

# The Oregon Trail

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# License Information

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# How to Get Around in the Program

## Moving Around the Screen

Point the mouse cursor to the place where you want to enter information and click.

## Entering Information

Use the keyboard to type in information such as names, supplies to buy, supplies to trade, and so on.

## Buttons

As you travel the trail, you see a variety of buttons on the screen. To find out what the different buttons are for, click those shown below.



## Windows

As you play *The Oregon Trail*, information appears in windows on the screen. You can move some of these windows around:

1. Point the mouse cursor at the blue title bar.
2. Hold down the mouse button and drag the window to a new location.

The main game window and some of the dialog box windows are "smart"; they stay wherever you last put them!

## Title screen

At *The Oregon Trail* title screen, you can either start a new game or play a previously saved game. To find out what they are for, click the **Load Game** and **Travel the Trail** buttons shown in the illustration below.



After a few seconds, the screen displays the **List of Legends**, but the buttons remain the same. The **List of Legends** is a list of the ten highest scores achieved by previous players. When you first play *The Oregon Trail*, the **List of Legends** is a list of ten pioneers who reached the Willamette Valley and their "scores."



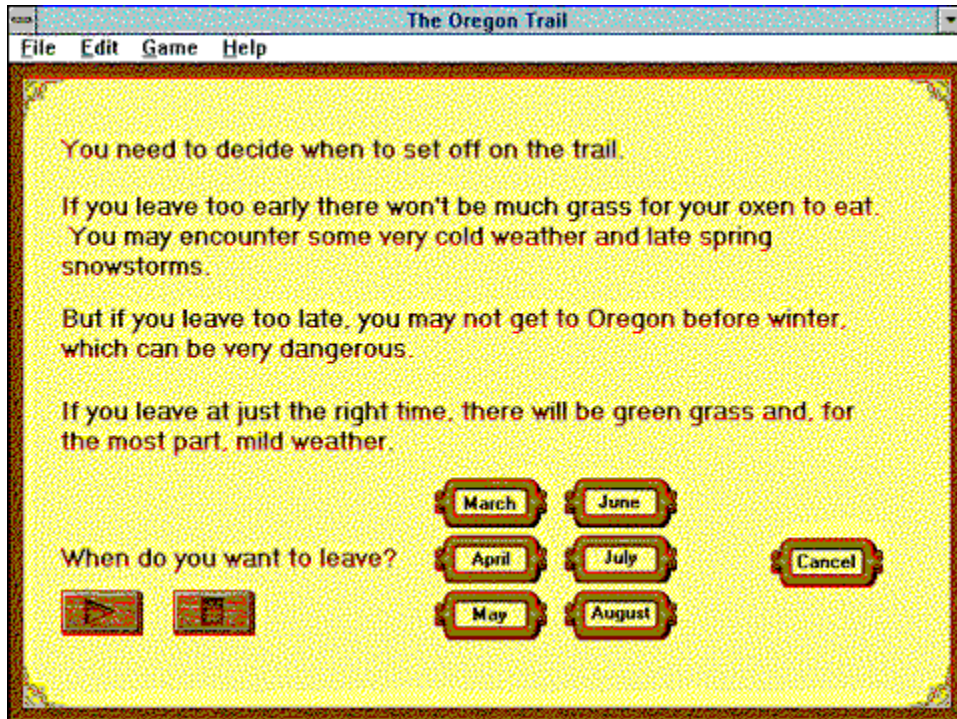
## Choose a Wagon Party

First, choose a name for yourself and your companions on the trail. Then, choose your occupation. Click on the illustration below whenever the cursor changes to a hand to see more detailed information. If your screen isn't big enough, use the scroll bars.



## Choose a Time to Leave

The date you leave Independence, Missouri is very important. Click on the illustration below when the cursor changes to a hand to see more detailed information. If your screen isn't big enough, use the scroll bars.



## Buy Supplies for the Journey

Buy the supplies you need from Matt before you set out on the trail. You can buy supplies at forts along the way, but the further you get from Independence, the more the supplies cost! Click on the illustration below whenever the cursor changes to a hand to see more detailed information. If your screen isn't big enough, use the scroll bars.



## Look at the Game Screen

Your journey begins in Independence, Missouri. As you travel, the screen changes and you encounter different adventures. Click on the illustration below whenever the cursor changes to a hand to see more detailed information. If your screen isn't big enough, use the scroll bars.



# Program Options

## Game Menu Options

The Sound and Music are a great addition to this program, but if you're a teacher in a small room with a large number of students all listening to different melodies at the same time, the noise can be overpowering! If you pull down the **Game** menu, you'll see options to turn the [Sound](#) and [Music](#) Off for just such occasions.

**Note:** If you haven't installed a Microsoft Windows-compatible sound card, you can't hear the sound or the music. If you don't turn off the sound and music options on the **Game** menu, you may see error messages when you play the game. If you'd like more detailed information about this problem, read the [Troubleshooting and Tips](#) section of this manual.

