



**AMAZON**

**TRAIL<sup>®</sup>**

**I**

# AMAZON TRAIL II

*User's Guide*

# *Amazon Trail® II*

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**If you need assistance, see  
"MECC Technical Support" on page 13.**

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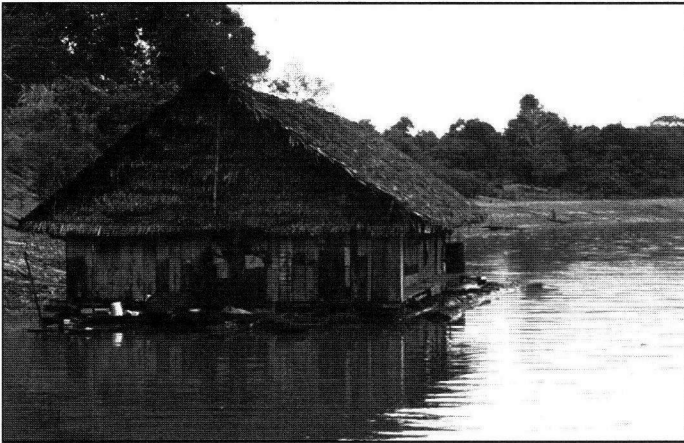
# *Welcome to Amazon Trail II*

from Mike Palmquist, Producer, *Amazon Trail II*

*In 1993, I was asked to begin designing Amazon Trail by traveling down the Amazon River from Iquitos, Peru, to Tabatinga, Brazil. It gave me a once-in-a-lifetime chance to experience firsthand the Amazon River and the Amazonian rainforest.*

*Now, I grew up in Minnesota — home to the headwaters of another great river, the Mississippi. I thought I knew all about big rivers! But living near the Mississippi gave me no preparation for what I was to experience.*

*What I found out from visiting the Amazon and then developing Amazon Trail is that there is no way to capture on a computer disk more than a small fraction of how complex, how amazing, how beautiful, and how mysterious the Amazon is.*



A convenience store on the Amazon River near Iquitos

*For one thing, we can't bring the smells of the marketplace or the wet rainforest floor through the CD-ROM to your home. For another, try as we might, we can't really bring you all the strange and surprising sounds of the rainforest at night! And, there is no*

*way to show how overwhelming the darkness feels when night falls on your boat and you're miles from any village! Finally, there's no way to bring the rich tastes of Amazon fish and fruit to your table through the keyboard, the mouse, or the modem port!*



*But we can bring you a rich and compelling rainforest adventure. We can take you hundreds of miles up the river in a matter of seconds. We can take you back in time hundreds of years. We can introduce you to dozens of interesting characters. We can show you a hundred Amazon species that you'd be lucky to see even if you explored the rainforest for a whole year. You'll be able to catch fish and frogs! Spot night monkeys! Rescue Teddy Roosevelt! Guide your canoe to hidden villages! And do it all in the safety of your own imagination.*

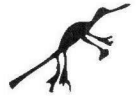
*Someday, I hope you'll have the chance to visit the Amazon yourself! Then, you'll be able to help me put together a new Amazon Trail. Who knows? By then, maybe we'll have figured out how to put smells and tastes on a computer disk!*

## **A Special Note to Parents**

*I think there are three big things that a learning adventure like Amazon Trail II can teach kids. First, Amazon Trail II encourages and rewards exploration. Second, it puts the control of content (how much, how fast, and what order) directly in the hands of kids. Third, the program contains an amazing amount of information about the science and history of the Amazon rainforest. If kids come to believe that exploration is fun and rewarding and that they are in control of what they learn, they are likely to become good life-long learners.*

**Amazon Trail II encourages and rewards exploration.** *In Amazon Trail II, you canoe up the Amazon River. You need to manage your supplies; meet, talk, and trade with people; read maps; and decide how much to eat, when to rest, and how fast to paddle. You also decide when to explore the rainforest and how long to stay. You might spot one of 100 different species. If you can identify it, you get to add a photo to your photo album. Rewarding exploration encourages kids to go further ... look around the corner ... take another step.*

**In Amazon Trail II, kids control the educational content.** *Kids decide which activities to do. They decide which people they want to talk to. They decide if they want to help a scientist or naturalist with an activity. Inside Amazon Trail II there are six learning games where kids learn the origins of commodities like coffee, rice, and chocolate; locate the major rivers of the world; and identify birds, bugs, and fish. And, there are over 50 people to talk to! Some characters tell Amazonian folklore; some give insight and perspective into the rainforest; others present opposing points of view. It's an open-ended exploration of the Amazon rainforest ... but all of a child's activities are rewarded with "jewels" on the Jaguar's shield.*



**Amazon Trail II has terrific content in it, too!** There are 100 species of Amazon creatures to photograph and then identify with the help of the on-line guidebook. Kids can help a scientist or naturalist identify new species of tropical fish, insects, and birds using the same processes of observation that real scientists use.



