

Click here for



Time Riders

Click here for



The Amazon Trail

TIME RIDERS REFERENCE GUIDE

GREETINGS, PROJECT TEAM LEADERS!

Do I need your help! The culprit behind the twisted history scheme is none other than my archrival, Thanatopsis Dread. And he must be stopped! It's a perfect case for the Time Riders!

To help you help me, I've asked Josh and Amanda to put together this handbook as your reference tool. Here you'll find instructions on how to get into the manor, get a locker, and pick up the Communicator you need to carry with you.

The information in the Communicator is important, particularly that under Project Info. That's why the project info text that shows up on the Communicator's screen when you press the Project Info button has been printed out and put in this handbook. Josh programmed the Communicator with all the project-related information I thought you'd need to be successful in this project. Now you also have it all in your handbook for easy reference.

This handbook also contains the text from the four machine guides you'll find next to the machines in the manor-the Com Guide, TimeLine Guide, Geofax Guide, and Time/Bio Guide. The guide for each machine is next to it. If you want to read about a machine without going to the room it's in, you can look up the information right here in this handbook.

And just to be sure we haven't forgotten anything, this handbook also contains letters, notes, and other information that Amanda, Josh, and I thought you would find interesting and informative. In fact, this handbook should help answer just about any question you might have as a project team leader. So keep it handy, and good luck on this assignment. I'm counting on you!

The Benefactor

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GETTING STARTED

Installation Instructions

1. Insert the program CD-ROM, and from Program Manger select FILE and choose RUN.
2. To install Time Riders: In the Command Line type D:\SETUP.EXE and press ENTER.

Note: D is the letter of your CD-ROM drive. If D is not the letter of your CD-ROM drive substitute accordingly.

Follow all on-screen instructions to complete the installation.

On-Line Documentation

An On-Line manual is included on the program CD. To view or print this manual, you need to use the manual viewer utility: To install the manual viewer utility do the following:

1. Insert the program CD-ROM, and from Program Manager select FILE and choose RUN.
2. In the Command Line type D:\ACROREAD.EXE and press ENTER. (D is the letter of your CD-ROM drive. If D is not the letter of your substitute accordingly.)

Follow on-screen instructions to complete the viewer installation. To view the manual start the viewer utility by double-clicking on the ACROREAD icon, and open the file MANUAL.PDF in the MANUALS directory on the program CD-ROM.

Starting The Mission

1. At the C> prompt type TR and press ENTER.
2. If you are using Tandy Deskmate, choose TR from the application list box.

In a few moments, the opening sequence of the game will appear. Watch the action and read the messages on the screen. You will arrive in the locker room at Sea Cliff Manor. Before you can join the rest of the team, you must sign in as a project leader. If this is your first time playing the game, you'll have to choose a locker and put your name on it. If you've played before, you can just open your locker, get your Communicator, and start where you left off. If all of the lockers are full, you'll have to clean out somebody's locker by removing a name from the list of project leaders. Use the blue project-leader screen (hanging over the locker with a K on it) to see the list of all the current project leaders, their locker numbers and the number of headlines they've fixed.

To Touch And Area (Such As A Locker, Machine Buttons, Or Guide Pages) On The Screen:

Mouse

Use the mouse to position the pointer where you want it and then click the mouse button (point and click).

Keyboard

Use the left arrow, right arrow, up arrow, or down arrow key to position the pointer where you want it and then press ENTER.

To Sign In A Project Leader:

1. Touch an open locker. A close-up view of the locker appears with a space for your name.
2. Type your name up to eight characters. If you make a mistake, use BACKSPACE to erase it and type again. When you are finished, press ENTER. The locker will open to reveal your Communicator and *COM GUIDE* (Touch the Com Guide to read more about your Communicator.)
3. Touch the Communicator. A close-up view of the Communicator appears.
4. If a button the communicator is blinking, touch it. A message from a team member appears. Touch anything on the screen to remove the message box from the screen.
5. Bring your Communicator with you by touching the team-logo button (marked by a lightning bolt) at the top left of your Communicator. Your locker slams shut.
6. To leave this room and go on to the Telenews room, touch the double doors.

To Clean Out A Locker (Remove A Name From The List Of Project Leaders):

1. Touch the blue project-leader screen hanging over the locker with a K on it. A close-up view of the screen appears.
2. Touch the OFF/ON button to turn on the project-leader screen. The list of project leaders appears.
3. Highlight the name you want to remove by clicking on it or using the arrow keys. Then touch REMOVE.

4. When you are asked if you are sure you want to remove the name, touch the YES button. (Removing a name from the list of project leaders will permanently erase the player's name and saved game from the disk.)
5. When you are done, touch the OFF/ON button to turn off the screen. That project leader's locker is now open.

Reading The Machine Guides

As you explore Sea Cliff Manor you will encounter several machines. The Communicator, TimeLine, Geofax, TimeTube, and Biodata machines all come with machine user's guides. If you need help using a machine, read the nearby machine guide.

To read a machine guide, touch the machine guide you want to read. The book opens to the first page.

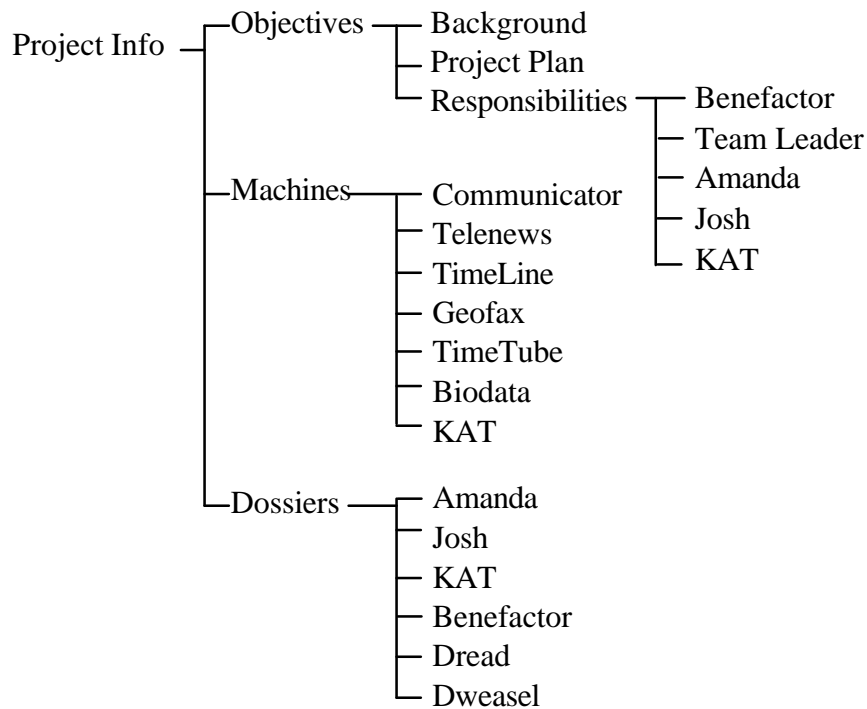
- To turn the pages, touch them.
- To jump to a specific topic, touch one of the tabs along the edge of the pages.
- To close the book and put it away, touch the front or back cover or anywhere outside the book.

