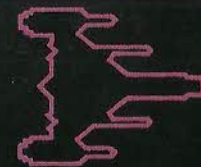


THE LAST DYNASTY™



1383
PASSIVE



BANDIT
SGT-2

835381000



S I E R R A®

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INTRODUCTION

Thank you for buying The Last Dynasty, an exciting new product that combines the best of two gaming worlds: combat action and role-playing adventure.

In the combat phase of the game, you will fly through space in a cockpit that is completely modular and fully customizable. You can use as much or as little of the cockpit information as you need to feel comfortable while you play, a feature that will satisfy the needs of the beginning player as well as those of the advanced player.

When you enter the adventure phase, you will assume the role of Mel Raauq of the Zandor Dynasty and encounter danger around every turn as you carefully explore an immense space station. You will solve puzzles, find clues and collect items that will help you in your inevitable confrontation with the ruthless tyrant, Lord Iron.

We hope you will enjoy the beautiful 3-D rendered graphics, stirring music soundtrack and engaging cinematic sequences that combine with the game play elements mentioned above to create a consummate gaming experience.

SIERRA ON-LINE

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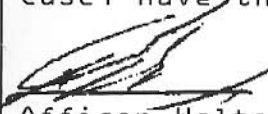
REPORT AND STATEMENTS

CITY POLICE

FROM: OFFICER WALTER GONZALES
TO: POLICE CAPTAIN FRANK ROBINSON
RE: MISSING PERSONS-#7511-B

I have been following up on the disappearance five days ago of two young men. The day of the alleged disappearance, the station received numerous reports of two unidentified flying objects in the area. Although a pair of FBI agents also assigned to the investigation seem to believe the reports are related, this department does not consider the reports relevant to the case.

Officers searched the residence of Mr. Mel and Mr. Dok. A large hole, roughly one foot in diameter, was found in one of the interior walls of the premises. No other unusual physical evidence was discovered. The apartment was disorderly and full of electronic objects. We could not determine the objects' purpose. After a thorough search, the only lead we have is a set of CD-ROM discs found with a set of installation instructions. I'll bring them, along with the instructions, to the District office. Also included in the file will be statements taken at the scene from a neighbor and the missing men's landlord. If the detectives at District need anything more for the investigation of this case, have them give me a call.



Officer Walter Gonzales

MISSING PERSONS - #7511-B

Date: June 26, 1995
Name: John Jacob Jingleheimer Smith
Address: 1247 East Raley Lane, Everett, WA
Relationship to Missing Person(s): Landlord

STATEMENT:

"This is just great. I had a six-month lease with these guys. Now, they've skipped town without payin' July's rent. Look at this place. It's a mess! I knew I couldn't trust 'em. When did I talk to them last? A week ago. Dok wanted me to come by to fix a tiny hole in the wall. Yeah, said there was a little "accident" with something he was working on. I thought, "Can't be too terrible, right?" I got busy and couldn't make it over here. Lookit this, will ya? The guy blasted a hole clean through the living room wall! What was he tryin' to do, launch a satellite or something? How am I gonna explain this to the new renters?! - I'm sorry, ma'am, we just have really large termites. - Oh sure. That'll fly."

MISSING PERSONS - #7511-B

Date: June 26, 1995
Name: James Herbert Henderson
Address: 318 N. Brown Street #3, Everett, WA
Relationship to Missing Person(s): Neighbor

STATEMENT:

"I remember the day they moved into this place. I thought I'd have a real problem with noise. But they never threw any loud parties, never played any loud music. Most of the time I didn't even know they were around, they were so darn quiet. Of course, there was that time with the exploding rocket fuel...ah well. That's how I met Dok. He was pretty smart. Built his own computer, you know? Always spouting some kind of high-tech gibberish. Once, he said he was real close to talking to the aliens. He might have been a bit touched in the head, though. We all have our problems, don't we? And the other one, Mel. Handsome fella. I remember he wanted to be a pilot. I think he was working on his license, he was always talking about flying..."

