THE OREGON TRAIL®

ADVENTURES ALONG THE OREGON TRAIL

5TH Edition

User's Guide

ABOUT THE LEARNING COMPANY

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every product under the Oregon Trail brand undergoes extensive research and testing, with input from parents, children, and professionals in education. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to confidently choose the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

TABLE OF CONTENTS

HARDWARE & SYSTEM REQUIREMENTS*

Windows® version

Runs on: IBM® PC and compatibles—Pentium® 166 MHz or faster

With:

- 32 MB of memory (RAM)
- Hard disk with 100 MB of free disk space**
- 8x or faster CD-ROM drive
- 16-bit color monitor capable of 640 x 480 resolution
- Windows 95, 98, Me, 2000,*** and XP***
- Windows-compatible sound card
- DirectX 8.0 or higher (will be installed if needed)
- DirectX-compatible video card
- Windows-compatible mouse

Recommended:

- Browser, such as Netscape Navigator® 4.0 or Microsoft® Internet Explorer 4.0 or higher
- 28.8 Kbps or faster modem
- Printer (color preferred)

Macintosh® version

Runs on: PowerPC® Macintosh computers—180 MHz or faster

With:

- 32 MB of memory (RAM)
- Hard disk with 100 MB of free disk space**
- 8x or faster CD-ROM drive
- Monitor capable of displaying thousands of colors, 13" or larger
- System 8.6 or higher
- Mouse

Recommended:

- Browser, such as Netscape Navigator 4.0 or Microsoft Internet Explorer 4.0 or higher
- 28.8 Kbps or faster modem
- Printer (color preferred)

In the interest of product improvement, information and specifications represented here are subject to change without notice.

**An additional 7 MB of disk space may be required to install Adobe® Acrobat Reader®. An additional 30 MB of disk space may be required to install DirectX. Additional hard disk space may also be required to save information for more than five players.*

***If you are running Windows 2000 or Windows XP, you must have administrative privileges to install this program correctly.*

SETTING UP & STARTING THE PROGRAM

Oregon Trail 5th Edition, Adventures Along the Oregon Trail runs from your CD-ROM drive. However, you need 100 MB of free hard disk space to store some program files.

Windows®

These instructions assume that the AutoPlay feature of Windows is turned on. (AutoPlay is usually enabled when you install Windows on your computer. See your Windows documentation for more information.)

To set up the program:
1. Insert the program CD into your CD-ROM drive.
2. Click on **Yes** at the install prompt to begin the set-up process.
3. Follow the instructions onscreen to complete the set-up process.

Once you've completed the setup, the program will run automatically any time you insert the program CD into the CD-ROM drive.

To start the program:
1. Insert the program CD into your CD-ROM drive.
2. Click on **Play**.

Whenever you exit the program, you return to the desktop. You can restart the program directly from the desktop as long as the CD is still in the CD-ROM drive. (These instructions also apply if AutoPlay is turned off.)

To start the program from the Start menu:
■ Click on the **Start** button. Then choose **Programs**, **The Learning Company**, and **Oregon Trail 5th Edition** in that order.

Macintosh®

To set up the program:
1. Insert the program CD into your CD-ROM drive.
2. Double-click on **Oregon Trail 5th Edition**.
3. Click on **Yes**.
4. Follow the instructions onscreen to complete the set-up process.

To start the program:
1. Insert the program CD into your CD-ROM drive.
2. Double-click on **Oregon Trail 5th Edition**.

Launcher Screen

Click here to begin your adventure on the trail.

Click here to learn about other products from The Learning Company.

Click here to access a printable version of the Montgomery Journal.

Click here to uninstall the program.

Click here to access this program's user's guide.

Click here to exit the program.

EDUCATIONAL FOCUS

Westward ho! *Oregon Trail 5th Edition, Adventures Along the Oregon Trail*, combines an engaging simulated experience of westward migration with stories of historic events and people. These stories are shared by mountain guide Captain Jed Freedman. Traveling with Captain Jed are the Montgomery children: Jimmy (10), Cassie (13), and Parker (15), who provide a living history and a better understanding of life in the mid-1800s, when over 300,000 emigrants headed west across the United States.

Through gameplay, students can strengthen skills in math, language arts, and logical reasoning. In addition to teaching history and geography, *Oregon Trail 5th Edition* complements the social studies curriculum for students ages 9 and up. It also enhances the students' understanding of some of the diverse cultural issues prevalent in the 19th century.

The challenge of the simulation experience varies depending on the skill level chosen by each player—Greenhorn, Adventurer, or Trail Guide. Regardless of the skill level that is chosen, careful planning and decision-making are necessary for the trek west, as students track their health, food and financial resources. Deductive reasoning is used to determine when to trade, buy, or leave supplies behind in order to arrive safely in Oregon, the Salt Lake Valley, or California. Every choice has a consequence, and players learn to research and strategize as they make decisions regarding occupation or dates of travel. In order to replenish depleting inventories of food in the journey, players hunt, fish, and learn to recognize edible and poisonous plants. Dangers are everywhere. Disease, weather delays, and river crossings are a few of the many obstacles student pioneers may face.

Journals, maps, and guidebooks written by early emigrants were very helpful to the settlers traveling across the plains. Similarly, in *Oregon Trail 5th Edition, Adventures Along the Oregon Trail*, the Montgomery Journal, maps, and the Oregon Trail Guidebook can weave meaningful historical facts and faces into the Oregon Trail story. As students experience personal challenges and reach milestones in their westward journey, they can create their own tales of adventure in their own diaries to print and share.

PROGRAM OVERVIEW

Welcome to *Oregon Trail 5th Edition, Adventures Along the Oregon Trail*. Prepare to follow the path of other courageous pioneers in the westward expansion of 1840 to 1860. Through this program, you will travel the Oregon, California, or Mormon trail as an emigrant, relying on your Guidebook, recording your thoughts in a Diary, facing daily dangers, and bringing your wagon party across the continent. You will also have the opportunity to follow the Montgomery family—Parker, Cassie, and Jimmy—and their guide, Captain Jed Freedman, as they make their way west on the Oregon Trail. (See *The Montgomery Family*.)

Game Highlights

Oregon Trail 5th Edition, Adventures Along the Oregon Trail has two main sections which are interwoven throughout the game. The first is the trail adventure, the survival game that children have enjoyed for the past 30 years, in which the player becomes a character in a wagon train heading west.

A new section of the product tells the story of the Montgomery family and Captain Jed Freedman—fictional characters created from many historical documents and diaries. The Montgomery family consists of three children, ages 10, 13, and 15, who, in order to reunite with their father, are traveling from Missouri to Oregon in 1848 with the help of trail guide Captain Jed. Their story is told in the journal that they keep along the trail, which is highlighted by twelve animated adventure scenes.

This story about the Montgomery family gives players a better understanding of life on the trail, making their experience in the simulation adventure more engaging and meaningful. While traveling on the trail, players will periodically see animated scenes of the Montgomery children. Players can also go to the Montgomery screen at any time during the game by clicking on the Montgomery button. They can then access all of the Montgomery information—the Montgomery Journal, animated scenes from their life on the trail, and Captain Jed's campfire tales. (See *The Montgomery Family*.)

Both sections of the product are described in detail later in this user's guide. The following are short descriptions that highlight each section's key features.

THE TRAIL ADVENTURE SECTION
The Guidebook

The Guidebook is the player's main resource for information about the trail. It contains information about routes, landmarks, clothing, supplies, medicine, plants, animals, and many Native American tribes. The information in the Guidebook is specific to the year in which the player is travelling, as names, places, and conditions changed between 1840 to 1860.

The Guidebook functions as a historical reference manual, written in age-appropriate language. It is accessible by clicking on the Guidebook button. (See *Guidebook*.)

The Player's Diary

The Diary allows players to keep their own record of their adventure by using a simple word processing program. The game keeps track of dates and occasionally adds relevant passages. The Diary can be exported and printed by selecting **Export Diary** from the File menu. It is accessed by clicking on the Diary button. (See *Recording Your Journey*.)

The Glossary

The Glossary gives descriptions of the key words and names used in the program. It has a search capability that makes it easy to use. The Glossary is accessed by selecting **Glossary** from the Game menu. (See *Glossary*.)

The Overview Map

Players can look at the overview map to see the current location of historical landmarks in relation to modern states' boundaries. The overview map is accessed by selecting **View Map** from the Game menu. (See *Maps*.)

THE MONTGOMERY SECTION

The Montgomery Journal

The Montgomery Journal is the Montgomery children's record of their trip in 1848. It offers personal and historical details, telling a realistic and compelling story. Each of the twelve animated Montgomery adventures—including Captain Jed's campfire tales—has a corresponding journal entry. The combination of tales, text, and Jimmy's sketches gives players a multi-faceted experience.

The Montgomery Journal and its accompanying sketches can be printed by clicking on **Montgomery Journal** at the launcher screen and choosing **Print** from the File menu. (See *Launcher Screen*.) Since the journal is written in age-appropriate language, it makes an excellent lesson in reading and history.

The Montgomery Journal is accessed in the program by clicking on the Journal button at the Montgomery screen. (See *The Montgomery Journal*.)