In Amazonia, nearly everyone travels by boat

The lessons we have constructed here are discovered amidst the excitement of the game. They're not lessons of facts about the average rainfall in the Amazon Basin, or the number of species in the rainforest canopy, or when "so-and-so" explored the Amazon River.

They're lessons about places worth exploring and how complex and rich these places are.

If, after playing Amazon Trail II, kids remember the name of a fish or a bird or plant, that's great. But we've won a greater victory if the game inspires kids to go to the library and check out a book about the Amazon. Or if they take the time to talk to an adult or older brother or sister about rainforests. Or if they turn off the computer and go outside to look for insects. And we've won the greatest victory if, after playing Amazon Trail II, kids say to themselves, "Someday, I've got to explore the real Amazon River!"

I hope you take the time to explore this program with your child! Happy adventures!

*Shike*



# Getting Started

## Installation and Start-up

You may need to restart your computer after you install the *Amazon Trail*® *II* software program. It's a good idea to quit all open applications before you start installing.

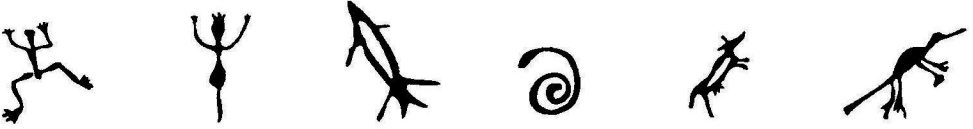
- To do a basic installation, follow the instructions that appear on the back of the little document inside the cover of the CD-ROM case.  
To do a custom installation, refer to the README file on the CD-ROM disk. A custom installation allows you to decide which files to install.
- To start *Amazon Trail II*, make sure the CD-ROM is in the drive. Then double-click on the Amazon Trail II icon that is on your hard disk.

*Amazon Trail II* has three levels of difficulty. You'll decide which level to choose when you start the game. As a general rule, we suggest that younger kids start with the easy level. Older kids—you're on your own!

## Program Settings

The Options menu has several commands to customize *Amazon Trail II*.

- **Hide Desktop** blacks out or displays the part of your screen that is not taken up by *Amazon Trail II*.
- **Reset High Score List** lets you delete the names on the high score list. As you play *Amazon Trail II*, points are awarded for many things, including what you do when you talk to people, how healthy you stay, and how well you manage your supplies. If you score enough points, you can enter your name on the high score list!
- **River Graphics** provides three styles of artwork for the river travel portion of the game. The program is initially set up to display "fancy" graphics. If you have a not-so-powerful computer, you may want to try the "basic" or "normal" graphics.
- **Show Dialog** turns on/off the textual display of characters' dialog. You will encounter lots of people as you travel up the river. The people talk, of course, and you can hear them through your



computer's speakers. You can also see the dialog on the screen, kind of like subtitles in a foreign movie. Turning on both the sound and the dialog display can help kids become better readers.

- **Show Fishing Meter** turns on/off a display that shows how hard you are throwing a harpoon. You may want to turn off the display after you've gone fishing a few times.
- **Show Labels** turns on/off the display of labels for buttons. Many activities in *Amazon Trail II* are started by pressing on a button. Each button has a picture that suggests what will happen when you click on it. The labels appear whenever you point at a button. After you've gotten familiar with the buttons, you may want to turn off the labels.
- **Sound On** turns on/off the program's sound effects, music, and character dialog.

## Help

We've tried to design *Amazon Trail II* so you can use it without having to read instructions. But just in case, we've provided an online "Help" file. Choose the Help Topics command from the Help menu.

## Saving and Loading Games

To save a game in progress, choose the Save command or the Save As command from the File menu. You can save a game only when you are traveling on the river.