When you pull down the **Game** menu, other options include viewing and/or clearing the [List of Legends](#), changing the [Simulation Speed](#), and changing the [Hunt Time](#).

## Grave Markers

You can write epitaphs for grave markers if all the members of your party die, but you may decide you don't want to provide players with this option. You may also decide to change or erase a particular epitaph. The option for making these changes is contained in an INI file (OREGON.INI) in the Microsoft Windows subdirectory.

To see more detailed information, click the following:

[Turning the Grave Marker Option On/Off](#)

[Editing a Grave Marker](#)

[Erasing a Grave Marker](#)

Accidents do happen! If you make catastrophic changes to the OREGON.INI file by mistake, don't worry - you can restore the default settings!

To restore the default settings in the OREGON.INI file:

1. Open **File Manager**.
2. Open the directory where Windows is installed (usually **C:\Windows**) and select the OREGON.INI file. Press the **Delete** key.
3. The resulting dialog box shows your current directory and OREGON.INI in the **Delete** box. Click **OK**.

The next time you play, a new file is automatically created with the default settings restored.

## **List of Legends**

If you'd rather not encourage competition between players, you can turn off the option that displays the List of Legends.

To see more detailed information, click the following:

[List of Legends.](#)

## Editing a Grave Marker

If you'd like to make a printed copy of the following instructions, just pull down the **File** menu and choose **Print Topic**.

To edit a grave marker follow the steps below:

1. In the **Program Manager**, open the **Accessories** program group and double click the **Notepad** icon.
2. Pull down the **File** menu and choose **Open**.
3. In the **Directories** dialog box, choose the directory where Microsoft Windows is installed (this is usually **C:\Windows**).
4. Type **OREGON.INI** in the **File Name** box. Click **OK**.
5. Scroll through the list of variables in the OREGON.INI file until you see the Epitaph you want to change. For example:

**GraveName=Dale LaFrenz**

**Epitaph=Here lies Dale. He didn't listen to our advice.**

6. Position the cursor and type in your changes.
7. Pull down the **File** menu and choose **Save**.
8. Pull down the **File** menu and choose **Exit**.

## Erasing a Grave Marker

If you'd like to make a printed copy of the following instructions, just pull down the **File** menu and choose **Print Topic**.

To erase a grave marker:

1. In the **Program Manager**, open the **Accessories** program group and double click the **Notepad** icon.
2. Pull down the **File** menu and choose **Open**.
3. In the **Directories** dialog box, choose the directory where Microsoft Windows is installed (this is usually **C:\Windows**).
4. Type **OREGON.INI** in the **File Name** box. Click **OK**.
5. Scroll through the list of variables in the OREGON.INI file until you see the Epitaph you want to erase. Here's an example of all the variables for a grave marker (these variables change slightly from one grave marker to another):

**[Zone 1]**

**GraveLastLandmark=2**

**GraveNextLandmark=3**

**GraveMilesToNext=25**

**GraveName=Dale LaFrenz**

**Epitaph=Here lies Dale. He didn't listen to our advice.**

6. Insert the cursor before the square bracket, hold down the mouse button and drag the cursor to the end of the text in the Epitaph. Press the Delete key. You've now erased all the variables for that particular grave marker and it will no longer show up along the trail.
7. Pull down the **File** menu and choose **Save**.
8. Pull down the **File** menu and choose **Exit**.



## Turning the Grave Marker Option On/Off

If you'd like to make a printed copy of the following instructions, just pull down the **File** menu and choose **Print Topic**.

To turn the grave marker option off:

1. In the **Program Manager**, open the **Accessories** program group and double click the **Notepad** icon.
2. Pull down the **File** menu and choose **Open**.
3. In the **Directories** dialog box, choose the directory where Microsoft Windows is installed (this is usually **C:\Windows**).
4. Type **OREGON.INI** in the **File Name** box. Click **OK**.
5. Scroll through the list of variables until you see [**Game Configuration**] and look for **Gravesites=on**. Delete **on** and type **off**. The line should now read **Gravesites=off**.

**Note:** If you have not yet played a game of *Oregon Trail*, you won't see the **Gravesites=on** line. In this case, just type **Gravesites=off**.

6. Pull down the **File** menu and choose **Save**.
7. Pull down the **File** menu and choose **Exit**.

To turn the grave marker option on again, follow the above procedure but type in **Gravesites=on**.

## Turning the List of Legends Option On/Off

If you'd like to make a printed copy of the following instructions, just pull down the **File** menu and choose **Print Topic**.

To turn the List of Legends option off:

1. In the **Program Manager**, open the **Accessories** program group and double click the **Notepad** icon.
2. Pull down the **File** menu and choose **Open**.
3. In the **Directories** dialog box, choose the directory where Microsoft Windows is installed (this is usually **C:\Windows**).
4. Type **OREGON.INI** in the **File Name** box. Click **OK**.
5. Scroll through the list of variables until you see [**Game Configuration**] and look for **List of Legends=on**. Delete **on** and type **off**. The line should now read **List of Legends=off**.