Captain Jed's Campfire Tales

Oregon Trail 5th Edition, Adventures Along the Oregon Trail provides six animated stories told by Captain Jed around the campfire. Captain Jed's campfire tales cover the following topics:

- Tale 1: History of the Oregon Trail (Santa Fe Trail)
- Tale 2: The Donner Party
- Tale 3: Mountain man Jim Bridger
- Tale 4: Fur trappers and the trapper Rendezvous
- Tale 5: The Gold Rush
- Tale 6: Native Americans

Each campfire tale can be seen at any time by clicking on its icon on the Montgomery screen. When a tale finishes, the Montgomery Journal will automatically open to the corresponding entry.

Montgomery Adventure Movies

Oregon Trail 5th Edition, Adventures Along the Oregon Trail also includes six dramatic scenes from the Montgomery family's trip. These adventure movies cover the following topics:

- Movie 1: Arriving from St. Louis (opening movie)
- Movie 2: Captain Jed and the Montgomery children beginning their journey
- Movie 3: Jimmy getting bitten by a rattlesnake
- Movie 4: Cassie meeting Native Americans
- Movie 5: Parker saving the wagon
- Movie 6: Reuniting with Pa in Oregon

Each short movie can be seen at any time by clicking on its icon on the Montgomery screen. When a movie finishes, the Montgomery Journal will automatically open to the corresponding entry.

How to Play the Game

First create your character and select your wagon party. (See *Creating Your Character*.) The occupation you choose determines the amount of cash you have at the start. The skills you choose affect your success in overcoming obstacles and achieving your goal—a new life in the new territories.

You will also choose a starting time and place for your westward trek. The program presents a realistic experience of life on the trail, which changes from year to year. During the early years, there were few conveniences along the way. Later years offered more choices in the jumping-off towns and possible routes, but they also offered greater risk of going astray as the trails multiplied.

If you travel as a Greenhorn, the easiest level, you are responsible for your wagon and wagon party, but you can rely on the captain of the wagon train for all of the major decisions. If you want a more challenging game, travel as an Adventurer. You will be elected captain of the wagon train. The role of Trail Guide offers the greatest challenge and tests your ability to make tough decisions and find your way among the many trails leading west.

After creating your character, you will head to town to buy supplies. (See *Buying Supplies*.) The local merchants offer a basic set of supplies, or you can buy your own, relying on your Guidebook for advice on the things every traveler needs. (See *Guidebook*.) You will also find trading posts and individuals to trade with along the way, although prices rise as you travel further west. Once your party is equipped, you're ready to find a wagon train and head out on the trail. (See *Starting on the Trail*.) Along the trail, you will stop at rivers and other major landmarks; face unexpected delays from broken wagon parts, bad weather, and disease; and have the opportunity to enjoy many fine sights and meet interesting people. (See *Traveling on the Trail*.)

You will always stop at major landmarks and places that require a decision. You can also choose to stop when you need supplies or when you want to have a look around. (See *Stopping along the Trail*.)

Your Main Travel screen keeps you up-to-date on the weather, miles traveled, and your location. From this screen, you can check your supplies, inquire about the health of the people in your party, and open the Diary or Guidebook.

As you encounter a landmark or a major event, you will be given a series of options, including asking someone else for advice. Based on the advice you hear, your best judgment, and the information you glean from the Guidebook, you will choose one of the options and see what happens next. (Unlike the real emigrants, you can also pause the game to ponder the situation.)

If you are successful in reaching your destination, you will receive a deed to a plot of land or have a chance to prospect for gold—your first step in setting up a new life in the western territories. You'll also learn the concluding story of your character, and your name may be entered in the list of people with the highest scores. (See *Finishing the Trail*.)

Then you're ready to travel the trail again—choosing a different year, trying out a new occupation or role, and using new strategies for life on the trail.

STARTING THE GAME

Click here to return to a game that you saved earlier.
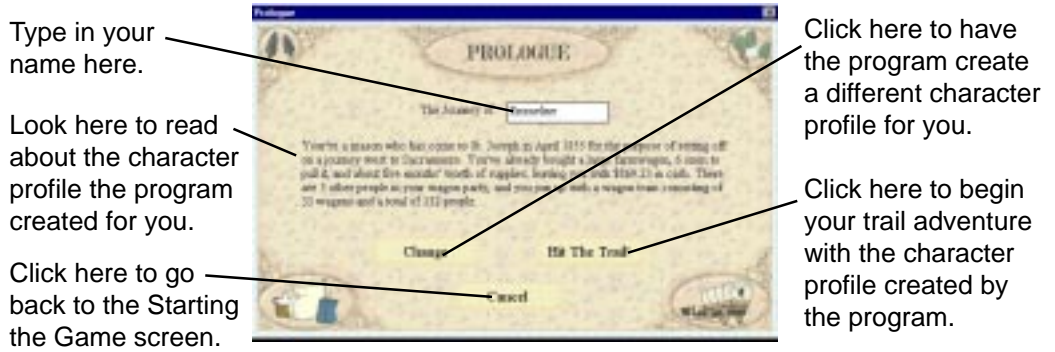
Click here to start a new game.

Click here to let the program create a character profile for you so you can start on the trail right away. (See *Quick Start*.)

After starting a new game, you must first create your character and then go to your jumping-off town to buy supplies. Once you're outfitted for the trip, you'll be ready to start out on the trail!

If you prefer, you can skip the character creation process by clicking on **QUICK START**. Once you enter your character's name, the program will create a profile that includes your character's profession, traveling companions, and supplies. You can then begin your trail adventure right away.
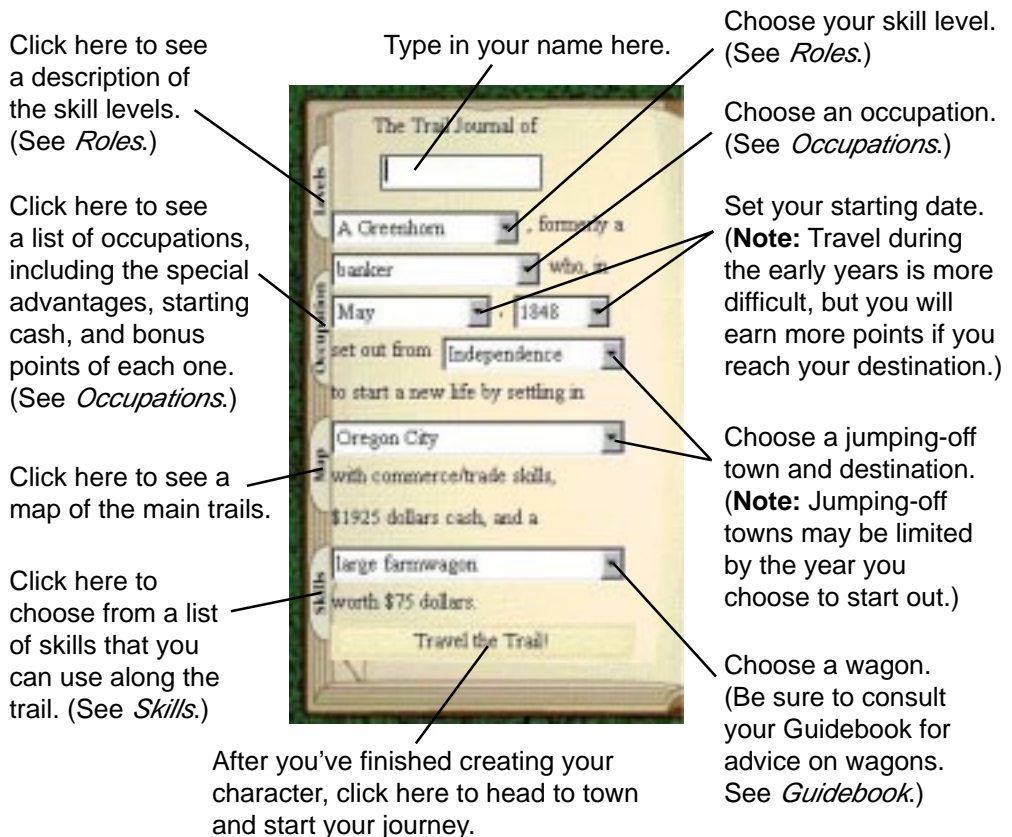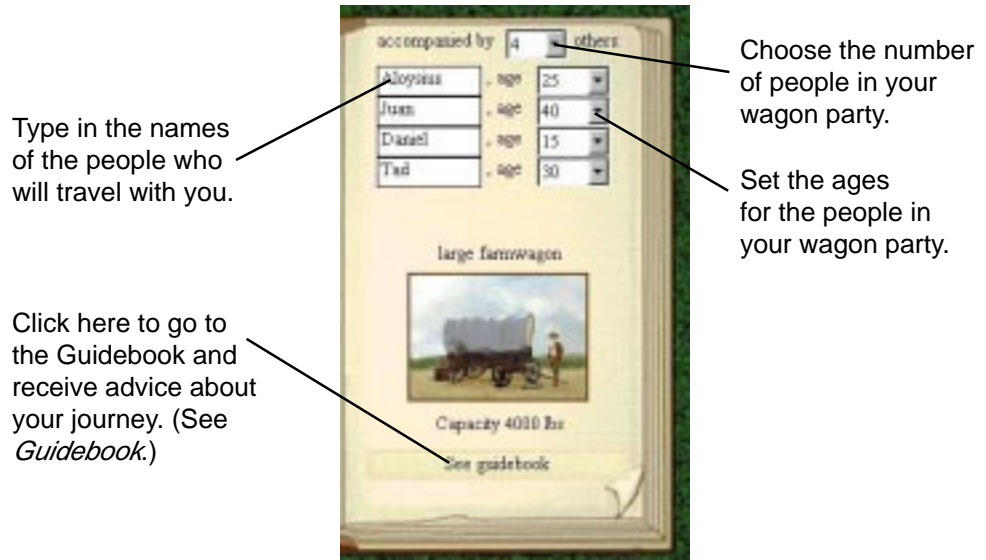
Quick Start

If you choose to start the game with Quick Start, the program will select your occupation, starting point/date, destination, and companions. It will also provide you with a set of supplies and hook you up with a wagon train.

