

THE LAST DYNASTY



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S416021006ZZZ

ENGLISH



S I E R R A ®



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INTRODUCTION

Thank you for buying *The Last Dynasty*.

This game is a genuine combat game, completely modular and customizable to satisfy the needs of the beginner as well as those of the advanced player. The levels of difficulty are progressive and were carefully thought out. In the first part of the game, the combats are very easy but become increasingly complex as you progress through the game. On-line help is available throughout the game.

In the adventure stages, you will be involved in solving puzzles in a giant space station. The carefully designed, user-friendly interface will draw you into the magical universe of this game right from the start!

This program has been carefully designed by motion picture professionals hired to create a new movie-like approach to the game, the latest techniques in movie-making integrating seamlessly the latest in programming and graphics techniques.

SIERRA

The case of The Last Dynasty TABLE OF CONTENTS

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REPORT AND STATEMENTS

CITY POLICE

FROM: WARRANT OFFICER GONZALES(MOUNT-BALDY
PRECINCT)
TO: POLICE CAPTAIN ROBINSON (DISTRICT OFFICE)

Sir,

Following the disappearance five days ago of two young boys - the same day two UFOs were sighted above the skies of Mount Baldy- we searched the residence of Mr. Dok and Mr. Mel. This disorderly loft was full of electronic devices many of those we could not identify. Our most important finding was a set of CD-ROMs we found next to one of their computers. As you well know, our police station is not equipped with ~~computers~~ computers, thus, we can't read the discs. That is why, I think, it is essential to promptly send you the CD-ROMs along with what seems to be install instructions. I have also included the sworn statements of people who were close to these two individuals. I hope it will be helpful.

We are entirely at your disposal should you need more information or if you need us to take action in this matter.

Respectfully,

Warrant Officer Gonzales

CITY POLICE

FROM: WARRANT OFFICER GONZALES
RE: DISAPPEARANCE OF MR. MEL AND MR. DOK
SUBJECT: STATEMENT OF MR. JIM HENDERSON

Since we know very little about the two teenagers, we've contacted Mr. Henderson, their tutor. He made the following statement:

"I still remember the day they were sent to us by the Paris office 7 years ago. The two teenagers seemed a bit lost when they arrived here. All that I knew was that they were orphans. It was impossible to know about them. I could not even figure out if they were brothers or just friends. I spent a long time traveling throughout the country trying to find some of their family members, but to no avail. They quickly became the "leaders" at the orphanage. Dok was brilliant with anything that had to do with technology. Naturally, the young Mel quickly caught up and became as good as Dok; and the two of them started causing problems. I once remember they stole many of the villagers radios to build this huge contraption to "send messages into space" as they claimed. They seemed to be best friends, which seems odd because they argued most of the time..."

CITY POLICE

FROM: WARRANT OFFICER GONZALES
RE: DISAPPEARANCE OF MR. MEL AND MR. DOK
SUBJECT: STATEMENT OF MR. JOHN SMITH

The person who had last seen the two young men was Mr. Smith, their landlord. He made the following statement :

"I just knew they should not be trusted. It has been one problem after another since they arrived. First, the neighbors complained about the loud noises and the smells coming out of the apartment. When I discovered the terrible condition in which they turned my apartment, I sent them the ~~legal~~ legal 3-month notice to vacate the premises. But I never thought they'd leave so fast"

SETUP INSTRUCTIONS

«Mel, I have finally finished writing the code for my new video game. It is a space combat simulator and I hope you'll like it. You will find enclosed all the necessary instructions to properly install the game and play it.»

Enjoy,

Dok

GAME SETUP:

1. Insert the LAST DYNASTY CD-ROM #1 in 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 SETUPEXE, then click on OK or press «Enter» (e.g. if your CD drive is D:, type D:\SETUPEXE, then click on OK or press «Enter»).
6. Follow the on-screen instructions.