**Note:** If you have not yet played a game of *Oregon Trail*, you won't see the **List of Legends=on** line. In this case, just type **List of Legends=off**.

6. Pull down the **File** menu and choose **Save**.
7. Pull down the **File** menu and choose **Exit**.

To turn the List of Legends option on again, follow the above procedure, but type in **List of Legends=on**.

# File Menu

Click on the illustration whenever the cursor changes to a hand to see detailed information about the **File** menu commands.

<b>File</b>
<b><u>N</u>ew Game</b>
<b><u>L</u>oad Game</b>
<b><u>S</u>ave Game</b>
<b><u>S</u>ave Trail Journal</b>
<b><u>C</u>lose Game</b>
<b><u>E</u>xit</b>

# Game Menu

Click on the illustration whenever the cursor changes to a hand to see detailed information about the **Game** menu commands.

<b>Game</b>
<b><u>I</u>ntroduction...</b>
<b>Turn <u>M</u>usic Off</b> <b>Turn <u>S</u>ound Off</b>
<b><u>C</u>lear List of Legends...</b> <b><u>S</u>imulation Speed...</b> <b><u>H</u>unt Time...</b>

## Edit Menu

Click on the illustration whenever the cursor changes to a hand to see detailed information about the **Edit** menu commands.

<u>E</u> dit	
<u>U</u> ndo	Ctrl-Z
<u>C</u> ut	Ctrl-X
<u>C</u> opy	Ctrl-C
<u>P</u> aste	Ctrl-V
<u>D</u> elete	

# Help Menu

Click on the illustration whenever the cursor changes to a hand to see detailed information about the **Help** menu commands.



## **New Game**

Choose **New Game** to begin a new game of *The Oregon Trail*.

## Load Game

Choose **Load Game** to continue a previously saved *Oregon Trail* game.

To select a game to play:

1. Scroll through the list of saved games.
2. Click on the game you'd like to continue.
3. Click **OK**.



## Save Game

Choose **Save Game** to save the game you are currently playing.

**Hint:** Save your game often; it's frustrating to lose a game that's going well because of unexpected computer malfunctions or sudden bad luck on the trail!

To save your game:

1. Type in a name.
2. Click **OK**.

If your game already has a name because it's been saved before, just click **OK**.

## Save Trail Journal

Choose **Save Trail Journal** to save your trail journal as a text file and export it to another application. When you've exported the journal, you can edit and print it for a permanent record of your amazing journey west.

To export your trail journal:

1. Pull down the **File** menu and choose **Save Trail Journal**.
2. Type a name for your journal text file.
3. Choose a directory to export the file to.
4. Click **OK**.

## **Close Game**

Choose **Close Game** to exit from your current game to the title screen and begin a new game.

## **Exit**

Choose **Exit** to exit from *The Oregon Trail* program and return to Windows.

## Undo

Choose **Undo** to undo the very last editing action you took. But beware, if the **Undo** command is dimmed and you can't use it, your last action was irreversible!

**Shortcut:** Hold down the **Control** key and press **Z** to undo an action.

# Cut

Choose **Cut** to remove unwanted text from your journal.

To remove unwanted text:

1. Point the mouse cursor at the beginning of the text you want to remove. Hold down the mouse button and drag the cursor to the end of the text. You've now selected that text.
2. Pull down the **Edit** menu and choose **Cut**.

**Shortcut:** Hold down the **Control** key and press **X** to cut text.

# Copy

Choose **Copy** to copy a portion of your text before pasting it somewhere else in your journal.

To copy text:

1. Point the mouse cursor at the beginning of the text you want to copy. Hold down the mouse button and drag the cursor to the end of the text. You've now selected that text.
2. Pull down the **Edit** menu and choose **Copy**.

**Shortcut:** Hold down the **Control** key and press **C** to copy text.

## **Paste**

Choose **Paste** to transfer a portion of your journal text to another place in the journal.

To paste text:

1. Position the mouse cursor where you want to paste the text.
2. Pull down the **Edit** menu and choose **Paste**.

**Shortcut:** Hold down the **Control** key and press **V** to paste text.



## Delete

Choose **Delete** to remove selected text from your journal.

To remove selected text:

1. Point the mouse cursor at the beginning of the text you want to remove. Hold down the mouse button and drag the cursor to the end of the text. You've now selected that text.
2. Pull down the **Edit** menu and choose **Delete**.

**Shortcut:** Select the text and press the Delete key.

## **Introduction**

Choose **Introduction** to see three screens of introductory information about both the real Oregon Trail and the game.

**Note:** This option is only available at the beginning of a new game.

## **Turn Music On/Off**

**Turn Music On/Off** is a toggle switch.

To turn the music off, choose **Turn Music Off**; the menu command changes to **Turn Music On**.

To turn the music on, choose **Turn Music On**; and the menu command changes to **Turn Music Off**.

