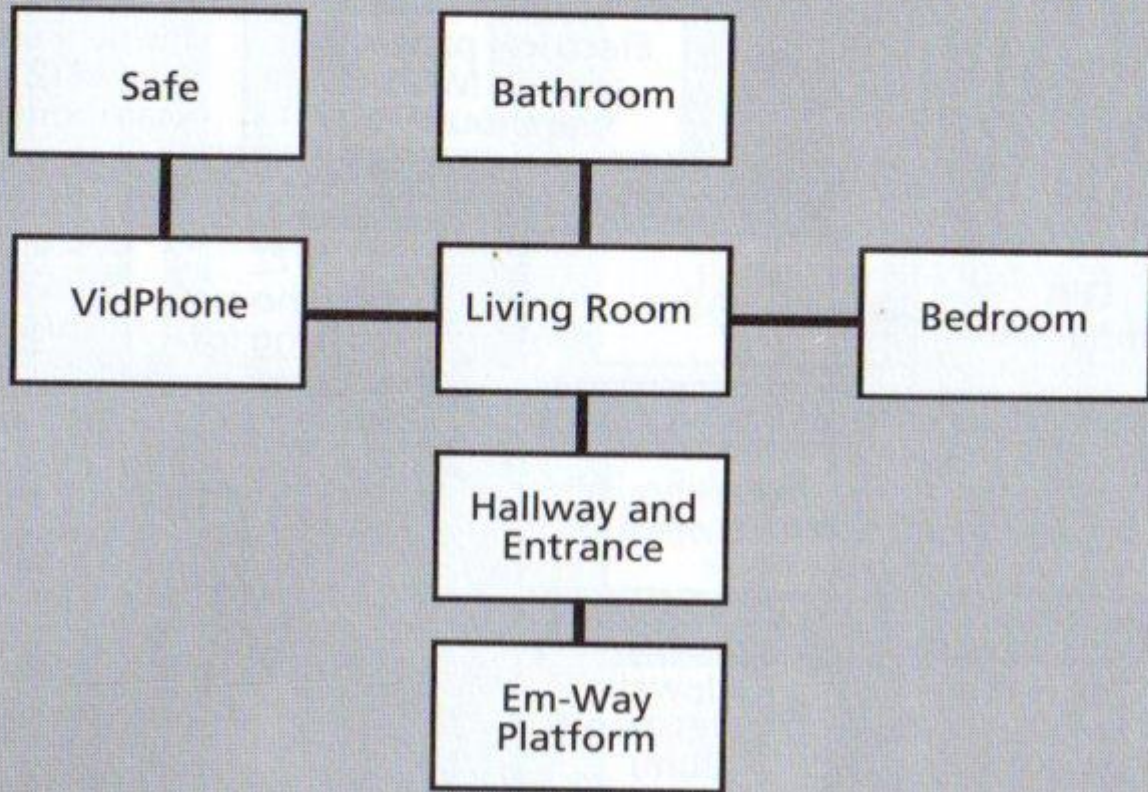
CITY HALL



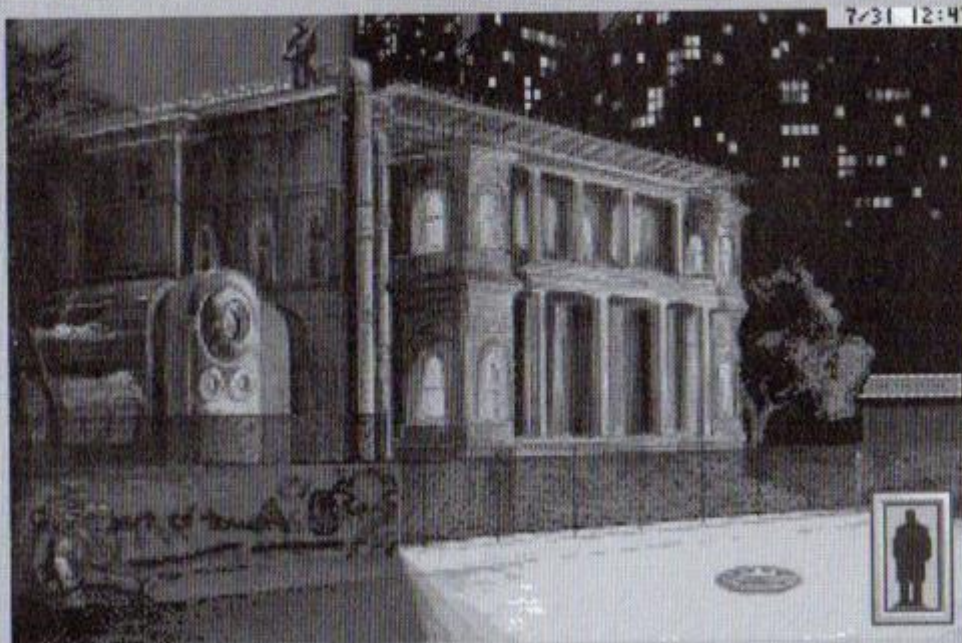
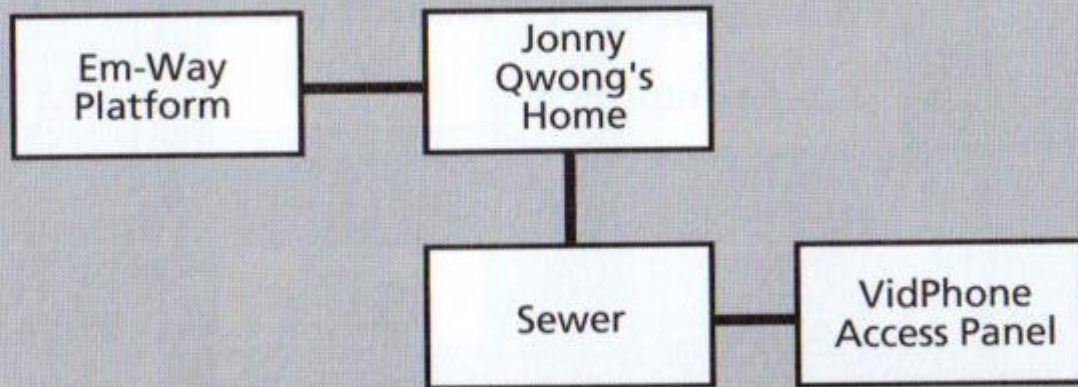
WAREHOUSE DISTRICT