Type in your name here.

Look here to read about the character profile the program created for you.

Click here to go back to the Starting the Game screen.

Click here to have the program create a different character profile for you.

Click here to begin your trail adventure with the character profile created by the program.

Creating Your Character

Create your character by typing in your name and using the pull-down lists to select your occupation, starting date, and so on. The skill level you choose—Greenhorn, Adventurer, or Trail Guide—affects the difficulty of your game. When you have finished creating your character, click on **Travel the Trail!** to head to town and begin your journey.

Click here to see a description of the skill levels. (See *Roles.*)

Click here to see a list of occupations, including the special advantages, starting cash, and bonus points of each one. (See *Occupations.*)

Click here to see a map of the main trails.

Click here to choose from a list of skills that you can use along the trail. (See *Skills.*)

Type in your name here.

Choose your skill level. (See *Roles.*)

Choose an occupation. (See *Occupations.*)

Set your starting date. (**Note:** Travel during the early years is more difficult, but you will earn more points if you reach your destination.)

Choose a jumping-off town and destination. (**Note:** Jumping-off towns may be limited by the year you choose to start out.)

Choose a wagon. (Be sure to consult your Guidebook for advice on wagons. See *Guidebook.*)

After you've finished creating your character, click here to head to town and start your journey.

Type in the names of the people who will travel with you.

Click here to go to the Guidebook and receive advice about your journey. (See *Guidebook*.)

Choose the number of people in your wagon party.

Set the ages for the people in your wagon party.

accompanied by 4 others

Aloysius · age 25
Juan · age 40
Daniel · age 15
Tad · age 30

large farmwagon

Capacity 4000 lbs

See guidebook

ROLES AND OCCUPATIONS

The role and occupation you choose at the beginning of your game sets your level of play. The role you choose affects the types of decisions you will make on the trail and the level of challenge you will face. The occupation you choose affects the amount of money you have to spend and the skills you can use on the trip.

Roles

You can play any one of the following roles in your wagon train.

Greenhorn   Travel as a member of the wagon train. You will manage your own wagon and rely on the train captain for decisions that affect the whole train.

Adventurer   Be elected captain of the wagon train. You must make many decisions along the way to bring the train successfully to your destination point.

Trail Guide   Hire on as a professional, employed by the wagon train. You must choose the route and make all decisions faced by the wagon train. As a professional, the people in your train will expect a lot from you.

Occupations

The occupation you choose is important. It determines how much money you have for buying supplies, how successful you are at overcoming problems along the trail, and your final score. The poor teacher travels on a shoestring budget but will receive a generous bonus at the end of the trail because of the demand for teachers in the new settlements. In contrast, the wealthy banker begins the trail with more resources—plenty of cash, and skills in commerce and trading—and thus doesn't receive a bonus at the journey's end.

SKILLS

Click on the Skills tab, and choose skills that you can use along the trail. (You may already possess some skills depending on the occupation that you chose.) Some skills will save you money, others increase morale, and some come in handy when problems arise. For each skill that you choose, a certain number of points will be deducted from your beginning total of 120 points. (**Note:** If you don't use all your points, you'll earn a larger bonus at the end.)

Choose the skills that you want your character to have by clicking on the box next to each skill. (Look at the number in parentheses to see how many points each skill costs.)
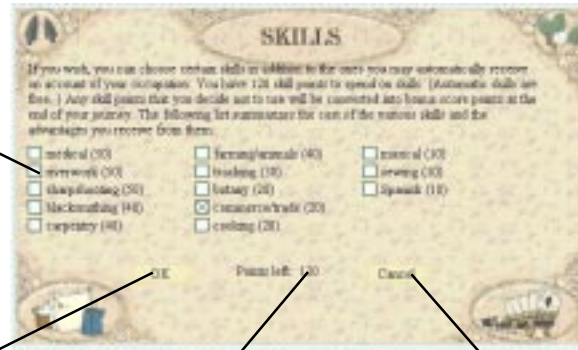
Click here when you have finished selecting your skills.

Look here to see how many points you still have.

Click here to cancel your selections.

Buying Supplies

After setting up your character and wagon party, you will go to your jumping-off town, where you can buy supplies and animals for the journey. You can either purchase a basic package of goods or shop around town, buying your goods and animals at the various stores and livery stables.

MOVING AROUND TOWN

While in town, you can walk around and enter some of the buildings. As your cursor changes, click to do the following:

⬆	Go straight ahead.
⬅	Turn left.
➡	Turn right.
⬇	Turn around.
🔺	Go into a store or other building.
📄	Read a newspaper or a posted notice.
💬	Talk to a person.
🔊	Hear a sound.
EXIT	Leave the building you're in or leave town.

PURCHASING SUPPLIES

Inside the stores, your cursor changes to $ when it passes over an item you can buy. If you then click on that item, you will see the Purchase Inventory screen for that type of supplies. (For example, clicking on a bag of flour makes the Purchase Inventory screen for food appear, while clicking on a sweater brings up the Purchase Inventory screen for clothing.)

At the Purchase Inventory screen, click on the box next to each item you want to buy. Then type in the amount you want to buy. The total cost for your purchases is shown below the list of items.

Click on the pull-down list to choose the category of items that you want to see.

This column shows the maximum number of each item that you can buy at this store.

Type in the amount of this item that you want to buy.

Click here to go to the previous page of this list.

This column shows how much the number of items that you entered will cost.

Click here to go to the next page of this list.

Click here to buy each item in the amounts entered on this page.

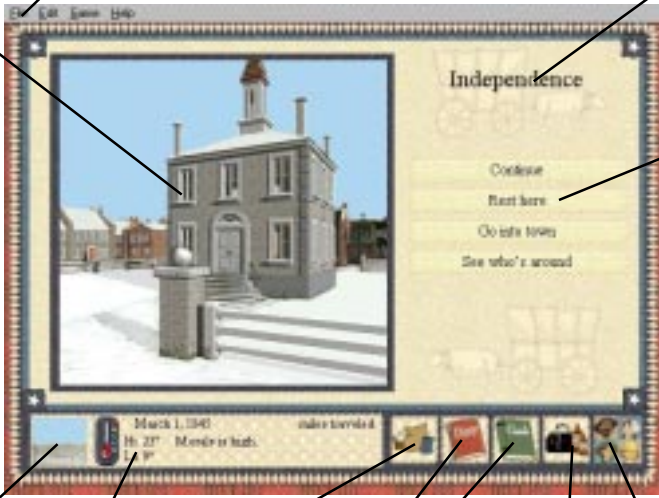Click here to cancel the amounts entered on this page.

Starting on the Trail

To start on the trail, you need to find a wagon train to join. First find the town's exit. (The exit from most towns is either at the edge of town or in the middle of town.)

EXIT When the cursor changes to EXIT, press the mouse button to leave town. A box will appear, describing the wagon trains you can join. Click on the wagon train that you want to join, and you'll be on your way.

TRAVELING ON THE TRAIL

Once you begin traveling, you will see the Main Travel screen. It shows either a picture of your current location or a map of the area you are traveling through. The Main Travel screen lets you access important resources. You can also check the health of your wagon party and keep track of the supplies in your wagon.

Click on a menu. You can then select a menu option. (See *Appendix A: Program Menus*.)

Look here to see the landmark where you have stopped or a map of the area you are traveling through. (If you are traveling, you can click on the map at any time to stop. See *Stopping along the Trail*.)

Look here to see the landmark's name.

Look here to see what options are available here. Then click on the action that you want to take.

Click here to find out details about the sky and terrain.

Click here to check your supplies. (See *Wagon and Supplies*.)

Click here to read the Guidebook. (See *Guidebook*.)

Click here to go to the Montgomery screen. (See *The Montgomery Family*.)

Look here to see the date, the current temperature, how many miles you've traveled, and any important messages.

Click here to read or write in your Diary. (See *Recording Your Journey*.)

Click here to check the health of the people in your wagon party. (See *Health*.)

Consulting Your Resources

You have several important resources that you can consult while traveling.

- Use your maps to find out where you are and where you are going.
- Consult the Guidebook for advice on your travel decisions.
- Look up unfamiliar words in the Glossary.
- Talk to people that you meet on the trail.
- Visit the Montgomery family, and learn about their adventure on the Oregon Trail.

MAPS
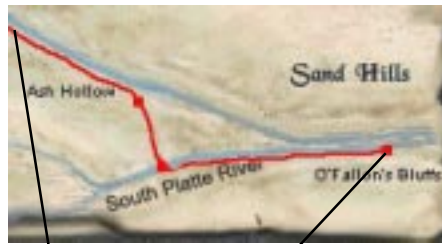
In the map on the Main Travel screen, your route is marked in red, and major landmarks appear as red squares. Your wagon train's position is at the front of the red line.

