

WINDOWS 3.X
WINDOWS 95

BACKPACKER

THE LOST FLORENCE GOLD MINE



ACTION / ADVENTURE

Installation

Windows 3.x

1. Place the CD in your drive. Choose *File* from the Program Manager then select *Run*.
2. Type “x:\setup” where x: is your CD drive letter.
3. Press the Enter key.
3. Choose full installation.
4. Make sure that Windows is set to 256 color mode.

Windows 95

1. Place the CD-ROM in your drive. If autorun is enabled, the install program will start automatically. Otherwise launch setup95.exe on the Backpacker CD.
2. Choose full installation.
3. Make sure that Windows is set to 256 color mode.

Check the “Readme.txt” file for the most recent updates.

Backpacker Main Menu

Once you click on the Exit Zone, you can access the Backpacker Main Menu. From here you get the standard Windows menu.

File Menu

The File Menu is for loading and saving games and exiting the program. Game files are the standard 8 letter files on the computer.

Game Menu

The Game Menu is for restarting a new game, continuing the current game, and reviewing the introduction.

Setting Menu

The Setting Menu allows you to change the speed of which Chuck will walk and the volume of the sound in the game as well as turning on or off the ambient background music.

Quick Menu

The Quick Menu is similar to the File Menu as it is also for loading and saving games. The difference is that Quick Menu doesn't ask for a name for the game. You can save your game at any time during game play by using the F6 key. This will save your current progress without prompting you to name your saved game. You can also load your last quick save by using the F5 button. Only the most recent quick save will be restored using this option. Remember! Quick saving saves your current progress without requiring you to supply a name. Quick loading restores you to the point of your last quick save.

Help Menu

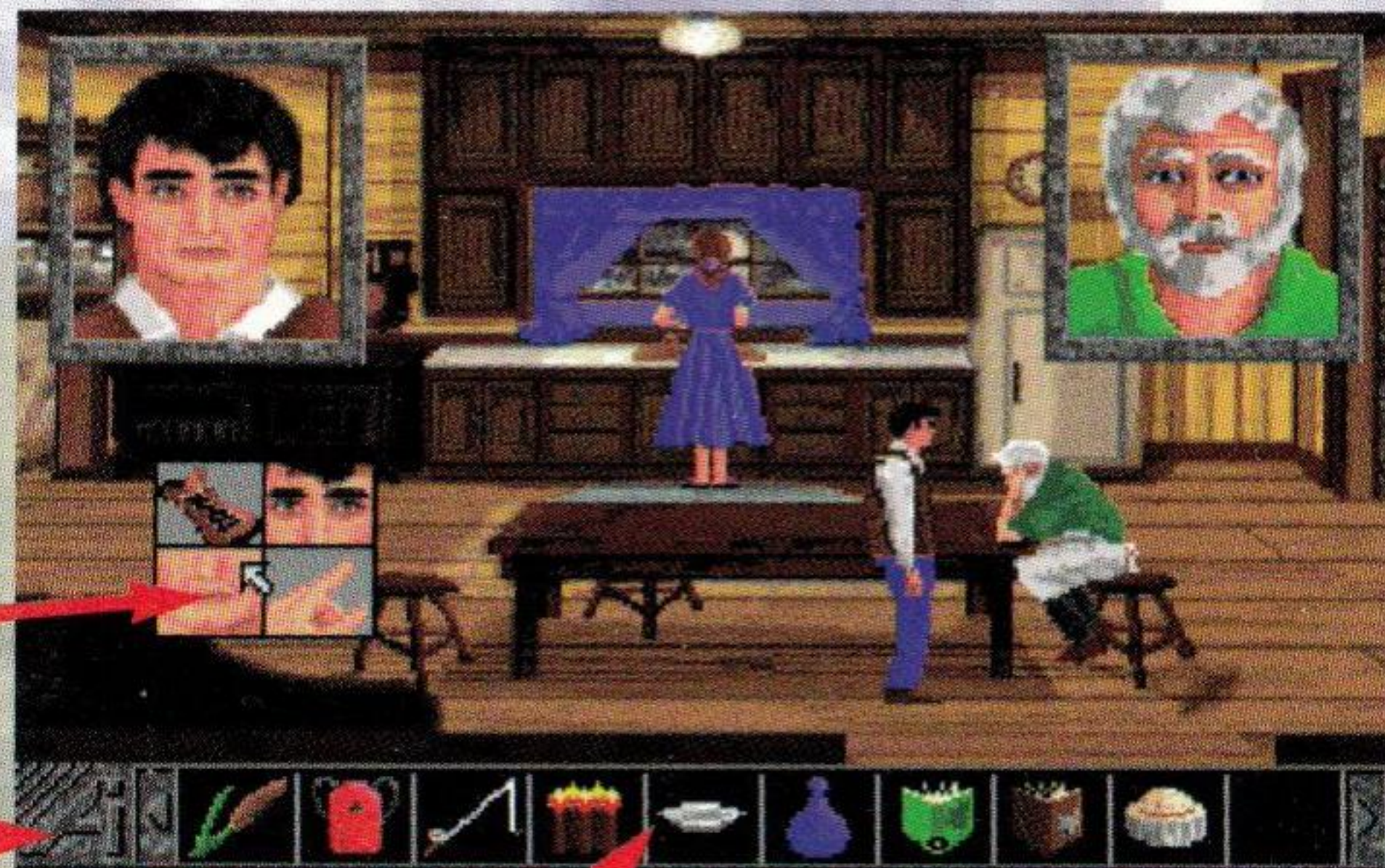
The Help Menu is for displaying the documentation, about box and the credits. Select *Contents* to view the on-line users manual. The Diary of John Florence provides some interesting reading and possible clues to finding the lost gold mine. It details his journey and death 60 years prior to the beginning of the game.