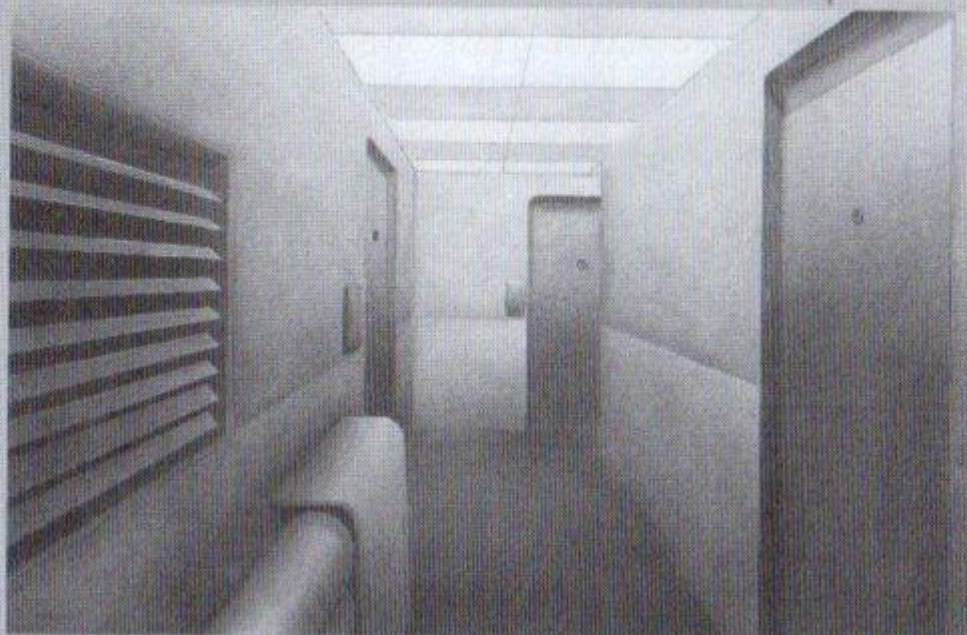
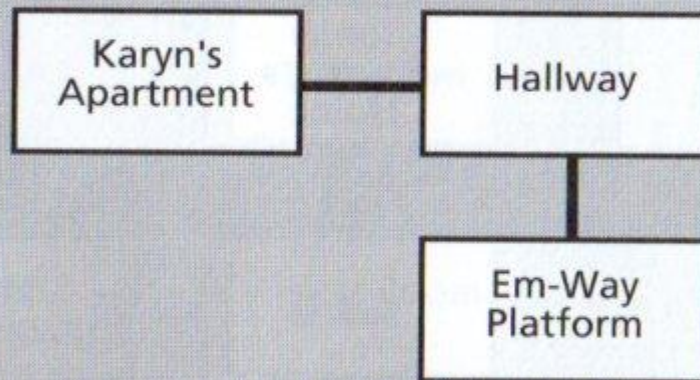
CHEN LU'S APARTMENT