START THE GAME:

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

The Last Dynasty comes in 2 CD-ROMs. The first CD contains combat phases, the second adventure phases. You can insert either CD depending on the part of the game that you wish to restore.

JOYSTICK SETUP:

Windows* does not automatically allow you to use a joystick and you might have to install a device driver. If you are not familiar with this procedure, copy the file JOYSTICK.CPL in the "joystick" subdirectory of CD #1 in Windows\System directory. The Joystick option will then be displayed in the configuration screen.

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 the path-name of the joystick driver contained in the "joystick" subdirectory in CD-ROM #1. Choose «Driver for Joystick». A window will appear indicating «One or two 2-Dimensional Joysticks». Click on OK, then click on «Close» to quit the «Driver» window. Restart Windows* (first return to DOS).

If you have followed the instructions correctly, you should be able to open the Control Panel then double-click on the new joystick icon to calibrate your joystick. We recommend that you calibrate your joystick prior to starting the game.

*Windows is a registered trademark of Microsoft Corporation

PHASES OF THE GAME

"Mel, this game has various different phases! YOU are the hero of THE LAST DYNASTY! You'll see us both in the video clips of the game and you'll hear us talk as if you were watching TV!"

Sincerely,

Dok

a. NARRATIVE PHASES

It is the main component and tells the story as you proceed in the game. It contains 3-D animation, video sequences, music and sound.

b. ADVENTURE PHASES

A simple, user-friendly interface will allow you to act in the adventure phases of the game. To 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 which will then be displayed.
- **TAKE:** click on the left button of the mouse to take an object. The cursor changes then to the object selected. Click on the right button to move the object to your inventory.
- **USE:** allows you to use or take an object on the screen or in the inventory. The words "USE ON" followed by the name of the object, character, or location selected will be displayed. Click on the left mouse button to validate. Click on the right button to cancel or put the object back in the inventory.

Depending upon the context, clicking will mean: to give, to show, to look at, to take, to use, or to do.

IMPORTANT: As in real life, the actions you initiate and the characters you encounter evolve with time. Keep that in mind when solving the puzzles.

ADVENTURE PHASE (continued)



1. Status line. It displays the active regions of the screen.
2. This cursor indicates that you can go backwards
3. This cursor indicates that you can turn right
4. This cursor indicates that you can go forward
5. This cursor indicates that you can turn left
6. Your Inventory can be displayed by pressing the right button of the mouse or clicking on the Inventory icon.

c. COMBAT PHASES

You will be piloting spaceships throughout the game. The mission objectives will be uncovered as the adventure unfolds.

The spaceships can be controlled in any of two modes: «Pilot» mode and «Parametric» mode.

• Pilot Mode (F10 key or right mouse button)

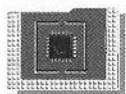
This mode allows you to control the spacecraft and to fight. Use the mouse or the joystick to steer the spacecraft.

• Parametric 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 on the top of the screen. If an icon is dimmed, it means that it is not available for use during this phase of the game.



a. MANAGER: allows to load, save or quit a game.

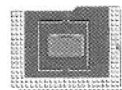
SAVE:

Adventure: 20 positions are available to save a game. Make a selection in the list and type your own description if you don't like the one displayed.

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: To exit the game

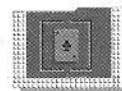


b. INVENTORY:

It is available only during adventure phases. Click on the right button of the mouse 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 on the left button of the mouse on the inventory icon.
- click on the desired object.



c. HELP :

GAME HELP:

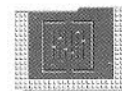
On-line help is available for the following topics:

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

Help is available anytime in many areas of the screens. Help windows contain text and graphics.

COMBAT HELP:

Displays a detailed briefing of the mission you are about to carry.



d. OPTIONS :

«Music»:

Allows you to switch the sound on or off.

«Date/Time»:

Displays the time and the date.

«Maximum Detail»:

The amount of details in the graphics may affect the speed of the game but does not affect gameplay.

