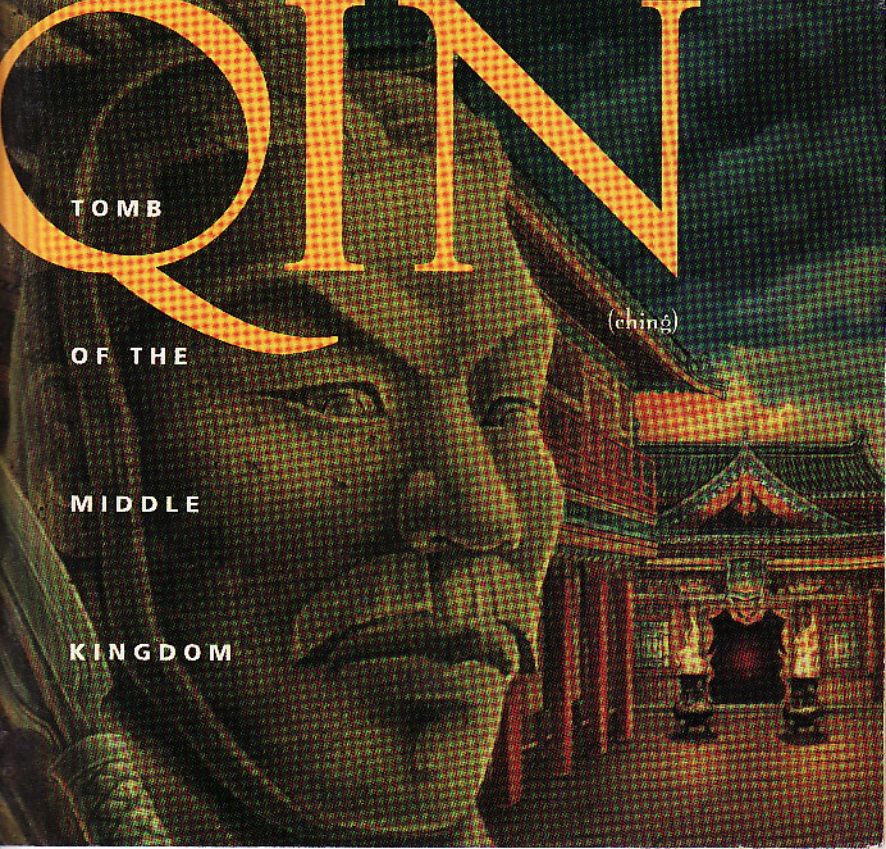


QIN



TOMB

OF THE

MIDDLE

KINGDOM

(ch'ing)



Table of Contents

INTRODUCTION	2
GETTING STARTED	4
Installing QIN (Windows®)	4
Installing QIN (Windows® 95)	5
Installing QIN (Macintosh®)	5
THE STORY OF QIN	6
PLAYING QIN	10
Options Screen	10
Newsreader Screen	13
Navigation	13
The Cursor	14
THE QIN DATAVISOR	15
Overview	15
The Interpreter	16
Maps	17
– Location Indicator	17
– Transport Nodes	17
The Archives	18
– Room Index	18
– Encyclopedia	18
QIN AND THE CHINESE LANGUAGE	19
ABOUT THE MUSIC IN THE GAME	20
CREDITS	21

Introduction

China. The year 2010.

Mega Media, an international conglomerate, announces its plans to open the world's most mysterious archaeological site: the tomb of Qin Shi Huangdi, the first Emperor of China.

For the last thirty-five years, archaeologists have been unearthing an army of 6,000 individually distinct life-sized terracotta warriors, standing guard at the Emperor's tomb. But they are only the advance guard, over a mile away from the main burial mound. The magnificent imperial tumulus, rumored to be boobytrapped with crossbows and riddled with pitfalls, has never been penetrated; seemingly insurmountable physical obstructions, fear, and superstition have prevented the Chinese government from exploring it. Ancient records have called it an underground civilization, a city of the dead, a sacred resting place, a cursed burial ground, and a kingdom of majestic palaces. You can only imagine what secrets and riches might lie buried there, hidden from the outside world for two millennia.

You volunteer for the excavation of Qin.