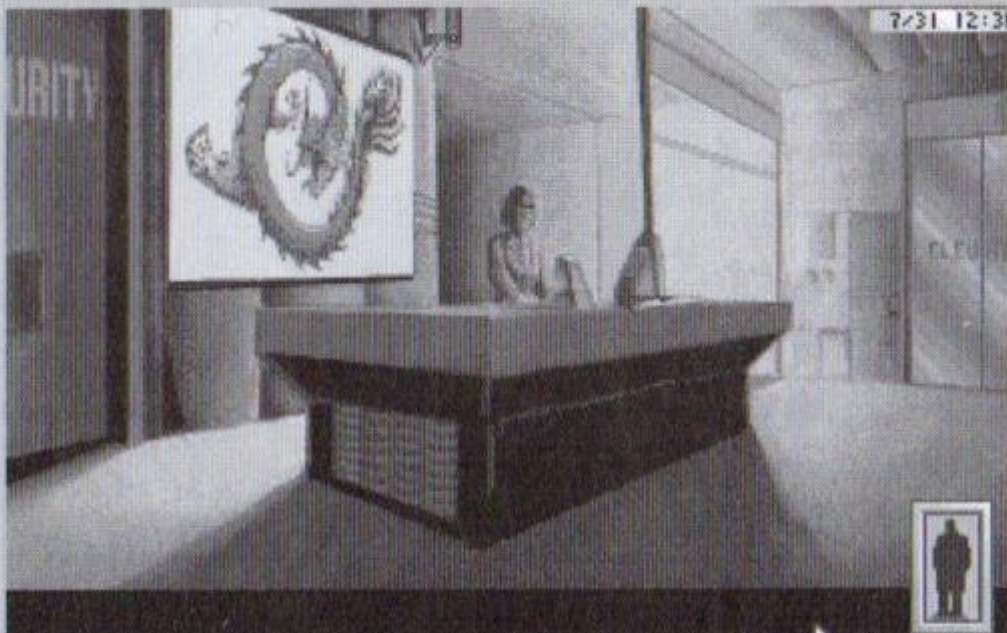
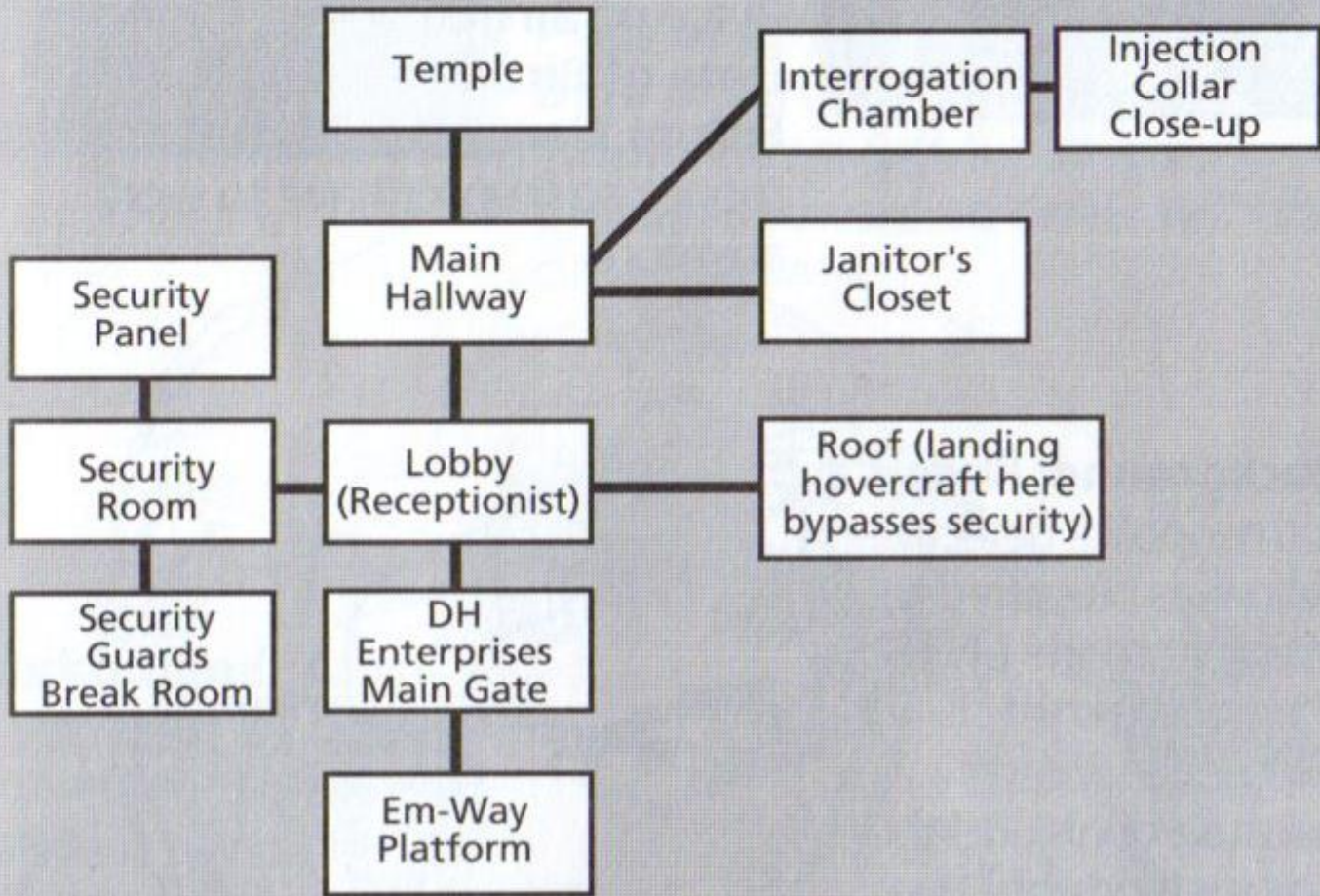
JONNY QWONG'S HOME