«Unlock Automatic Shift»

Switches the "S" key between manual and automatic speed control. *The Last Dynasty* can change the speed of your spacecraft automatically depending upon the speed and trajectory of enemy Spacecrafts.

«Joystick/Mouse»

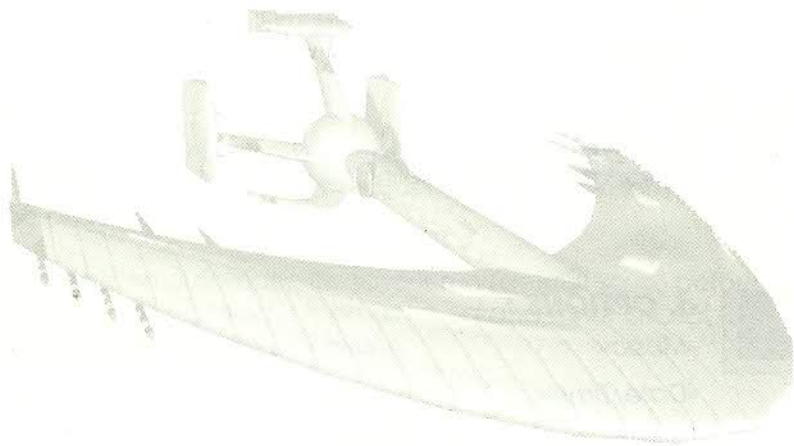
Allows you to select the mouse or the joystick to control your vessel.

«Adventure/combat»:

If you get stuck in an adventure, you can postpone the resolution of the puzzle ahead of you and continue the game. By the same token, if you like, you can go back anytime to the adventure.

However, to finish the game, you must go through all the adventure phases.

The option «Adventure/Combat» will be available only if you have already started an adventure phase.



KEYBOARD

«Dear Mel, here are the hotkeys you need to know about to be able to play.»

Your friend,

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 2 cursors indicating the position of the selected vessel

F6: selects next spacecraft

F7: selects previous spacecraft

F8: displays/hides the map

F9: air brake

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

F11: booster

COCKPIT

«Hey Mel, check this instrument panel out! I'm sure you'll spend long hours fighting enemy Spacecrafts!»

Sincerely,

Dok

The Last Dynasty has been designed to provide you with a modular combat environment that is entirely configurable. Select any information you might need (statistics, enemy status, speed, score) and choose how it is displayed (percent, graphics, tables, charts, etc.)

You can select, move, modify or close any information window at any time.



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
6. Number of enemies destroyed (score)
7. Number of allies
8. Life points of the selected spacecraft
9. Shielding power of the selected spacecraft

10. Speed of the selected spacecraft
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 spacecraft window
22. Button to open the life points of the selected spacecraft window
23. Button to open the shielding power of the selected spacecraft window
24. Button to open the number of allies remaining window
25. Button to open the number of enemies remaining window
26. The aim cursor displays the point of impact of the laser and the trajectory to follow to get closer to the selected spacecraft

27. The red square indicates that you are locked on an enemy spacecraft
28. Distance and behaviour of selected enemy

ATTACK: the enemy spacecraft has targeted you and is moving in your direction

ESCAPE: the enemy spacecraft is trying to flee and is initiating an escape maneuver

