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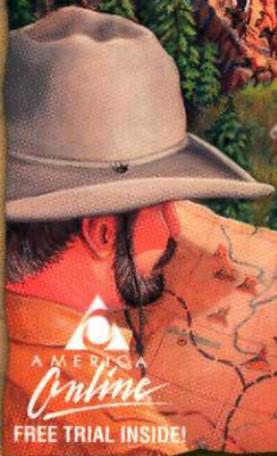
AGES 10 & UP



2 of 4

# THE OREGON TRAIL 4<sup>TH</sup> EDITION

A Thrilling Trailblazing Adventure  
That Builds Real-Life Skills



AMERICA  
*Online*  
FREE TRIAL INSIDE!

**3 CD SET**

# The Oregon Trail® 4th Edition

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

## Hardware Requirements

Microsoft® Windows® 95 or higher; 166 MHz or faster; 32 MB RAM; 50 MB hard disk space; 8x CD-ROM drive; 3D graphics accelerator card recommended.

Macintosh® PowerPC; System 7.5 or higher; 32 MB RAM; 50 MB hard disk space; 8x CD-ROM drive; 3D graphics accelerator card recommended.

Technical Support: 319-247-3333  
Fax: 319-395-9600  
E-mail: help@tlcsupport.com

For more information about The Learning Company,  
visit our World Wide Web site:  
<http://www.learningco.com>

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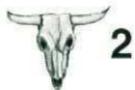
# The Real Oregon Trail

The year is 1848....

Perhaps you are a farmer from New England, or a teacher from Alabama, or a freed slave from Virginia. No matter what your background, you are consumed with the prospect of an incredible opportunity: the chance to move West and start a new life.

You've heard stories about people who have already traveled the Oregon Trail. Young and old, rich and poor, individuals and families—people from all walks of life—have been embarking upon this great journey. The reason? Free, fertile farmland for anyone brave enough to make the trip. And now you want to make the journey yourself!

It had all started about 50 years before. Over the first half of the nineteenth century, the United States acquired most of the land west of the Mississippi River from France, Great Britain, and other countries. (None of these countries acknowledged the rights of the Native Americans, who had occupied the land for countless centuries.) At first, only a few hardy fur trappers and "mountain men" went West. But then, in 1836, a small group of missionaries traveled all the way to present-day Oregon, proving that the trip could be made by entire families. In 1842, a man named John Frémont made a map of the Oregon Trail, and emigrants began traveling the route in large



numbers. Over the next six years, about 15,000 people headed West. In 1849, gold was discovered in California and 30,000 fortune hunters took to the trail. By the early 1860s, when the migration died down, more than 300,000 people had moved West on the Oregon Trail.

Even in the later years, when forts and general stores had been established, the trip was exhausting and dangerous. The rough trail made riding in a wagon so bumpy that most people walked the entire 2,000 miles. There were raging rivers to cross and buffalo stampedes to avoid. The weather could be unbearably hot or brutally cold. Life-threatening diseases like cholera or influenza could strike at any time.

The keys to overcoming the challenges of the trail were good planning and decision-making: Who should you travel with? What supplies should you bring along? Which way should you go when you reach a fork in the trail?

The world will probably never again see such a massive, voluntary migration. But for more than 25 years now, kids of all ages have used a marvelous computer program called The Oregon Trail to experience the adventures and dangers of this exciting period of American history. We hope you'll agree that this new edition is the best Oregon Trail ever. Happy trails to you!



# Getting Started

1. Insert CD 1 in the CD-ROM drive.
2. Windows 95/98: Click on the Install button.  
Macintosh: Click on the Installer icon.
3. Follow the onscreen instructions until the installation is complete.
4. Start the program:  
Windows 95/98: From the Start menu, choose Programs > The Learning Company > Oregon Trail 4> Oregon Trail 4.  
Macintosh: On your hard disk, open the Oregon Trail 4 folder icon and double-click on the Oregon Trail 4 application icon.
5. On the title screen, click on New Game. You'll see the sign-in sheet.