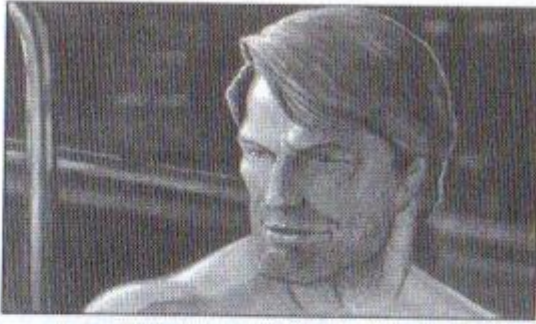


KARYN'S APARTMENT



DH ENTERPRISES





Name: William S. "Blade" Hunter

Occupation: Private Investigator

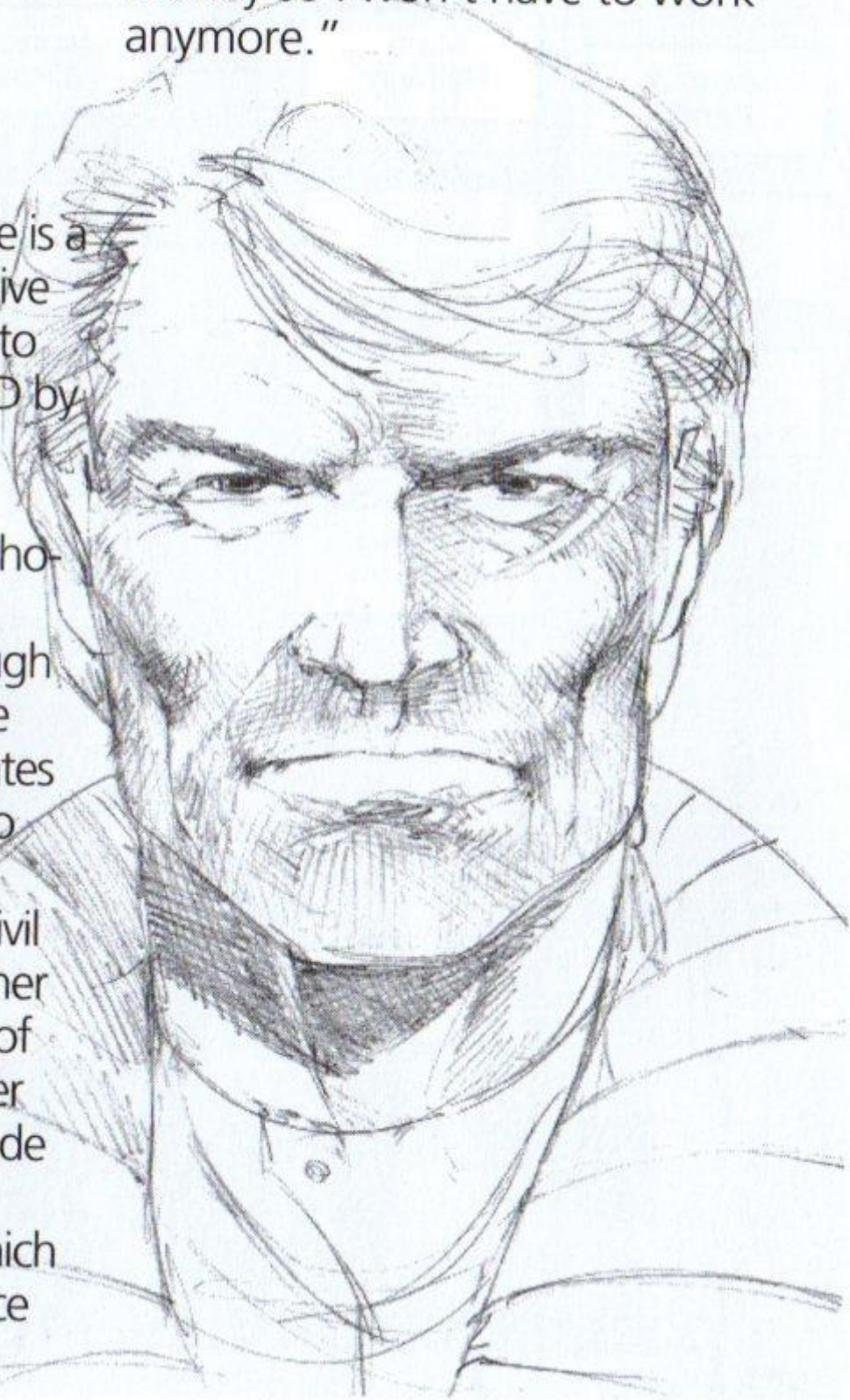
Hobbies: Guns, knives, cyberball

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