**Note:** If you haven't installed a Microsoft Windows-compatible sound card, you can't hear the music. You should turn the music off so that you don't see any error messages!

## **Turn Sound On/Off**

**Turn Sound On/Off** is a toggle switch.

To turn the sound off, choose **Turn Sound Off**; the menu command changes to **Turn Sound On**.

To turn the sound on, choose **Turn Sound On**; the menu command changes to **Turn Sound Off**.

**Note:** If you haven't installed a Microsoft Windows-compatible sound card, you can't hear the sound. You should turn the sound off so that you don't see any error messages!

## Clear List of Legends

The List of Legends is a list of high scores obtained by previous players. Choose **Clear List of Legends** to see a dialog box listing the top scores; you can remove some or all of them from the list.

To remove high scores:

1. Pull down the **Game** menu and choose **Clear List of Legends**.
2. Click the score you want to remove.
3. Click **Remove**.
4. Click **OK** when you finish making changes (or **Cancel** if you change your mind).

**Hint:** If you click **Original**, you see a list of ten pioneers who traveled the Oregon Trail and their "scores."

## Simulation Speed

The **Simulation Speed** determines how long it takes to play the game; the slower the speed, the longer the game takes.

To change the simulation speed:

1. Decide which of the three speeds (slow, medium, or fast) you prefer and click the button next to that speed.
2. Click **OK**.

Click **Cancel** if you decide not to change the speed.

# Hunt Time

**Hunt Time** determines how long you can spend on each hunting trip.

To change the hunt time:

1. Decide which of the four hunt times you prefer and click the button next to that time.
2. Click **OK**.

Click **Cancel** if you decide not to change the hunt time.

**Hint:** Two minutes seems like a very long time when you're staring at a computer monitor, especially if you use up your available bullets too quickly!

## **On-line Manual Contents**

Choose **Contents** to see a table of contents for *The Oregon Trail's* on-line manual. Scroll through the list until you see a topic you're interested in learning more about and click that topic. You automatically zoom to the page of the manual containing details of that topic.



## **Help on Current Topic**

Choose **Help on Current Topic** and you'll automatically zoom to a topic in the manual related to what you're doing in the game.

## Using Help

Choose **Using Help** to find general information about using an on-line Help system. Scroll through the list of contents until you see a topic that interests you and then click that topic. You automatically jump to the page with details about that topic.

## **About the Oregon Trail**

When you choose **About the Oregon Trail**, our friendly buffalo introduces you to the names of the development team that brought you *The Oregon Trail*. You can also see MECC's address in case you'd like to buy any more of our wonderful products!

## Dangers of the Trail

Life on the Oregon Trail wasn't easy. Emigrants suffered illness, accidents, starvation, and death. Wagons broke, rivers flooded, animals died, and water supplies dried up. If there was too much rain, the rivers swelled and became dangerous to cross. If there was too little rain, the land became parched and grass and water were scarce.

Emigrants who traveled too fast without resting or eating enough were more likely to have accidents than those who traveled at a slower pace. Yet emigrants who traveled too slowly ran the risk of getting trapped in the mountains during winter.

Many emigrants were afraid of attack by Native Americans. In fact attacks by Native Americans were so rare, they are not included in *The Oregon Trail* simulation. However, the emigrants' fear of Native Americans was real (no matter how unjustified), and this fear is recorded in some of the dialog of different characters along the trail. Helpful encounters between Native Americans and emigrants are also recorded.

## Trading

Trading was a way for emigrants to acquire extra supplies along the Oregon Trail, especially if they didn't have enough money to buy what they needed. Emigrants usually started their journey with ample food supplies, but eating the same food every day was very boring! Staple food supplies included flour, bacon, coffee, sugar, and salt. Additional items varied according to individual tastes. Lucky emigrants found people, such as Native Americans, to trade with along the trail. They swapped such items as spare clothes and bullets for fresh vegetables and (after Fort Boise) for smoked salmon.

Food wasn't the only item emigrants traded for; often they needed extra clothes or equipment. Wise emigrants took spare wagon parts with them in case of accidents. Those who didn't had to rely on trading to get spare wagon tongues, wheels, and axles on the trail itself.

## **Hunting**

Good hunting saved many a starving emigrant's life! Hunting also helped make the emigrants' diet more varied - a diet of coffee, bacon, and bread got very tiresome after weeks on the trail.

The abundance and type of game varied with the terrain, but emigrants generally had a choice of small game, antelope (pronghorn), buffalo (bison), and bear.

## Landmarks and Forts

Travelers found that the early Oregon Trail was poorly marked and there were few places to stop and buy supplies. However, the Oregon Trail simulation is set in 1848 (just before the Gold Rush) and by that time the trail followed recognizable landmarks such as Chimney Rock and Soda Springs. You can visit these landmarks today.

Forts that existed in 1848, such as Forts Kearney, Laramie, Bridger, Hall, Boise, and Walla Walla offered travelers the opportunity to rest, buy more supplies, and discuss their adventures with other travelers.