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A screenshot of a 'Sign In' dialog box from the Oregon Trail 4 game. The dialog has a light green background with a dark border. At the top center is the title 'Sign In'. Below it, there are three sections: 'Your name:' with a text input field containing 'Mayfly Kelly'; 'Your occupation:' with four radio button options: 'Carpenter with \$200', 'Banker with \$210', 'Blacksmith with \$190', and 'Barber with \$180'; and 'Your birthday:' with two date input fields. At the bottom center is an 'OK' button with a circular icon to its left.

1. Type in your name.
2. Choose an occupation. Your choice determines how much money you'll start with and what kind of skills you'll have along the trail.
3. Enter your birthday (optional). When the big day arrives, your partners will celebrate the occasion.



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# Program Options

There are two ways to access the program options:



From the title screen, click on the Options button.



After you have started a game, click on the skull on the tool bar.

Here are your options:



Turns music and other sounds off and on.



Turns captions off and on. Captions are like subtitles in foreign movies: written versions of the spoken words.



Returns you to the previous screen.



Tells you more about the program and lists the people involved in making *The Oregon Trail 4th Edition*.



Lets you save a game. It's a good idea to save whenever you reach a landmark. To restart a saved game, click on Load Game on the title screen.



Ends your current game and returns you to the title screen. If you save the game, you can resume it later by choosing Load Game from the title screen.



Exits the program.

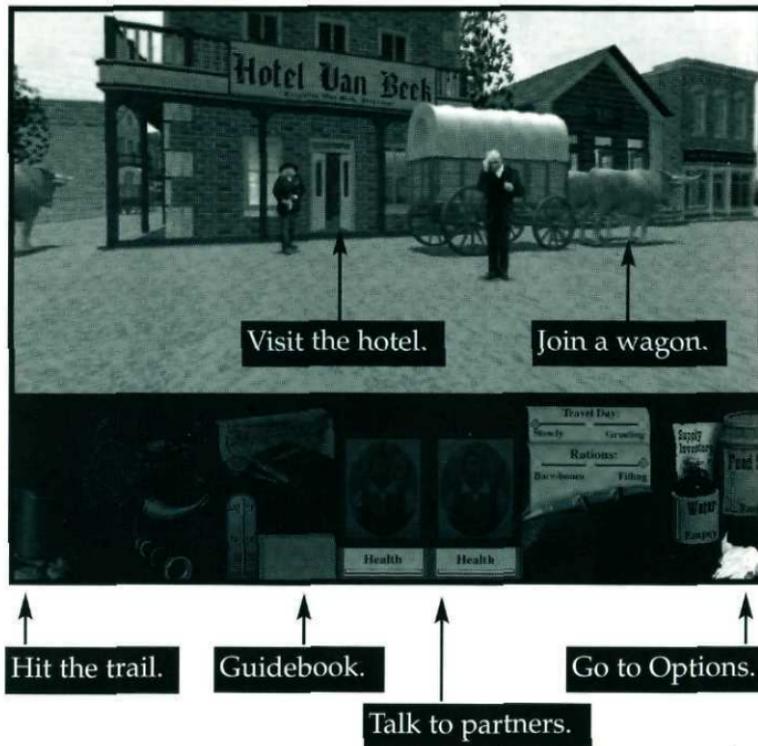


# Arriving in Independence

*Independence, Missouri, was the most popular jumping-off point for pioneers. The town was founded in 1827 near the confluence of the Missouri and Kansas Rivers.*

In the game, you'll choose two people to go with you. It's important to choose people who have useful skills and with whom you'll enjoy traveling. There are two ways to choose wagon party members:

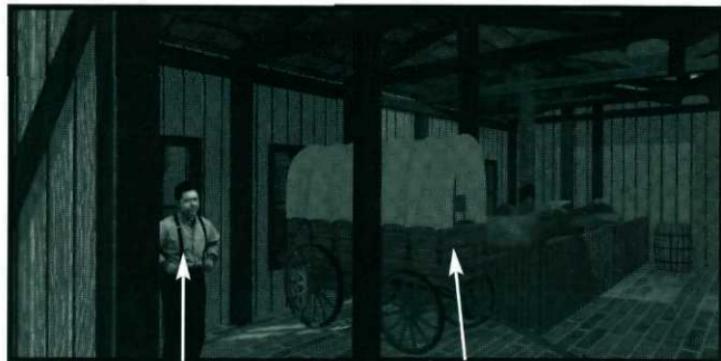
- ☞ Visit the hotel. There, you choose people by talking with them. This takes a little longer, but it may be your best choice the first few times you play. You'll also need to go to the livery stable to buy a wagon and oxen (pages 10-11) and to the general store to buy supplies (pages 12-13).
- ☞ Join a wagon. The program chooses two people for you. This is the quickest way to get going on the trail, but you may end up with people you'd rather not travel with. With Join a Wagon, you also get a wagon, oxen, and a basic set of supplies, but you can still visit the general store if you like.



## Buying a Wagon and Oxen

*Pioneers had three choices for draft animals to pull their wagons. Horses were the fastest, but they were more expensive to buy, had less stamina, and needed oats to eat along the way. Mules were a little cheaper, but they tended to be stubborn and unreliable. Most folks chose the methodical, inexpensive, and dependable ox.*

In *The Oregon Trail 4th Edition*, your only choice is oxen. You buy oxen and your wagon at the livery stable in Independence.



Talk to Matt "Bo" Vine.

Click on the wagon when you're ready to buy.

- ☞ You might be able to get by with 6 oxen, but 8 or 10 would be better. If you choose your partners first, you'll have more money to spend.



# Buying Supplies

You'll want to visit the general store before you leave Independence. The easiest way to start is to buy one of the package deals.

- ☞ The *Settler* package has everything you'll need along the trail, plus items that will come in handy when you settle in Oregon.
- ☞ The *Overlander* package includes lots of food, clothing, and other items to make your trek as comfortable as possible.
- ☞ The *Hunter* package includes extra rifles, shotguns, and ammunition to help you hunt for food along the trail.
- ☞ The *Racer* package includes the bare minimum in supplies to make lighten the load for your oxen and help you get to Oregon as quickly as possible.

After you've bought a package deal, you can buy extra food, clothing, or whatever you think will be important.



Click on the barrel to choose a package deal.

Click on any item to open the Buy screen.

Store	You	Buy	Desc	Food	Qty	Cost	Weight
Has:	Have:						Each
8	0	<input type="checkbox"/>	10	Clothing and Warmth			
232	0	<input type="checkbox"/>	10	Feeding and Training Supplies	99	00	10.0 lb
5	0	<input type="checkbox"/>	200	Tools and Wagon Parts	25	00	1.0 lb
18	0	<input type="checkbox"/>	10	Medicines and Liberals	20	00	10.0 lb
15	0	<input type="checkbox"/>	10	10-lb. sacks of dried beans	30	00	10.0 lb
28	0	<input type="checkbox"/>	5	5-lb. tins of dried bread	1.10	00	5.0 lb
35	0	<input type="checkbox"/>	5	5-lb. sacks of dried fruit	30	00	5.0 lb
10	0	<input type="checkbox"/>	20	5-lb. sacks of dried vegetables	20	00	5.0 lb
			20	20-lb. sacks of potatoes	39	00	20.0 lb

Cash on hand 790.00      Total cost: 00      Total weight: 0 lb

Buy #1      Weight in wagon: 1000.0 lb  
Go to Package Deals      Oxen can pull: 3520.0 lb

Don't overload your wagon!