FROM THE DESK OF THE BENEFACTOR

Joshua,

This new hand-held Communicator will help us in our mission to recover the Telenews satellite. It sends and receives messages, and has a programmable database that we can use to store project-related information. I've outlined the structure for the information. Please program the Communicator as I've diagrammed below. This will get everyone up to speed on what to do and how to do it.

Glad to have you on board.



The Benefactor

PROJECT INFO BUTTON

To get information about the project, press the buttons below.

Objectives

To get information about the project's objectives, press the buttons below.

Background

Dr. Thanatopsis Dread has seized control of the Telenews

Communications Satellite. He's transmitting his lies over the

Dread News Network (DNN).

Dread is rewriting American history, claiming credit for himself and his ancestors. He's changing the years, places, and people in correct Telenews headlines so that only the event is historically accurate.

Project Plan

Big B Plans Rocket The Benefactor (The Big B) plans to build and launch a remote-control rocket ship into outer space to free the imprisoned Telenews satellite from Dread's clutches.

You Must Fix Headlines

While The Big B is busy finding parts for the rocket ship, he needs your help to stop Dread from taking credit for history. First you must figure out the correct year, place, and person to fix each of Dread's twisted headlines. Then uplink the correct data to Dread's satellite and Broadcast the historical truth before he broadcasts his lies.

Responsibilities

To see the responsibilities of the team members working on this project, press the buttons below.

Benefactor

The Benefactor is Dread's long-time enemy. He called the project team together to stop Dread's plot to broadcast his twisted version of American history.

The Big B uses his riches to get the high-tech equipment the team members need to defeat Dread. He has supplied 6 machines to help the team accomplish their mission.

The Benefactor is also busy looking for rocket parts and delivering them to the team.

Team Leader

You have been recruited to be the team leader. Your job is to operate the TimeTube and 3 research machines:

TimeLine, Geofax, and Biodata. You'll work closely with your teammates: Amanda, Josh, and KAT.

Amanda

Amanda is a history buff. She'll help you use the TimeLine Machine in her room to find the year when the event happened.

Josh

Josh is a map whiz. He'll help you use the Geofax Machine in his room to figure out the place where the event happened.

Kat

KAT (Knowledge Access Terminal) is a droid that does many things. She's programmed to guide you around Sea Cliff and give you helpful hints. She can travel into the past to get interviews with people who knew the person in the event. She can also build the rocket ship from the parts The Benefactor delivers.

MACHINES

To get information about the 7 machines, press the buttons below.

Communicator

What It Does: Your Communicator automatically scans the phony headline, filters out Dread's lies, and displays the probable event. To see the event at any time, press STATUS. Your Communicator also receives messages and transmits data.

Uplink After you find the year, place, and person, the UPLINK button will appear on your Communicator. Press UPLINK to send the new data to the satellite. If your data is accurate, the satellite will broadcast the correct headline.

More Help

For more help operating your Communicator, read the COM GUIDE in your locker.

Telenews

What It Does : The Telenews Screen shows electronic news headlines that are broadcast by satellite.

Off/On

To turn the Telenews Screen on or off, press the On/Off button. When you turn the screen on, the twisted headline that Dread is planning to broadcast appears.

When To Use

Read the headlines on the Telenews Screen before you use the other machines.

Timeline

When To Use

After you read Dread's bogus headline on the Telenews Screen, use the TimeLine Machine to figure out the year in which the event happened.

More Help

For more help operating the TimeLine Machine, read the TimeLine GUIDE on top of it.

Geofax

When To Use

After you find out the year the event happened, use the Geofax Machine to find the place where it happened.

More Help

For more help operating the Geofax Machine, read the Geofax GUIDE to the left of it.

Timetube

When To Use

After you find the year and place, use the TimeTube to launch KAT back to record interviews with people who knew the event person. The TimeTube lets you view the holographic interviews that KAT brings back.

More Help For more help operating the TimeTube, read **BIO GUIDE** on the left of the Biodata Machine.

Biodata

When To Use

After you find the year and place

event and view the holographic interviews, use the Biodata Machine to identify the event person.

More Help

For more help operating the Biodata Machine, read the **~TIME/BIO GUIDE** on its left.

Kat

The Knowledge Access Terminal ~(KAT) is a droid that's programmed to travel through time to a specific year and place. KAT records interviews about notable people and returns to play them back for you.

DOSSIERS

To learn more about the characters, press the buttons below.

Amanda

Alias: Mandy

Occupation. Student

Qualifications. History buff. Can operate the TimeLine Machine.

Joshua

Alias: Josh

Occupation Student

Qualifications:Geography whiz. Loves maps. Can operate the Geofax Machine.

Kat

Alias: Knowledge Access Terminal

Occupation: Multi-functional droid

Qualifications:Travels through time. Records and plays back interviews. Builds rockets.

The Benefactor

Alias: The Big B

Occupation: Philanthropist

Qualifications: Rich. Dread's rival. Loves technology and working with kids.

Thanatopsis Dread

Alias: Dr. Dread

Occupation: President of DreadCo

Qualifications: Rotten to the core. Benefactor's rival.

Dweasel

Alias: Trash

Occupation: Dread's go-fer

Qualifications: Genius with electronic gadgets.

CURRENT NOTES FROM KAT

BEWARE! TIME IS IMPORTANT!

To The Time Riders Team-

Explore the manor, but remember to keep an eye on the satellite's position in the Communicator's display window. When the satellite hits the red zone, we won't have much time left to uplink-so work fast!

Work smart, too! Avoid these time-eater-uppers:

- asking Josh and Amanda for help when you don't need it
- selecting the wrong era, period, or event year at the TimeLine Machine
- selecting the wrong region, state, or event place at the Geofax Machine
- selecting the wrong person at the Biodata Machine not pressing SELECT to record your choice before you turn off the TimeLine, Geofax, or Biodata Machines

From The Desk Of The Benefactor

Important Note To All Project Team Members:

All the information you read in the data-reference machines is historically accurate and true. Before the TimeLine, Geofax, and Biodata machines were programmed, I carefully researched all the facts. I've accumulated quite a long bibliography-over 200 references! After checking the facts, I consulted history experts and teachers to make sure my own research and interpretation of history is accurate.