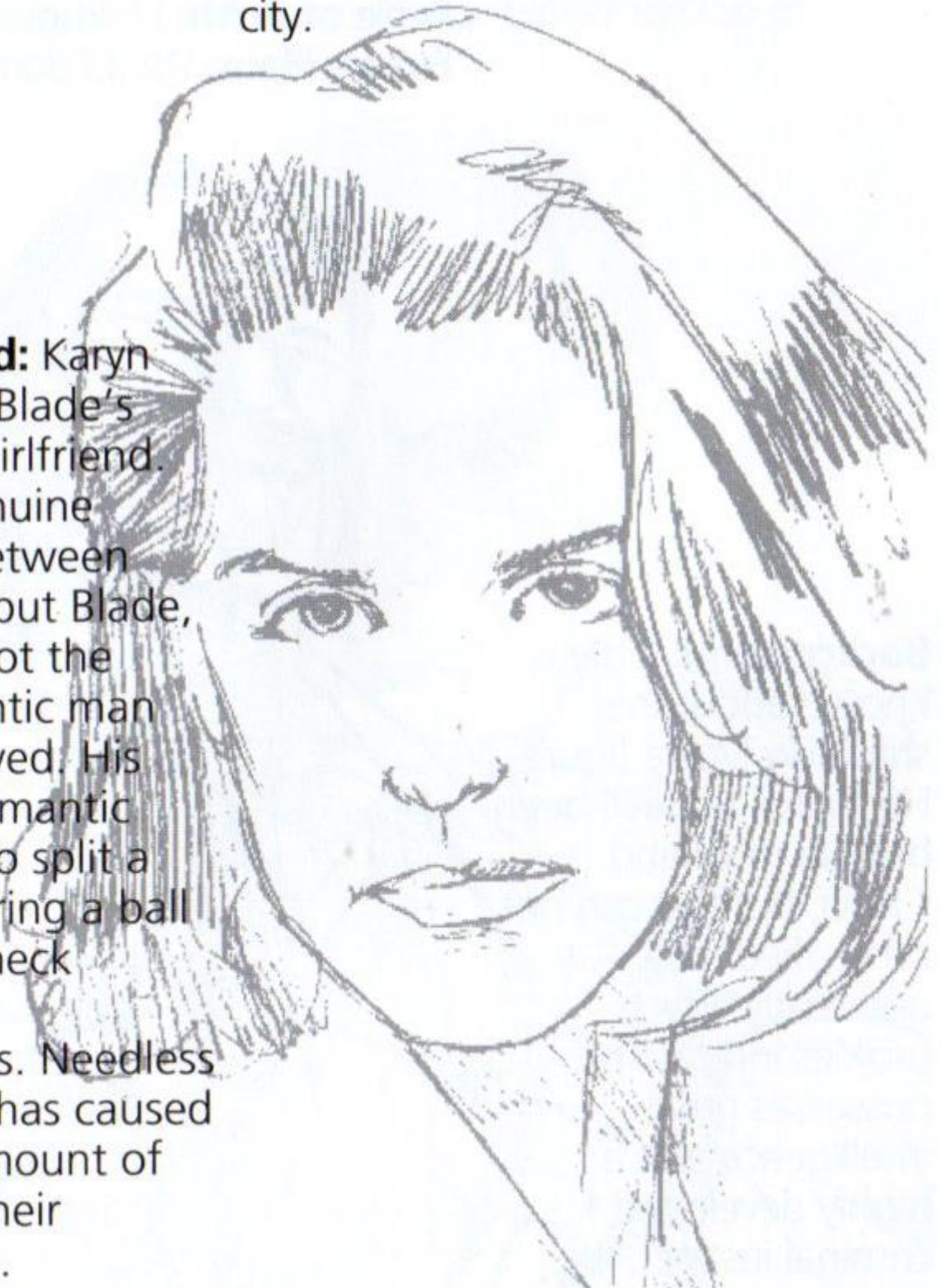
Hobbies: Judo, gardening

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

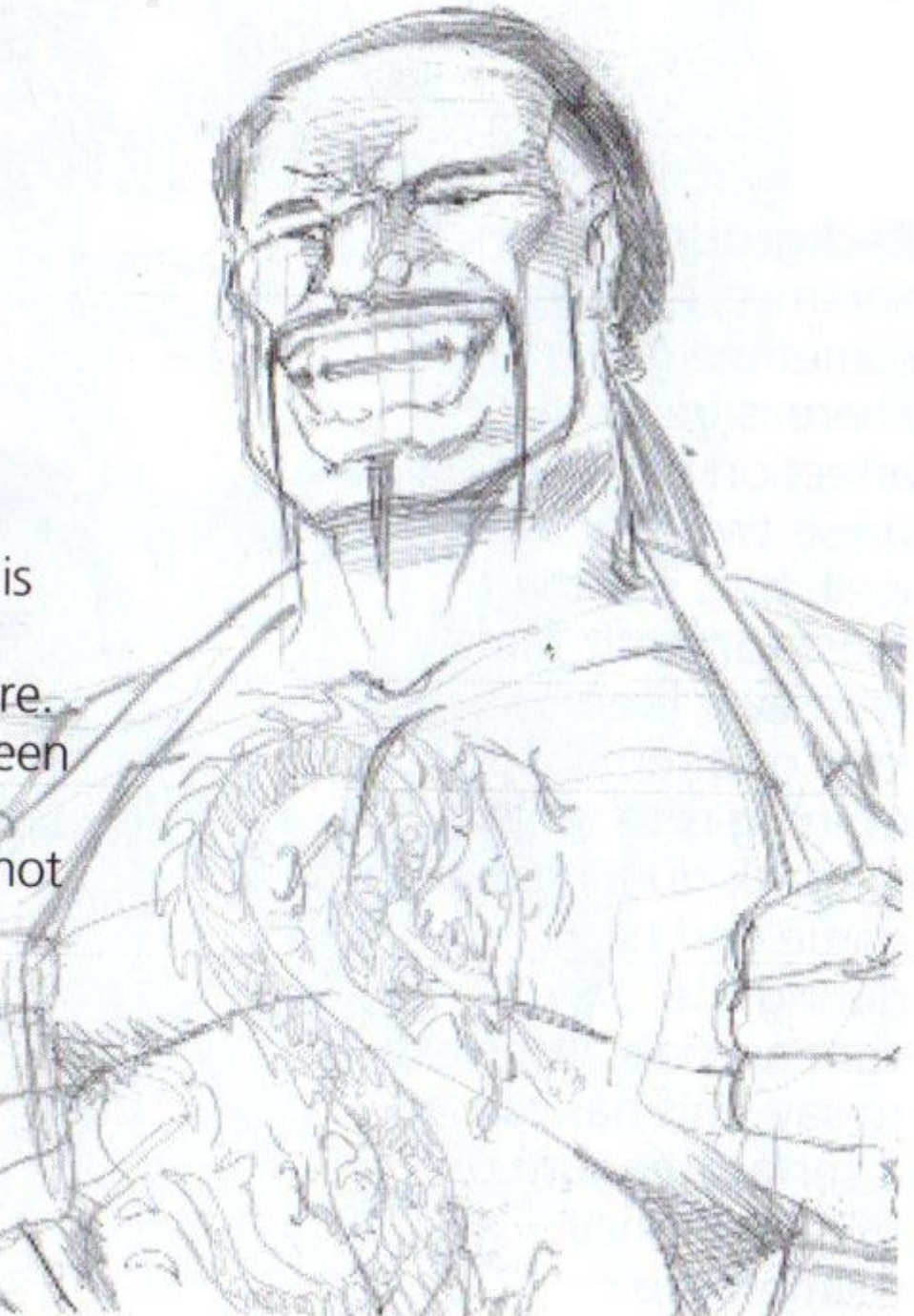
Hobbies: Biochemistry, genetics, cat-bowling

Place of Birth: Hunan Province, China

Date of Birth: Unknown

Future Plans: World domination.