There are several good reasons to save your game frequently. First, you protect yourself against an unexpected computer breakdown. Second, you may not be able to finish a game at one sitting. If you save your game, you can restart it at the point where you left off. Third, you never know when you might succumb to snail fever or get captured by conquistadors! If you have saved your game, you can restart it at a point before disaster struck.

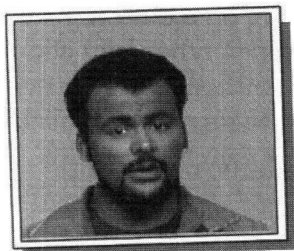
Here's a good way to save: Use the Save As command. Save a game whenever you leave a landmark, and type a new name for each saved game. For example, when you leave the Xingu River, save your game under the name "Xingu."

You can load a saved game from the program's title screen.



## Meet Your Guides

Before you head up the Amazon River, you'll need to choose a guide. It's an important choice. Each guide has a special skill that may help you on your journey. So you may want to take a few moments now to hear from each guide.



*Olá!* Hey, there! I'm Joao! When you get to Belém, you should choose me to be your guide. I'm the strongest paddler in the whole Amazon Valley! Let me tell you about traveling on the river. If you were really on the river, you wouldn't believe how wide it is. In some places, it's more than 30 miles across! And the Amazon Basin is big—really big. It's almost as big as the whole United States, not including Alaska. And

the amount of water is unbelievable. The Amazon contains almost one-fifth of all the river water in the world!

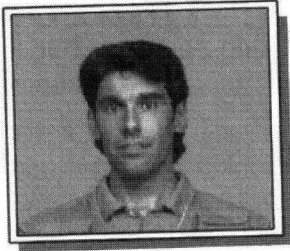
In *Amazon Trail II*, you won't really get a sense of how big the river really is. But you will have to watch out for submerged logs and sandbars. Be careful! I don't want to capsize the canoe and lose our supplies!



Hi! I'm Rosa. You shouldn't choose Joao to be your guide—he's no good at fishing! You should choose me. I know where to find the most fish! If you were really on the Amazon, you wouldn't believe how many kinds of fish there are—over 2,000 species! More than in the entire Atlantic Ocean! People catch fish a lot of different ways. Some folks use fishing line and lures. Others use harpoons, nets, or traps. Some Indians use bows

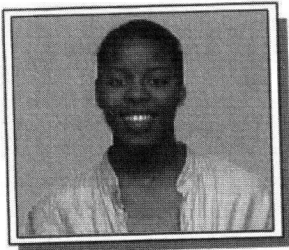
and arrows; others make a potion from the barbasco plant that paralyzes fish.

In *Amazon Trail II*, you'll need to fish if you want to eat! You'll be using a harpoon. The dark-colored fish are near the surface; you won't have to throw very hard to hit them. The lighter-colored fish are near the bottom of the river. You'll need a strong throw to hit them!



Hello! My name is Miguel. I think you should choose me to be your guide. I'm not a good paddler like Joao or a good angler like Rosa. But, I'm a student at medical school. I'm going to be a doctor. I can help you stay healthy! And that's really important. In a tropical climate like the Amazon, there's all kinds of nasty diseases. Like malaria. And dysentery. And even snail fever!

In *Amazon Trail II*, you might "get" one of these diseases. If you do, you can read about them in your guidebook and learn how to treat them.



*Olá!* Hello! My name is Elena. I'm the best one to be your guide. That Miguel, he has no idea where he's going! I do! With me as your guide, you'll be sure to get to your destination! And I don't mind how long it takes to get there. We can stop and explore the rainforest as much as you like. In the real Amazon rainforest, it's very difficult to see animals, especially ones that live in the upper canopy.

You're much more likely to hear animals than to see them.

In *Amazon Trail II*, you'll want to check your map often to make sure we're still headed for Vilcabamba. Along the way, I think we should stop and explore the rainforest at least once between every landmark. There are all kinds of habitats to explore: the rainforest floor ... the canopy ... a flooded forest ... even a marsh! Sometimes, we'll visit these areas during the day. Other times, it will be night and you'll have to use your flashlight!



A marsh scene from *Amazon Trail II*



# Learning More About the Amazon

## Recommended Reading

### *Cool Books for Younger Kids*

Baker, Lucy. *Life in the Rainforests: Animals, People, Plants*. Franklin Watts, 1990. A reference book that addresses a number of rainforest topics.