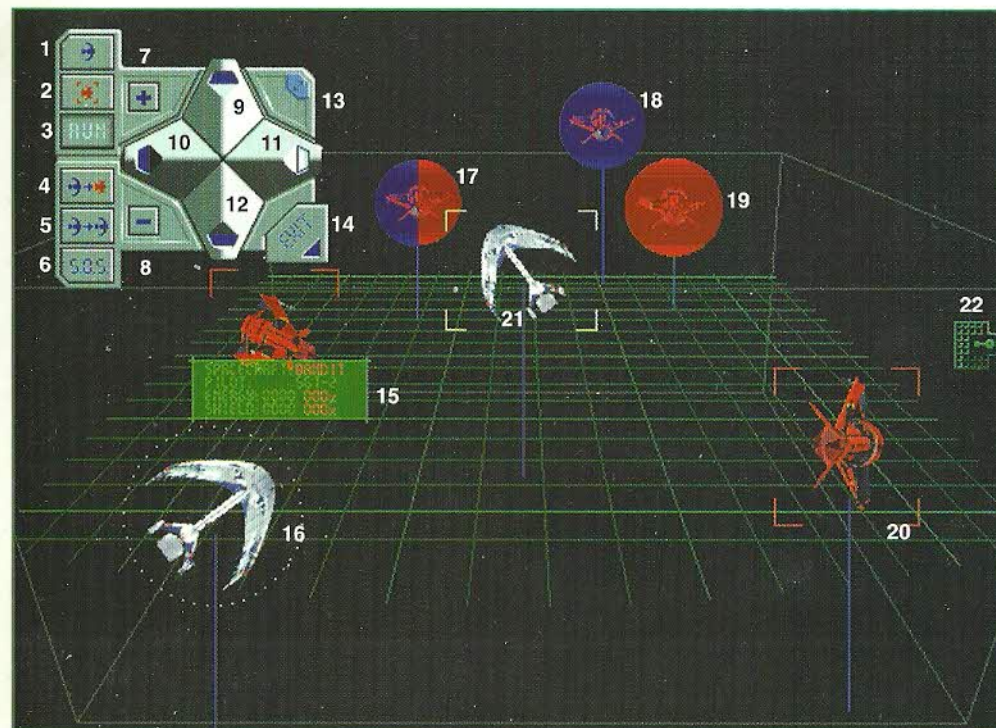
PASSIVE: the enemy is not carrying an offensive or a defensive mission

SUPPLY: the enemy is in the process of resupply

PROTECT: the enemy spacecraft is shadowing and protecting another vessel. It will attack you only if you enter its protection area.
29. Type of spacecraft 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 spacecraft
34. Cursor of the heat-seeking missile
35. Direction cursor to steer your spacecraft

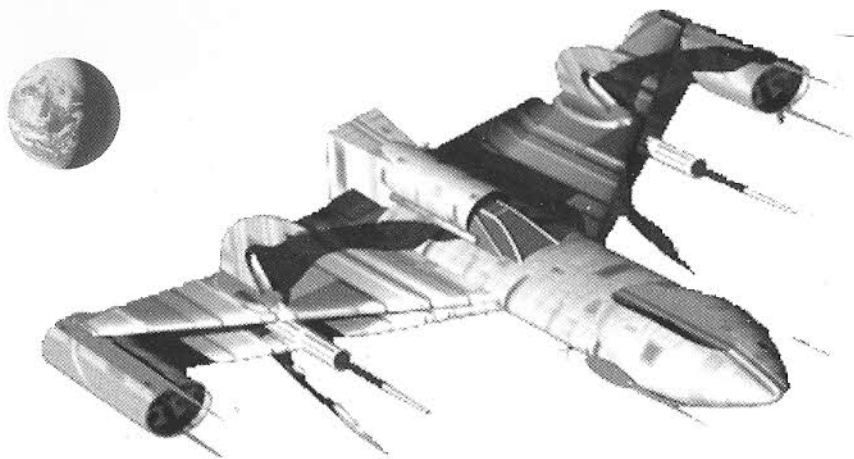
MAP

A 3-D map is available during combat. It shows the combat zone and the spaceships' behaviour. 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 in the map.
8. Zoom out of the map.
9. Rotation.
10. Rotation.
11. Rotation.
12. Rotation.
13. Minimizes the control panel; speeds up the action.
14. Exit the map.
15. Information window of the selected spacecraft.
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 4 sides are active.



«Mel, you can use four different types of weapons during combat. Learn about them to destroy a maximum of enemy spacecrafts!»

Dok

Lasers:

Are continuously available but need to recharge regularly. You need to stop using the laser momentarily to allow it to recharge.

