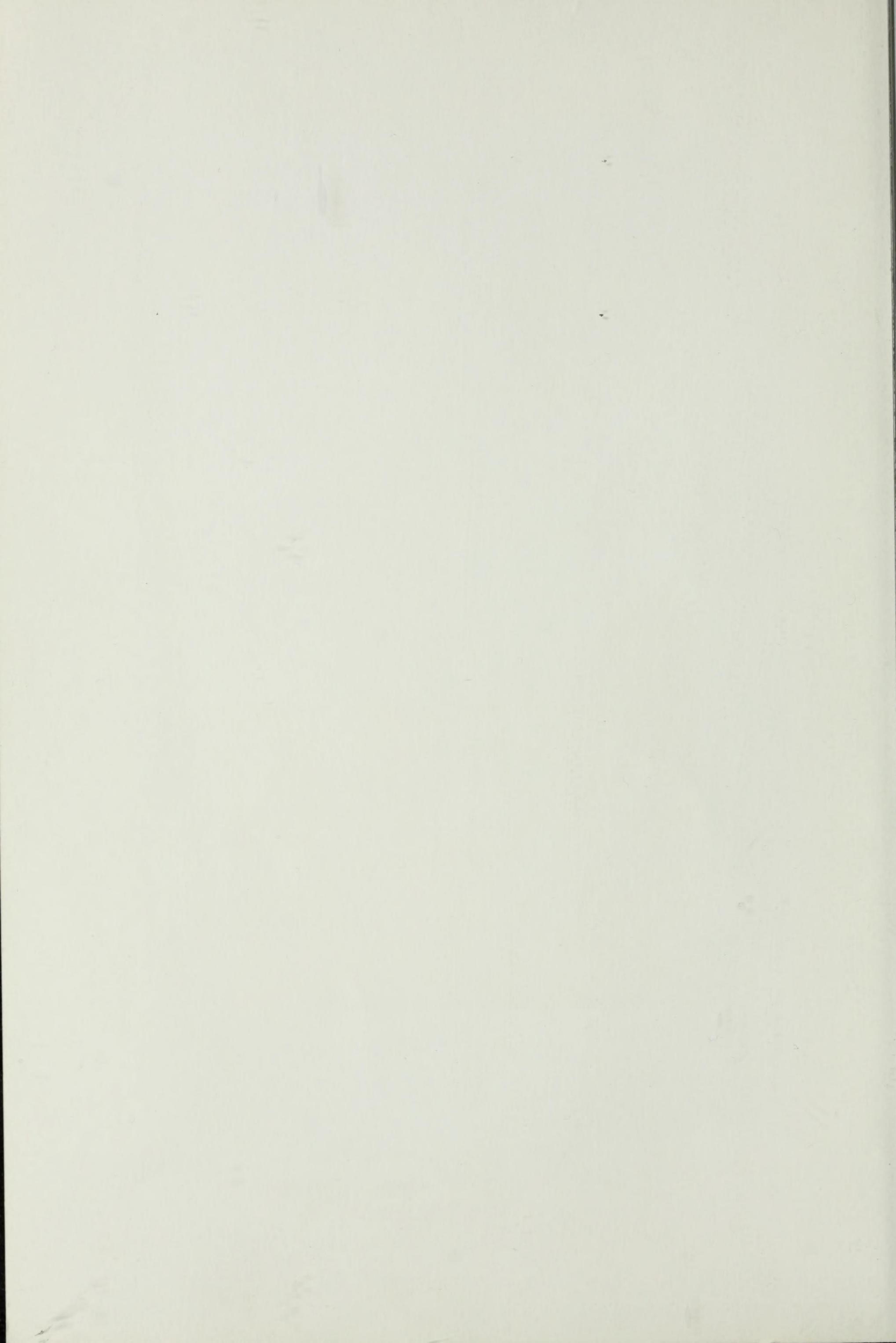




OREGON TRAIL®



Oregon Trail® II

User's Guide



see page 18

Oregon Trail II[®]

Version 1.x

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**For MECC Technical Support,
see page 16**

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Getting Started

Before you begin, be sure that you have the minimum required hardware as specified here:

Requirements for Microsoft® Windows®

- 486 or higher
- Microsoft Windows 3.1 or higher or Windows 95
- 256-color SVGA display
- 4 MB RAM; 8 MB RAM recommended for Windows for Workgroups 3.11 and required for Windows 95
- Double-speed CD-ROM drive
- 12 MB free hard disk space recommended; minimum installation option requires less
- Windows-compatible mouse and sound card

Requirements for Macintosh®

- 68030 required (LC III or greater); 68040 or Power Macintosh recommended
- System 7.1 or later
- 5 MB RAM required; 8 MB RAM recommended
- 13" or larger color display required (640 x 480, 256 colors)
- Double-speed CD-ROM drive
- 12 MB free hard disk space recommended; minimum installation option requires less

Microsoft Windows Installation & Start-up

Windows 95

During installation, files will be copied to your hard disk. But to run the program, you always need to keep the original disk in your CD-ROM drive.