But when you arrive, tensions are mounting. A renegade general leading three battalions of the Fifth Army threatens to invade Lanzhou and Xining in the north. The

Institute of Geological Phenomena predicts a catastrophic earthquake close to Xian, in the central region. And at the campsite near the tomb, rumors abound that the government plans to close the dig before it has even begun.

You want to be alone, to explore, to escape the rumors. You scramble up the hill, your hands burning from grasping rough grass and hot stones. A line of fog rolls along the distant range.

Then the ground heaves like a ship in a swell.

You fall.

You hug the loose rocks as a deep terrible bass sound rumbles across the valley. The earth opens. The lights from the camp go out. The sky disappears.

You glide through air, making a long, impossible flight through a space trapped by time and opened by divinity. The fall should have killed you, yet you open your eyes. The only light comes from the hole in the honeycombed ceiling above. You see the clouds and sky overhead, but you cannot climb the slick walls.

Within the walls of the tomb, destinies collide. Reality fades. One path leads to destruction, the other to wisdom and harmony. The future is yours to choose.

Getting Started

INSTALLING QIN (WINDOWS 3.1)

- 1) Place the QIN CD-ROM in your CD-ROM drive.
- 2) Run Microsoft Windows.
- 3) Double-click on the File Manager icon and then choose the drive icon that represents your CD-ROM drive.
- 4) Double-click on the file setup.exe. The QIN Setup window will appear. Follow the instructions to complete the setup. At completion, a QIN program group will appear in the Program Manager. (Note: QIN requires Video For Windows. If you do not already have Video for Windows installed, allow the QIN installer to perform the installation.)
- 5) From the Program Manager, double-click on the QIN icon to launch the game.

To uninstall QIN, double-click on the Remove Qin icon in the Program Manager.

INSTALLING QIN (WINDOWS 95)

- 1) Place the QIN CD-ROM in your CD-ROM drive.
- 2) Double-click on the Setup icon in the CD-ROM window (the icon may be called Setup.exe). The QIN Setup window will appear. Follow the instructions to complete the setup. At completion, a QIN program group will appear in the Start Menu.
- 5) From the Start Menu, select the QIN icon to launch the game.

To uninstall QIN, select the Remove Qin icon in the Start Menu.

INSTALLING QIN (MACINTOSH)

- 1) Place the QIN CD-ROM in your CD-ROM drive.
- 2) Double-click on the installer icon in the QIN window. Follow the instructions to complete the setup. At completion, an icon will appear for QIN on your hard drive.
- 3) Double-click on the QIN icon on your hard drive to launch the game.

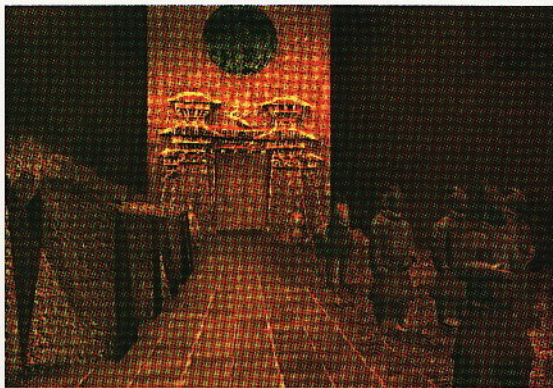
To uninstall QIN, drag the QIN folder from your hard drive to the trash.

The Story of QIN

The darkest period of ancient Chinese history is known as the time of the Warring States (481 B.C.-221 A.D.). As the reigning Zhou dynasty declined, factions arose to declare their leadership. Armies from rival principalities ravaged the land. Violence, anarchy, and chaos became the rule. The Chinese people feared for their lives and prayed for peace.

Then, in the middle of the third century, B.C., an ambitious young man named Ying Zheng came to the throne of the state of Qin, determined to accomplish what no one else had dared—to conquer and unite all China. In seventeen years, he subdued his six rival states and brought them together under the banner of Qin. The magnitude of his achievement would only be rivaled by the conquests of Alexander the Great and Genghis Khan.