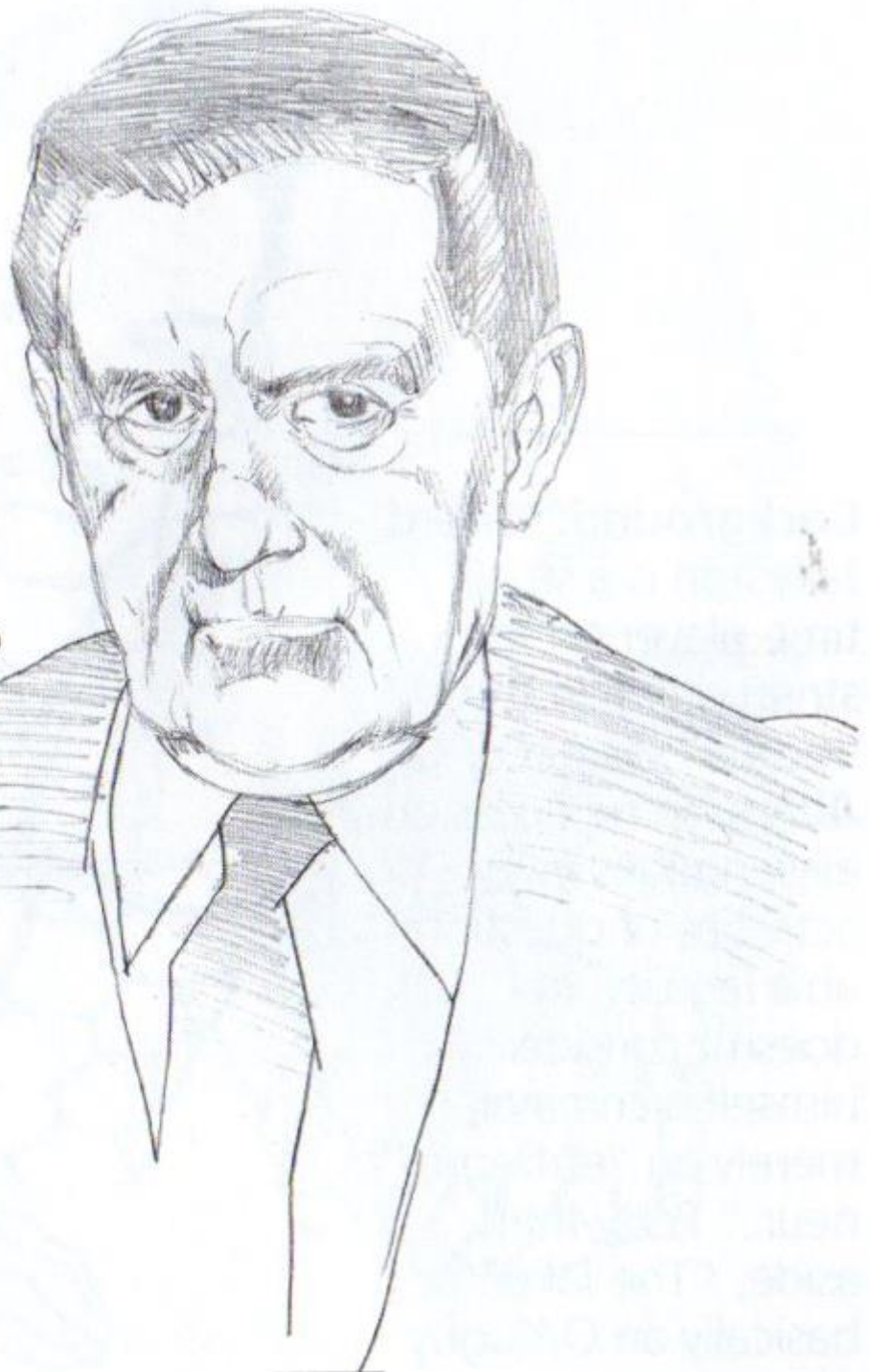
Background: Little is known about this shadowy Mafia figure. He claims to have been born in mainland China, but this can not be verified independently. Psych profiles indicate he possesses great intelligence and a highly developed criminal instinct.

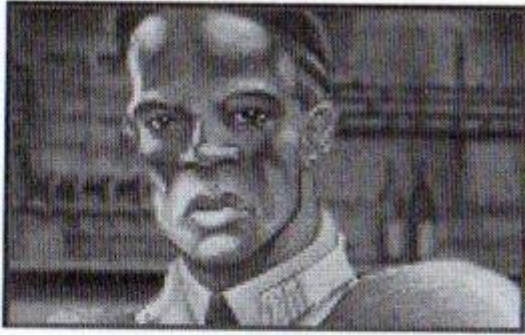




Name: Giuseppe Vincenzi
Occupation: Mayor of Los Angeles
Hobbies: Baby kissing, cutting welfare programs, lying to his constituency
Place of Birth: Los Angeles, CA
Date of Birth: Feb. 14, 2003
Future Plans: Governorship of California.