But don't forget-Dread's twisted headlines give the wrong year, wrong place, and wrong person, Only the event is correct in his bogus headlines.

The Benefactor

THE COM GUIDE

Features

What It Is

The Communicator (Model 63068) is a handheld, state-of-the-art communications device.

Data Transfer

The Communicator can link to Geofax, TimeLine, Biodata, and TimeTube datareference machines. It can also transfer data from one machine to another.

Leaving Locker Room

Before you can leave the locker room, you must take your Communicator out of a locker. To take it out of a locker, just touch the Communicator. When you're ready to leave, press the logo button to put down your Communicator. Your locker will close automatically.

Logo Button

Pick Up Communicator

The logo button is at the upper left corner of your Communicator. It's marked with a lightning bolt (the Time Riders symbol). To pick up the Communicator, press the logo button.

Put Down Communicator

To put the Communicator down, press the logo button.

Blinking Logo Button

The logo button blinks to signal a waiting message. To see the message, press the logo button and then press the blinking button on the Communicator.

Satellite

Satellite Display

The Satellite Display Window at the top of the Communicator shows how much longer a satellite will be in uplink range (able to receive data).

Green, Yellow, Red

While the little picture of a satellite is in the green zone, there's plenty of time to uplink. The yellow zone means time is running out. The red zone means hurry-the satellite is almost out of uplink range.

Uplinking To Satellite

You can uplink data to a satellite when an UPLINK button appears on the Communicator, signalling that you've finished your research. Your research is finished after you've used the Communicator to detect a probable event, and have recorded a year, place, and person in the Communicator. To uplink data to a communications satellite, press UPLINK.

Music & Sound

Two buttons directly under the Communicator's monitor control all music and sound. To turn the music off or on, first pick up the Communicator, and then press the left OFF/ON button. To turn the sound off or on, press the right OFF/ON button. When the sound is off, the music is off, too.

Buttons

Description

The Communicator's buttons are labeled so you can quickly find information. The labels on some of the buttons change after you press a button, to let you pick more specific subtopics.

Messages

The logo button blinks to signal a waiting message. To see a message, press the logo button. The name of the person who sent the message appears on the top button. Press that button to see the sender's picture and message.

Removing Messages

To remove a message after you've seen it, touch the Communicator.

Status

What It Is

STATUS shows the information you have already recorded, and what information you still need.

How To Use

To check the status of your research at any time, press the STATUS button.

Truth Detector & Probable Event

One of the STATUS features is the Truth Detector. As it records data from a Telenews Screen, the Communicator automatically filters out the untruths and displays a probable event on the monitor.

Project Info

Description

The PROJECT INFO button on this Communicator has been programmed to give information about topics such as project objectives, research machines, and personnel dossiers.

Next Page

Some topics under PROJECT INFO take up more than one page on the monitor. To see the next page of data on the monitor, press NEXT PAGE.

Previous Page

To see the previous page of data, press PREVIOUS PAGE.

More

To see more button choices under one topic, press MORE.

Done

When you are finished with a set of buttons, press DONE.

Exit Mission

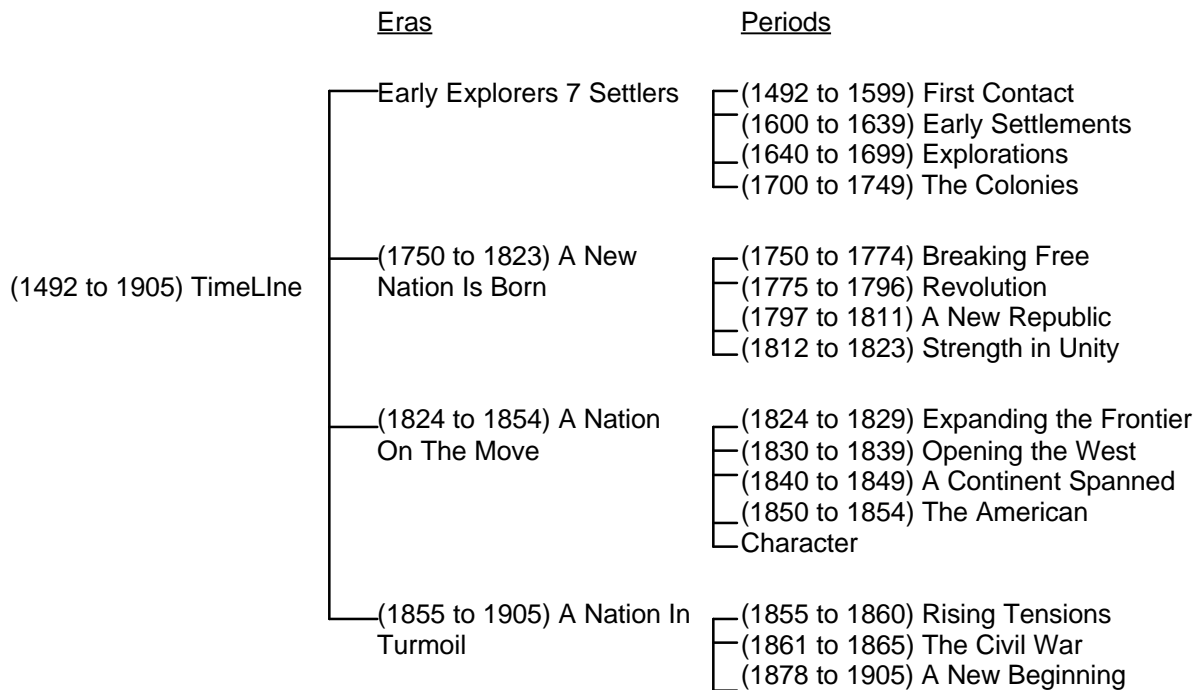
To quit working on a project for a while, press EXIT MISSION. All the work you've done so far will be saved for your next session.

NOTES FROM

Amanda

Project Leader:

When I first used the TimeLine Machine, I had trouble seeing the difference between eras and periods. Breaking down the timeLine this way helped me understand it. Maybe it will help you, too.



THE TIMELINE GUIDE

Features

Description

The TimeLine machine Model 2000 lets you browse American history from 1492 to 1905. It breaks down history into 3 levels: eras, periods, and events. Use the TimeLine Machine to find the er, period, and year a historic event occurred.

Data Transfer

TimeLine 2000 also transfers data to most brands of Communicators. your Communicator will store the year you select and transfer that information to other machines.

Off / On

To turn the machine on or off, press the OFF/ON button.

What To Do

First

First, pick an era. Read the description of the highlighted era, which is displayed on the monitor. Press the other era buttons to read their descriptions. When you find the one that best fits the event you're looking for, select it.