You are here.   Landmark

You can see a map of the entire route by choosing **View Map** from the Game menu. (See *Appendix A: Program Menus*.) Click on the map to close it and return to your game screen.

GUIDEBOOK

The Guidebook is similar to those used by emigrants traveling west during the mid-1800s. Use this book to learn about the area you're traveling through, decide on the best route, and prepare for obstacles ahead. Just like the guidebooks in the 1800s, this one is not perfect; it may mislead you.

The Guidebook will only show information about the known routes and landmarks for the year you started your journey. It is "published" roughly every two years.

Click here to close the Guidebook.

Click here to go to the Table of Contents.

Click on a topic or page number to go there.

Click here to read advice about preparing for your trip or traveling the trail.

Click here to read information about the trail, including good camping spots and the availability of feed for your animals.

Click here to go back a page.

Click here to go forward a page.
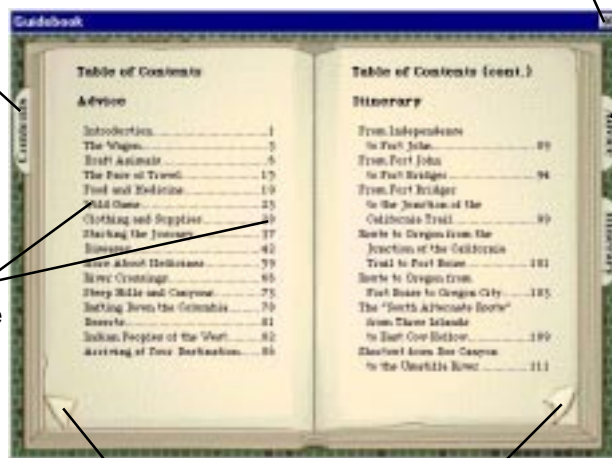
GLOSSARY

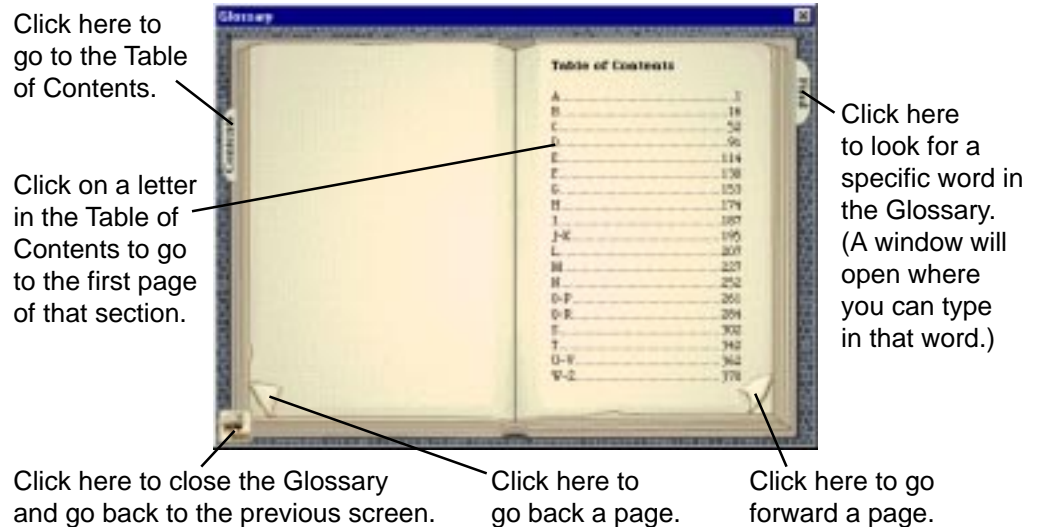If you come across a word in the Guidebook that you do not know, look it up in your Glossary. The Glossary also contains information on the people, places, plants, and animals you may encounter along the trail.

You can access the Glossary by choosing **Glossary** from the Game menu. (See *Appendix A: Program Menus*.)

Click here to go to the Table of Contents.

Click on a letter in the Table of Contents to go to the first page of that section.

Click here to look for a specific word in the Glossary. (A window will open where you can type in that word.)

Click here to close the Glossary and go back to the previous screen.

Click here to go back a page.

Click here to go forward a page.

OTHER PEOPLE

As you travel, you can talk to people in the towns and forts, at many of the landmarks you visit, along the trail, and whenever special events occur.

These people will tell you about local history, discuss life on the trail, and offer advice. A good piece of advice may save your life when disaster strikes. But be forewarned—some folks will give you good advice, while others may offer foolish or incorrect advice. To seek advice, click on **Get advice**.

Note: Some people that you meet along the trail speak only Spanish. To speak with them, one of your character's skills must be Spanish. (See *Skills*.)

Talking to People in Towns

In the towns and forts, you can talk with the people closest to you. When the cursor changes to a dialogue bubble, press the mouse button to start a conversation.

During the conversation, click on the buttons on the right side of the screen to ask for more information or advice, or to trade supplies.

Talking to People at Landmarks

To talk to someone at a landmark, click on **See who's around**. You can choose to talk to the first person you meet, or you can look for someone else by clicking on **Look around**.

THE MONTGOMERY FAMILY

You can catch a glimpse of one family's life on the trail by observing the Montgomery family as they travel west with Captain Jed Freedman. Watch the movies to see scenes from the family's journey and to hear Captain Jed's campfire tales. You can also go to the Montgomery Journal to read the family's journal entries and to see Jimmy's drawings of places along the trail.

Click on a square icon with a blue border to watch a movie of the family's journey at that place.

Click on a round icon with a green border to hear Captain Jed tell a campfire tale about the West.

Click here to read the Montgomery Journal.

Click here to go back to the previous screen.
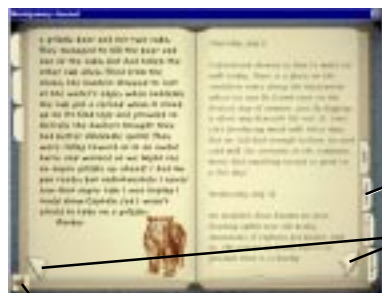
Click on a person to learn more about him or her.

Click here to read the background story of the Montgomery family.

About the Montgomery Family

Click here to go back to the Montgomery screen.

The Montgomery Journal

Read the Montgomery Journal to learn about the family's experiences on the trail and to see Jimmy's sketches of places along the trail.

Click on a tab to go to the journal entries for that month.

Click on a page corner to page through the Montgomery Journal.

Click here to go back to the Montgomery screen.

Checking Your Wagon Party's Status

During your travels, you should periodically check on the health of the people in your wagon party. You should also take a look inside your wagon to see if you need to stop along the trail and purchase more supplies.
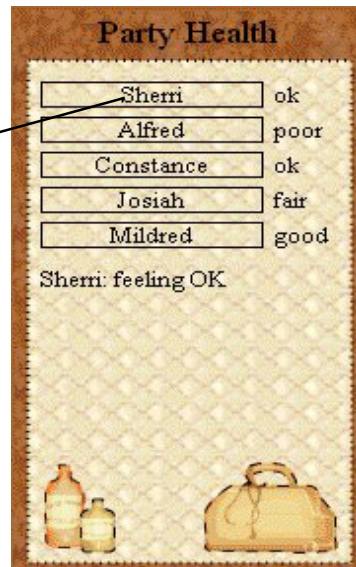
HEALTH

The health of your wagon party is very important for your survival and well-being on the road. One key to staying healthy is to rest frequently and eat well. Also, be sure to keep a constant watch on the health of the people in your party. A common cold may go away in a few days if treated properly. If left untreated, the cold may turn into pneumonia.
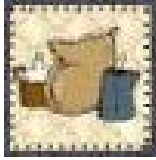
From the Main Travel screen, you can click on the Health Status button to see an update on the people in your party. A window will appear that tells you the status of each member. If someone is sick, the window also lists that person's symptoms. If the person is seriously ill, you may want to check the Glossary to find out information about a particular disease. (See *Glossary*.)

Click on a person's name to see more information about his or her health condition. (For example, if a person isn't feeling well, you will see that person's symptoms.)

Party Health

Sherri	ok
Alfred	poor
Constance	ok
Josiah	fair
Mildred	good

Sherri: feeling OK

When someone in your party becomes seriously ill, a message appears on the screen listing a number of options. (**Note:** The options may be limited by the supplies you have on hand.) Before you decide what to do, you may want to check the person's symptoms and compare these symptoms to major diseases listed in the Glossary. (See *Glossary*.)

You can also ask other people for advice by clicking on **Get advice**. But remember—there's no guarantee that their advice is correct.

WAGON AND SUPPLIES

To stop your wagon and take a look inside, click on the Supply button at the bottom of the Main Travel screen. You can then turn around; check your supplies; change your pace or rations; trade supplies with someone in your wagon train; go hunting, fishing, or gathering; or lighten your wagon load.

Click here to choose the type of supplies that you want to check.

Click here to dump items and lighten your load. (See *Lightening Your Load*.)

Click here to choose how much your wagon party will eat each day. (See *Rationing Food*.)

Click here to choose how long you want to travel each day.

Look here to see the supplies you have in your wagon.

Click here to trade supplies with someone in your wagon train. (See *Trading for Supplies*.)

Look here to see how much money you have and how much your supplies weigh.

Click on a pointing hand to page through the supplies list.

Click here to turn your wagon around. (See *Turning Around*.)

Click here to go back to the Main Travel screen.

Click here to go hunting. (See *Hunting*.)

Click here to go fishing. (See *Fishing*.)