1. Choose a category.
2. Click on the arrows to change the number you want to buy.
3. Scroll up and down to see more items.
4. Click on Buy It!
5. Choose another category or click Done.



# On the Trail

Folks on the trail would get up at sunrise, eat breakfast, and head out for a full day's travel. They would stop for a midday meal and then continue on until shortly before dark. In the game, these stops happen automatically; you won't see them. But it's good for your health to stop occasionally and take longer rests.



Gauges show how much food and water you have. Click to check on other supplies. If your wagon gets too heavy, click to dump some of your supplies.



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Check the date, the weather, and the health of you and your partners.



It's a good idea to stop and rest occasionally, especially if you're sick or injured.



Your guidebook has maps of the trail. It's better to check the map than to get lost!



You can set your pace to steady (traveling 8 hours per day), strenuous (10 hours), or grueling (12 hours). You can set your rations to bare-bones, average, or filling.



Stop for a moment and take in the scenery!



When you're running low on food, you can stop to hunt (page 16), fish (page 18), or gather plants (page 20).



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# Hunting

To go hunting, you need a rifle or a shotgun. Rifles are better for large animals like deer and buffaloes, while shotguns are better for small game like squirrels and birds. You might encounter any of a dozen kinds of animals. Consult your guidebook for information about them.

Hunting in *The Oregon Trail 4th Edition* is similar to hunting in real life: it's easier to hit an animal at close range than from a distance; large animals are easier targets than small ones (and provide more meat); and shooting carelessly will scare animals away.

Take care not to run out of ammunition—it might be a long way to the next store.

Certain times of the year are better for hunting than others, and different animals live in different types of terrain. When do you think you'd be most likely to see a bear?

Be careful loading and handling your gun. Accidents can happen!



- ☞ Point at the edges of the screen to move left or right.
- ☞ Aim when you see a promising animal. Click to fire your gun.



# Fishing

An expert angler like yourself can catch trout, catfish, salmon, bass, or walleye—depending on your location along the trail.

To go fishing, you'll need a pole. If you don't have one, you'll have to buy or trade for one.

Be sure to note your location before you go fishing. If you try to fish in the desert, for example, you probably won't find a stream and you'll lose a day of travel.

If you aren't catching anything, try another part of the river.

If you catch a fish, you'll see a message about the type and how much it weighs. The guidebook is a handy reference for more information.



- ☞ Point at the edges of the screen to move left or right.
- ☞ Point to the spot where you want to cast.
- ☞ To cast, hold down the mouse button until the pole disappears at the top of the screen; then release.
- ☞ Click when a fish takes your bait!

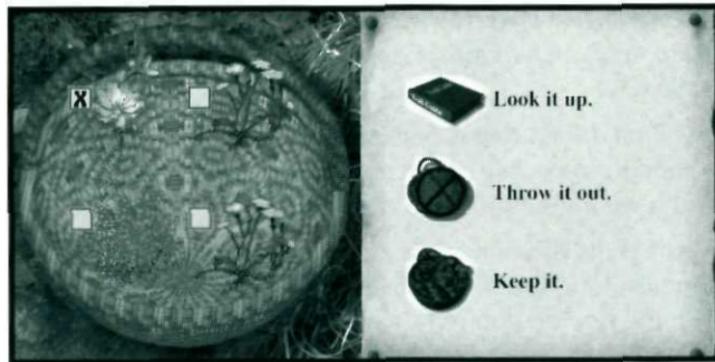


## Gathering Plants

Finding edible plants along the trail will increase your food supply and improve your health. Almost as important, it will also improve the morale of your traveling companions. People don't really enjoy eating the same old thing all the time; they like a little variety!

Make sure you know what you're eating! Some plants are poisonous; you'll get sick or die if you eat them. So, use your trusty guidebook to look up any plant you're not sure about.

The kinds of plants you come across will vary by region and season. For example, huckleberries grow in the mountains. What time of year do you think the berries will be ripe?