To select the correct era, make sure the era button you want is highlighted and then press the era button again or press Select.

Second

Next, pick a period. Use the same strategy to read the period descriptions and select a period.

Third

Third, pick the event year whose description matches the event you're trying to find. The year you select is recorded in your Communicator.

3 Time Levels

The TimeLine can be focused on 3 levels of history: eras, periods, and events. In this model, each of the 4 eras is divided into 4 periods. Each period contains 4 historic events.

Select

There are 2 ways to select the era, period, and event year. You can press a button to highlight it and then press it again. Or you can press it once, and then press SELECT. The tumblers on the right spin to show what you need to pick next.

Change

Change Era/Period

To undo an era or period selection after it has been made, select the button you want to change, then select the correct button.

Change Year

If you change your mind after you select a year, you can go back and pick a different year. First, turn on the TimeLine Machine. You will be asked to confirm that you want to change the selected year. If you answer "YES," you can then select a different era, period, and event year.

Level Locater

The TimeLine Level ~Locater is the horizontal bar between the monitor and the buttons. It becomes color-coded to show you the relative positions of eras, periods, and years from 1492 to 1905.

Colors

Color is used on the TimeLine Machine to represent the different time segments. Red marks the era, green the period, and blue the event year. The colors on the Level Locater match the corresponding buttons on the TimeLine Machine.

Big B--

Here's a full view of the United States map I'm using in the Geofax Machine. I've pointed out the 7 regions and listed the 48 contiguous states in those regions.

-Josh

1. Pacific Coast Region

California
Oregon
Washington

2. Rocky Mountain Region

Colorado
Idaho
Montana
Nevada
Utah
Wyoming

3. Southwestern Region

Arizona
New Mexico
Oklahoma
Texas

4. Midwestern Region

Illinois
Indiana
Iowa
Kansas
Michigan
Minnesota
Missouri
Nebraska
North Dakota
Ohio
South Dakota
Wisconsin

5 Southern Region

Alabama
Arkansas
Florida
Georgia
Kentucky
Louisiana
Mississippi
North Carolina
South Carolina
Tennessee
Virginia
West Virginia

6. Middle Atlantic

Delaware
Maryland
New Jersey
New York
Pennsylvania

7. New England Region

Connecticut
Maine
Massachusetts
New Hampshire
Rhode Island
Vermont

THE GEOFAX GUIDE

Features

Description

Thank you for choosing a Geofax Machine (Model 32668). It will help you find the places where historic events happened. It's designed to work with the TimeLine Machine (Model 2000). The Geofax is also compatible with most brands of Communicators.

Data Transfer

If you pick an event year with the TimeLine Machine, your Communicator can transfer that data to the Geofax. The Geofax uses the year ~infor-nation to load in the proper era cartridge. Era cartridges provide overlay maps to show expanding westward settlement and changing state boundaries.

Off/On

To turn the Geofax on or off, press the OFF/ON button.

Layers Of Info

The 32668 offers several layers of map-related information:

1. 7-region topographic map
2. magnified views of each region
3. overlay maps
4. event information

Maps

U.S. Topo Map

The 32668 comes with a detailed topographic map divided into 7 regions. It shows the major bodies of water, mountain ranges, and plains of the 48 contiguous United States.

Regional Topo Maps

There are 7 regional topographic maps. The regions are called Pacific Coast, Rocky Mountain, Southern, Southwestern, Midwestern, Middle Atlantic, and New England.

Overlays

The overlay maps are available only after you have selected a year with the TimeLine Machine. The era overlays show territory, colony, and state boundaries as they were in the last year of the TimeLine era you picked.

The tribal overlay shows the distribution of Native American tribes when Europeans first explored North America.

To see a map overlay, press OVERLAY.

What To Do

Pick A Region

First, you must pick a region. Use the compass control to scroll the U.S. map so you can see the different regions. Read the region names in the text window. When you find the region where you think the event you're researching took place, zoom in on it.

Pick A State

Second, you must pick an event state. Scroll the region to see state names in the text window, then zoom in on a state to read event data. Event data appears in the map window.

To see event data for a different state, press ~U (Undo) on the compass control and then scroll and zoom in on another state. When you find data that matches your event, press SELECT. That data is recorded in your Communicator and transferred to a TimeTube.

Compass

Scroll

To scroll across a map, press the North, South, West, or East point (N,S,W,E) of the compass control. As you scroll, the name of the area under the cross-hair target appears in the text window.

Undo Zoom

To back out of an area that you've zoomed in on, press U (Undo) in the center of the compass control.

Zoom In / Select

Zoom In

When you zoom in on a region, you magnify that region. When you zoom in on a state, you may see event data in the map window.

To zoom in, move the target across the map to the area you want. Look in the text window to see the name of the area. Then press the center of the target, or press SELECT.

Warning:

Once you've zoomed in on a region, you can see data about the states in that region only.

Select

To pick the event place and have it recorded in your Communicator, press SELECT.

Change Selection

Change Region Or State

To change a region or state after you've zoomed in on it, press U on the compass control. Scroll the map until you find the region or state you want, then zoom in.

Change Event Place

To change an event place after it's been recorded in your Communicator, turn on the Geofax Machine again. The Communicator will ask you if you want to change your selection. Press YES. Zoom in on the region and state you want to pick. Then select an event place to record it in your Communicator.

THE TIME / BIO GUIDE

Timetube

Timetube With Biodata

The TimeTube and the Biodata Machine together are your door to history. They give information about notable people in American history. Both machines are compatible with most droids and Communicators.

What Timetube Does

The TimeTube launches a droid back in time to record and bring back interviews. Use the TimeTube to view up to 4 interviews.

The interviews tell you interesting facts about notable people. The facts will help you pick an event person at the Biodata Machine.

Launch

To launch (send) your droid, pull the LAUNCH lever. It's marked by a large red arrow on a wall next to the TimeTube.

Warning:

Pick a year and a place very carefully before you launch a droid, so that you don't waste time.

Interviews

Play Back Interviews To play back an interview, press one of the buttons (1 to 4) at the base of the TimeTube. Your droid will project the interview. To see other interviews, press the other numbered buttons.

Match Interviews Match the interview information to a ~person's biographical data in the Biodata Machine.

Biodata

What It Does

The Biodata Machine has a biographical database that tells you interesting facts about the lives of people in American history. Use the machine to find a person from a certain year, place, and event.

When To Use It

Use the Biodata Machine after you've picked a year and place and seen the interviews.

Off/On

To turn the Biodata Machine on and off, press the OFF/ON button.