He named himself after the first emperor of Chinese myth: Shi Huangdi. And he set about creating his own legend and consolidating his power. He replaced the coins of the different states with a single currency that facilitated widespread trading. He reformed the written language, enforcing the use of a single script with standardized characters and making other styles illegal. He instituted a strict system of laws that governed every aspect of Chinese life. He showed no mercy, devising cruel tortures for offenders and sentencing thousands to death. Convicts



who escaped execution became a conscripted labor force, chained in irons and required to build enormous public works projects that celebrated the glory of the Emperor and a unified China.

Qin Shi Huangdi ordered the building of roads that ensured his armies could travel quickly at the slightest sign of trouble; he implemented an elaborate irrigation system that helped farms to flourish; he built exquisite palaces filled with the treasures of conquered cities; and

he began the construction of the Great Wall of China—a monument so vast that it is still the only man-made structure visible from outer space.

But no monument fired the emperor's imagination more than the tomb he ordered built for himself at Mount Li, near present-day Xian. More than 700,000 laborers took nearly 30 years to assemble it. It is more than a tomb; the Li Shan site was conceived as a subterranean empire—acting as final resting place and an extension of his earthly kingdom.

Qin Shi Huangdi was terrified of dying. He wished he could live forever, and grew obsessed with becoming immortal. He sent his men on long searches—across seas and mountains—for youth elixirs, potions, and herbs that might prevent his death. The emperor lived in terror that an assassin's knife might kill him before he could find the secret of eternal life. He became so frightened of assassination attempts that he started to sleep in a different location each night. But even sleep brought him no peace; nightmares haunted him.

Then, in 210 B.C., while touring the south, he was suddenly struck down by a fatal illness. At the age of 50 he was dead. Just a few years later, every one of his palaces had been torched and reduced to rubble by rebellious soldiers intent on extinguishing Qin Shi Huangdi's greatest aspiration—that his empire might endure forever.

Yet his legacy does endure. The Chinese script in use today is based largely on the one instituted under his reign. The design of present-day coins in China is inspired by coins first minted under Qin. Most importantly, history remembers the First Emperor as the man who united China and rescued it from chaos.

More than two millennia have passed since the emperor's death, yet the tomb still preserves its secrets. Until now, archaeological efforts to explore the site have been deemed dangerous and confined to small areas. The tomb itself remains undisturbed. The Chinese government has officially claimed to have insufficient funds for a proper excavation. But there may be another reason: the unspoken fear of what awaits those who dare to violate the sanctity of the emperor's grave.

Although the tomb of Qin Shi Huangdi remains one of the last great mysteries of the ancient world, it has been possible to reconstruct imaginatively what it might contain based on contemporary accounts of its construction and archaeological evidence gathered from other sites. *QIN: Tomb of the Middle Kingdom* offers you an unprecedented opportunity to explore a world like no other. It is a journey into the past, and like all journeys, it may reward you—it may even change you. All you need is an open mind and an adventurous spirit.

Playing QIN

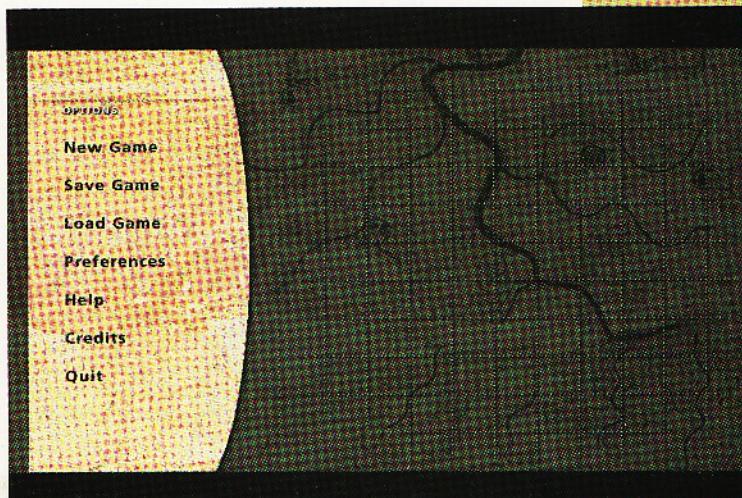
There are multiple endings to QIN depending on how you play. Regardless of the final outcome, you will need to solve a number of puzzles. Some puzzles require you to find objects and move them to specific places; others require that you manipulate elements within a particular view. As you make your way through the world, the archives in QIN's DataVisor (see below) provide invaluable background information. There are many clues written in Chinese throughout the site. The DataVisor's Interpreter allows you to take advantage of these clues as you try to solve the game's puzzles. The cursor indicates objects that may be examined, picked up, or manipulated.