1. Insert the *Oregon Trail*[®] II CD in your CD-ROM drive.
2. When the *Oregon Trail II* window appears, click on the Install button.

Note: If the *MECC Tour* screen does not appear (see "The MECC Tour Screen" below), click on Start in the Taskbar and select Run. Enter **D:\Setup** and click OK. (If your CD-ROM drive is not Drive D, type the appropriate letter.)

3. Follow the on-screen prompts until the installation is complete.
4. To start the program, click the Run button.

The MECC Tour Screen

The *MECC Tour* screen will appear a few seconds after inserting the *Oregon Trail II* CD. If no *MECC Tour* screen appears, click on Start in the Taskbar and select Run. Type **D:\mecctour\mecctour** and click OK.

To select an option, move your cursor over that option and click.

- **Run** – Run the installed version of *Oregon Trail II*.
- **Install** – Install *Oregon Trail II*.
- **View Readme File** – View additional information not in the manual.
- **Connect to Web Page** – Launch your web browser and connect to the MECC Home Page. You need to have *Netscape Navigator* or *Internet Explorer* installed.
- **Learn About MECC Products** – See product overviews and other information.
- **Exit** – Quit the *MECC Tour* window.

Windows 3.1 or later

During installation, files will be copied to your hard disk. But to run the program, you always need to keep the original disk in your CD-ROM drive.

1. Insert the *Oregon Trail II* CD in your CD-ROM drive.
2. From Program Manager, open the File menu and choose Run.
3. Type **D:\Setup** and press Enter. (If your CD-ROM drive is not drive D:, type the appropriate letter.)
4. Follow the on-screen prompts until the installation is complete.
5. To start the program, double-click on the *Oregon Trail II* icon in the MECC group on your desktop.

Macintosh Installation & Start-up

During installation, files will be copied to your hard disk. But to run the program, you always need to keep the original disk in your CD-ROM drive.

1. Insert the *Oregon Trail II* CD in your CD-ROM drive. Double-click on the Installer icon.
2. Follow the on-screen prompts until the installation is complete.
3. To start the program, double-click on the *Oregon Trail II* icon on your hard disk.

MECC Tour (described on page 2) is available to Macintosh users, too. Simply double-click on the *MECC Tour* icon to launch it. To use the "Connect to Web Page" option, you need to have an Internet connection.

A Brief History of the Trail

The 1840s and 1850s were the peak years of westward migration over the Oregon Trail. Every spring, hundreds and often thousands of people would gather at one of the popular jumping-off towns, buy the supplies they would need, and set off. Wagon trains could consist of just a few wagons or include as many as a hundred. It was one of the biggest voluntary mass migrations in human history!

The Oregon Trail and later the California and Mormon Trails were blazed during the first half of the nineteenth century by intrepid explorers and fur-traders who themselves often followed well-established Native American trails. Lewis and Clark were among the earliest and most famous explorers to cover part of the Oregon Trail, but there were many others as well. Robert Stuart, Thomas Fitzpatrick, Jedediah Smith, Christopher "Kit" Carson, Nathaniel Wyeth, Jim Bridger, James Beckwourth, and John C. Frémont were among those who blazed various stretches of the western trails.

During the first few decades of the 1800s, relatively few Americans in the East had much interest in the territory beyond the Mississippi River except as a curiosity. By the late 1830s, however, greater numbers of Americans began to view this land with increased pragmatic interest. As reports filtered back of the far-western country, more and more adventurers were determined to settle this "new" land. They also hoped to claim it for the United States. The Oregon Country—which included all of the present states of Oregon, Washington, and Idaho, plus parts of Wyoming and Montana as well as nearly all of British Columbia—was jointly controlled by the United States and Great Britain. Both countries had strong claims to the region. No matter. American settlers were already striking out.