Event Year

The event year is the year you picked with the TimeLine Machine. it signals the Biodata Machine to list only the people in the database who were alive in that year.

Oldest To Youngest

The Biodata Machine lists people in order of age-the oldest at the top, the youngest at the bottom. This unique listing feature shows which famous figures were contemporaries in the event year.

Gender

Choose Gender If you know the gender (female or male) of the event person you're looking for, choose it to narrow down the list of names to either females or males.

To choose the gender, press the round, green button next to the CHOOSE GENDER window until the gender you want appears.

Vocation

Sorted By Vocation

The historic figures listed in the Biodata Machine are sorted into 8 vocations. The vocations are artist, entrepreneur (a person who takes on a business risk), explorer, humanitarian (a person who does charitable work), military, scientist, social reformer (a person who works to improve society), and statesman (political leader).

Vocation Hint

The event on the Communicator's STATUS screen hints at the event person's vocational category. Although some historic people may fit into several categories, they are listed in only one category, according to their more noted achievements.

Choose Vocation If you know the vocational category of the event person, you can choose it to narrow down the list of names to only those in that vocation.

To choose a vocation, press the round, green button next to the CHOOSE VOCATION window until the vocation you want appears.

Browse

Browse At 2 Levels

You can browse the database at 2 levels. At one level you can browse through a list of names of historic figures. At the other level you can view their portraits and Biodata.

List Of Names

When a list of names is displayed, use the arrow buttons to browse through the list and highlight names.

Browse Biodata

To see a picture and some information about a person whose name is highlighted, press BROWSE Biodata. Compare this Biodata to the information in the interviews you saw in the TimeTube. Then decide if this is the person that you've been researching.

Browse Names

To return to the list of names after browsing the Biodata, press BROWSE NAMES.

Arrow Buttons

To scroll through the list of names, or to see more pages of Biodata, use the up- and down-arrow buttons. A green arrow means you can scroll in that direction. A red arrow means you've reached the end.

More...

To see more pages of Biodata about a person, press either "more..." or the arrow buttons.

Select

When you find the person from the year, place, and event you've been researching, press SELECT. This data is recorded in your Communicator.

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The Amazon Trail Reference Guide

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Use this document to print a paper copy of the information on how to use *The Amazon Trail* software. The information in this document is also available in an easy to use format, while you are playing. Pull down the Help menu while you are using the program and select Quick Help for a quick reference or Online Manual for more extensive information.

MECC Technical Support can help you with problems not covered in the online help or this document. (See MECC Technical Support at the end of this document for information on how to request help.)

Installation

To install The Amazon Trail:

1. Insert the program CD-ROM into your CD-ROM drive.
2. In the Program Manager screen, choose Run from the File Menu. You see the Run window.
3. Type D:\SETUP (D is the letter of your CD-ROM drive. If your CD-ROM drive is not D substitute accordingly) in the Command Line box. Click on the OK button.
4. Follow the on-screen instructions. When the installation is finished, you return to Windows.

Sound Effects and Music

There are enjoyable sound effects throughout the program, and when you reach a landmark you hear melodies that are based on traditional South American folk music. You must have a sound card installed in your computer and external speakers to hear the sound effects and music.

Starting the Game

To start the game:

1. Double-click on the MECC group.
2. Double-click on the Amazon Trail icon.

The program begins with a dream sequence. After you have played the game a few times, you may not want to watch it. Press the Esc key or click on the screen with your mouse to stop the dream and go to the title screen.

3. Click on one of the buttons that appear on the title screen.

"Start a new quest" begins a new game.

"See Hall of Shields" takes you to the Hall of Shields, which is described under "Entering the Hall of Shields".

"Load a quest" opens a game you saved earlier (for more information, see "Open a Saved Quest").

Using Shortcut Keys

Ctrl-G	Save your game
Ctrl-X	Quit the program
Esc	From the dream sequence: Go to the title screen

Playing the Game

The object of the game is to get some cinchona -- a medicinal plant that cures malaria - and deliver it to the Inca King in the hidden city of Vilcabamba. If you get the cinchona, the King will also ask you to bring some other items.

It is a very good idea to save your game frequently. For more information, see "Save Quest".

Things to Do in Belem

Use the following buttons to:

Go to the River

Click on the River button to start upriver. You will also use this button to return to the river from other screens.

Talk to your Guide

Click on the Guide button to talk to your guide.

Supplies

Click on the Supplies button to check your supplies. When you check your supplies, use the Photo button to look at the photo album. Use the Basket button to see what you have collected for the Inca King.

Map

Click on the Map button to check the map.

Guidebook

Click on the Guidebook button to read the guidebook. Within the Guidebook, you can click on the button that looks like an ear to hear how the guidebook entry is pronounced.

Talk

Click on the Talk button to talk to people at the landmark you are visiting.

Starting Upriver

When you start upriver, you will use many of the same buttons you used on the starting screen. You can also use the following buttons:

Explore

Click on the Explore button to explore the rainforest.

Go Fishing

Click on the Fishing button to go fishing.

Canoeing

You'll never run aground. If you get too close to the shore, your guide steers you away. If you want to go into the rainforest, click on the Explore button.

Point the camera to the left, center, or right, according to where you want to go. If you see a hut or an animal, click on it.

The little disturbances in the water are either whirlpools or sunken logs. Steer clear of them.

As you canoe up the river, you will notice a bar on the top of the screen, this your health meter.

If You Were Really Canoeing on the Amazon

- You cannot always see both shores. At some points, the Amazon is more than 30 miles across!
- There are more islands and tributaries than appear in the program. The Amazon has ten tributaries that are at least 1,000 miles long. One tributary, the Madeira River, is itself the fourth longest river in the world.
- There is a lot of boat traffic. Canoes are a common form of transportation, but they are used for short distances. Motorized boats are used for long distances.
- There are four basic types of rivers in Amazonia. Each has its own distinctive color. White-water rivers appear in the slopes of the Andes Mountains. They are clear and pure. As these rivers drop into the Amazon basin, they slowly gather sediment (dirt) and become brown-water rivers. The Amazon River itself is brown.
- On the south side of the Amazon River, most of the tributaries are blue-water rivers. These flow very slowly, and so the sediments in them tend to float to the bottom of wide spots in the rivers. On the north side of the Amazon River, most of the tributaries are black-water rivers. Rotting vegetation turns the water into a color that looks like dark tea. The vegetation itself tends to settle out in swampy areas before it reaches the main rivers.
- There are two seasons in Amazonia: the dry season and the rainy season. Each lasts about six months. During the dry season, skies are clear for up to ten hours per day and rain showers are brief. During the rainy season, skies are usually cloudy and heavy showers are common. Water comes not only from rainfall but also from snowmelt from the Andes Mountains. The elevation of the rivers can rise 40 feet or more in the rainy season. Vast areas of the rainforest are flooded, and navigation becomes more difficult.
- The Amazon basin is about the same size as the United States (not counting Alaska) or Europe.
- Twenty per cent of all fresh water on Earth -- one gallon out of every five -- is in the Amazon River.