Click here to begin gathering plants. (See *Gathering*.)

Turning Around

If you ever find that you're headed the wrong way, return to the last fork in the road by clicking on the Turn button. You will then turn your wagon around and head back the way you came. (**Note:** You will travel back along the trail the same way you came until you click on this button again.)

Managing Your Supplies

You can check how much food and other supplies you have in your wagon at the Supply screen. Your current inventory of supplies depends on how much you purchased at the start of the trail, how much you've used or lost along the way, and how much you've found or bought along the trail.

If you find that you're running out of food, you can choose to ration your food. Or you can obtain more by purchasing, trading, hunting, fishing, or gathering.

RATIONING FOOD

When you click on the Rations pull-down menu at the Supply screen, you can choose from the following options:

Filling   Eat three hearty meals each day.
Meager   Eat just enough to take the edge off of your hunger.
                 Your supplies will last longer, although you may not.
Bare Bones Eat barely enough to stay alive.

If the people in your wagon party eat less, your food will last longer. However, your party may suffer from more illnesses and lower morale.

BUYING MORE ITEMS

You can buy things at most towns, forts, and trading posts along the trail. So if you are running low on supplies, stop at the next resting place and purchase some items. (See *Stopping along the Trail* and *Buying Supplies*.) Unfortunately, you will find that stores and trading posts along the trail offer fewer choices at higher prices than stores in the jumping-off towns.

TRADING FOR SUPPLIES

If you need supplies, you can trade with people in your wagon train by clicking on the Trade button at the Supply screen.

You can also trade items with people you talk to at landmarks, towns, and forts by clicking on **Do you want to trade?** while you are talking with someone. (**Note:** Be sure to act neighborly and ask the person for information or advice before you ask to trade.)

Remember that you can accept or reject the trade that the other person offers. If that person doesn't offer what you need, you can always ask someone else.

Click here to choose the quantity that you want of this item. You will receive this amount if you both accept the trade.

Click here to choose the item that you wish to obtain out of this person's supplies. You will receive this item if you both accept the trade.

Sure, I've got

1   5-lb. bags of beads

that I'll trade to you for:

1 box of 20 bullets
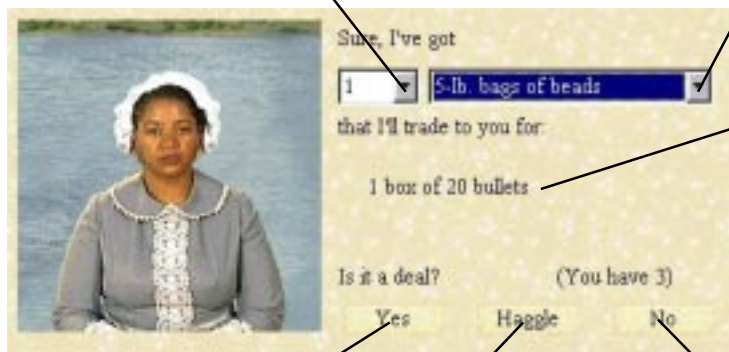
Look here to see what this person is willing to take in exchange for the amount you want.

Is it a deal?   (You have 3)

Yes   Haggle   No

Click here to accept the trade.

Click here to try to bargain with this person.

Click here to refuse the trade.

HUNTING

You can go hunting along the trail as long as you are away from large groups of people (i.e., between landmarks). If you are a successful hunter, you can boost morale and food supplies by bringing back fresh meat. Successful hunting requires time, good aim, and bullets. Hunting is also risky, since you may be attacked by wild animals or may suffer from accidental shootings.

To start hunting, click on the Hunt button on the Supply screen. If you have multiple guns and the correct ammunition, you can choose a gun to use. (**Note:** Rifles are preferred when hunting large animals like deer and buffalo, while a shotgun is a good choice for small game like squirrels and birds.)

A variety of animals will wander through your hunting area. Some can help stretch your food supplies, while shooting other animals may be a waste of bullets.

Click here to move to a new spot. (You may find more game or different animals.)

The gun you are using appears here.

Look here to see how many bullets you have left.

Click here to stop hunting and return to the Supply screen.

Click here to reload your gun.

After you choose a gun, you will be taken to an open area to begin hunting. The cursor will look like a cross hair when your gun is ready to fire. Aim with your mouse; then press the mouse button to shoot.

Note: Be sure to aim carefully because if your shot merely wounds one of the larger animals, it may return later to maul you or someone in your party.)

As in real life, it's easier to hit an animal at close range than from a distance. Large animals provide more meat than smaller ones and are also easier targets. And if you shoot carelessly, you may scare the animals away!

After shooting, you must reload your gun. When your gun is loaded and ready to shoot, your cursor will appear as a cross hair again.

GATHERING

You can gather wild fruit or vegetables while traveling along the trail. Fresh fruit and vegetables improve morale and boost your food supplies. They also provide much needed vitamin C.

To gather wild fruit or vegetables, click on the Gather button at the Supply screen. When you have finished gathering, you must decide which plants to keep and which ones to throw away. Remember that some plants are poisonous; if you eat them, you may become sick or even die. So look up any unfamiliar plants to find out whether they're worth keeping or not.

1. Click on a plant to select it.
2. Click on one of the following options:
   - look up the plant to learn about it
   - throw the plant away
   - keep the plant
3. Click on **Done** when you are finished.

A green circle shows which plants you have decided to keep, and a red X shows which plants you have decided to throw away.

Note: While traveling on the trail, you may hear word that wild fruits or vegetables have been found. You can then choose to either stop to gather food or gather as you travel. If you gather as you walk, you will gather less food than if you stop, but you will save time.

FISHING

If you have a fishing pole, you can boost your food supplies while traveling on the trail by going fishing. Simply click on the Fish button on the Supply screen to try your luck in the water.

Click here to stop fishing and return to the Supply screen.

Press the mouse button to cast your fishing line into the water. Then wait for a fish to take your bait. When you have caught a fish on your hook, press the mouse button again. (**Note:** If you are unsuccessful in catching any fish, try fishing in another part of the river.)

Once you have caught a fish, you can choose to either keep the fish or throw it back. You can also look up the fish to find out more information about it.

It's a Catfish! It weighs 3. 0 pounds.

Click here to
keep the fish.

Click here to unhook
the fish and throw it
back in the water.

Click here
to learn more
about the fish.

LIGHTENING YOUR LOAD

You can check the weight of the load in your wagon on the Supply screen. If the weight is close to or above the limit for your type of wagon, you'll have greater difficulties when climbing hills and crossing rivers. (See *Overcoming Obstacles*.)

To lighten your load, click on the Dump button. You must then make the difficult decision of choosing which items you want to remove from your wagon, a decision that was faced all too often by many emigrants who traveled on the trail.

Click here to
choose the type
of items that you
want to dump.
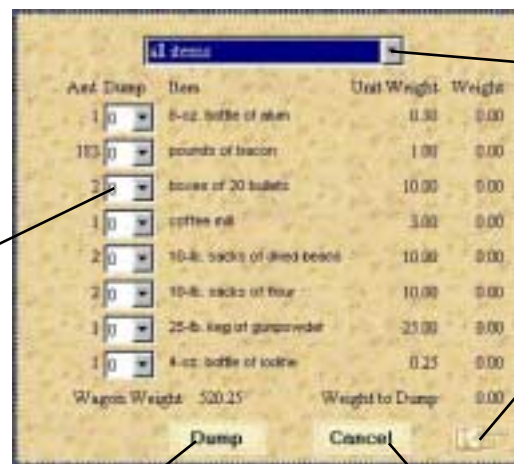
Type in the amount
of each item that
you want to dump.

Click on
a pointing
hand to page
through the list.

Click here to get rid of
the items that you chose.

Click here to cancel
your choices.

Overcoming Obstacles

As you travel along the trail, you will encounter many physical obstacles such as rivers, deserts, and hills.

RIVERS

Upon arriving at a river, you'll see a list of options for crossing. These options reflect the choices available during the season or year you are traveling.

Choose the crossing method that best suits the condition of the river, your budget, and your schedule. If you have enough cash, a ferry or bridge is always the safest choice. Floating takes longer to prepare and carries the risk of tipping. Fording is best for slow, shallow rivers.

The people you find near the river may offer valuable advice, but as always, try to discern between good and bad advice.

Before You Cross

Before you decide how to cross, check the conditions by clicking on **Check the river conditions**. Information on the depth, width, and status of the river is shown in the status panel at the bottom of the Main Travel screen. You may also want to consult the Advice section of the Guidebook to learn about the best method for crossing different types of rivers. (See *Guidebook*.)

Rafting down the Columbia River

If you arrive at the Dalles in 1848 or after, you can either take the Barlow Toll Road to the Willamette Valley or raft down the Columbia River. If you arrive before 1848 or if you don't have enough money to pay the toll, you will have to raft. Rafting is fun, but be careful because it's also extremely dangerous!

River bank   Rapids   Whirlpool   Rock   Your raft—guide it with your mouse.

Guide your raft by moving the mouse. The raft will follow your cursor. As you travel on the raft, watch out for rocks, rapids, and whirlpools. And be sure to steer wide so the current doesn't pull you into a hazard.

DESERTS

If you plan to cross one of the deserts, the main hazards you'll face are heat, lack of water, and lack of animal feed. Be sure to prepare in advance and take precautions when you cross.