SETUP INSTRUCTIONS

*Mel,
Finally, I've finished writing the code for my new game. It's a space combat simulator, something that should be right up your alley. Check it out! Inside are all the instructions you'll need to install and play the game. Have a blast, bud!*

Dok

GAME SETUP:

a. WINDOWS 3.1

1. Insert the LAST DYNASTY CD-ROM #1 into your CD-ROM drive.
2. Start Windows.
3. Click on *File*.
4. Select *Run*.
5. In the dialog box, enter the letter of your CD-ROM drive followed by *SETUP.EXE* then click on OK or press «Enter» (e.g., if your CD drive is D:, type D:\SETUP.EXE then click on OK or press «Enter»).
6. Follow the on-screen instructions.

b. WINDOWS 95

1. Insert the LAST DYNASTY CD-ROM #1 into your CD-ROM drive.
2. Click the Start button.
3. Select *Run*.
4. In the dialog box, enter the letter of your CD-ROM drive followed by *SETUP.EXE*, then click on OK or press «Enter» (e.g., if your CD drive is D:, type D:\SETUP.EXE then click on OK or press «Enter»).
5. Follow the on-screen instructions.

JOYSTICK SETUP:

a. WINDOWS 3.1

Windows 3.1 does not automatically allow you to use a joystick. If you do not have a joystick icon listed in Control Panel, you need to install a device driver. If you are not familiar with the procedure, please follow these instructions:

With the LAST DYNASTY CD #1 in your CD-ROM drive, go into File Manager and select the CD-ROM icon. Double-click on the Joystick Directory and highlight **JOYSTICK.CPL**. Select *File Menu* from the Menu Bar at the top of your screen and select *Copy*. Enter **C:\WINDOWS\SYSTEM** as the place you want to copy the file to. Double-click again on the Joystick Directory and highlight **IBMJOY.DRV**. Select *File Menu* from the Menu Bar and double-click on *Copy*. Enter **C:\WINDOWS\SYSTEM** again. Both files are now copied into Windows. (If you receive a prompt asking if you wish to overwrite the original copy of either file, enter YES. The prompt means that one of the files was already in your Windows/System directory.)

Click on the Control Panel icon in the Main group and select *Drivers*. Click on *Add*, then select *Unlisted or Updated Driver*. In the dialog box, type **C:\WINDOWS\SYSTEM**. Click OK, then choose *Driver for Joystick*. Another box will appear and indicate One or Two 2-Dimensional Joysticks. Click on OK and Close. Return to DOS, then restart Windows 3.1. Open the Control Panel, then double-click on the new joystick icon to test and calibrate your joystick.

b. WINDOWS 95

If you had an active joystick port at the time you installed Windows 95, the system automatically installed a joystick driver. To test and calibrate the joystick: Click on the Start button, select *Settings*, then choose *Control Panel*. Double-click on the joystick icon to access the joystick test and calibration functions.

If you do not have a joystick icon listed in *Control Panel*, double-click on *Add New Hardware* and follow the on-screen instructions. When the driver has been installed, double-click on the joystick icon to test and calibrate your joystick.

START THE GAME:

To start the game, insert CD-ROM #1, then start Windows. Double-click on the game's icon in the SIERRA program group.

PHASES OF THE GAME

Mel,
You've always wanted to be a hotshot pilot. Right? Here's your chance! Take out a pack of enemy ships in the combat phase, then get in on some intense action in the adventure phase! Go for it!

Dok

a. NARRATIVE PHASE

The narrative phase tells the story of The Last Dynasty as you proceed through the game. It contains 3-D animation, video sequences, music and sound. Listen closely to each narrative sequence for useful clues and information that will assist you in future missions.

b. ADVENTURE PHASE

A simple, user-friendly interface allows you to act in the adventure phase of the game. Explore your environment, "look" at every screen, "take" and "use" objects available to you, then solve the puzzles.

- **LOOK:** Move the cursor around the screen to detect active zones.
- **TAKE:** Click the left mouse button to take an object. The cursor will change to the object selected. Click the right button to move the object to your inventory.
- **USE:** Select an object. The words "USE ON" will be displayed, followed by the name of the item. Click the left mouse button to validate. Click the right button to cancel or put the object back into Inventory.

Depending upon the context, clicking on an object can mean: to give, to show, to look at, to take, to use or to do.