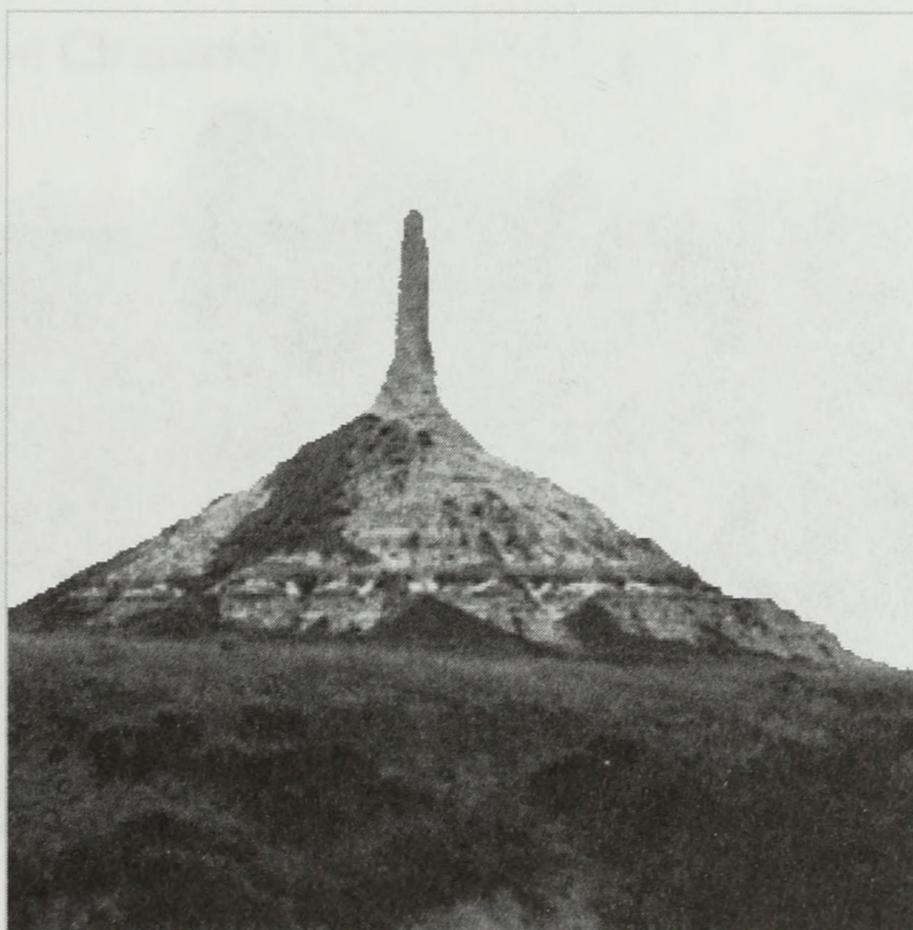
Although some pioneers headed out earlier, 1843 is often recognized as the "start" of the Oregon Trail. This was the year of the "Great Migration," when John Gantt and Dr. Marcus Whitman led 875 people out of Independence, Missouri. The following year more than a thousand others traveled west in covered wagons.

At first nearly all of the westward emigrants headed for Oregon's fertile Willamette Valley, but in 1846 a popular new trail sprang up. Its destination was the Great Salt Lake Valley, reached via the Mormon Trail. This new trail began at Nauvoo, Illinois, with Brigham Young leading the first group of Mormon emigrants to the Great Salt Lake.

Before 1849, relatively few pioneers were bound for California, although the California Trail was known and in use. But after the discovery of gold in 1848, California greatly surpassed Oregon as the most popular western destination.

Not everyone who went to Oregon had their eyes on the Willamette Valley in the northwestern part of the state. The Rogue River Valley in southwestern Oregon was also popular. With the opening in the late 1840s of an offshoot from the California Trail—the Applegate Road, later known as the Lassen Road or the Applegate-Lassen Road—settlers began to flood into southern Oregon.

The great era of wagon trains on the western trails was over by 1860. The Civil War temporarily stemmed the tide of emigrants, and afterward most of the people who went west traveled by stagecoach or railroad. Small groups of wagons would continue west over the old trails as late as the 1880s, but in ever-decreasing numbers.



Welcome to Oregon Trail II!

In *Oregon Trail II*, you assume the role of a westward emigrant of the 1840s or 1850s. It's your task to make the many decisions—in both planning your journey and traveling the trail itself—that will help ensure not only your own survival but also that of the others in your wagon party. You'll even have the opportunity to lead an entire wagon train!

Oregon Trail II is a complex simulation with many underlying models that will ensure that every game is different. Every time you play *Oregon Trail II*, it's a new experience. You're sure to make mistakes, some of which will be serious enough to result in death along the trail. Death was, indeed, a historical reality for westward pioneers. But you have a big advantage they didn't have! You can try again, learning from your mistakes and improving with each new journey. And once you make it to your destination, you can have fun playing over and over as you try to improve your final score and make it to the top of the high-score list!



Playing the Game

To start a game of *Oregon Trail II*, simply launch the program as described in the final step of whichever Installation process you used (see page 2 or 3). You'll then begin seeing the program's "intro movie." You can either watch this brief movie (which lasts about 90 seconds) or you can click once on the screen at any time to end it immediately.

You'll then see the *Oregon Trail II* title screen, which has three buttons:

- **Load Game** – Click this button if you want to resume playing in the middle of a previously saved game.
- **New Game** – Click this button if you want to begin a new game, taking time to make all of the decisions needed to start your journey.
- **Quick Start** – Click this button if you want to start a new game in the quickest way possible, leaving it up to the computer to make your initial planning decisions for you. (See "Quick Start" on page 10.)

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The following instructions are for starting a game by clicking the *New Game* button.

First you'll see the **Character Creation Screen**.

Enter your name here.

Use these pop-up menus to define your character, setting, and goals.

Use the "tabs" along the left edge to get more info and to make other choices.

The screenshot shows the 'Character Creation' window. The main text area contains the following fields and options:

- Name:** Jan
- Occupation:** A Greenhorn (formerly a banker) who, in
- Month:** May, **Year:** 1848
- Starting Point:** set out from Independence
- Destination:** to start a new life by settling in Oregon City
- Skills:** with commerce/trade skills, \$1925 dollars cash, and a large farmwagon worth \$75 dollars.
- Accompanied by:** 4 others
- Party Members:** Winfield (age 30), Zachariah (age 35), Hannah (age 10), Catherine (age 14)
- Wagon:** large farmwagon, Capacity 4000 lbs
- Buttons:** See guidebook, Travel the Trail!