Exploring the Rainforest

In the rainforest, click on the arrows on each side of the scene to move up or down, left or right. Watch carefully! Sometimes a tiny movement will betray the presence of an animal. When you see something, move the camera on top of it and click. If you "get" it, you'll see a full-blown picture of it. There are a number of plants to be identified, too. Click on the vegetation when you see something that looks promising.

There are a number of plants to be identified, too. Click on the vegetation when you see something that looks promising.

When you identify an animal or plant, a picture of it goes into your photo album. The photo album is with your supplies. If you reach Vilcabamba, the Inca King gives you credit for each animal or plant that you identify. To identify something, you have to click on the Identify it button and make the correct choice. If you find the same animal or plant a second time, you don't have to identify it again.

If You Were Really Exploring in the Amazon Rainforest

- Along the banks of rivers, where there is plenty of sunshine, the vegetation is very dense. That's why, in *The Amazon Trail*, you need a machete to go exploring. You might think that the whole rainforest is like that, but it isn't. At high noon inside the rainforest, only 1% of the sunlight reaches the forest floor. The rest is blocked out by the trees. As a result, there is a lot of open space on the ground.
- It's very difficult to see animals, especially ones that live in the upper canopy. Only recently have scientists begun to use scaffold-and-rope systems to observe the plants and animals there. As many as half of all species on earth may live in the world's rainforest canopies.
- The Amazon is more a place of sounds than sights. You are much more likely to hear an animal than to see one.
- Considering how much vegetation there is, you would think that rainforest soil would be very rich. But it's not. Almost all the nutrients are tied up in the living plants. Leaf litter on the tropical rainforest floor is typically one inch deep, and topsoil is two inches deep. In temperate forests, leaf litter can be a foot deep, and topsoil seven feet deep.
- No one knows for sure, but there may be as many as 80,000 species of plants in the Amazon, about 16% of the world's total. There are usually between 40 and 100 species of trees in each two and a half acres of rainforest. By contrast, most North American forests have no more than 20 species in a comparable area. It can be very unusual to see two trees of the same species in one area.
- The entomologist (insect scientist) Edward O. Wilson once found 43 species of ants in a single tree. Entomologists are continually discovering new species of insects in Amazonia.
- It is very rare to see a snake, and even more rare to be bitten by one.
- Only 25% of the water in Amazonia ever leaves the basin; the rest is returned to the atmosphere by evaporation. The moisture that is returned to the atmosphere falls again as rain. If this cycle is disrupted by cutting down too much of the rainforest, the rainforest will never be able to regenerate itself.

Visiting Landmarks, Talking, and Trading

At each landmark, there are two people you can talk to. Click on the Talk button (the one with two people on it). Some people provide valuable clues for a successful journey. One reason to trade is to get something you need, like a machete or some food. Another reason is to get items that the Inca King wants. Here's how to trade:

1. When you are at a landmark, click on the Talk button. Click on "Do you want to trade?" If you see something you like, click on it.

In addition to cinchona, the Inca King may want other items as well. So you might think that you should try to get whatever you can. But there are plenty of things that the Inca King doesn't want. By trading for an unwanted item, you wind up trading something valuable for something worthless.

2. Click on the left and right arrows to scroll through your possessions. Click on the item that you are willing to trade. Use the pop-up menu to change the quantity.
3. Click on "Is it a deal?" If the person accepts, click on "It is a deal."
The items that you get by trading are stored in one of two places. If it's something that the Inca King wants, it appears in the basket holding your supplies. (Click on the Supplies button; then click on the Basket button.) If the item is something that the Inca King does not want, it appears in the scrolling list of things that you can trade.

If You Were Really Visiting Amazonia

- The pictures of the landmarks in The Amazon Trail do not always show how those landmarks look today; they convey a sense of how the landmarks may have looked during the historical period in which you visit. The pictures are computerized versions of photos that were taken in the Leticia-to-Iquitos area of the river in 1992.
- People speak many different languages. The official language of Brazil is Portuguese, and the official language of Peru is Spanish. There are dozens of Indian dialects; most are based on one of five main languages.
- Trading is a way of life, especially for the caboclos - the people who live along the river. They commonly get things they need by trading fish or items that they collect in the rainforest.
- The Amazon's first human inhabitants - commonly referred to as Indians - migrated from the north and reached the Amazon basin about 10,000 years ago. The size of the population when Europeans arrived in the sixteenth century was somewhere between two million and 15 million. Today only about 200,000 remain. The rest died as the result of slavery, diseases, and other disruptions to their societies. More than 90 Amazonian tribes have died out in the twentieth century.
- Most destruction of the Amazon rainforest has occurred as the result of big banks and corporations trying to convert the Amazon's natural resources into monetary wealth. The majority of people who live in Amazonia, however, are very poor. They move away from desperate poverty in other parts of Brazil and try to carve out a living from the rainforest. In most cases, their condition only worsens.

Fishing

You can go fishing whenever you are on the river. Just click on the Fishing button. Be patient and persistent. When you see a fish moving, follow it for a moment or two with your harpoon. Try to position the tip of the middle prong of the harpoon on top of the fish. Then click. You can return to the river at any time. Click on the Arrow button. You can change the length of time allowed for fishing. See "Options."

When you catch a fish:

- Click on "Keep It," if you want to eat it.
- Click on "Look it up," if you're not sure what to do.
- Click on "Release it," if you think it might hurt you.

If You Were Really Fishing on the Amazon

- There are at least 2,000 species of fish in the Rivers Amazon. Many, including some that you encounter in the program, are commonly caught for food. Many others are caught for the tropical fish market. The best place to see fish is at the fish markets in the river towns.
- Different species of fish live in different habitats and water depths. In The Amazon Trail, all the fish are mixed together.
- Local people use a variety of methods to catch fish. Yes, harpoons and spears are used. So are nets and traps. Some Indians use bows and arrows. Some Indians make a potion that paralyzes fish.

Reading the Guidebook

You can read about plants, animals, people, places, trade items, diseases - everything that you encounter on The Amazon Trail. Sometimes the guidebook contains valuable clues.

When the Guidebook is open:

- Click on the upper right or left corner of the book to turn the pages.
- Click on the Index tab on the right edge of the book to see the list of topics.
- Click on the Listen button in the lower right corner to listen to parts of the guidebook. The words are from several different languages, including Spanish, English, and Portuguese.
- Click on the Arrow button in the lower left corner when you're done.