OPTIONS SCREEN

When you begin the game, the Options screen will appear, offering seven menu choices. The Options screen can also be accessed at any point in the game by pressing the ESC key (press ESC again to return to a game in progress). Click to select one of the following choices:

New Game – Starts a new game.

Save Game – Saves the current game (this option is not available at startup, when there is no game to save). Name your game and click on the "OK" button.



Options Screen

Load Game – Restores a previously saved game. Select your game from the Open File dialog box and click on the "OK" button.

Preferences – Allows you to control the following settings:

Background Music – Click on this to turn the background music on or off. Note: turning music "off" should improve performance and speed.

Volume – Click on the arrows at either end of the bar to adjust the volume of game sounds.

Cursor Speed – You will notice while you play QIN that the cursor "floats" across the screen. Click on the left arrow in the Cursor Float Preference Screen to make the cursor behave more like a standard cursor; click on the right arrow to increase the cursor's fluidity.

Brightness – Clicking on the Brightness button will take you to a dialog box where you can adjust the brightness of the environment images. You should first try using your monitor controls to set the brightness level.

Help – Brings up a series of on-line help screens. Page through these screens by clicking on the white arrow buttons.

Credits – Displays production credits.

Quit – Exits QIN.

NEWSREADER SCREEN

The initial screen that comes up when you start a new game is the Newsreader. Clicking on the different headings will give you background information. After you have clicked on an individual heading, clicking on the screen moves you to the next document. Click on "Exit Newsreader" to enter the QIN environment.

NAVIGATION

Navigate through the world of QIN by using the keyboard or by clicking on the arrows displayed in the bottom left corner of the screen. There are three sets of keys which may be used to control navigation from the keyboard. These are:

Function	Option 1	Option 2	Option 3
Go forward	Up Arrow	W	Keypad 8
Go backward	Down Arrow	S	Keypad 5
Turn left	Left Arrow	A	Keypad 4
Turn right	Right Arrow	D	Keypad 6

The arrows in the bottom left hand corner of the screen indicate which directions are navigable from each view; if an arrow is lit in yellow, you have moved in that direction and the next scene is loading. If the central point is yellow, there are activities available within that view.



Compass

The display in the bottom right corner of the screen indicates the compass direction you are facing. North is up.

- ◀ Two blue dots indicate the directions you would be facing were you to turn left or right.

THE CURSOR

Active areas on the screen are indicated by the following changes in the cursor's appearance:



Wait

- ◀ You must wait while the system completes a task.



Neutral

- ◀ The cursor is not in an active portion of the screen.



Active

- ◀ The cursor is over an object that you can manipulate or act upon within the current view.



Pickup

- ◀ The cursor is over an object that can be picked up. When an object is picked up, the cursor turns into the Chinese character that represents the name of the object. Most

objects can only be carried a limited distance from their points of origin—any object carried outside its range will return to its original location, and the cursor will return to its neutral state. You can “drop” an object by returning it to its original location, placing it in its required puzzle location, or picking up another object. Objects that have been dropped without having been successfully placed will automatically return to their original locations.

The cursor is over an object that can be examined more closely by clicking on it. Some of these objects can be rotated, while others provide only one view. The left and right arrows will appear in the lower left corner of the screen when an object can be rotated. You can exit the close-up view by pressing the down arrow on your keyboard. Items examined by using the Look cursor cannot be picked up and carried.



Look

The QIN Data Visor

OVERVIEW

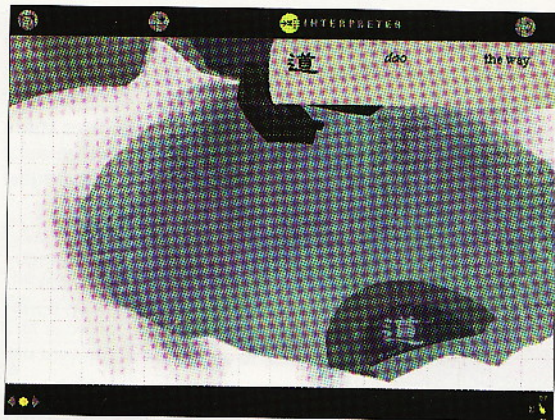
You always have access to the on-screen DataVisor, a large database about the Li Shan site and its history. In addition, the DataVisor can translate the Chinese text and speech you encounter, chart your progress through the site, and transfer you back to any area you've already visited within the current map.