Use these pop-up menus and entry fields to create your "wagon party."

When you're finished, click "Travel the Trail."

Click here to see the Guidebook.

Next you'll see the **Prologue Screen**, which briefly summarizes the results of the decisions you made on the Character Creation Screen. Simply click once anywhere on the Prologue Screen to make it go away.

You'll then find yourself in **your jumping-off town** (such as Independence or St. Joseph). Here you can look around, talk to people, and enter stores to buy supplies. As you move your cursor around on the screen, the cursor will change as you pass over various areas and objects, indicating what will happen if you click on that area or object.

-  The downward-pointing arrow indicates that you will turn around when you click.
-  The left-pointing arrow indicates that you will turn to the left when you click.
-  The right-pointing arrow indicates that you will turn to the right when you click.
-  The large upward-pointing arrow indicates that you will move forward when you click.

*Note that the first time you click using one of these arrow cursors, you will be given an opportunity to buy a ready-made "package" of supplies that includes most of the things you need except for your draft animals. (You'll still have to buy the animals for yourself somewhere in town, probably at a stable.) Keep in mind that if you don't take advantage of this opportunity to buy a package of supplies, the process of buying all of the supplies you need can prove *very* time-consuming.*

-  The smaller "enter" arrow, which appears when your cursor passes over the entrance of certain shops, indicates that you will enter a store when you click.
-  The dollar-sign cursor, which appears when you pass over a person or various objects in a store, indicates that you will have an opportunity to make purchases when you click. (See "Buying Supplies" on page 9.)
-  The speech-balloon cursor, which appears when you pass over a person in the foreground, indicates that you will have a conversation with this person when you click.

 The “speaker” cursor, which appears when you pass over a person, animal, or other object in the background, indicates that you will hear a brief “sound effect” when you click.

 The “poster” cursor indicates that you will “zoom in” on a posted newspaper or wanted poster when you click.

 The “exit” cursor, which appears at the end of the street in most towns, indicates that, if you’re indoors, you will leave a store or, if you’re outdoors, you will leave town and head out on the trail when you click. (See “Heading Out on the Trail” on page 10.)

Buying Supplies

When you enter a store in a town (or a trading post along the trail) and click when the cursor appears as a dollar sign, you will see the **Purchase Inventory**.

Use this pop-up menu to pick the type of supplies you want to “shop” for.

Use these pop-ups to choose the amount of an item that you want to buy.

You’re told what you currently have (supplies and cash).

Purchase Inventory

clothing

You	Max Buy	Item	Unit Cost	Cost
17	0	bonnets	1.08	0.00
5	0	pairs of boots	2.20	0.00
18	0	hats	1.08	0.00
44	0	pairs of long underwear	0.53	0.00
46	0	pairs of mittens	0.63	0.00
15	19	sets of clothing	10.98	0.00
13	0	winter coats	10.96	0.00
17	0	winter scarves	1.08	0.00
You have \$ 1429.23			Total Cost \$	0.00



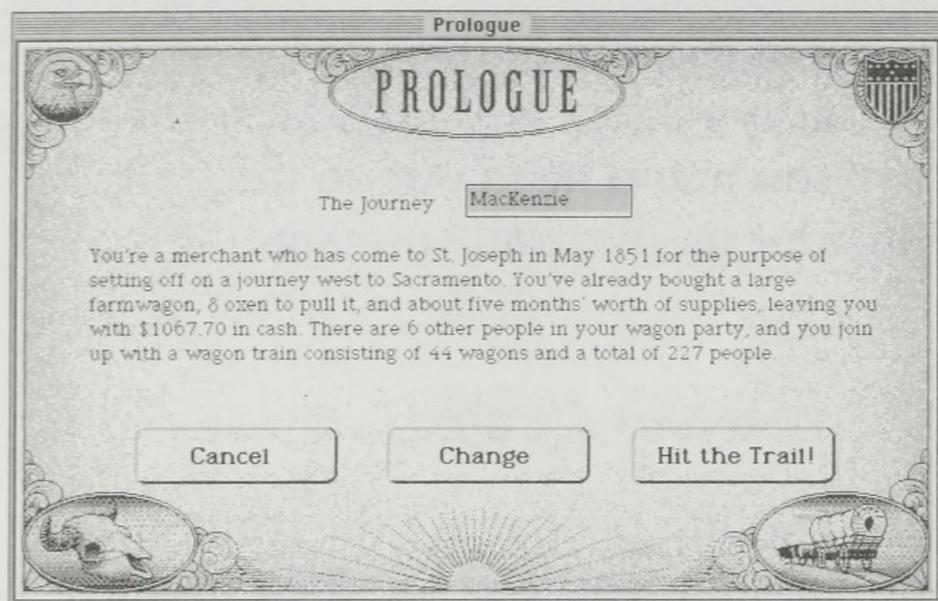


When you’ve finished shopping for supplies, click “Purchase.”