- ☞ Look it up in your guidebook if you're not sure whether it's poisonous or edible.
- ☞ Throw it out if you know it's poisonous.
- ☞ Keep it if you know it's edible.

# Events

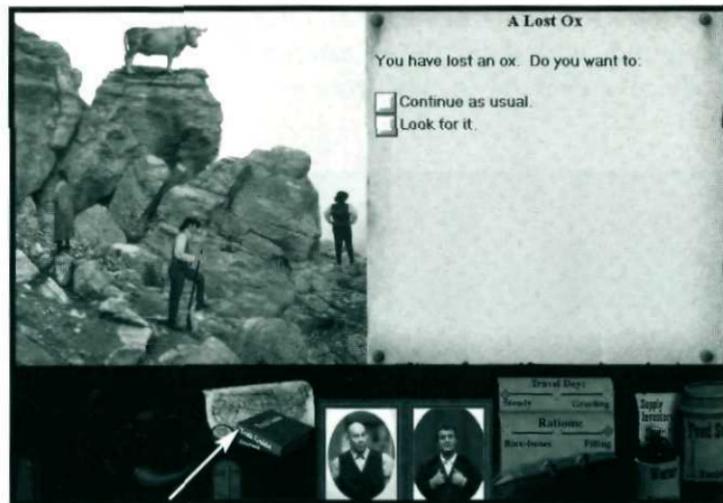
*Emigrants could never predict what might happen next — a hail storm ... a buffalo stampede ... an outbreak of a terrible disease ... and every so often, something good!*

*The Oregon Trail 4th Edition* is packed with over 100 events that were likely to happen to people on the real trail. How you react to these events will have a big impact on the outcome of your game.

The different skills of your wagon party members have an effect on what happens along the trail. For example, if you chose Miles Butterfield, the doctor, you're less likely to get sick and quicker to heal. If you have Patricia Pendrake, the farmer, she'll know how to take care of your oxen.

If you're not sure what to do, you can ask your partners for advice or consult your guidebook.

Consider your overall situation. For example, resting might help a sick member of your party. However, if you're low on food, resting might not be a good idea. Go hunting and then rest? Now you're thinking!



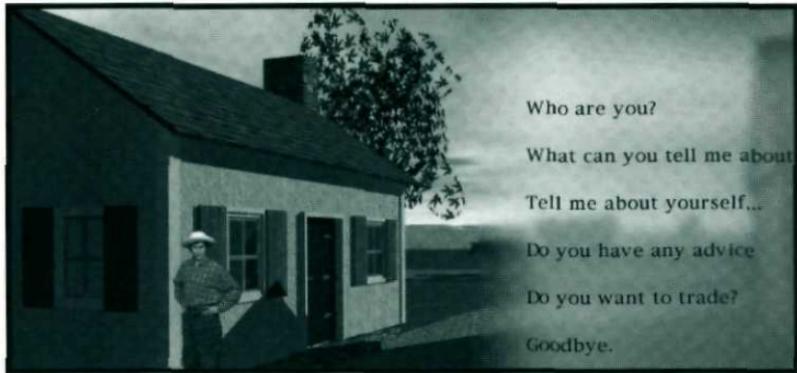
Consult your guidebook.

Ask your partners for advice.

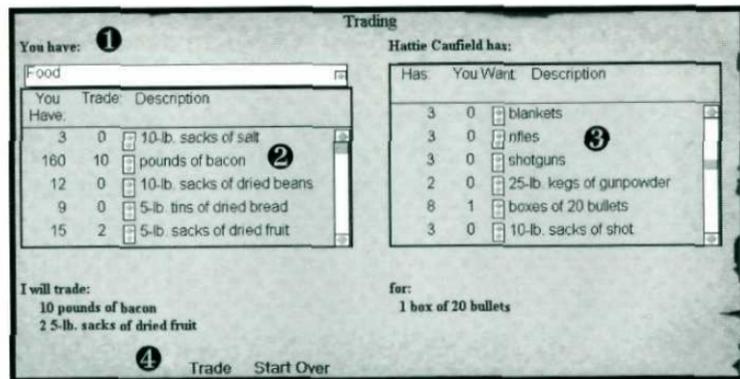


## Meeting Other Travelers

The people you meet along the way can offer valuable information, and you can trade with them. But be careful! Some people may give you bad advice or even try to cheat you!