You can access the DataVisor at any time by moving the cursor to the black bar at the top of the screen. Click on one of the three icons to the left to activate one of the DataVisor's three primary functions (see below). To close the DataVisor, click on the same icon again. The fourth icon, to the right, will take you to the Options Screen.

THE INTERPRETER

The DataVisor's Interpreter automatically translates any individual characters (including Chinese character cursors) or Chinese text in your view. When the Interpreter is activated, the English translation will appear in a window within the main screen. Scroll controls will appear if there is more text than will fit within the window. The translation will remain displayed until you choose a different function, or until the DataVisor is dismissed.

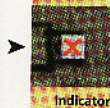
Simultaneous translations are triggered when you hear Chinese spoken in the game. As the voice-over begins, a translation appears in the subtitle area at the bottom of the screen. You can use the scroll arrows to move back and forth in this text.



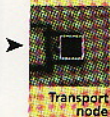
Interpreter

MAPS

Location Indicator – When you invoke the DataVisor's Map feature, you see a map of the current realm (there are five realms in QIN). Your location is shown by the Location Indicator.



Transport Nodes – Click on a Transport Node to return to an area you have already visited.



THE ARCHIVES

The DataVisor's Archive mode presents two choices: Room Index and Encyclopedia. Select any one of these to see a list of contents.

Room Index – The Room Index is a set of topics from the Encyclopedia that relate to your current view. Choose a topic from the list to bring up the appropriate entry in the Encyclopedia.

Encyclopedia – Select Encyclopedia from the Archive's main menu to display its Table of Contents. Click a category to display a list of related subcategories. Select a subcategory to display its articles. Use the up and down scroll

ARCHIVE

Encyclopedia

Room Index

CATEGORIES

Chinese History Through Qin

Myths and Legends

Democracy

Chinese Folk Religion

Religion

Mathematics and Arts

Systems of Thought

The Afterlife and Death

Geography and Climate

SUBCATEGORIES

Swatow

Peasantry

Peasants' Rights

Peasants' Unrest

Chow Dynasty

An Overview of the Qin

Qin's Conquest

The Establishment of Qin

The Military

Life of Qin Shi Huang

Qin's Fall

Chinese History Through Qin

Overview



It is hard to conceive of the majesty of Qin. The Qin emperor brought peace to a people ravaged by war, built splendid palaces, and established dominion over a vast land now known as China. The emperor maintained powerful armies, devised cruel tortures, and suppressed any ideas or people that threatened his rule. He burned books, outlawed poetry, and discouraged the cultivation of virtue; he believed that studying philosophy, writing verse, and nurturing goodness were all "maggots" – despicable endeavors that could be subversive and dangerous to his reign. At the same time, he standardized the written language, built vast and ambitious public works projects, and instituted a system of weights and measures, uniting a nation of millions. His reign was a dark and difficult time for many, but it was also the force that brought together a mass of bustling Chinese principalities into one

arrows to scroll through the text. Click the Go Back button to cycle through the points you've visited using either the Table of Contents or the Room Index.

The encyclopedia is designed to serve as an informative guide to ancient Chinese history, culture, philosophy, and science. The encyclopedia is an optional feature; while helpful, you do not need it to play the game.

Qin and the Chinese Language

The Chinese language—written and spoken—is used in Qin. You can always access the DataVisor's interpreter that provides an instantaneous translation of any texts you may encounter.

Since the language is thousands of years old, Chinese characters have undergone many changes, often beginning as pictograms and evolving into highly sophisticated and abstract symbols. Single characters appear in the Translator with their pronunciations and definition. Longer texts appear in modern Chinese characters, translated directly into English. The Chinese spoken during the game is Mandarin and is translated with subtitles.