Use the “pointing finger” buttons to move forward or backward within the list of supplies.

Quick Start

If you click the Quick Start button on the title screen, you will bypass this initial jumping-off sequence described on pages 7–9. Instead, you will see the **Quick Start Prologue Screen**.

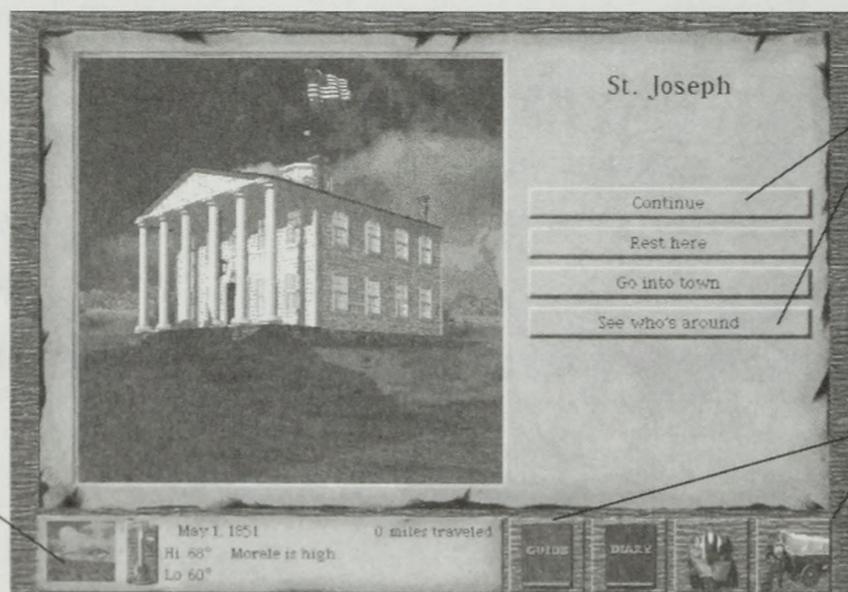


The program automatically creates a character and situation for you. If you accept this, simply click “Hit the Trail!” and the game will begin. If you want the program to create a different character and situation, click “Change.” If you decide to go through the “normal” starting procedure described earlier, click “Cancel” and then, when the title screen reappears, click the “New Game” button.

Heading Out on the Trail

When you exit from your jumping-off town (or click on the “Hit the Trail!” button on the Quick Start Prologue Screen), you will then head out on the trail. You will immediately see the first of many **Landmark Screens**. This first Landmark Screen is the one for the town you’re just now leaving.

Here you’re provided with information about the current date, miles traveled, weather, trail conditions, health, morale, and other circumstances.



These buttons allow you to choose your next major course of action.

These buttons allow you to perform “support” activities, such as checking your wagon or viewing your guidebook or diary.

Between landmarks, you will see your progress on the **Map Screen**. If you wish to stop along the trail at any time between landmarks, simply click once anywhere on the Map Screen.

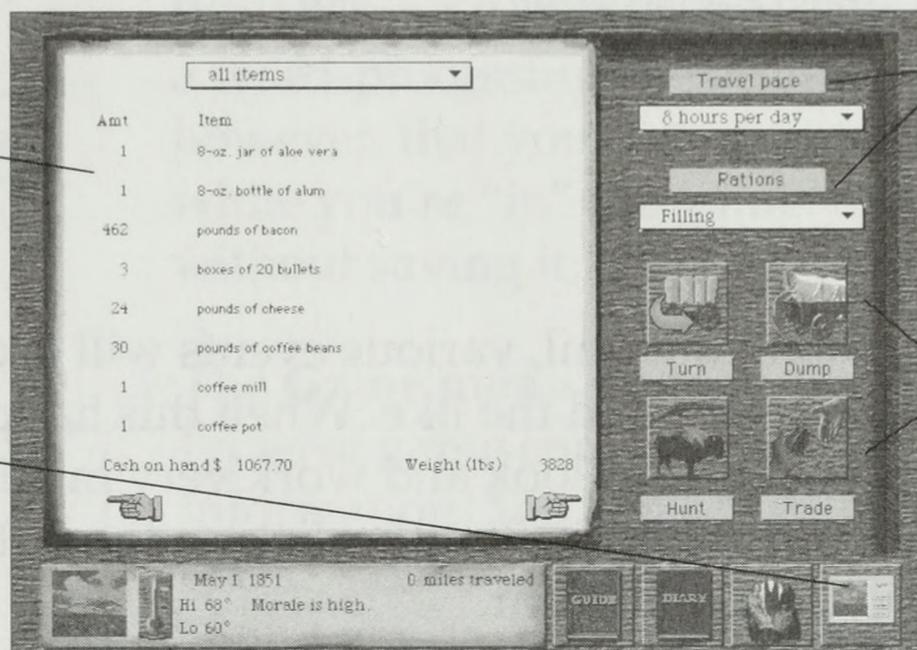
The Wagon Screen



When you click on the “wagon button” in the lower right corner of the Landmark Screen, you will go to the **Wagon Screen**, where you can obtain useful information and perform a variety of important support activities.