IMPORTANT: Like real life, the actions you take and the characters you meet will change with time. Keep that in mind when solving the puzzles.



1. Status line. Displays the active regions of the screen.
2. Move backward.
3. Turn right.
4. Move forward.
5. Turn left.
6. Display the Inventory by pressing the right mouse button or clicking on the Inventory icon.

c. COMBAT PHASE

You will pilot spaceships throughout the game. Your mission objectives will be uncovered as the story unfolds.

Your spaceship is controlled in the «Pilot» mode. Use the «Parameters» mode to customize your spaceship's cockpit. You can select, move, modify or close any information window at any time. Click the right mouse button to toggle between the two modes.

• **Pilot Mode (F10 key or right mouse button)**

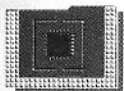
This mode allows you to control the spaceship and to fight. Use the mouse or the joystick to steer the spaceship.

• **Parameters Mode (F10 key or right mouse button)**

This mode allows you to configure your cockpit as you want. You can move, resize, close or open windows, choose how the information is displayed and access the icon bar.

ICON BAR

Four options are available from the icon bar at the top of the screen. If an icon is dimmed, it is not available for use during that phase of the game.



a. MANAGEMENT: Allows you to save, load, or quit a game.

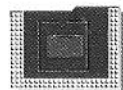
SAVE:

Adventure: You can save your game at 20 positions throughout the adventure phase. Make a selection from the list. If you don't like the choice displayed in the list, type in your own description.

Combat: An automatic file save is run (default save) before combat. The SAVE option is then dimmed and is not available during combat.

LOAD: Choose from previously saved games.

QUIT: Exit the game.



b. INVENTORY:

Inventory is available only during the adventure phase. Click the right mouse button or on the Inventory icon to open the Inventory window. The objects will appear as icons.

To use an object on another object in the Inventory:

Select an object on the screen or in the Inventory.

Move the cursor to the top of the screen.

Click the left button of the mouse on the Inventory icon.

Click on the desired object.



c. HELP : GAME HELP:

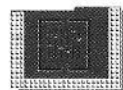
On-line help is available for the following topics:

- Cockpit
- Map
- Adventure
- Keyboard
- Mouse/Joystick
- Spaceships

Help is available any time by clicking on the help icon. The help windows use text and graphics to explain the different game functions and features. To access help on a specific topic, place the cursor on the appropriate window and click on the left mouse button.

COMBAT HELP:

Displays a detailed briefing of the mission you are about to begin. If you need to access help during your mission, click the right mouse button to pause the game while you get the information you need. Click the right mouse button again to resume your mission.



d. OPTIONS :

«Music»: Allows you to switch the sound on or off.

«Date/Time»: Displays the date and the time.

«Maximum Detail»: Adjusts the amount of detail in the graphics. (May affect the speed of the game, but does not affect game play.)

«Unlock Automatic Speed» Switches the "S" key between manual and automatic speed control. In "automatic," the speed of your spaceship will change, depending upon the speed and trajectory of enemy spaceships.

«Joystick/Mouse» If you have installed a device driver, tested and calibrated the joystick (see page 7), simply moving the joystick, while in the program, will select the joystick option for game play. Moving the mouse, while in the program, will select the mouse option for game play. There is no way to toggle between joystick and mouse in the Options Menu.

«Adventure/Combat»:

NOTE: You must complete the first seven combat missions before you can play the adventure phase. The «Adventure/Combat» option is available only after beginning to play the adventure phase.

To begin the adventure phase, you will be asked to insert CD #2. Insert CD #2 and enter the space station. (The entire phase will take place on the space station.) If you prefer to continue playing in the combat phase, you can switch back by clicking on the *Options* icon at the top of the screen. From the Options menu, select *Adventure/Combat* and answer the prompt. This will put you back into the combat phase. When you are asked to insert CD #1, do so. Enter the combat phase and continue to play until you wish to re-enter the adventure phase. You can switch back and forth as much as you want. However, to successfully finish the game, you must complete the entire adventure phase.