Remote-controlled missiles:

Only used to destroy fast spacecrafts. Once selected, a cursor is displayed that locks on the chosen enemy and you hear a "beep" sound. Once you are locked, pull the trigger; you can be almost 100% sure to destroy the enemy.

Rockets:

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

Aft mines:

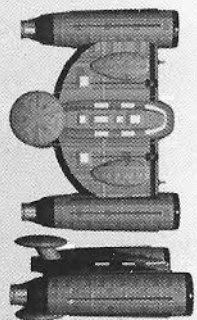
Very useful if you are chased by an enemy spacecraft. They are dropped from the rear of the spacecraft and float in space. Explode only when in contact with enemy Spacecrafts.

SPACECRAFTS

«Mel, I would strongly advise you to study the characteristics, strengths and weaknesses of the enemy or allied vessels that you will encounter in combat!»

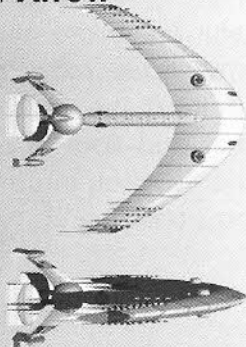
Dok

Name : **Shadow**



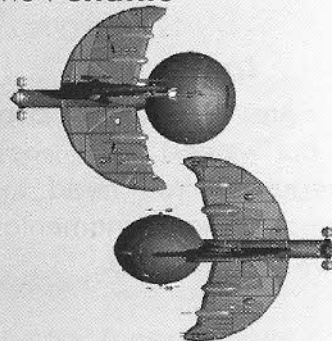
Type : **Allied Fighter**

Name : **Arrow**



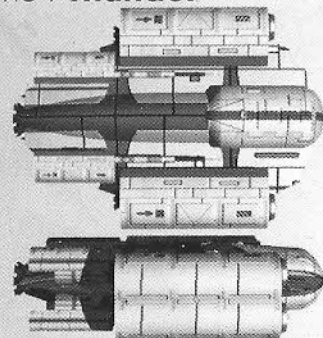
Type : **Allied Fighter**

Name : **Shuttle**



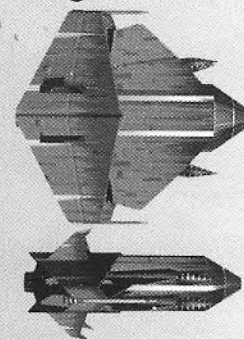
Type : **Allied Cargo ship**

Name : **Thunder**



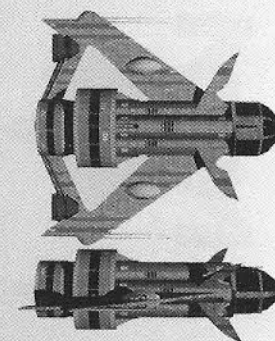
Type : **Allied Fighter**

Name : **Eagle**



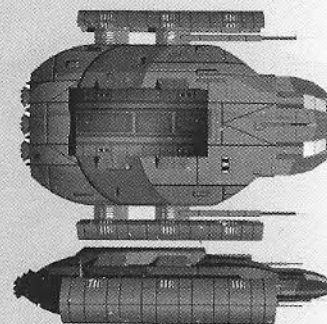
Type : **Enemy Fighter**

Name : **Albatros**



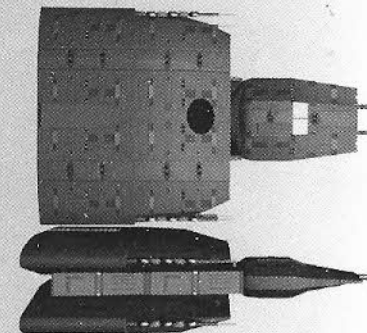
Type : **Enemy Fighter**

Name : **Warlock**



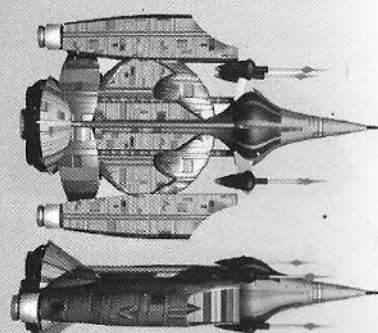
Type : **Enemy Fighter**

Name : **Warhead**



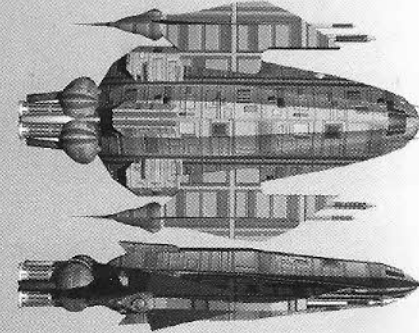
Type : **Enemy Fighter**

Name : **Lightning**



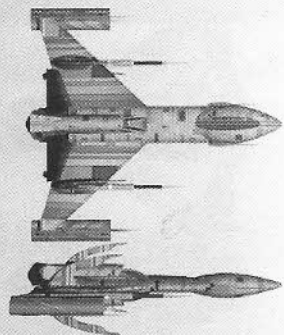
Type : **Enemy Fighter**

Name : **Warrior**



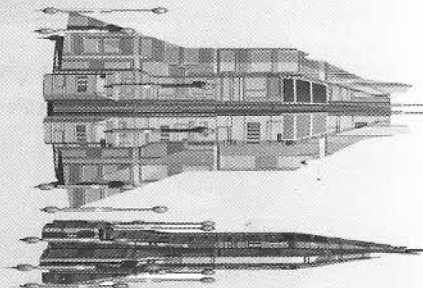