Here you can check your current inventory of supplies.

Click here to return to the Landmark or Map Screen.



Use these pop-up menus to adjust your travel pace and rations.

Use these buttons to perform various actions, such as hunting and trading.

Hunting



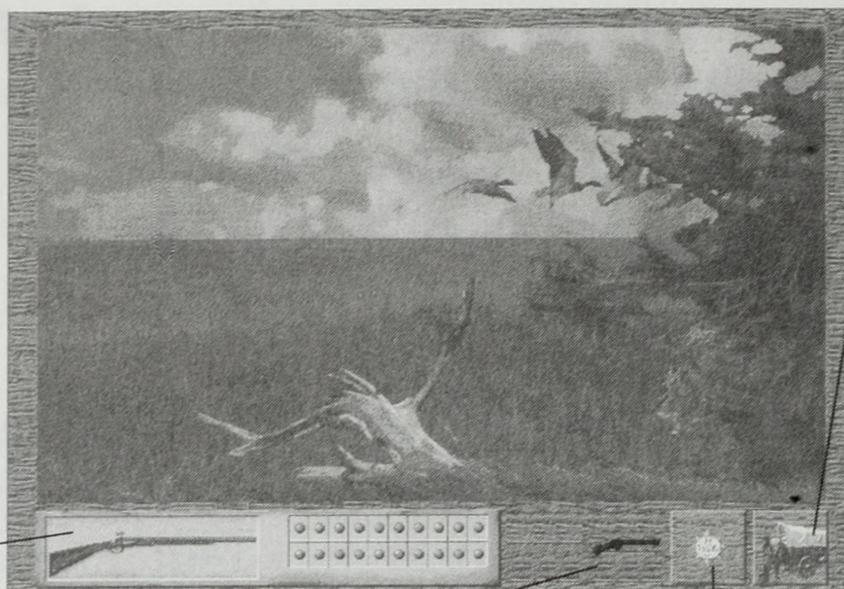
When you click on the “Hunt” button on the Wagon Screen, you will go to a trail landscape where you can go hunting. (You may, however, see an intervening message, such as one offering you a choice of weapons—assuming, of course, that you have more than one weapon from which to choose.)

See the top of the following page for additional hunting instructions.

Oregon Trail II

As you pass your cursor over the landscape, it changes to the “crosshairs” cursor. Fire your weapon by clicking once.

Here you can see whether your weapon is loaded and how much ammunition you have left.



Click here to reload your weapon. (You must reload after each shot.)

Click here to move to a different hunting site.

When you've finished hunting, click here to return to the Wagon Screen. There you can click in the lower right corner again to resume traveling.

Events

As you're traveling along the trail, various events will occur, such as bad weather, accidents, illnesses, and the like. When this happens, you'll see an **Event Screen**. Event Screens look and work very much like Landmark Screens (as described on page 10). Simply click on the button that indicates your response to the event.

Rafting Down the Columbia

If you're traveling to Oregon's Willamette Valley, you will eventually reach a landmark known as The Dalles. If you're traveling in an early year, you will have no choice at this point but to go rafting down the Columbia River. If you're traveling in a later year, however, you can choose either to raft or to take the Barlow Toll Road (a safer but more time-consuming route).

Rafting down the Columbia occurs over several river segments. Guide your raft down the river using the cursor, trying to avoid the rocks and whirlpools. Each time you hit a rock or whirlpool, you will suffer damage, loss of supplies, and perhaps injuries. You may even get killed, thus ending the game when you're so close to your goal!

One stretch of river beginning at Cascades Portage is *especially* difficult. You'd be well advised to go around these dangerous rapids, traveling over land for several miles. You can resume rafting once you're beyond the rapids.

Menu Options

As you're playing *Oregon Trail II*, you probably won't have to use the menu bar very often. But there are several menu options that you may find useful.

File	Edit	Game
New Game		⌘N
Load Game...		⌘O
Save Game...		⌘S
End Game		⌘W
Export Diary...		
Quit		⌘Q

The **File menu** allows you to save your game, which can then be resumed later using the title screen's "Load Game" button (as described on page 7). You can also end your game or quit the program altogether at any time after the initial start-up sequence. You can also export your diary (thus saving it), which can then be opened using a word-processing application. Keep in mind, however, that you can export your diary only while you're "in" the game. If you end a game without saving it, the diary is lost.

Game	
Simulation Speed...	
List of Legends...	
View Map...	⌘M
Glossary...	⌘G
Time Out	⌘T
✓ Sound Effects	
✓ Music	
✓ Speech	

The **Game menu** provides you with various types of game controls and additional information. You can adjust the simulation speed, take a temporary "time out," and turn sound effects, music, and speech off or on. You can also view the current "List of Legends" (high-score list) at any time, view a map of the western trails that appear in *Oregon Trail II*, and gain access to a large glossary that provides lots of information about landmarks, American Indian nations, historical characters, diseases, and other things you may encounter in your journey.