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

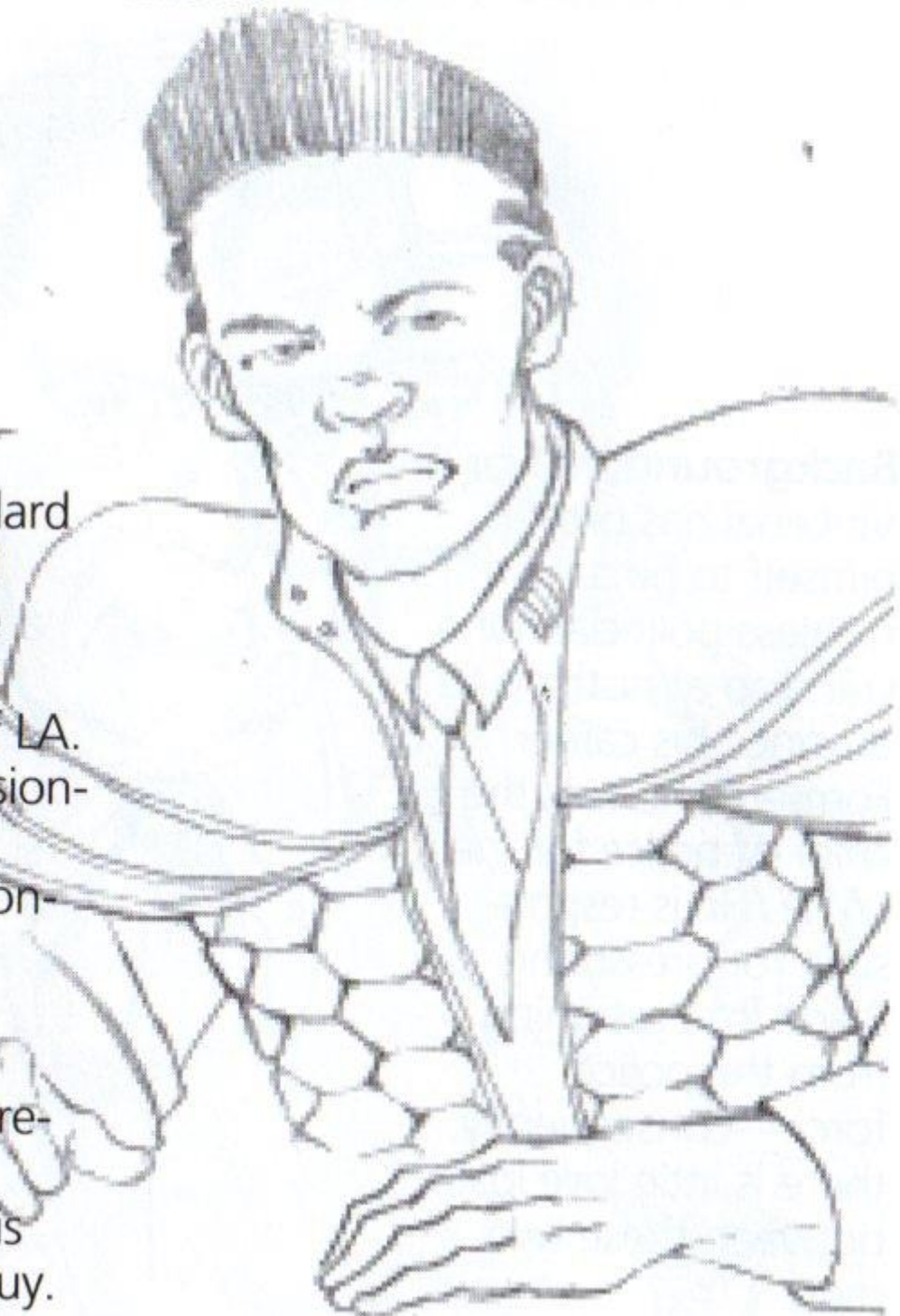
Hobbies: Prank phone calls, shoplifting

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.





Name: Chang Li

Occupation: Scholar

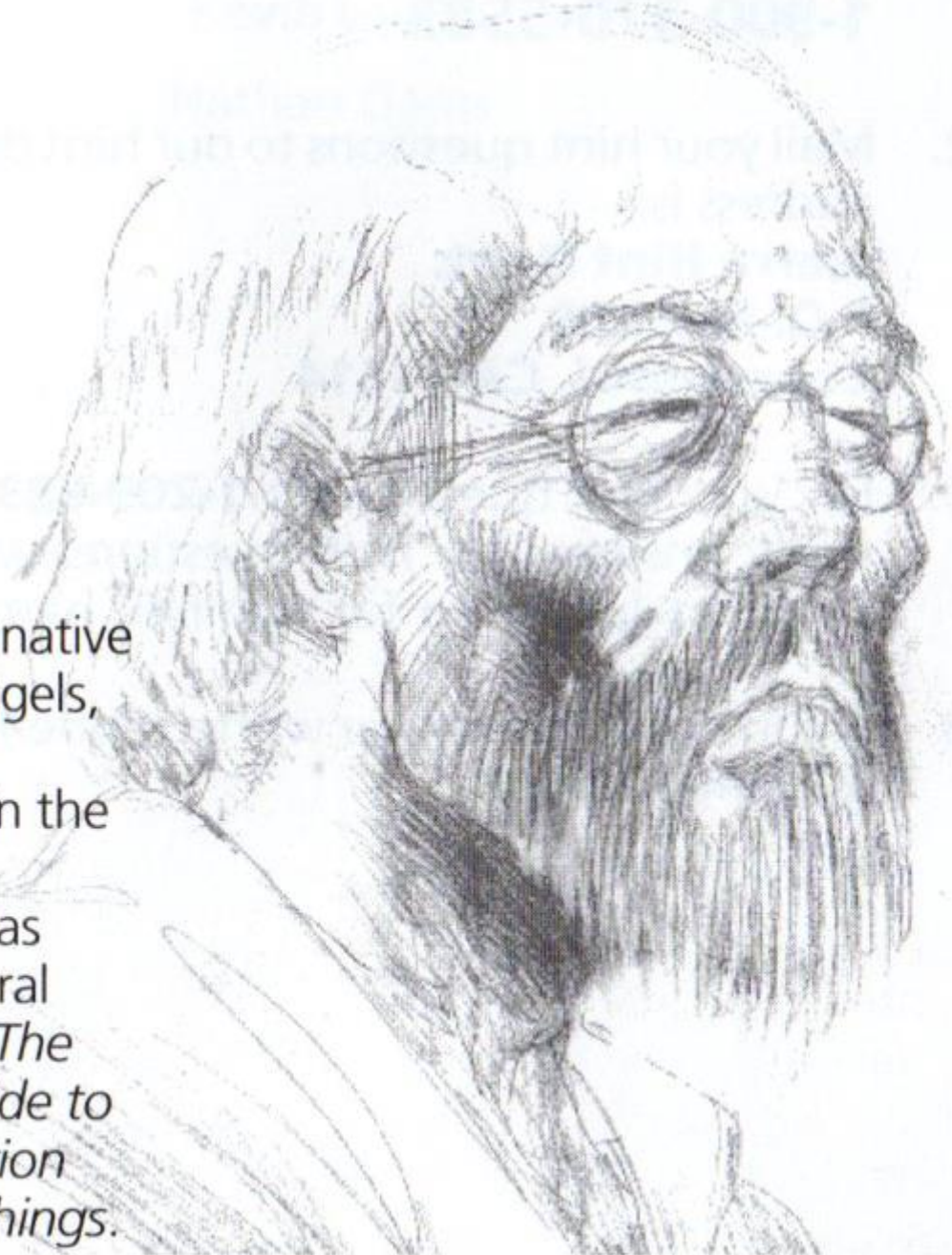
Hobbies: Radio astronomy, writing self-help literature, ancient Chinese mythology