Type : **Enemy Fighter**

Name : **Wasp**



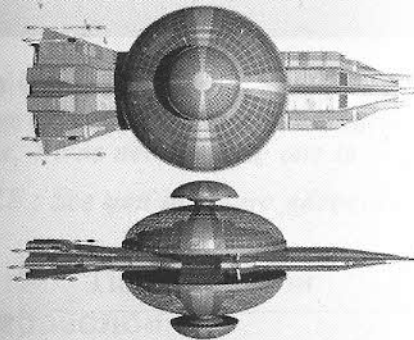
Type : **Enemy Fighter**

Name : **Bomber**



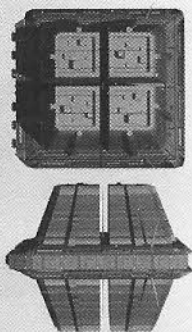
Type : **Enemy Bomber**

Name : **Carrier**



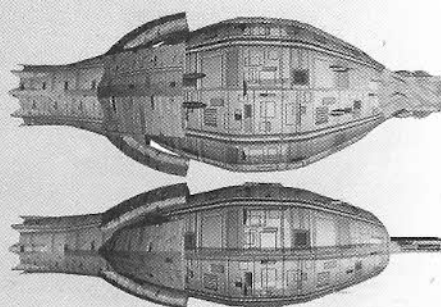
Type : **Enemy Cargo Ship**

Name : **Barge**



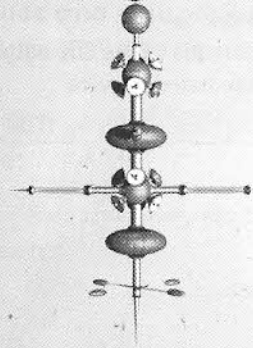
Type : **Enemy Cargo Ship**

Name : **Pulser**



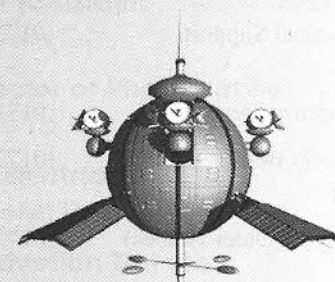
Type : **Enemy Cargo Ship**

Name : **Changer**



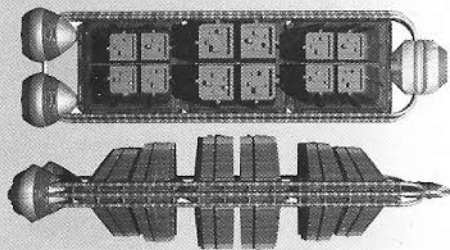
Type : **Enemy Satellite**

Name : **Scramble**



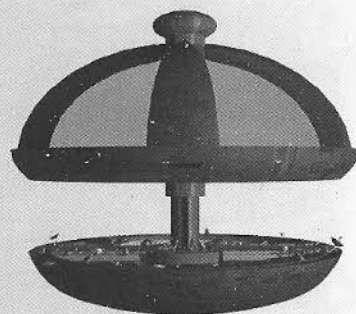
Type : **Enemy Satellite**

Name : **Armoury**



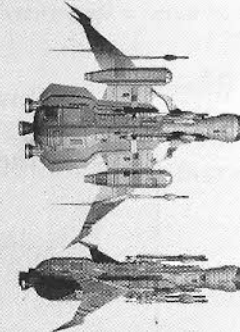
Type : **Enemy Cargo Ship**

Name : **Base**



Type : **Enemy Space Station**

Name : **Stinger**



Type : **Enemy Fighter**

CUSTOMER SERVICE

« Hey Mel, here is the number of an outfit called Sierra. They will be able to help if you have technical enquiries about the game.»

Sincerely,

Dok

SERVICES	NUMBERS	HOURS AVAILABLE
Customer/ Technical Support	(01734) 303 171	9 a.m. to 5 p.m. Monday - Friday
Customer Service Fax	(01734) 303 362	24 hrs.
Bulletin Board Service	(01734) 304 227	24 hrs Requires a modem.
Hintline (Older Games)	(01734) 304 004	24 hrs. Requires a touch tone phone. Automated Service
New Hintline - UK only	0891 660 660*	24 hrs. Available in the UK only. Automated Service

* Costs 39p min. cheap rate, 49p at other times. Max. call length 7.5 mins, max. charge cheap rate £2.93, max. charge at other times £3.68 (UK only).

* Charges correct at time of printing.