Baptista, Lynne Hardie. *Discover Rain Forests*. Publications International, Ltd., 1992. A large, colorful book that introduces rainforest ecology.

Cherry, Lynne. *The Great Kapok Tree*. Gulliver Books, Harcourt Brace Jovanovich, 1990. An illustrated storybook that is considered a modern classic for younger readers.

Dorros, Arthur. *Rain Forest Secrets*. Scholastic, Inc., 1990. An illustrated introduction to rainforest concepts for younger readers.

Flora. *Feathers Like a Rainbow: An Amazon Indian Tale*. Harper Row, 1989. An enchanting retelling of an Amazonian myth.

Forsyth, Adrian. *Journey Through a Tropical Jungle*. Simon and Schuster, 1988. Description of a scientist's expedition in the rainforest of Costa Rica.

George, Jean Craighead. *One Day in the Tropical Rain Forest*. Simon and Schuster, 1988. Life in the rainforest as seen in one 24-hour period.

Goodman, Billy. *The Rain Forest*. Tern Enterprise, Inc., 1991. An introduction to the animals, plants, and people who depend on rainforests.

Greenaway, Theresa. *Eyewitness Books: Jungle*. Alfred A. Knopf, 1994. Excellent text and photographs.

Lessem, Don. *Inside the Amazing Amazon*. Crown Publishers, 1995. Fold-out illustrations showing what lives in the different layers of the forest.

Sterry, Paul, and Michael H. Robinson. *Rain Forest Nature Search*. Victoria House Publishing, 1992. A copiously illustrated activity book.

Taylor, Barbara. *Rainforest*. A Dorling Kindersley—Look Closer Book, 1992. A colorful overview.

Willow, Diane. *At Home in the Rain Forest*. Charlesbridge, 1991. A brief introduction, with color illustrations.

Yolen, Jane. *Welcome to the Green House*. G. P. Putnam's Sons, 1993. An elementary picture book. Beautiful illustrations by Laura Regan.



## *Books for Older Kids and Adults*

All of these books (and many, many more) were used in doing research for *Amazon Trail II*.

Cowell, Adrian. *The Tribe That Hides from Man*. Stein and Day, 1974. An account of the work of the Villas Boas brothers and their attempts to contact the Kreen Akrore. Cowell has two other excellent books: *The Heart of the Forest* (Alfred A. Knopf, 1961) and *The Decade of Destruction* (Henry Holt and Company, 1990).

Draffen, Andrew, and Robert Strauss and Deanna Swaney. *Brazil: A Travel Survival Kit*. Lonely Plant Publications, 1992. A good companion if you're planning a trip to Brazil.

Ereira, Alan. *The Elder Brothers*. Alfred A. Knopf, 1992. The story of how a British Broadcasting Corporation film crew met with the Kogi nation of Colombia and relayed the Kogi's message to the world. The inspiration behind the development of the story in *Amazon Trail II*.

Eu, Geoffrey, ed. *Amazon Wildlife*. APA Publications, 1992. An overview of Amazonia. Heavily illustrated. Includes information for tourists.

Goodman, Edward J. *The Explorers of South America*. University of Oklahoma Press, 1992. Stories of everyone from Francisco de Orellana to Gene Savoy (the discoverer of Vilcabamba).

Goulding, Michael. *Amazon: The Flooded Forest*. Sterling Publishing, 1990. Describes the phenomenon of flooded forests; includes detailed information on the fish and other animals that live in this ecosystem.

Gheerbrant, Alain. *The Amazon: Past, Present, and Future*. Harry N. Abrams, Inc., 1992. A nicely illustrated historical overview.

Hecht, Susanna, and Alexander Cockburn. *The Fate of the Forest: Developers, Destroyers, and Defenders of the Amazon*. Harper Collins Publishers, 1990. An account of what's happened from the sixteenth century to the present.

Kane, Joe. *Savages*. Knopf, 1995. The story of the Huaorani Indians' attempts to protect their land from oil development.

Kricher, John. *A Neotropical Companion*. Princeton University Press, 1989. The natural history of tropical rainforests in Central and South America.

McIntyre, Loren. *Amazonia*. Sierra Club Books, 1991. A blend of human history, natural history, and stunning photography.