Checking Your Supplies

Supplies

Click on the Supplies button to check on your supplies. It's especially important to keep an eye on how much food you have. If you're running low, you can trade at a landmark or go fishing. The Supplies screen contains two other buttons - the Basket button and the Photo Album button.

Supplies Basket

Click on the Basket button to see what you have collected for the Inca King.

Photo Album

Click on the Photo Album button to see the plants and animals that you have identified. In the Photo Album, click on the upper left and right corners to turn the pages.

Working with Your Guide

Talk to your guide

Click on the Guide button to check in with your guide. The guide can help you rest, change your pace or rations, and tell you how you're doing.

Resting helps you recover from illness or injury. Increasing your pace will help you get to Vilcabamba faster, but the stress of fast paddling makes you more likely to get sick or injured. Increasing your rations helps keep you healthy but uses up your food supply more quickly.

Click on the Adios button when you're done.

Checking the Map

Map

Click on the Map button to see where you are. You can also move the pointer around the map to learn the location of the different cities and rivers. If it turns out that you are on a dead-end tributary, you can turn around.

Entering the Hall of Shields

If you make it to Vilcabamba, the Inca King will honor you with a shield. You get a gold shield if you bring cinchona; otherwise you get a bronze shield. The shields contain jewels that represent the number of animals and plants you identified, the number of items you collected for the King, and the number of people you met. The more jewels you get, the more valuable is your shield.

Gold shields are eligible to be placed in the Hall of Shields. The best eight shields are displayed there. Click on any one of the shields to have the Inca King tell you about it.

After you have played The Amazon Trail a few times, you may decide to remove the shields and start over. See "Clear Hall of Shields."

Menus**File Menu**

- | | |
|----------------------|---|
| New Quest | Starts a new game. If you are already in the middle of a game, you will get a chance to save it before you start the new game. |
| Open a Saved Quest | Opens a saved game. When you see the Open dialog box, double-click on the name of the game you want, or click on the name and click on the OK button. |
| Save Quest (Ctrl +G) | Saves your game.

When you see the dialog box, type a name for your game and click on the OK button. If you have saved a game with the same name before, you will replace the older game with the version that you are now saving.

There are at least three 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 later at the point where you left off. Third, you never know when you might drown or succumb to yellow fever or get captured by headhunters or conquistadors. If you have saved your game, you can restart it at a point before the disaster struck, change your strategy, and perhaps prevent the disaster.

Here's a good way to use the Save Quest command: Save a different version of a game whenever you reach a landmark. For example, when you reach the Xingu River, you can save your game under the name "Xingu." Later, you can open a saved game to return to a landmark to talk and trade with the people who are there. |
| Exit (Ctrl +X) | Quits The Amazon Trail and takes you back to Windows. |

Game Menu

- | | |
|-------|--|
| Sound | Turns sound effects, including the guidebook pronunciations, off and on. |
|-------|--|

Music Turns the music off and on.

Note: You can disable the Sound and Music commands by using the Options command on the Management menu. See "Options" below.

Time Out Interrupts the game. When you are ready to continue, click on the Resume button.

Management Menu

The Management menu provides parents and teachers with control over certain aspects of The Amazon Trail. In order to use commands on the Management menu, you need to enter a password. The password is DREAM.

About Management Summarizes the Management menu commands.

Enable Management Displays a dialog box in which you enter the password. After you use this command, its name changes to Disable Management. If you want to prevent people from using the Management menu commands, you should choose Disable Management.

Clear Hall of Shields Lets you remove all shields from the Hall of Shields.

Options Lets you do the following things:

Turn sound and music on or off. If you choose to turn them on, users can still turn them off by using the commands on the Game menu. If you turn them off, the commands on the Game menu are no longer available.

Adjust the length of time allowed for fishing. A shorter time makes fishing more challenging.

Change Password This command lets you change the password from "dream" to a word of your choice. Letters, numbers, and/or punctuation marks are allowed in passwords.

Help Menu

About Amazon Trail Lists the people at MECC who created The Amazon Trail and indicates the version number.

Quick Help Provides a quick reference. You can open this information while you play.

Online Manual Provides complete information on the program. You can open this information while you play.

Learning More About the Amazon

Rainforest Activities

1. Rainforest terrariums! Build a rainforest in a two-liter soda bottle. Use philodendron cuttings, potting soil, and water. Write to: Bottle Biology Project, University of Wisconsin, 1630 Linden Dr., Madison, WI 53706.

2. Amazon adventure! Plan an Amazon trip. Contact travel agents to find out about trips there. Look for the March/April 1993 issue of Buzzworm - The Environmental Journal. It has a directory of "ecotravel" outfitters who lead Amazon expeditions.
3. Letter writing! Write your public officials to find out what their position is on rainforest protection. Consult Barbara Lewis's book, *The Kids' Guide to Social Action*, 1991. It outlines projects and samples of letter writing for social causes. See also Betty Miles's book, *Save the Earth: An Action Handbook for Kids*. Alfred A. Knopf, 1991.
4. Raise money for rainforests! Did you know that you can actually buy rainforest land? Contact Rainforest Rescue, c/o The National Arbor Day Foundation, 211 North 12th St., Lincoln, NE 68508.
5. Get involved! Write one of these organizations for more information about rainforests:
 Center for Environmental Education: 624 9th St. NW, Washington, DC 20001
 The Children's Rainforest: PO Box 936, Lewiston, ME 04240
 National Wildlife Federation, International Programs: 1400 16th St. NW, Washington, DC 20036
 The Nature Conservancy, Latin America Division: 1815 N. Lynn St., Arlington, VA 22209
 Rainforest Action Network: 300 Broadway, Suite 28, San Francisco, CA 94133
 Rainforest Alliance: 65 Bleeker St., 6th Floor, New York, NY 10012
 World Wildlife Fund: 1250 24th St. NW, Washington, DC 20037

Recommended Reading

For Pre-teens

- 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 story-book 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. An overview of life in the rainforest as seen in one 24-hour period.
- Stone, L. *Rain Forests* Rourke Corp., 1989. An introduction for 5th-8th graders.
- Taylor, Barbara. *Rainforest. A Dorling Kindersley -- Look Closer Book* 1992. A colorful overview; one in a series of interesting new books.
- Willow, Diane. *At Home in the Rain Forest* Charlesbridge, 1991. A brief introduction to rainforests, with color illustrations.

For Older Kids and Adults

All of these books were used in doing research for The Amazon Trail.

- Cowell, Adrian. *The Decade of Destruction* Henry Holt and Company, 1990. An account of the work of the Villas Boas brothers, as well as reports on gold mining, rubber tapping, and cattle ranching in the 1980s.
- 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.