About the Music in the Game

QIN: *Tomb of the Middle Kingdom* includes an original soundtrack by composers Zhou Long and Chen Yi. Many of the pieces are based on traditional melodies. All are played on authentic instruments. The music was recorded in twenty-four track digital stereo at Pilot Studios in New York City. Although some of the instruments and melodies post-date the Qin dynasty, we have tried to preserve the spirit and ambiance of the music from this era as much as possible.

The sound effects in the game are designed to take advantage of your computer's stereo sound capability. We suggest playing QIN with headphones or multimedia speakers for optimal enjoyment.

Credits

Learn Technologies Interactive (New York City)

ORIGINAL CONCEPT Chou Wen-Chung

PROGRAM DESIGNERS

Luyen Chou
Leslie Horvitz
Arne Jokela
Abigail McEnroe
Ludmil Pandeff
Chris Pino

Laurent R. O. Stanevich

EXECUTIVE PRODUCERS

Luyen Chou
Ludmil Pandeff

PRODUCER

Chris Pino

ART DIRECTOR AND PRODUCTION COORDINATOR

Abigail McEnroe

LEAD SCRIPTOR AND PRODUCTION

COORDINATOR
Arne Jokela

INTERACTION DESIGNER

Laurent R. O. Stanevich

WRITER

Leslie Horvitz

SCRIPTORS

Michael Del Rio
Michael Hoffman
Arne Jokela
Michael Kirshbaum
Laurent R. O. Stanevich

ADDITIONAL DEVELOPMENT TOOLS Michael Del Rio

ENCYCLOPEDIA ILLUSTRATIONS

Abigail McEnroe

3D DESIGNERS AND ARTISTS

Derek Bell
Adam Cohen
Stephen Lauck

ADDITIONAL ARTISTS

James 'Silver' Beattie
Dennis Calero
Sumin Chou
Brett Yancy Collins

Andrew Feder

Charlie Mendoza

Abigail McEnroe

Daniel Nord

Hei Jong Ryu

Allison Slon

Cate Snook

Jung Jin Song

AUDIO PRODUCER AND ENGINEER

Angela Dryden

AUDIO ENGINEERING ASSISTANT

Steve Corson

RECORDING STUDIO Pilot Recording Studio

SOUND DESIGNERS

Angela Dryden
Michael Hoffman

COMPOSERS

Chen Yi
Zhou Long

AMBIENCE COMPOSER

Charlie Mendoza

MUSICIANS

Tang Liangxing
Zhou Long
Charlie Mendoza
Chen Yi
Chen Tao

RESEARCHERS

AND WRITERS
Jenny Lyn Bader
Leslie Horvitz
Xiaofei Kang
Alexandra Tolk

TRANSLATOR

Yong Chen

VOICEOVERS

Danny Louis
Chen Shi-Zheng
Chen Hong Yu

ADDITIONAL TECHNICAL CONSULTANTS

Jim Cornacchia
Brian Hall

TESTERS

Susan L. Harrison
Thomas Hopkins
David E. Robinson

PRODUCTION ASSISTANTS

Matthew Nathan
Sha-Ron Wimbish

Learn Technologies Interactive (Dallas)

TECHNICAL PRODUCER

Nicholas Matelan

**LEAD MULTIMEDIA
ENGINEER**
Michael S. Harrison

PROJECT PROGRAMMERS

Michael S. Harrison
T. Makphalbulchoke
'Mighty' Drake Christensen
Manning Grinnan, Jr.
Lois Matelan
Gary Igor Firzon

Learn Technologies Interactive (Sofia, Bulgaria)

PROJECT PROGRAMMERS

Emil Chelebiev
Gabriel Dobrev
Vesselin Handjiev
Mihail Peikov

Ignition (Columbus)

INTERFACE DESIGNERS

Robert Abbott
Brett Yancy Collins
Chris Glass

VIEW by VIEW, Inc. (San Francisco)

RENDERING AND 3D ANIMATION

France Israel

3D MODELING

Chung Ma Son

SPECIAL EFFECTS

David Dodge

Rothworks (San Francisco)

INTRODUCTORY ANIMATION Jeffrey Roth

TIME WARNER ELECTRONIC PUBLISHING



ISBN 1-57304-907-7
UPC 0-70993-00907-6 (Windows)

ISBN 1-57304-957-3
UPC 0-70993-00957-1 (Mac)