KEYBOARD

*Hey Mel,
Here are the hotkeys for the game. Learn 'em, then maybe you'll
straighten up and fly right! I know, not a CHANCE.*

"Flight Cap'n" Dok



TAB: speed - (right-handed)

Left-Shift: speed + (right-handed)

Space Bar: select closest enemy ahead of you

Arrow key (left):
left view of your vessel

Arrow key (down):
back view of your vessel

Arrow key (up):
front view of your vessel

Arrow key (right):
right view of your vessel

5 on numeric keypad:
full screen view, no cockpit

+ on numeric keypad:
speed + (left-handed)

- on numeric keypad:
speed - (left-handed)

P on keyboard: pause

R on keyboard: switch to radar mode with top view or front/rear view

S on keyboard: toggles between automatic and manual speed control

F1: selects lasers

F2: selects rockets

F3: selects missiles

F4: selects back mines

F5: allows you to choose between two cursors indicating the position of the selected vessel

F6: selects next spaceship

F7: selects previous spaceship

F8: displays/hides the map

F9: air brake

F10 or right mouse button: allows you to select Pilot mode or Parameters mode

F11: booster

COCKPIT

Hey Mel, check out this instrument panel! Pretty slick, huh? Bet you'll be up to your afterburners in enemy ships in no time!

Dok

1. Hit ratio: indicates the success ratio of your firing
2. Diagram of the weapon selected
3. Name of the weapon selected
4. Remaining ammunition for each weapon (the indicator is highlighted for the weapon currently in use)
5. Number of enemies remaining in the current mission
6. Number of enemies destroyed in the current mission (score)
7. Number of allies in the current mission
8. Life points of the selected spaceship



9. Shielding power of the selected spaceship
10. Speed of the selected spaceship
11. Your speed
12. Power of your shield
13. Your life points
14. Icon bar to select different information display modes
15. Close window icon
16. Enlarge window icon
17. Button to open your speed window
18. Button to open your life points window
19. Button to open your shield's power window
20. Button to open your score

21. Buttons to open the *speed of the selected spaceship* window
22. Button to open the *life points of the selected spaceship* window
23. Button to open the *shielding power of the selected spaceship* window
24. Button to open the *number of allies remaining* window
25. Button to open the *number of enemies remaining* window
26. Displays the point of impact of the laser and the trajectory to follow to get closer to the selected spaceship
27. The red square indicates that you are locked onto an enemy spaceship
28. Distance and behavior of selected enemy

ATTACK: The enemy spaceship has targeted you and is moving in your direction

ESCAPE: The enemy spaceship is trying to flee and is initiating an escape maneuver

PASSIVE: The enemy is not carrying an offensive or a defensive mission

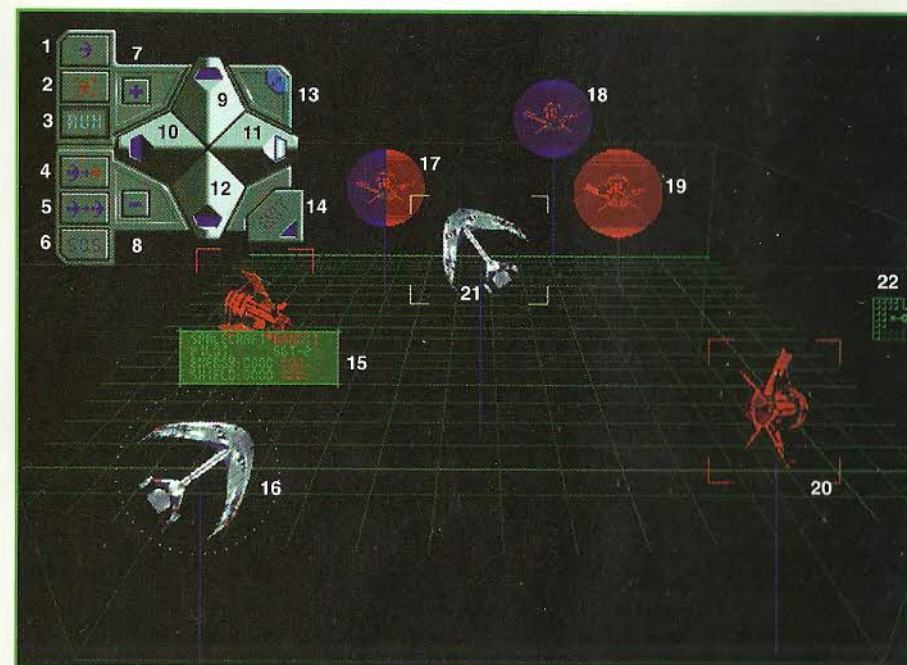
SUPPLY: The enemy is in the process of resupply

PROTECT: The enemy spaceship is shadowing and protecting another vessel. It will attack you only if you enter its protection area.