☞ Sometimes you can get good stuff by trading!



1. Choose a category (clothing, food, etc.) from your supplies.
2. Click on the item or items you're willing to trade away, and then use the arrows to set the number or amount.
3. Click on the item you want to receive, and choose the number or amount.
4. Click on Trade. The person will tell you whether or not you have a deal.

## Crossing Rivers

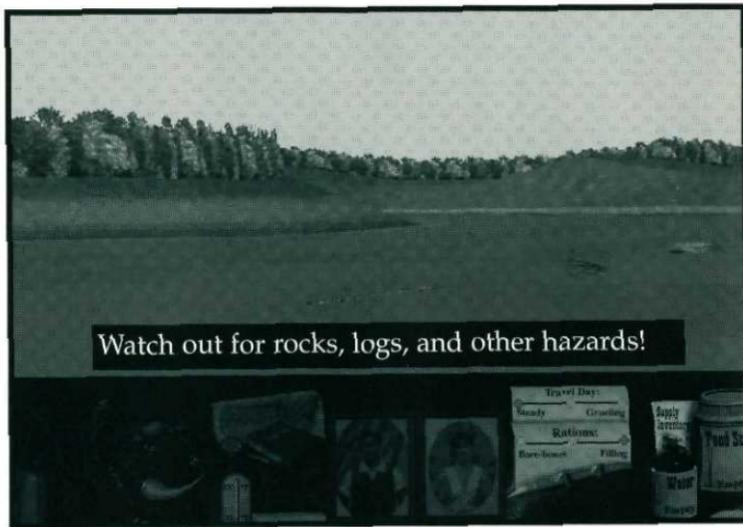
*River crossings were a common occurrence along the Oregon Trail. In fact, much of the trail followed the path of rivers, which were important sources of drinking water for emigrants and their animals.*

Near the end of their long, grueling trip, pioneers were faced with a difficult decision: Should they take the Barlow Toll Road—a safe but time-consuming trail — or should they raft down the Columbia River—a dangerous but speedy trip? You'll face that same decision yourself!

When you arrive at a river, you'll get a list of options for crossing. Choose the crossing method that best suits the condition of the river, your budget, and your schedule.

To make an informed decision, you'll want to take note of the river conditions. The guidebook offers advice about the best methods for crossing different types of rivers.

Whether you're crossing rivers or rafting, watch out for rocks, rapids, and whirlpools. At river crossings, steer wide so the current doesn't pull you into a hazard.



- ☞ Point to the top of the screen to get started. Point left or right to steer.
- ☞ If you're not happy with the visual display, or you want river crossings to go faster or slower, go to Options and adjust the settings in the River Display command.



# 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.

This program has undergone extensive research and testing, with input from education professionals, parents, and children. 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.

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The Learning Company

For Greater Knowledge

The Learning Company, Inc.  
One Athenaeum Street  
Cambridge • MA • 02142  
[www.learningco.com](http://www.learningco.com)

Customer Service:  
617-761-3000

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A Thrilling Trailblazing Adventure  
That Builds Real-Life Skills

#1 EDUCATIONAL SOFTWARE ★



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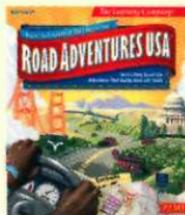
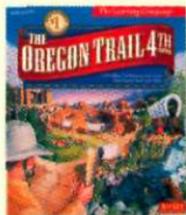
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# Try these award-winning titles for kids 8-12 from The Learning Company



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