Screen Areas

The following explains the different areas on the screen while in game mode.

Action Menu

This is used to choose one of four action icons. You can activate this menu at any time by pressing the right mouse button or the space bar on your keyboard. Then use your left mouse button to select one of the four action icons: walk, look, talk, and use. *See next page.*



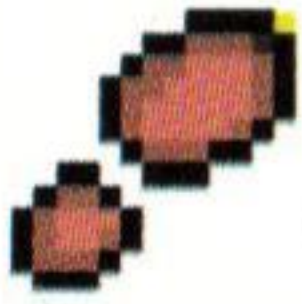
Exit Zone

To exit out of the game and go to the Backpacker Main Menu, move your cursor over the Exit Zone. The cursor will change to a series of small windows. Click the left mouse button. The game will pause and switch to the operating system and the Backpacker Main Menu.

Inventory Zone

This is where the items you pick up are stored. Items can be used on people, animals, rocks and plants to name a few. Some items must be used on the hero to be useful. For example, when you obtain the park map, you must use it on Chuck to be able to view its contents. Clicking on it with the eye icon simply identifies it. There are several objects like this. When your inventory grows large, items are stored off screen. They can be easily accessed by using the left and right scroll arrows.

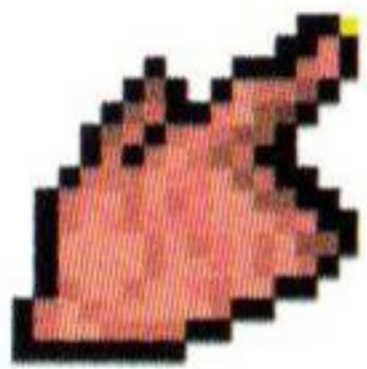
Action Icons / Mouse Cursors



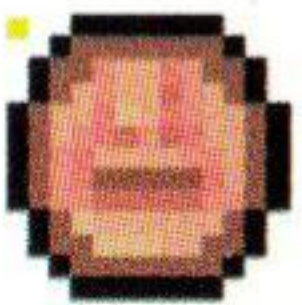
The Walk icon moves the hero from one place to another. Place the yellow dot on where you want Chuck to stand. (F1 Key)



The Look icon identifies almost everything in the game. Place the yellow dot on what you want to look at. (F2 key)



The Use icon is for picking up or moving objects, opening doors, getting inventory items, and making things work. Place the yellow dot on the object you wish to use. (F3 key)

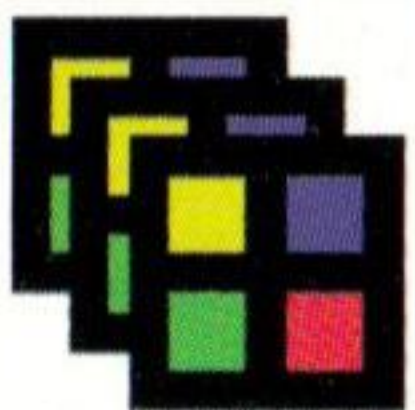


The Talk icon initiates conversation with other people in the game. Place the yellow dot on the person you wish to talk to. (F4 key)



This icon is displayed when there is an animation sequence taking place on the screen and no player control is available.

Sometimes you will be able to skip a sequence that you may have already seen, like entering the dining room for the first time. Move the cursor down to the Inventory Zone and the cursor changes to a box which reads "SKIP ANIMATION". Click the mouse while this box is displayed and you can advance to after the sequence.



Moving the mouse cursor over the Exit Zone will change the cursor to this icon. Click here to exit out of the game and return to the Backpacker Main Menu.

Cast

Narrator	Paul Smet	Chuck McBlade	Jeff Etter
Megan Florence	Jane Glicksman	Joseph Florence	Glen Williams Jr.
Bart the Innkeeper, Will Simpson	Richard Williams	Curly Jones	Bruce Barr
Hank, Tipyalanah, John Florence	Phil Grabmiller	Susquehene	Kevin Toft
Tiny, Ranger	Robert Goldsobel	Willie, Bartender	David Carroll
Tram Repairman	David Black	Lady at beach	Sandra Williams
Boy #1 at beach, Boy Tipyalanah	Alex Grabmiller	Boy #2 at beach	Andrew Grabmiller
Hiker	Mike Mohney		

Artwork

Art Director	Richard Williams
Scene Sketches	Sandra Williams
Background Acrylics	Ray Hower Leslie Turnbull Cynthia Bothner Sandra Williams
Computer Art	Richard Williams Phil Grabmiller Dave Carroll
Character Animation	Sandra Williams Phil Grabmiller Richard Williams
Filming	Dave Carroll

Programming

Game Development	Richard Williams Ron Williams David Black
Programming	Richard Williams Ron Williams

Sound

Sound Recording and Effects	Richard Williams Phil Grabmiller
Music	Phil Grabmiller
Story	Phil Grabmiller

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