Before you reach the desert, stock up on animal feed, and make sure you have plenty of water. You can also check your Guidebook for the best places to find water and animal feed before reaching the desert. (See *Guidebook*.)

HILLS

There are many places where the trail goes over extremely steep hills. These hills require special handling. When you come to these hills, you may want to use ropes or other means to keep your wagon steady during both the uphill climb and the treacherous downhill rush.

It's usually best to check the conditions of the hill before you decide how to cross over the hill. The steepness of the hill or other factors may favor one method of going up or down over the other methods.

Check the conditions of the hill by clicking on **Check the hill conditions** and then looking at the status panel in the Main Travel screen.

Stopping along the Trail

You can stop at any time by clicking on the map on the Main Travel screen. When you stop, you can talk to people you meet, or just use the time to rest.

MAJOR LANDMARKS AND RIVERS

You will automatically stop at all major landmarks and rivers. Emigrants traveling these same trails in the mid-1800s looked forward to seeing the places they'd read about. For example, their first sighting of Independence Rock was a bright spot in a long and hazardous journey.

TOWNS, FORTS, AND TRADING POSTS

As you travel, you will be given a set of choices at all towns, forts, and trading posts along the trail. If you want to stop for a visit, click on **Go into town** at the Main Travel screen. You can then purchase needed supplies. (See *Buying Supplies*.) You may also be able to find a doctor or blacksmith to take care of the needs of your wagon party and animals.

While visiting the towns and forts, you'll notice that many of the buildings are open for business—including the general store, blacksmith, trading post, and livery stable. You may also have a chance to read the newspaper and other notices posted around town. (See *Moving around Town*.)

To find a store or other business in town, look at the signs, and watch your cursor as you walk around. The names that appear will tell you what

business is located inside each building. If you can enter a building, the cursor will change as it passes over the door. You can then click on the door to go in.

At the forts and trading posts, the blacksmith, doctor, and other businesses may not have signs. However, the cursor will change as it passes over a building you can enter. You can then click to go in.

RETURNING TO THE TRAIL

After visiting a town or other landmark, you can return to the trail by clicking when your cursor changes to EXIT. You'll find the road back to the trail at the edge or in the center of the towns and forts. The exit from stores and offices is at the bottom of the screen.

When the list of options appears, click on **Continue** to return to the trail.

PAUSING AND SAVING THE GAME

You can pause the game at any time by selecting **Time Out** from the Game menu. (See *Appendix A: Program Menus*.) The game also pauses whenever you open the Guidebook or Diary. The clock starts running again when you return to the trail.

You can also save your game at any time by selecting **Save Game** from the File menu. Try saving your game before making a big decision, such as crossing a river. That way if something goes wrong, you can always load and continue your saved game by selecting **Load Game** from the File menu.
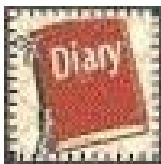
Recording Your Journey

Many emigrants kept diaries of their journeys, recording significant events along with their thoughts and impressions. Your Diary keeps an automatic record of the major events that occur and the landmarks that you visit. You can add your own comments and observations to the Diary at any time.

Open the Diary by clicking on the Diary button on the Main Travel screen or the Supply screen.

Look here to see all major events that occurred on a specific day of your journey. You can also see the places that you visited.

Click here to close the Diary.

Click here to begin typing in your own comments.

May 13, 1846

Click here to go back a page.

Click here to go forward a page.

To read your Diary:
1. Click on the Diary button. The Diary opens to the current date.
2. To see earlier pages in the Diary, click on the previous page button in the lower-left corner of the book.

To add comments to your Diary:
1. Move your cursor to the place where you want to add your words.
2. Start typing.

If you make mistakes when you're typing, or if you'd like to move some of the text around, you can use the **Undo**, **Cut**, **Copy**, **Paste**, and **Clear** commands on the File menu. (See *Appendix A: Program Menus*.)

SAVING AND PRINTING YOUR DIARY

If you'd like to print a record of your amazing journey on the Oregon, California, or Mormon trail, you can export your Diary to your word-processing software and then print it.

1. Pull down the File menu and choose **Export Diary** to save your Diary so that you can open it in your word-processing program.
2. In the dialog box, type a name for your Diary. The Diary will be saved in the file you name. You can then open and print that file in your word processing program.

FINISHING THE TRAIL

If you're skillful and lucky enough, you'll find yourself setting up a new life in the West. You will receive points for reaching your destination, having cash on hand, and having started the trail with fewer skills. (See *Skills*.) Depending on which occupation you chose, you may also receive bonus points. (See *Occupations*.) If you reach the end of the trail, you may receive a plot of land. In certain areas, you can search for gold.

After learning what happened to your character in later years, you'll be ready to travel the trail again as someone new!

List of Legends

When you reach the end of the trail, your total number of points is compared to the point totals on the high score list. If you have one of the highest scores, your name will be added to the List of Legends.
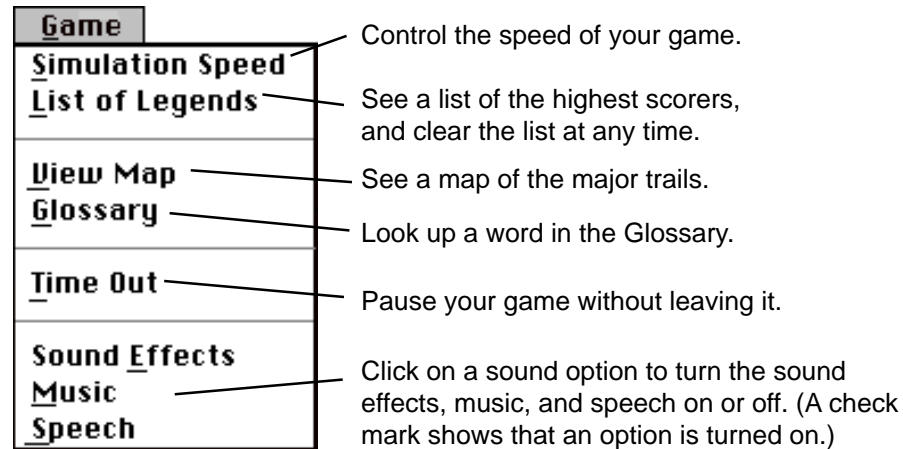
■ To see the List of Legends, choose **List of Legends** from the Game menu. (See *Appendix A: Program Menus*.)
■ To erase the List of Legends, click on **Reset** at the List of Legends screen.
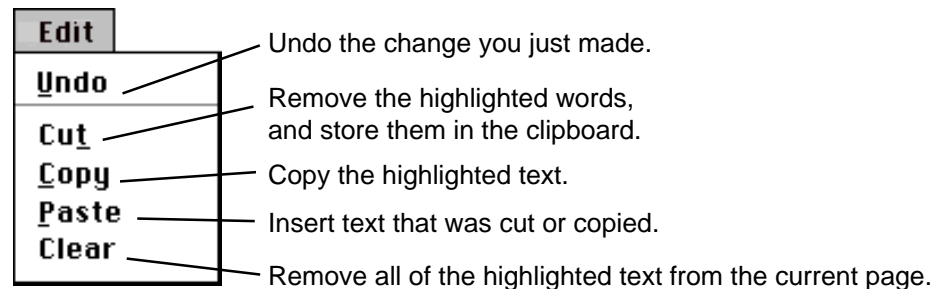
APPENDIX A: PROGRAM MENUS

In *Oregon Trail 5th Edition, Adventures Along the Oregon Trail*, you can use the File menu to start a new game, load a saved game, save your current game, end your current game, export your Diary text, and quit the program.

File

New Game — Start a new game.

Load Game — Return to a game you saved before.

Save Game — Save the game you are playing.

End Game — End your current game.

Export Diary — Send the text from your Diary to a file that you can open with your word processor.

Exit — Leave *Oregon Trail 5th Edition, Adventures Along the Oregon Trail*.

From the Game menu, you can control the speed of your game, see a list of the highest scorers, see a map of the major trails, access the Glossary, pause your game, and access the sound options.

Game

Simulation Speed — Control the speed of your game.

List of Legends — See a list of the highest scorers, and clear the list at any time.

View Map — See a map of the major trails.

Glossary — Look up a word in the Glossary.

Time Out — Pause your game without leaving it.

Sound Effects
Music
Speech — Click on a sound option to turn the sound effects, music, and speech on or off. (A check mark shows that an option is turned on.)

The Edit menu lets you manipulate the text in your Diary. (**Note:** The commands on the Edit menu do not work with other parts of the program.)

Edit

Undo — Undo the change you just made.

Cut — Remove the highlighted words, and store them in the clipboard.

Copy — Copy the highlighted text.

Paste — Insert text that was cut or copied.

Clear — Remove all of the highlighted text from the current page.

APPENDIX B: HISTORICAL FACTS

Life on the Trail

Life on the Oregon, California, and Mormon trails wasn't easy. Emigrants suffered illness, accidents, starvation, and death. Wagons broke down, rivers flooded, animals died, and water supplies dried up. If there was too much rain, the rivers swelled and became dangerous to cross. If there was too little rain, the land became parched, and grass and water were scarce.

Emigrants who traveled too fast without resting or eating enough were more likely to have accidents than those who traveled at a slower pace. Yet emigrants who traveled too slowly ran the risk of getting trapped in the mountains during winter.