*The Oregon Trail* simulation contains accurate pictures of landmarks based on photographs, lithographs, and descriptions of the actual locations.

# Music

As you "travel" *The Oregon Trail* simulation, each time you stop at a landmark, fort, or river crossing you'll hear a melody from the period.

## List of Melodies:

Independence, Missouri	Yankee Doodle
Kansas River	The River Song
Big Blue River	What Can the Matter Be?
Fort Kearney	The Campbells are Coming
Chimney Rock	Auld Lang Syne
Fort Laramie	Billy Boy
Independence Rock	Wayfaring Stranger
South Pass	Believe Me, If All Those Endearing Young Charms
Green River	All Through the Night
Soda Springs	Charlie Is My Darling
Fort Hall	Skip to My Lou
Snake River	Shenandoah
Fort Boise	On Top of Old Smokey
Blue Mountains	Long Long Ago
Fort Bridger	Where Has My Highland Laddie Gone
Fort Walla Walla	Flow Gently Sweet Afton
The Dalles	Jimmy Crack Corn
Willamette Valley	Vive La Compagnie

If everyone in your party dies, you'll hear "Bury Me Not on the Lone Prairie" at the end of the game (and at the grave site in subsequent games).



More music of the era is included on the following record or audiocassette tape:

Touch the Past. Twenty two traditional popular melodies with a 16-page booklet containing words, music, and a pioneer diary. Available from The Saint Joseph Museum, 11th and Charles St., St. Joseph, Missouri 64501.

## Additional Resources

If you'd like to learn more about the Oregon Trail, you can use one of the following books, films, videos, maps, or periodicals. You can also use the teacher's guide provided by MECC.

### Books

- DeVoto, Bernard. Across the Wide Missouri. Reprint. New York: American Legacy Press, 1947.
- Dodd, Lawrence. Narcissa Whitman on the Oregon Trail. Washington: Ye Galleon Press, 1985.
- Driggs, Howard R. Westward America. New York: Somerset Books, Inc., 1941.
- The Editors of American Heritage. Westward on the Oregon Trail. New York: American Heritage Publishing Company, Inc., 1962.
- The Editors of Time-Life Books. The Pioneers. New York: Time-Life Books, 1974.
- Holiday, J.S. The World Rushed In: The California Gold Rush Experience. New York: Simon and Schuster, 1981.
- Josephy, Alvin M., Jr., editor. The American Heritage History of the Great West. New York: American Heritage Publishing Company, Inc., 1965.
- Mattes, Merrill. The Great Platte River Road. Nebraska: Nebraska State Historical Society, 1969.
- Meeker, Ezra. Ox-Team Days on the Oregon Trail. New York: World Book Company, 1924.
- Morgan, Dale M. Overland in 1846. Georgetown, California: Talisman Press, 1963.
- Parkman, Francis. The Oregon Trail. Boston: Little, Brown, and Company, 1925.
- Rounds, Glen. The Prairie Schooner. New York: Holiday House, Inc., 1968.
- Schlissel, Lillian. Women's Diaries of the Westward Journey. New York: Schoken Books, 1982.
- Unruh, John D., Jr. The Plains Across: The Overland Emigrants and the Trans-Mississippi West, 1840-60. Urbana: University of Illinois Press, 1979.
- Worcester, Don, editor. Pioneer Trails West. Caldwell, Idaho: Caxton Printers, Ltd., 1985.

### Periodicals

Cobblestone. The History Magazine for Young People. December 1981 issue, "The Oregon Trail." Patrice Press, Box 42, Gerald, Missouri 63037.

The Overland Journal. A quarterly publication of the Oregon-California Trails Association, Box 42, Gerald, Missouri 63077.

## Maps

"The Oregon Trail--The Highway of the Pioneers to the Pacific Northwest." Full-color wall map available from Binford and Mort, Box 42268, Portland, Oregon 94242.

## Film/Video

The Way West. Based on the novel by A.B. Guthrie, Jr., starring Kirk Douglas and Robert Mitchum, produced by Harold Hecht, and directed by Andrew V. McLaglen. Not rated. 122 minutes. United Artists/Harold Hecht Company, 1967. Distributed on videotape by Wood Knapp Video, 1989.

## Teacher's Guide

Included with *The Oregon Trail* software is a teacher's guide produced by MECC to enhance the educational value of the simulation. The materials provided include:

- ready-to-use lesson plans, complete with handouts and worksheets;
- maps of the Oregon Trail;
- a step-by-step demonstration suitable for teacher training;
- a list of learning objectives for social studies and language arts.

For information about the teacher's guide, please call 800/685-MECC.

# Travel the Trail

Click this button to begin a new game.

## Load Game

Click this button to resume a previously saved game of *The Oregon Trail*.

To continue a saved game:

1. Scroll through the list of saved games to find the one you'd like to continue.
2. Click on the game to select it.
3. Click **OK**.