Place of Birth: Los Angeles, CA

Date of Birth: Feb. 29, 1992

Future Plans: To gain spiritual enlightenment in this life cycle.

Background: A native of the City of Angels, Chang Li is a respected scholar in the field of Chinese mythology. He has also written several books including *The Step by Step Guide to Private Investigation and Other Fun Things*.



MORE HINTS

Still Getting Stuck?

Here are four ways to get more game hints

1. Call our 900 hint line. (If you are under the age of 18, you must get your parent's permission first.) It costs 75 cents a minute. The number is:
1-900-370-5583
2. Mail your hint questions to our hint department. Our address is:
**Sierra Hint Dept.
P.O. Box 200
Coarsegold, CA 93614**
3. Fax your hint questions to **1-209-683-3633**. We normally answer our hint questions within 48 hours. Please include your fax number, name and address.
4. If you have a computer with a modem, call our BBS at **1-209-683-4463**.

Special Thanks

David Selle

Kurt Weber

Leslie Wilson

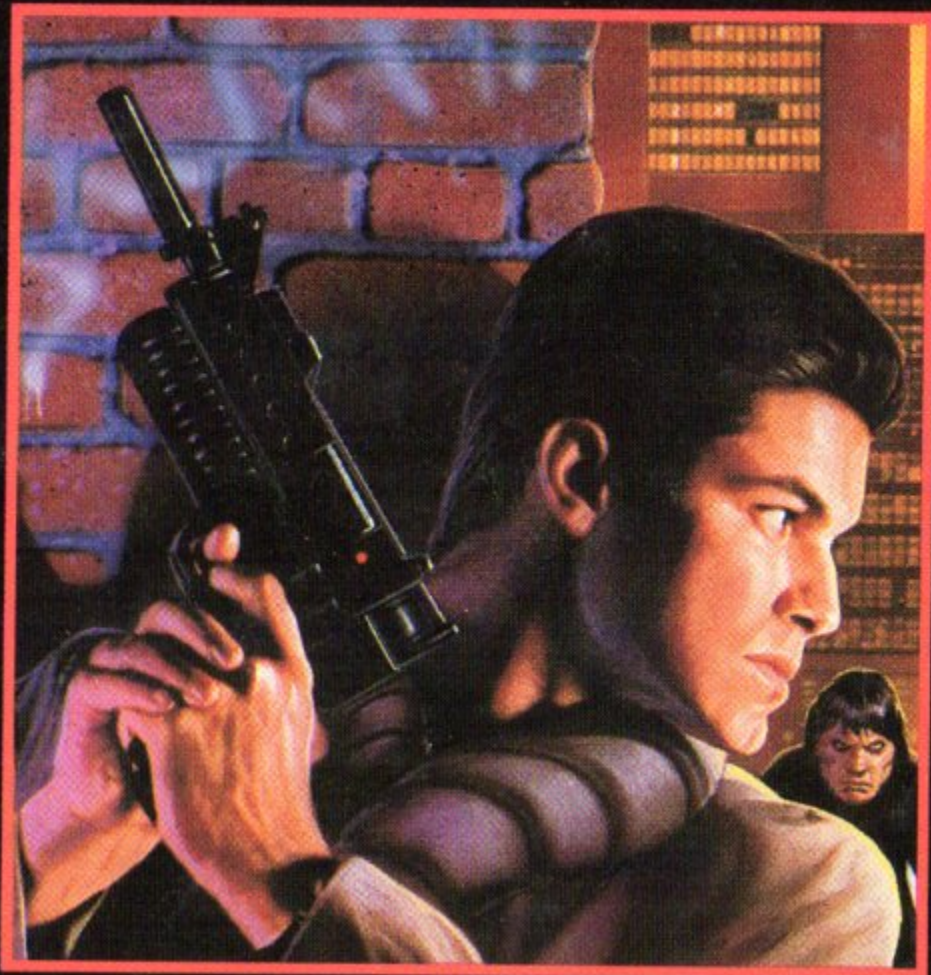
John Cunney

Sue Roberts

Kevin Lamb

Nathan Gams





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