Oregon Trail II also has an Edit menu, but it isn't active except when you're writing in your diary. For information about the program's on-screen help features, see "Getting Help" on page 14.

The End of the Game

The game ends in one of three ways:

- You decide for yourself to quit.
- You “die” along the way. (Death was very much a reality on the historical trail, and the *Oregon Trail II* simulation reflects that fact.)
- You successfully reach your final destination.

If you reach your destination, you will receive a final score based on various factors, particularly the number of surviving people in your wagon party, their health, and your choice of occupation at the beginning of the game. (Occupations that start out with less money get more bonus points at the end.) If your score is high enough, you’ll make it into the “List of Legends.” With practice, patience, and continued play (learning from your mistakes), you may even make it to the top of the list!

Getting Help

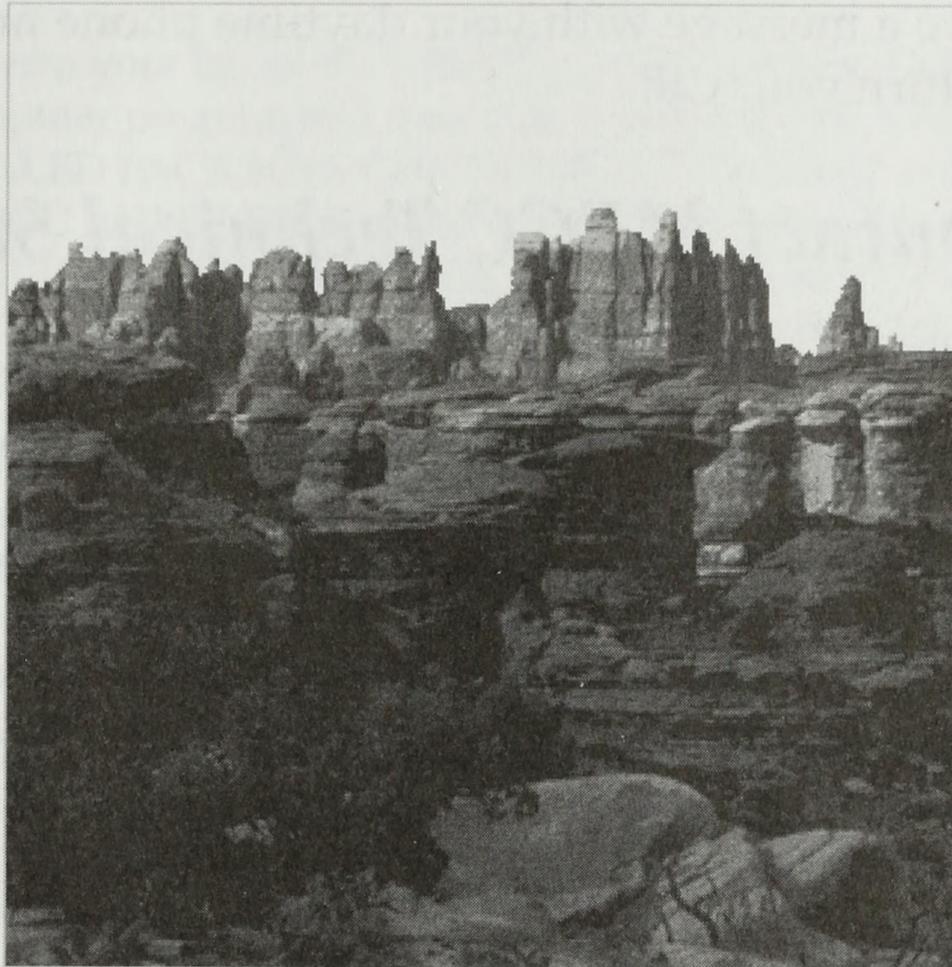
There are two kinds of help:

- The on-screen help, available on Windows as a separate menu and on the Macintosh as one of the commands under the ? (Help) menu, provides basic operating instructions, but it does not reveal any secrets of success. (The book *Oregon Trail II: The Official Strategy Guide* by Wayne Studer, published by Prima Publishing, does, however, include lots of that type of information. Ask for it at your local computer store or book store.)
- The “Playing the Game” section of this manual (the one you’ve probably just finished reading) provides both basic operating instructions and a few tips for success.

If neither of these sources helps, call MECC Technical Support. See page 16 for instructions.

Credits

Dozens of people were involved in creating *Oregon Trail II*, so we can't list all of their names here. Complete credits can be viewed using the program's "About Oregon Trail II" menu command. The core design team consisted of Craig Copley (Producer), Charolyn Kapplinger (Lead Artist), Steve Splinter (Lead Programmer), and Wayne Studer (Project Director, Lead Designer, Writer, and Historian). New additional programming for the most recent version was done by Joan Clarke. This manual was written by Wayne Studer and designed by Wayne Studer and John Hickman.