29. Type of spaceship and name of pilot
30. Radar rear view
31. Radar front view
32. Your allies are displayed with yellow dots, your enemies with red dots
33. Diagram of the selected enemy spaceship
34. Cursor of the heat-seeking missile
35. Direction cursor to steer your spaceship

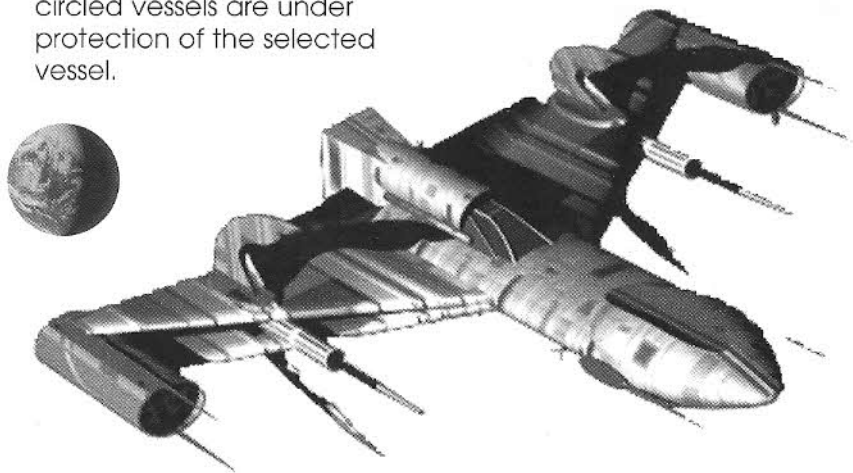
MAP

Press F8 to display a 3-D map. Available during combat, it shows the combat zone and enemy spaceships' behavior. Fighting strategies can be conducted and controlled through the use of the map.



1. Positions you in the center of the screen.
2. Positions the selected spaceship in the center of the screen.
3. Activates the map and displays fights in real-time.
4. Allows you to control and coordinate the attacks of your allies. Choose an ally, click on the button and select the enemy to attack.
5. Allows you to control and coordinate the defense of your allies. Choose an ally, click on the button and select the ally to defend.

6. Allows you to call for reinforcements. This option is activated depending upon the number of allies available.
7. Zoom into the map.
8. Zoom out of the map.
9. Rotate the map in *that* direction.
10. Rotate the map in *that* direction.
11. Rotate the map in *that* direction.
12. Rotate the map in *that* direction.
13. Minimizes the control panel; speeds up the action.
14. Exit the map.
15. Information window of the selected spaceship.
16. Protection symbol. The circled vessels are under protection of the selected vessel.
17. Means "attack/to attack." The vessel is fighting the selected spaceship.
18. Means "I'm attacking." The mission of the vessel circled in blue is to attack the selected spaceship. Select your own spaceship to find out how many enemy vessels are chasing after you.
19. Means "I'm under attack." The vessel circled in red is under attack by the selected spaceship.
20. Selection tool: enemy vessel is selected.
21. Selection tool: ally vessel is selected.
22. Allows you to move the map. All four sides are active.



Mel,
Use these four types of weapons during combat. Remember pal, this isn't your mama's space-combat simulator. These guys shoot back! So, let 'em know you're happy to return the favor. Hang in there!

Dok

Lasers:

Are available continuously, but will need regular recharging. You'll need to stop using the laser momentarily to allow it to recharge.

Rockets:

Long range weapons, very useful to destroy groups of enemy spaceships. The rocket explodes systematically in the proximity of a vessel.