- 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.
- 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.
- Kricher, John. *A Neotropical Companion* Princeton University Press, 1989. A fact-filled book on 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.

Historical Adventures

Here's a list of books written by some of the characters in **The Amazon Trail**. A few of the books are relatively new or have been reprinted; these may be available at your bookstore. Most of the books are out-of-print and are available only 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.
- Fawcett, Col. P. H. *Lost Trails, Lost Cities* Funk & Wagnalls Co., 1953.
- Humboldt, Alexander von. *Personal Narrative of Travel* --(translated and edited by Thomasina Ross). Ayer, 1969.
- Roosevelt, Theodore. *Through the Brazilian Wilderness* Charles Scribner's & Sons, 1921.
- Schultes, Richard E. *Place Where God Reigns* Synergetic Press, 1988.
- 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.

Troubleshooting

Installing the Program

Problem "Not enough hard disk space"

Solution Make sure you have enough space available on your hard disk. The installation program shows the amount of hard disk space required.

1. Start the installation to check the amount of space required. When you find the information, press Esc to stop the installation.
2. Choose the File Manager icon from the Main group in the Program Manager.
3. Choose the icon for the drive you want to check. The number of bytes of free disk space is shown in the status bar at the bottom of the File Manager window. This number should be larger than the amount of space the installer indicates you need. (If the status bar does not appear, display it by choosing Status Bar from the Options menu.)
4. If there is not enough space, remove unneeded files from your hard disk and try installing The Amazon Trail again.

Problem "Unknown" error message during installation

Solution Data is not being transferred to your hard disk. This may be the result of a problem with your hard disk. Contact your computer dealer for assistance.

Starting and Using the Program

Problem I installed The Amazon Trail, but it doesn't run.

Solution You may have missed one of the installation steps. Follow the installation directions in the jewel case exactly.

Problem The program is running very slowly.

Solution Your system is probably low on memory.

If the small light on your computer is lit often, you are probably low on memory. The light is lit when Windows swaps information to the disk to make more room for other information or rereads information from the disk.

To speed up the program, you need to make more memory available by:-

- Closing other programs you have open or running. These programs may be using memory.
- Consulting your Windows documentation for information on freeing up memory or optimizing Windows, if closing other programs does not speed things up.

Problem The access time on my CD ROM is very slow. Is there anything I can do to improve it?

Solution Sorry, no. The access time depends upon your CD drive.

In the Program

Problem The Amazon Trail was running, but then it disappeared.

Solution You may have clicked outside the game window. The game is still running, but it may be covered by another window. To return to your game, try one of these options:

If you can see the edge of the game screen, click anywhere on the visible part of the game screen.

Press Alt-Esc until the game screen appears and is active.

Press and hold down the Alt key while pressing the Tab key to cycle through all of the open programs. Release the Alt key when you see The Amazon Trail icon.

Sound and Music

Problem I don't hear any sound or music.

Solution Make sure that the sound and music options are turned on. If they are, you see a check mark next to Sound and Music on the Game menu.

Problem I turned on the Sound and Music, but I don't hear anything.

Solution Check that you have a Microsoft-compatible sound card installed and that your sound device is set up properly for MIDI sound. If you are sure you have a sound card installed in your computer, you may not have installed the correct drivers for your card.

To install the sound drivers for your sound card, follow the manufacturer's directions. (As a part of the Windows installation, the following sound drivers are installed: MIDI Mapper, Timer, [MCI] MIDI Sequencer, and [MCI] Sound.)

To test your sound card and sound driver:

1. Go to the Windows Program Manager and open the Main Group.
2. Double-click on the Control Panel. Then double-click on MIDI Mapper.
3. Open the Name listing and select a name which includes the letters "FM" or "Ext FM." Then click on Close.
4. Select the File menu from the Program Manager, then select Run.

5. Type MPLAYER canyon.mid in the Command Line box and click OK.
6. Click on the Play button (the first lower left button) to play the music. To stop the song, click on the Stop button.

If your sound drivers are installed properly and the correct MIDI Mapper is selected, you should hear the song.

If you get an error message from Windows ("There are no MIDI devices installed on the system" or "The current MIDI Mapper set-up refers to a MIDI device that is not installed on the system"), contact your sound card manufacturer for set-up instructions.

If you can play the canyon.mid song in the Media Player, start The Amazon Trail program. If Music and Sound in the Game menu have check marks next to them, you should hear the sound and music for the program.

MECC Technical Support (MECCTECH)

If you have a question about using MECC software:

- Note the name and version number of the software.
- Note the brand and model of the equipment involved.
- Please be in front of your computer when calling.

Call MECCTECH Line (Automated Support System) at 612/569-1678 to receive answers to the most commonly asked technical questions about MECC products 24 hours a day, 7 days a week. The Automated Support System offers convenient fax-back capability for technical tips as one of its many features.

You can speak with a Technical Support Representative by calling 612/569-1678 Monday - Friday from 8:00 a.m. to 5:30 p.m. Central Time.

You can write MECC Technical Support, 6160 Summit Drive North, Minneapolis, MN 55430-4003.

Credits

Producer	Craig Copley
Project Management	Denis Burger, Jr.
Art	Charolyn Kapplinger
Music, Voice, Sound	Larry Phenow, Chad Iverson, and Glen Anderson
Guidebook Voice	Erica Palmquist
Programming	Dwayne Towell, Lars Nesbakken, Tom Good, Wes Evans, Todd Bates
Testing	Dawn Wichmann, Vang Thao, Sue Minor, Dan Megears, Josef Ling, Shauna Gonzales, Henry Beigh

The Amazon Trail CD and Windows are based on the original Macintosh and DOS version of The Amazon Trail produced by: Project Management- Chuck Bilow; Design- Mike Palmquist; Art- Ed Madrid, Charolyn Kapplinger, Sandra Forslund, John Diebel; Music and Sound Effects- Larry Phenow; Writing- John Hickman; Programming- Jeff White, James Thompson, Randy Rasmussen, John Ojanen, Al Lathrop, Julie Redland Knoch, Mark Hanson, Susan Gabrys; Testing- LaDonna Williams, Dawn Wichmann, Mark Schneider, Sue Minor, Dan Megears, Barry Mansur, Josef Ling, Mark Larson, Ron Helwig, Todd George, Nursen Bilge, Glen Anderson, Brian Anderson; Research- Sue Thomas; Voice- Claudia Moreira Ciesynski.

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Learning objectives for The Amazon Trail:

- Practice decision-making skills
- Develop problem-solving skills
- Practice reading-comprehension skills
- Develop or increase interest in tropical rainforests

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