## **Party Members**

These four people are your traveling companions. You can easily change their names.

To change your traveling companions' names:

1. Use the Tab key or the mouse to highlight the name you want to change.
2. Type in a new name (up to 14 characters long).

## **Your Name**

Type in your name, or any other name you'd like for yourself as you travel the trail. You can use up to 14 characters for the name.

## **Occupation**

The occupation you choose for yourself is important--it determines how much money you have to buy supplies, how successful you are at overcoming problems along the trail, and your final score. For instance, farmers' oxen are less likely to get sick and carpenters can mend broken wagon parts along the trail. When farmers arrive in the Willamette Valley, their skills are needed so they get a bonus of three times their score. Bankers don't get any bonus!

Click each of the occupations shown here for more information. When you play the game, click the occupation of your choice.



## **Banker**

**Money:** \$1600

**Special Skills:** None

**Bonus:** None

# **Blacksmith**

**Money:** \$800

**Special Skills:** Repair broken wagon parts

**Bonus:** Score x 2

# Carpenter

**Money:** \$800

**Special Skills:** Repair broken wagon parts

**Bonus:** Score x 2

## **Doctor**

**Money:** \$1200

**Special Skills:** Heal sick companions

**Bonus:** None

# Farmer

**Money:** \$400

**Special Skills:** Oxen less likely to get sick

**Bonus:** Score x 3

# Merchant

**Money:** \$1200

**Special Skills:** None

**Bonus:** Score x one and a half

# Saddlemaker

**Money:** \$800

**Special Skills:** None

**Bonus:** Score x two and a half

# Teacher

**Money:** \$400

**Special Skills:** None

**Bonus:** Score x three and a half



## **OK Button**

Click **OK** when you've made your choices and you can continue with the game.

## **Cancel Button**

Click Cancel if you don't want to continue.

## **Explain Button**

Click the Explain button to hear useful information.

## **When To Go**

Click the month you decide to leave for Oregon. Choose carefully, because the success of your journey could depend upon your decision.

## Max

This is the most you can buy of each item. For instance, even if you can afford them, you can't buy more than 20 oxen.

**Hint:** If you have plenty of money, you may be tempted to buy the maximum of everything. Don't! Your wagon can only carry 3000 lbs. You will have to drop some of the supplies you paid for.

## **Buy**

Using the Tab key to move around, select an item and type in the number of the item you want to buy.

## **Item**

These are the supplies you can buy from Matt for your journey.

Hints for buying supplies:

- You'll need at least six oxen (fewer than that, and the oxen may be overworked).
- Extra clothing is useful in cold weather and for trading.
- You need bullets for hunting and they're handy for trading.
- If you don't take spare wagon parts, you run the risk of being stranded!
- If you don't buy any food, you'll starve!

# **Unit Price**

The Unit Price is how much you pay for one of each item.



## **Cost**

The Cost shows how much you are spending altogether on each item.

## **Total**

The **Total** is the amount of money you spent on all your purchases.

**Hint:** Don't spend all your money; save a little for emergencies along the trail!

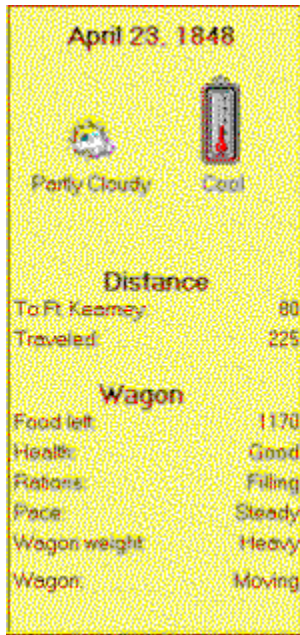
## **How Much Money Do You Have?**

This is the amount of money you can spend. How much you have depends on the occupation you selected. For instance, a farmer only has \$400, but a banker has \$1600.

## **Buy Button**

Click here when you've decided what you're going to buy, and you're ready to move on!

# Traveling Conditions



The information in this part of the game screen is very important, so check it regularly as you travel. Click on the illustration whenever the cursor changes to a hand to see more detailed information.

## Keep A Travel Journal



As you travel the trail, anything significant that happens to members of your party is automatically recorded in a daily journal. If you'd like to make the journal a little more personal, you can type in your own comments. The game automatically pauses until you click [Continue](#) to get your wagon moving again.

To add comments to your journal:

1. Point the cursor where you'd like to add an entry and click.
2. Type your entry.

If you make mistakes when you're typing, or if you'd like to move some of the text around, you can pull down the Edit menu and use the [Undo](#), [Cut](#), [Copy](#), [Paste](#), and [Delete](#) commands.

If you'd like to print your journal for a record of your amazing journey west to Oregon, you can export it as a text file and then print it. Pull down the **File** menu and choose [Save Trail Journal](#) to export your journal.

## Traveling Along



This part of the game screen changes as you play. Click on the illustration whenever the cursor changes to a hand to see more detailed information.