Many emigrants were afraid of attack by Native Americans. In fact, attacks by Native Americans were so rare that they are not included in the *Oregon Trail 5th Edition, Adventures Along the Oregon Trail* simulation. However, the emigrants' fear of Native Americans was real (no matter how unjustified), and this fear is recorded in some of the dialogue of different characters along the trail. Helpful encounters between Native Americans and emigrants are also recorded.

Trading

Trading was a way for emigrants to acquire extra supplies along the trail, especially if they didn't have enough money to buy what they needed. Emigrants usually started their journey with ample food supplies, but eating the same food every day was very boring!

Staple food supplies included flour, bacon, coffee, sugar, and salt. Additional items varied according to individual tastes.

Lucky emigrants found people, such as Native Americans, to trade with along the trail. They swapped items such as spare clothes and bullets for fresh vegetables and smoked salmon.

Food wasn't the only item emigrants traded for; they often needed extra clothes or equipment. Wise emigrants brought along spare wagon parts in case of accidents. Those who didn't had to rely on trading to obtain spare wagon tongues, wheels, and axles once they were on the trail.

Hunting

Good hunting saved many a starving emigrant's life! Hunting also helped make the emigrants' diet more varied—a diet of coffee, bacon, and bread became very tiresome after weeks on the trail. The abundance and type of game varied with the terrain, but emigrants generally had a choice of small game, antelope (pronghorn), buffalo (bison), and bear.

Landmarks and Forts

The early Oregon Trail was poorly marked and had very few places to stop and buy supplies. However, by 1848 (just before the Gold Rush), the trail followed recognizable landmarks such as Chimney Rock, Nebraska and Soda Springs, Idaho. You can still visit these landmarks today.

Forts that existed along the Oregon Trail—such as Forts Kearny, Laramie, Bridger, Hall, Boise, and Walla Walla—offered travelers a chance to rest, buy supplies, and discuss their adventures with others. The *Oregon Trail 5th Edition, Adventures Along the Oregon Trail* simulation contains accurate pictures of all landmarks based on photographs, lithographs, and descriptions of the actual locations.

APPENDIX C: ADDITIONAL RESOURCES

If you'd like to learn more about the Oregon, California, or Mormon trails, you can use one of the resources mentioned in the following sections. You can also use the teacher's guide available from The Learning Company.

BOOKS

De Voto, Bernard Augustine. *Across the Wide Missouri*. Boston: Houghton Mifflin, 1947.

Dodd, Lawrence. *Narcissa Whitman on the Oregon Trail*. Fairfield, WA: Ye Galleon, 1985.

Driggs, Howard R. *Westward America*. New York: Putnam, 1942.

The Editors of American Heritage. *Westward on the Oregon Trail*. New York: American Heritage, 1962.

The Editors of Time-Life Books. *The Pioneers*. New York: Time-Life Books, 1974.

Holliday, J. S. *The World Rushed In: The California Gold Rush Experience*. New York: Simon and Schuster, 1981.

Lavender, David Sievert. *The American Heritage History of the Great West*. Ed. Alvin M. Josephy. New York: Bonanza Books, 1982.

Mattes, Merrill J. *The Great Platte River Road: The Covered Wagon Mainline via Fort Kearny to Fort Laramie*. Lincoln, NB: Nebraska State Historical Society, 1969.

Meeker, Ezra. *Ox-Team Days on the Oregon Trail*. Yonkers-on-Hudson, NY: World Book, 1922.

Morgan, Dale, ed. *Overland in 1846: Diaries and Letters of the California-Oregon Trail*. Lincoln, NB: U of Nebraska P, 1993.

Parkman, Francis. *The Oregon Trail: Sketches of Prairie and Rocky-Mountain Life*. Boston: Little, Brown, 1925.

Rounds, Glen. *The Prairie Schooners*. New York: Holiday House, 1968.

Schlissel, Lillian. *Women's Diaries of the Westward Journey*. New York: Schocken Books, 1982.

Unruh, John D., Jr. *The Plains Across: The Overland Emigrants and the Trans-Mississippi West, 1840–60*. Urbana, IL: U of Illinois P, 1979.

Worcester, Don, ed. *Pioneer Trails West*. Caldwell, ID: Caxton, 1985.

MAGAZINES

Cobblestone: The History Magazine for Young People. December, 1981 issue, "The Oregon Trail." Cobblestone Publishing, Peterborough, NH. Phone: 800/821-0115. Web site: **www.cobblestonepub.com**.

The Overland Journal. A quarterly publication of the Oregon-California Trails Association, P. O. Box 1019, Independence, MO 64051. Phone: 816/252-2276.

MAPS

The Oregon Trail—The Highway of the Pioneers to the Pacific Northwest. Full-color wall map. Available from Binford and Mort Publishers, P. O. Box 10404, Portland, OR 97210-0404. Phone: 503/221-0866.

FILM/VIDEO

The Way West. Based on the novel by A. B. Guthrie, Jr., starring Kirk Douglas and Robert Mitchum, produced by Harold Hecht, and directed by Andrew V. McLaglen. Not rated. 122 minutes. United Artists/Harold Hecht Company, 1967. Distributed on videotape by Wood Knapp Video, 1989.

TEACHER'S GUIDE

Oregon Trail 5th Edition, Adventures Along the Oregon Trail is available as a consumer product or as a school package containing a teacher's guide produced by The Learning Company. The teacher's guide enhances the educational value of the game's simulation. The materials provided include ready-to-use lesson plans—complete with handouts and worksheets—and a list of learning objectives for social studies and language arts.

For information about the teacher's guide, please visit The Learning Company's Web site at **http://learningcompanyschool.com**.

TROUBLESHOOTING

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

If you have additional questions, please visit The Learning Company Web site at **http://support.learningco.com**.

Windows®

1. **The *Oregon Trail 5th Edition, Adventures Along the Oregon Trail* program icon does not appear on the desktop or in the Start menu.**
    *   Make sure the program CD is inserted in the CD tray, printed side up.
    *   Reinstall the program.

2. **You see a message telling you that there is not enough available space on the hard disk.**
    Oregon Trail 5th Edition, Adventures Along the Oregon Trail requires 100 MB of hard disk space for the program's data and executable files. (Additional hard disk space will be required to save player information for more than five players.)
    *   Create some free hard disk space by removing some files after backing them up.

3. **You see a message telling you that there is not enough memory to run the program.**
    Oregon Trail 5th Edition, Adventures Along the Oregon Trail needs at least 32 MB of installed memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.
    *   Close any other applications that are running, and restart the program.

4. **The mouse doesn't seem to work.**
    There are times in the program when the animation or sound cannot be interrupted. You will see the hourglass cursor on the screen, and any key presses or mouse clicks will be ignored.
    *   Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. **Program speed is very slow.**
    Oregon Trail 5th Edition, Adventures Along the Oregon Trail needs at least a Pentium 166 MHz computer with a 8x CD-ROM drive for basic performance.
    *   Close any other applications that are running.
    *   Make sure that you have the latest Windows video drivers for your graphics card. (Contact the video card manufacturer for the latest drivers.)

6. **You do not hear music, sound, or speech.**
   - Check that the speakers are properly connected to your computer. Make sure that they are getting power and are turned on, and that the volume is turned up.
   - Make sure that your sound card is Windows compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with the version of Windows that you are using. Also check that the volume is properly set. (See the manufacturer's documentation for information relating to your sound card.)
   - Make sure the mixer level setting is correct. Click on the **Start** button. Choose **Programs** from the Start menu. Next choose **Accessories**. Then choose **Multimedia** (Windows 95) or **Entertainment** (Windows 98, Me, XP), and choose **Volume Control**. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.

7. **Strange graphics appear; the game action stops unexpectedly.**
   - Try using the 640 x 480, 16-bit color display mode driver that came with your video card. (See your Windows documentation for more information.)
   - Make sure you have the latest Windows video drivers installed. (Contact your video card manufacturer for more information.)

8. **Colors don't look right.**
   - Adjust your monitor's color and brightness.
   - Make sure your color display is set to 16-bit.
   - Turn off your screensaver.
   - Close any other applications that are running.
   - Make sure you have the latest graphics drivers installed. (Contact your video card manufacturer for more information.)

9. **The program window seems small.**
   The program window may not fill the entire screen.
   - For maximum window size, make sure the display mode is set to 640 x 480. (See your Windows documentation.)

10. **Nothing prints.**
    - Make sure the printer is plugged in and switched on.
    - Check the indicator light on the printer to be sure the printer is "online" or "selected."
    - Make sure the printer cables are connected tightly.
    - Make sure you have selected at least one print item from the Printing area. Where applicable, make sure you have selected either **Colored In** or **Outlined**.

11. When you print, pictures or text look faint, blurred, or streaky.
- Check your print quality settings. (See your printer documentation.)
- Replace your printer's ink cartridge.

12. The printer displays an "out of memory" message.
- Make sure your printer has at least 1 MB of memory.

13. You are not able to connect to our online Web sites.

This feature requires an Internet browser.
- Make sure that you have a browser properly installed. (See your browser and Windows documentation for more information.)
- Make sure that the files with an .HTM extension (for example, "bookmark.htm") are associated with the browser of your choice. To check this, double-click on any .HTM file. If the browser does not launch, create an association from the File Manager. (See your Windows documentation for more information.)

Macintosh®

1. You do not see the *Oregon Trail 5th Edition, Adventures Along the Oregon Trail* program icon.
- Make sure the program CD is inserted in the CD tray, printed side up.
- Try restarting your computer and/or rebuilding your desktop.
- Make sure that the CD-ROM drivers are correctly installed.