Medina, José Toribio. *The Discovery of the Amazon*. Dover Publications, 1988. A description of Orellana's voyage. Includes the complete text of Friar Carvajal's journal.

Minta, Stephen. *Aguirre*. Henry Holt and Company, 1993. A travelogue / history that retraces the steps and recounts the misadventures of Lope de Aguirre.

Sterling, Tom. *The Amazon*. Time-Life International, 1973. From Time-Life Books' "The World's Wild Places" series.

Wakefield, Celia. *Searching for Isabel Godin*. Chicago Review Press, 1994. A travelogue that retraces the steps and recounts the incredible story of Isabel Godin.

### *Historical Adventures*

Here's a list of books written by some of the characters who appear in *Amazon Trail II*. Some of them are out-of-print but may be available at your library. These books may be hard to find, but the search is worth it. If you think Indiana Jones had some adventures in the Temple of Doom, wait 'til you read about Teddy Roosevelt on the River of Doubt!

Agassiz, Louis and Elizabeth. *A Journey in Brazil*. Fields, Osgood & Co., 1869.

Bates, Henry Walter. *The Naturalist on the River Amazons*. Penguin Books, 1988.

Kreig, Margaret. *Green Medicine*. Rand McNally & Company, 1964.

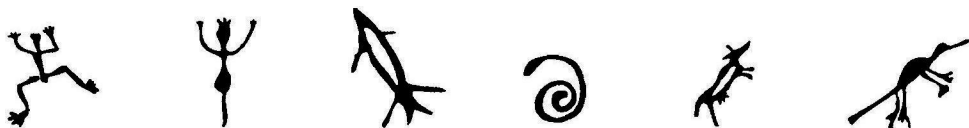
Roosevelt, Theodore. *Through the Brazilian Wilderness*. Charles Scribner's & Sons, 1921.

Spruce, Richard. *Notes of a Botanist on the Amazon*. Edited by A. R. Wallace. Macmillan and Co., 1908.

Wallace, Alfred Russel. *Travels on the Amazon and Rio Negro*. Ward, Lock & Co., 1853.

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# Credits

## *Product Development*

*Producer:* Michael Palmquist

*Product Director:* Rich Bergeron

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*Manual Writers:* John Hickman, Mike Palmquist

*Composer/Musician:* Bruce Bowers

*Product Line Manager:* Grace Ueng Trombetta

*Preliminary Design Consultant:* Wayne Studer

*Playtest Leaders:* Melanie Smith, Dawn Wichmann



*Playtesters:* Chase Johnson, Mikaila Johnson, Grace Robinson Leo, Adam Lifto, Hilary Lundquist, Mitch Odell, Scott Ophoven, Greg Swenson, Amanda Teigen

## ***Video Production***

*Director:* Richard D. Thompson

*Producer:* Michael Palmquist

*Audio-Video Manager:* Claudio E. Valenzuela

*Costume Design/Production:* Sonya Berlovitz, Debra Murphy

*Production Stage Manager:* Lesley Moore

*Video Team:* Tim Courteau, David Denninger, Cyndi Gamble, Sara Ann Garvey, Juli M. Gustafson, Michele Johnson

*Audio Team:* Glen Anderson, Chad E. Iverson, Dan B. Otterdahl (Audio Intern)

*Costume/Makeup Artists:* Tessie Bundick, Debra Murphy

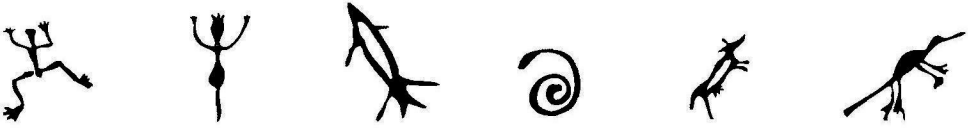
*Assistant to the Director:* Rich Bergeron

*Script Supervisor:* John Hickman

*Actors:* See the About Amazon Trail command.

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- the brand and model of the equipment you are using;
- the specific details of where and how a problem occurred; and
- the exact wording of any error message you received.

If you are unable to reach us during business hours, please leave a message with your daytime phone number and a technician will return your call.

How to contact MECC Technical Support:

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Fax Machine:	423/670-2021
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World Wide Web:	<a href="http://www.mecc.com/">http://www.mecc.com/</a>
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