For further information, please write to:

SIERRA

Attention: Customer Service
4 Brewery Court, Theale,
Reading, Berkshire RG7 5AJ - U.K.

CREDITS

«Mel, a final word: You'll find below the names of all the suspects who have participated in the creation of *THE LAST DYNASTY*. As you can well imagine, I was not the only one to program this game!

P.S.: See you in future adventures, OK?»

Dok

PRODUCTION:

COKTEL VISION

PROJECT SUPERVISOR:

Phillippe «*Busybody*» Lamarque

SCENARIO :

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Phillippe Lamarque

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Silvan Boris «*El Suisso*» Schmid

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Art Director:

Yannick «*White Hat*» Chosse

Casting:

S. Schmid

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Jean-Christophe Nigon: *Dok*

Jean-Marc Avocat: *Iron*

Catherine Bellami: *Ruimel*

Michel L'Esprit: *Yannis*

Mr SBS: *Vaid*

Yannick C.: *Houvt*

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Mike Marshall - Judith Burnett

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P. Lamarque - Hervé Denis -

Mathieu Marciacq

Bug killer :

Mathieu «*I'll kill'em all*» Marciacq

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Paco
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Pascal Legrand

Cockpit:

Jeff Rey,
Fred Chauvelot
Yannick Chosse

Video Integration:

Christophe «Aristocrat» de La Taille
S. B. Schmid

MUSIC:

Charles Callet

Sound effects:

Scott MacLeay
Charles Callet

TESTING:

Chistophe de la Taille
Rene-Guy - Hervé Denis - Christopher

TRANSLATION:

Djamel Tiab
Coktel Vision