Remote-controlled missiles:

Only used to destroy fast spaceships. Once selected, a cursor is displayed that locks onto the chosen enemy. When you are locked on, pull the trigger to launch the missile.

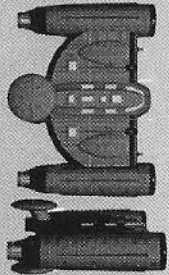
Aft mines:

Very useful if you are being chased by an enemy spaceship. They are dropped from the rear of the spaceship and float in space. Aft mines explode only when in contact with enemy spaceships.

SPACECRAFT

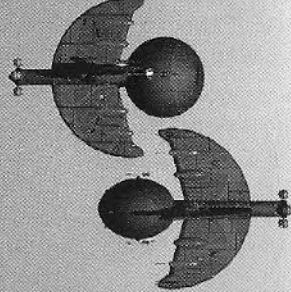
Mel,
Here's a quick rundown of allied and enemy spaceships. For more detailed info, go to the "Help" option in the Icon Bar. Under "Game Help," you'll find on-line data about all these ships. Read it. Learn it. Live it. Good luck,
Dok

Name : **Shadow**



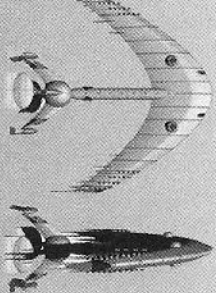
Type : **Allied Fighter**

Name : **Shuttle**



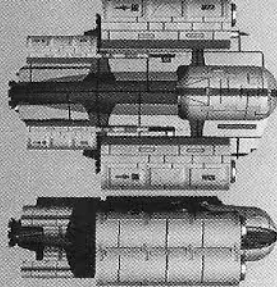
Type : **Allied Cargo ship**

Name : **Arrow**



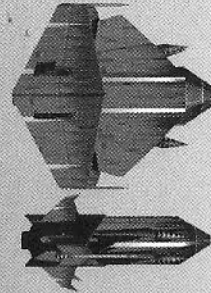
Type : **Allied Fighter**

Name : **Thunder**



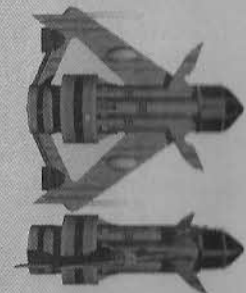
Type : **Allied Fighter**

Name : **Eagle**



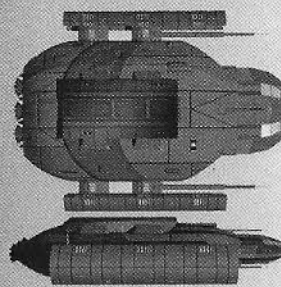
Type : **Enemy Fighter**

Name : **Albatross**



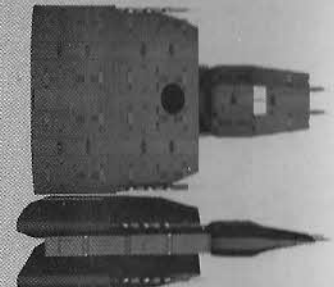
Type : **Enemy Fighter**

Name : **Warlock**



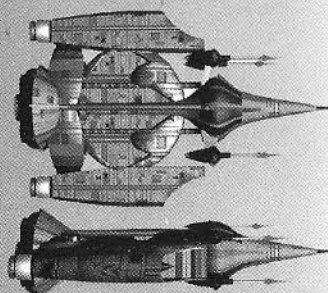
Type : **Enemy Fighter**

Name : **Warhead**



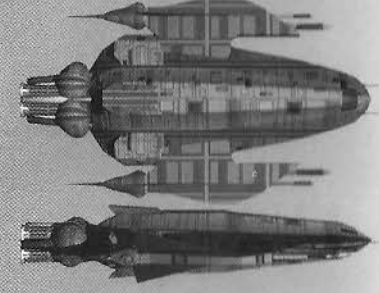
Type : **Enemy Fighter**

Name : **Lightning**



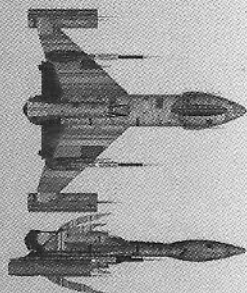
Type : **Enemy Fighter**

Name : **Warrior**



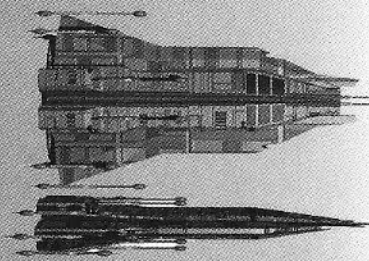
Type : **Enemy Fighter**

Name : **Wasp**



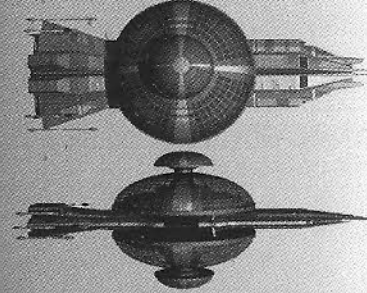
Type : **Enemy Fighter**

Name : **Bomber**



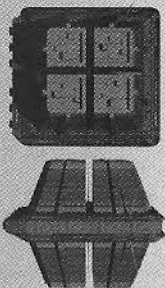
Type : **Enemy Bomber**

Name : **Carrier**



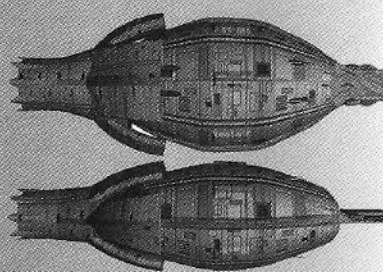
Type : **Enemy Cargo Ship**

Name : **Barge**



