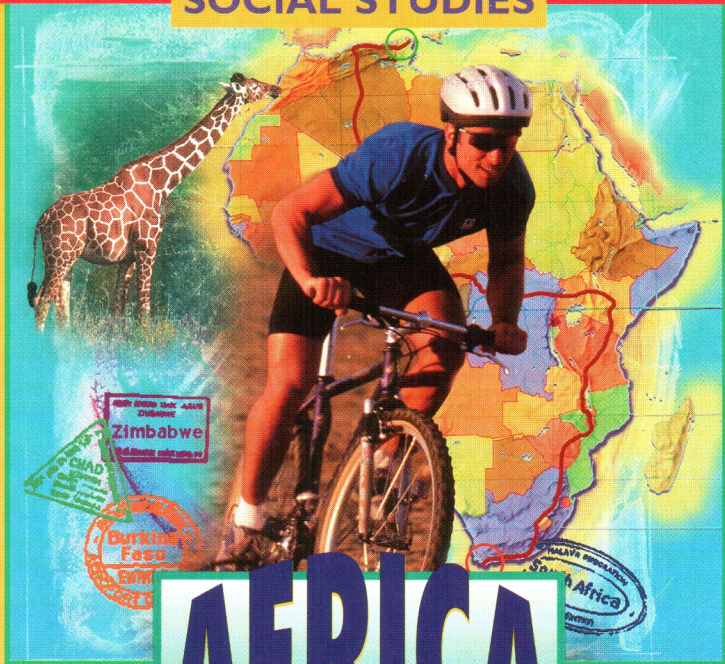


# SOCIAL STUDIES



# AFRICA



# TRAIL™



Version 1.x

MECC

6160 Summit Drive North  
Minneapolis, Minnesota 55430-4003  
612/569-1500

<http://www.mecc.com/>

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## **License and Warranty Information**

MECC warrants that this product will operate on appropriately configured computers. See the product box for hardware and software requirements. For complete license and warranty information, see the text file on the CD.

## **Welcome to *Africa Trail***<sup>™</sup>

Embark on a challenging and compelling bicycle trek across Africa based on the historic 1992 transcontinental expedition of world-famous bicyclist Dan Buettner. You will journey across the Sahara Desert, savannahs, and tropical rain forests and along the way meet and talk with people from many different cultures and countries. Prepare yourself for an exciting adventure!

### **Installation for Macintosh**<sup>®</sup>

Insert the CD in your CD-ROM drive and double-click on the Installer icon. Follow any on-screen instructions. Read the installer screens for more information.

### **Installation for Windows**<sup>®</sup> 3.1

Pull down the File menu and choose Run. In the Command Line box, enter `D: Setup` and press Enter. (If your CD-ROM is not drive D:, enter the appropriate letter.)

### **Installation for Windows**<sup>®</sup> 95

Insert the CD in your CD-ROM drive. Follow any on-screen prompts until installation is complete. Read the installer screens for more information.

## **Start-up**

To start the program, double-click on the *Africa Trail* icon.

## **How to Use Africa Trail**

### *Getting Started*

When you first play *Africa Trail*, choose New Game from the title screen. You will need to decide the starting and ending points of your journey by clicking on the map. Choose your teammates on the next screen. To learn more about a person, click on the person's picture. To choose a teammate, click on the box next to that person (you can "unchoose" a teammate by clicking on the box again). When you have selected your three teammates, click OK. Now, choose the spare bicycle parts you'll bring along for yourself and your teammates. Click on the up and down arrows to change the quantity of each item shown on the screen.

### *Traveling*

Once you're in Africa, click on the pictures to find out more information about your location and to talk with people. Pull down the Game menu and choose Journal to write about your trip or to see what Dan Buettner

wrote in his journal. You can also check the glossary to read definitions of unfamiliar words or terms. (At other times along your trek, you can access the journals and glossary by clicking on the on-screen Log button.) The Game menu also has a Stop Everywhere command which, if you select it, will cause you to automatically stop at each city you come upon. Then, set your pace and rations and click Bye to start your trek.

On the travel screen, you can decide where to go, buy food or bike parts, choose to talk, rest, check the status of your bikes, look at maps, buy visas (for each country you will enter), or see the Log. At your first travel screen, check your food supplies by clicking on Go to Market. You will probably need to buy some food. You can decide if you want to bargain with the vendor. Choose to view prices and total costs in local currency or in U.S. currency by clicking the appropriate button. While at the market, you can also order bike parts which may have been unavailable at the market by clicking the Air Express button. Air Express orders are expensive, both in time and in money. When you are done, click Leave.

If you don't buy food at the market, the program will assume that you are eating at restaurants along the way and will decrease your money supply accordingly. Food at restaurants costs more than buying your own supplies, and also uses up more time. In some areas, restaurants are not available, and you will become very hungry if you have no supplies.

### *Visas*

You need a visa for each country you enter. You can only buy visas in certain cities. Before you enter another country, click on the Maps button on the travel screen. On the Africa map, click on each country you intend to enter. A data box appears for each country with information on where to buy your visa for that country.

### *Trophy Room*

You can earn points and a place on the high-score list by successfully completing a game. Your score is determined by teammates' health and morale, the number of places at which the team stopped to talk, the money remaining, and the number of "days" it took to reach your destination.

## **The Multimedia Resource Tool**

This product contains many intriguing images, sound effects, and music which you may want to use in your own personal and non-commercial projects. Export these items using the Multimedia Resource Tool. All photographs, video, illustrations, sound effects, and music are copyrighted materials.

## **MECC Technical Support**

If you need help, please call MECC Technical Support at 612/569-1678.  
Internet: [mecctech@mecc.com](mailto:mecctech@mecc.com) or <http://www.mecc.com/>

For troubleshooting information related to installing or starting the program, see the README file on the CD.

## **The MECC Learning Guarantee™**

For more than 20 years, MECC has been committed to serving children and supporting the teachers and parents who shape their education. All MECC software is designed to help children learn. We feel so strongly about the educational value of our products that we guarantee it. If you are not convinced that your kids are learning from MECC software, we'll exchange your product or give you your money back. Simply return the complete package, along with a receipt showing the store name and location, to MECC within 30 days.

## Hardware Requirements

### *For Microsoft® Windows®*

- 486 or higher
- Microsoft Windows 3.1 or higher MS-DOS® 5.0 or later
- 256-color SVGA display
- 4MB RAM required, 8MB recommended  
(8MB required for Windows® 95)
- Mouse
- Hard-disk required
- Double-speed CD-ROM drive
- Windows-compatible sound card

### *For Macintosh®*

- 68030 required (LC III or greater), 68040 or Power Macintosh™ recommended
- System 7.1 or later
- 5MB RAM required, 8MB recommended
- 13" or larger color display required (640 x 480, 256 colors)
- Hard-disk required
- Double-speed CD-ROM drive