Tell Us What You Think

As we continue to develop new products for your use, it's important for us to hear from you. Please send your comments and/or suggestions to oregontrail@mecc.com or fax them to the "Oregon Trail Producer" at 612/569-1551.

By the way, if you use the Internet, be sure to visit the MECC Home Page at <http://www.mecc.com/> for the latest news and information about MECC and MECC products.

MECC Technical Support

To enable MECC Technical Support to give you optimal service, please be in front of your computer when you call or have the following information available:

- the name, product number, and version number of the software;
- 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 MECC Technical Support 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

- Telephone: 423/670-2036

Monday through Friday: 8:00 A.M. to 9:00 P.M. Eastern Time

Saturday: 9:00 A.M. to 7:00 P.M. Eastern Time

- Fax Machine: 423/670-2021
- Electronically: America Online: keyword MECC
- World Wide Web: <http://www.mecc.com/>
- E-mail: support@softkey.com
- Mailing Address:

SoftKey International Inc.

Attn: MECC Support Group

9715 Parkside Drive

Knoxville, TN 37922

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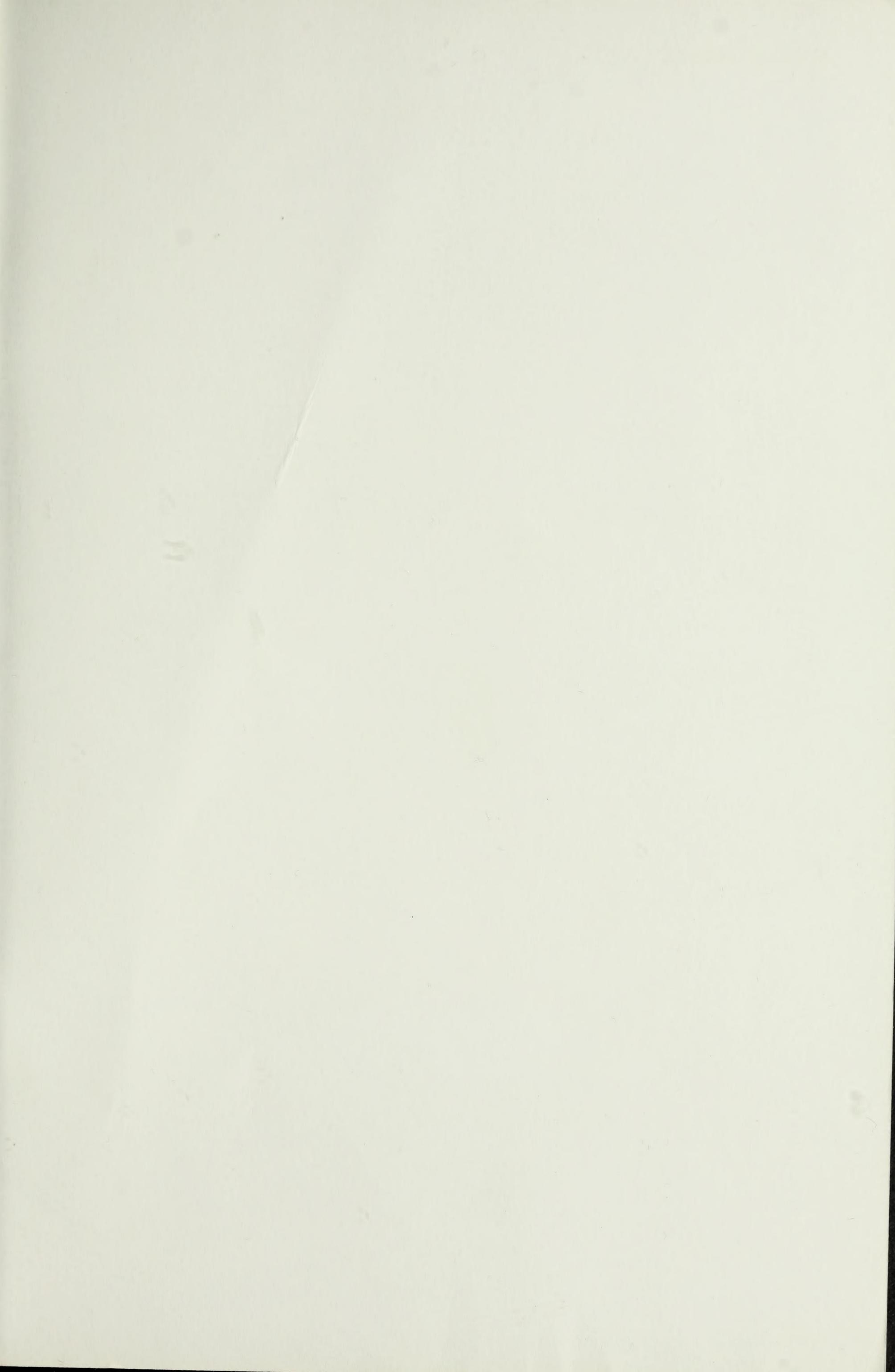
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IMPORTANT NOTE: In order to receive technical support and notification of product upgrading and enhancements, please register this product.

Notes

Notes





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