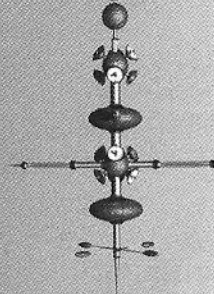
Type : **Enemy Cargo Ship**

Name : **Pulser**



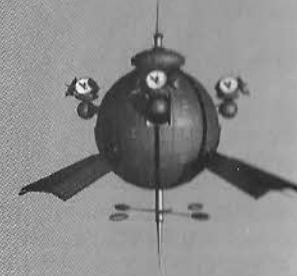
Type : **Enemy Cargo Ship**

Name : **Changer**



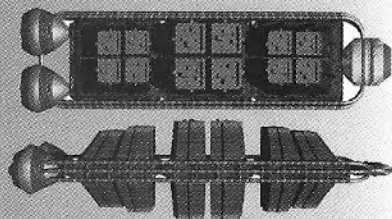
Type : **Enemy Satellite**

Name : **Scramble**



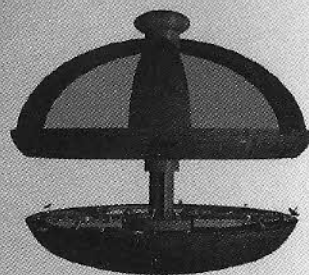
Type : **Enemy Satellite**

Name : **Armory**



Type : **Enemy Cargo Ship**

Name : **Base**



Type : **Enemy Space Station**

Name : **Stinger**



Type : **Enemy Fighter**

TECHNICAL SUPPORT

Sierra On-Line is dedicated to helping you with each and every question or problem you may have. Whether it's memory shortages, software compatibility or any other issue affecting our products, we guarantee your satisfaction.

TECHNICAL SUPPORT

In the U.S., contact Technical Support for help with installing or configuring your Sierra product, or resolving hardware or software compatibility issues.

Automated Technical Support

1 (206) 644-4343

Sierra On-Line offers a 24-hour Automated Technical Support line with recorded answers to the most frequently asked technical questions. To access this service, call the number above and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still contact our Technical Support Department as described below.

If you are unable to resolve a problem with your game using this manual or through the Automated Support line, contact our Technical Support representatives directly. You may call, write, or fax us with your questions or contact us via BBS e-mail.

If you choose to write, fax or e-mail us with your request, please provide detailed information on your computer system and the nature of your problem. In addition, please include your address and telephone number should we need to call back or send you further information.

U.S. Technical Support

Sierra On-Line
Technical Support
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