2. You see a message that there is not enough space on the hard disk.

Oregon Trail 5th Edition, Adventures Along the Oregon Trail requires 100 MB of hard disk space for program data files. (Additional hard disk space will be required to save player information for more than five players.)
- Create some free hard disk space by removing some files after backing them up.
- Adjust the Virtual Memory setting to take less hard disk space. (See your Macintosh documentation for more information.)

3. You see a message telling you that there is not enough memory to run the program.

Oregon Trail 5th Edition, Adventures Along the Oregon Trail requires at least 32 MB of installed memory (RAM) to run. Try to increase available memory and then start the program again. (Depending on which Internet browser you use, you may not be able to run both your browser and the program with only 32 MB of RAM.)
- Quit any programs that you may be running.
- Turn off or remove from the System Folder non-Apple® control panels.
- Reduce the size of the disk cache in the Memory control panel. (See your Macintosh documentation for more information.)
- Turn off AppleTalk®.

4. **The mouse doesn't seem to work.**

    There are times in the program when the animation or sound cannot be interrupted. You will see the watch cursor on the screen, and any key presses or mouse clicks will be ignored.
    - Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. **The music and voice in the game are too loud or too soft.**
    - Choose **Volumes** from **Control Panels**. Adjust your system's speaker volume as needed by selecting the Volume setting.

6. **You do not hear music, sound, or speech.**
    - Make sure that the Volumes setting in the Sound control panel in Control Panels is not set to zero.
    - If you have external speakers, make sure they are turned on and getting power and that they are properly connected to your computer. Also check the speaker volume.
    - Turn off or remove from the System Folder non-Apple control panels and extensions. (Leave the CD-ROM drivers.) Restart your computer.

7. **You hear popping noises in the game sounds and character voices.**

    If you are running System 8.6 or higher, installing the Apple Sound Manager (included on your program CD) should eliminate this problem. Sound Manager changes how the system handles sound and improves the program's sound quality. To install Sound Manager, follow the instructions below:

    a. Insert the *Oregon Trail 5th Edition Adventures Along the Oregon Trail* CD into your CD-ROM drive. In the open *Oregon Trail 5th Edition Adventures Along the Oregon Trail* window, scroll down until you see two icons: Sound Manager and Sound.

    b. Drag the Sound Manager and Sound icons into your active System Folder icon. (Do not open the System Folder first.) The active System Folder has a picture of a small computer on it.

    c. Click on **OK** in the dialog box that appears.

    d. Restart your Macintosh.

8. **The program window seems small.**

    The program window may not fill the entire screen.
    - For maximum window size, make sure the display mode is set to 640 x 480 in the Monitors control panel.

9. **Program speed is very slow, or sounds and animations do not play smoothly.**

    Oregon Trail 5th Edition, Adventures Along the Oregon Trail needs at least a 180 MHz Power Macintosh computer with a 8x CD-ROM drive for basic performance.
    - Make sure Virtual Memory is turned off in your Memory control panel.

10. **Nothing prints.**
    - Make sure the printer is plugged in and switched on.
    - Check the indicator light on the printer to be sure the printer is "online" or "selected."
    - Make sure the printer cables are connected tightly.
    - Make sure you have selected at least one print item from the Printing area. Where applicable, make sure you have selected either **Colored In** or **Outlined**.

11. **When you print, pictures or text look faint, blurred, or streaky.**
    - Check your print quality settings. (See your printer documentation.)
    - Replace your printer's ink cartridge.

12. **The printer displays an "out of memory" message.**
    - Make sure your printer has at least 1 MB of memory.

13. **You are not able to connect to our online Web sites.**
    This feature requires an Internet browser.
    - Make sure that you have a browser properly installed. (See your browser and Macintosh documentation for more information.)

CONTACTING THE LEARNING COMPANY

Technical Support

If you have questions about your *Oregon Trail 5th Edition, Adventures Along the Oregon Trail* program, please refer to the Troubleshooting section. If you do not find an answer to your question, you can obtain technical support and help by filling out an online support request form on The Learning Company Web site (**http://support.learningco.com**).

You may be asked to provide the following information:

- ✔ Your contact information (name and email address, plus phone or mailing address if you wish)
- ✔ Description of the problem you're having
- ✔ Product name and version number (The version number is often printed on the CD label.)
- ✔ Brand of computer
- ✔ Operating system (for example, Windows 98 or Mac® OS 8.6)

- ✔ Processor type and speed
- ✔ RAM memory (in MB or megabytes)
- ✔ Video card manufacturer
- ✔ Sound card manufacturer
- ✔ Printer type
- ✔ Hard disk space remaining
- ✔ Background programs (antivirus programs or screensavers)

CREDITS

Oregon Trail 5th Edition, Adventures Along the Oregon Trail is based on previous versions of *Oregon Trail*.

Oregon Trail 5th Edition, Adventures Along the Oregon Trail

Brand Producer
Craig Bocks

Development Producer
Luiz Fernando De Lima

Design Manager
Pete Shoemaker

Education Designer
Sherri Wright

Senior Software Engineer
Peter Fokos

Lead Artists
Pam Stalker
Tony Villador

Software Engineers
Dan Tjandra
Brian Tepper

Maintenance Engineer
Greg Kitamura

Artists
Philip Thong
Krista Hubbard

Gerald Broas
Tim Nelson
Arnel Domingo
Craig Wong
Todd Wong
Barry Prioste
Joy Steuerwald
Ann Horowitz

Character Art Design
Wild Brain Art

Art Support
Waaahoo! Productions
Johnny Karwan
Fluent Solutions
Animotion Inc.

Art Director
Nicholas Stern

Audio Lead
Alan Nu

Audio
Jamie Hert
Daniel Ward

Audio Production Specialist
Jenny Nguyen

Sound Designer
Andrew Kawamura

Q.A. Lead
Tracey Roletto

Q.A. Supervisor
Carlos Molina

Q.A. Testers
Gregory Huitric
Ben Chang
Sabrina Fahmi
Mike Fraser
Jeff Patrick

Brand Marketing Manager
Rickelle Burnett

Senior Brand Marketing Manager
Sarah Horton

Voice Talent
Duane Lawrence
as Captain Jed
Kyle Padilla
as Jimmy

Andrew Patterson as Parker
Shoshona Bush as Cassie

Editorial Manager
Gabriele Rennie

Editor
Elizabeth Robinson

User's Guide Writer
Emmeline Chen

Contract Administrator
Frances La Day

Executive Assistant
Pat Elliot

Audio Department Manager
Brian Burge

Art Department Manager
Fred Butts

Director of Creative Development
Drayson Nowlan

Q.A. Manager
Dan Mizuba

Operations Manager
Carole Kochan

Operations Specialist
Patricia Aparicio

Senior Contract & IP Administrator
Sara Guinness

Public Relations Media Manager
Evelyn Dubocq

Associate Public Relations Manager
Debbie Galdin

Director of Development
Sid Weber

Vice President, Engineering
Hugo Paz

Creative Director
Kenny Dinkin

Divisional Controller
Lisa Thomas

Vice President, Research & Development
Derek Miyahara

Vice President, Marketing
Mark Hittie

Senior Vice President & General Manager, Education Division
Eric Stone

Special Thanks
Michael Wyman
Shawn Fitzpatrick
Midori Mizuba
Lyn Bernabe
Malinda Maynor
Craig Copley
Very special thanks to everyone on the development teams for the previous versions in the Oregon Trail series

LIMITATION OF LIABILITIES. IN NO EVENT WILL TLC OR ITS AFFILIATES, SUPPLIERS AND LICENSORS BE LIABLE FOR ANY INDIRECT, SPECIAL, INCIDENTAL, ECONOMIC, COVER, CONSEQUENTIAL, EXEMPLARY OR PUNITIVE DAMAGES ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE, USER DOCUMENTATION, OR RELATED TECHNICAL SUPPORT, INCLUDING, WITHOUT LIMITATION, DAMAGES OR COSTS RELATING TO THE LOSS OF PROFITS, BUSINESS, GOODWILL, DATA, TIME OR COMPUTER PROGRAMS, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT WILL TLC'S AND ITS AFFILIATES', SUPPLIERS' AND LICENSORS' LIABILITY EXCEED THE AMOUNT PAID BY YOU FOR THE SOFTWARE REGARDLESS OF THE FORM OF THE CLAIM (INCLUDING, WITHOUT LIMITATION, ANY CONTRACT, PRODUCT LIABILITY, OR TORT CLAIM). BECAUSE SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

MISCELLANEOUS

TLC may cancel, change, modify, discontinue, terminate or charge a fee at any time for any reason for the online services advertised as part of this product.

No change or modification of the License will be valid unless it is in writing and is signed by TLC. The provisions of this Agreement are severable; if any provision is held to be invalid or unenforceable, it shall not affect the validity or enforceability of any other provision. If the Software was acquired outside the United States, then local law may apply.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Software and user documentation is provided with RESTRICTED RIGHTS AND LIMITED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 or subparagraphs (c)(1) and (2) of the Commercial Computer Software—Restricted Rights at 48 CFR 52.227-19, as applicable. The Learning Company, 500 Redwood Blvd., Novato, CA 94947 U.S.A.

IMPORTANT NOTE: *In order to receive notification of product upgrades and enhancements, please register this product.*