## Starting the Sound Button

Click this button to listen to information instead of reading it (in the CD-ROM version only, disk users do not have this option).

If you click the button, but you don't hear anything, check to see that your sound is turned on. Pull down the **Game** menu and choose **Turn Sound On**.



## **Stop Button**

Click this button to immediately stop the sound.

## **The Guide Book Button**

When you click the Guide button, you see a guide book entry (page of information) directly related to your location on the Oregon Trail. Once in the guide book, you can turn the pages and read or listen to other entries, or you can skim through the index to find information about anything you're interested in.

## **The Index Button**

Click this button to see an index of all the entries in the guide book.

To find a specific guide book entry:

1. Scroll through the index until you see an entry you're interested in.
2. Click on that entry and you automatically go to that page.

## The OK Button

When you've finished reading or listening to guide book entries, click the **OK** button to return to the game.

## **Turn to the Previous Page**

Click this button to turn to the previous page in the guide book.

## **Turn to the Next Page**

Click this button to turn to the next page in the guide book.

## Rafting Down the Columbia River

When you arrive at the Dalles, you have a decision to make. You can either take the Barlow Toll Road to the Willamette Valley, or you can raft down the Columbia River. If you don't have the money to pay the toll, you have to raft. Rafting is fun, but dangerous!

Guide your raft by moving the mouse; there's no need to click - the raft just follows the path of the mouse. Good luck!



## Grave Markers

If you have a disastrous journey and every member of your party dies, you can write a short epitaph (up to 44 characters long) to appear on a grave marker along the trail. The next time you play, the grave marker appears close to where your last party member died.

If you decide you don't want to have grave markers along the trail, there's a switch to turn that option off. You can also edit, or erase a specific grave marker. To see more detailed information, click the options below:

[Turning the Grave Marker Option On or Off](#)

[Editing a Grave Marker](#)

[Erasing a Grave Marker](#)



## **Weather Along the Trail**

As you travel the trail, study the weather indicators carefully. If it gets hot, you may run out of water and need to rest more. If it rains a lot, you may have difficulty crossing swollen rivers.

## **Distance Travelled**

These indicators show how far you've traveled from Independence and how far it is to the next Landmark or Fort.

## Wagon Status

Keep an eye on all this important information; it will help you get to Oregon safely.

**Food left** is a very important indicator. If your supplies get low you'll have to replenish them by [hunting](#) , [trading](#) , or [buying](#) more along the trail.

**Health** records the general health of your party.

**Rations** records how much food you're eating. If you're running out of food, you may have to eat smaller meals.

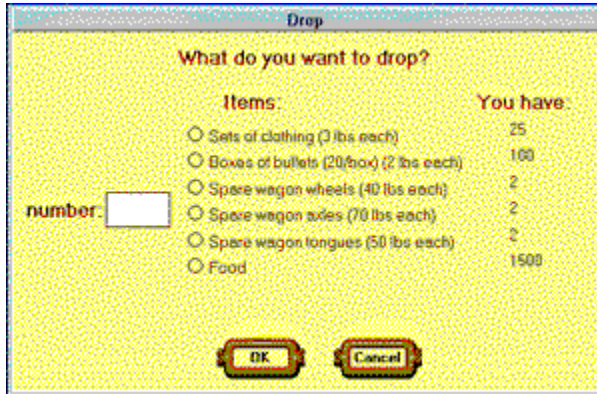
**Pace** shows the speed your wagon is traveling.

**Wagon Weight** indicates how heavily your wagon is loaded. If you overload your wagon (3000 lbs.), you'll have to drop some of the supplies you bought or your wagon may break and your oxen become exhausted.

If your **Wagon** is "Stopped," you'll have to click the Continue button to get it going again.

## Drop Button

If your wagon is overloaded, you have to drop some supplies before you can continue! Click on the illustration below for more information.



Drop

What do you want to drop?

Items:	You have:
<input type="radio"/> Sets of clothing (3 lbs each)	25
<input type="radio"/> Boxes of bullets (20/box) (2 lbs each)	100
<input type="radio"/> Spare wagon wheels (40 lbs each)	2
<input type="radio"/> Spare wagon axles (70 lbs each)	2
<input type="radio"/> Spare wagon tongues (50 lbs each)	2
<input type="radio"/> Food	1500

number:

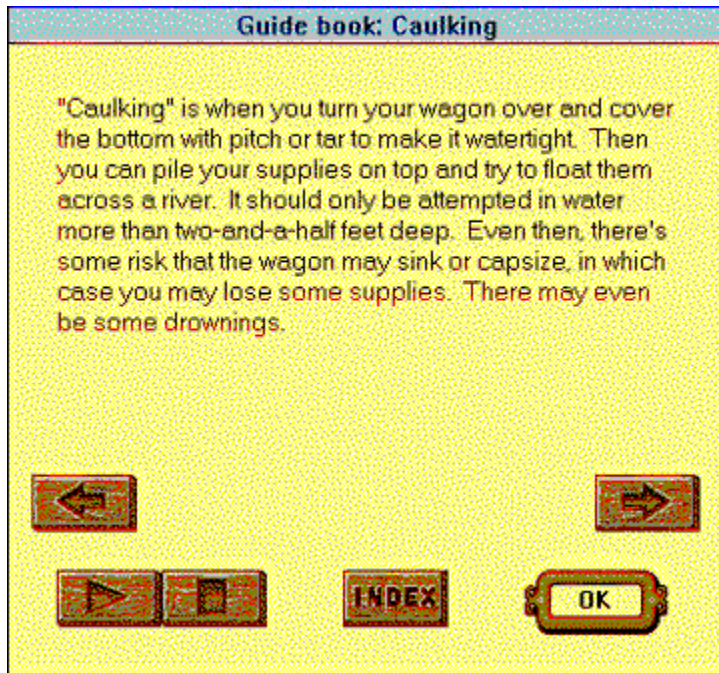
OK Cancel

To drop supplies, just click the item you want to drop, then type in the number you want to drop and click **OK**. Keep on dropping supplies until your wagon is no longer overloaded.

## Guide Book Button

The guide book has helpful information about people, places, and conditions along the trail.

Click the guide book button occasionally as you travel. You can read (in the disk version) or listen (in the CD-ROM version) to information about the next river crossing, fort, or natural landmark or about general conditions along the trail. Click on the illustration below whenever the cursor changes to a hand to see more detailed information.



## Party Status Button

Click the **Party Status** button for a quick review of your party's current status. Click on the illustration below whenever the cursor changes to a hand to see more detailed information.



You can keep this dialog box open as you play. That way you can check regularly to see whether you need to hunt, buy, or trade, or whether you need to rest for a while to give sick people or animals time to recover. Just click on the blue title bar and drag the box to a convenient position on your screen.

## Rations Button

Click this button to change the amount you eat at mealtimes. "Filling" meals are best, but you'll need plenty of food supplies! "Bare-bones" meals are inadequate, but if you're running out of food that may be your only choice!

**Hint:** The picture on the button changes so that you can tell at a glance what your current rations are.

## Buy Supplies Button

If you need additional supplies, you can buy them at stores in the forts along the trail. But be warned, the further you get from Independence, the higher the prices!

**Hint:** If you are not in a location where you can buy supplies, the button is gray and you can't use it. If you've spent all your money, you'll have to trade to get the supplies you need.



## Trade Button

You may have to trade with other folks along the trail - especially if you need to replace something that's broken, or if you're running out of food and don't have any money left. Click on the illustration below whenever the cursor changes to a hand to see more detailed information.



To make a trade, just click the item you want and type in the number you need. Click **OK** and read the reply before deciding whether to make the trade or not.

## Talk Button

You can "talk" to folks you meet along the Oregon Trail - some of them offer valuable advice! If you like, click the **Play** button and listen to their stories instead of reading them (this is only available in the CD-ROM version; the disk version does not let you listen). When you're ready, click the **Stop** button and return to the game.

## **Rest Button**

You can rest for up to nine days to allow sick or injured people and animals time to recover.

When you've typed in the number of days you want to rest, click **OK** and you'll return to the game. Click **Cancel** if you decide not to rest at all.

## Wagon Pace Button

Click this button to change your traveling pace. The faster the pace, the more likely you are to get sick or have an accident. But be careful, if you travel too slowly, you may get trapped in the mountains in the winter.

You can change your traveling pace by clicking on one of the three wagons. But if you decide not to change the pace, just click **Cancel**.

**Hint:** The picture on the button changes so you can tell at a glance at what speed you're traveling.

## Hunt Button

This is a popular button! You can hunt anywhere on the trail, but not in a rainstorm, at night, or at Landmarks and Forts. If you are not in a suitable hunting location, the button is gray and you can't use it.

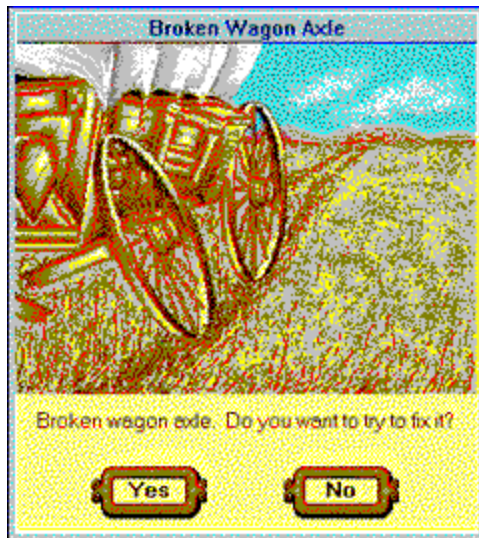
Hunting tricks:

1. If you don't like the hunting spot you see first, click the **Move** button.
2. When you have enough fresh meat, click the **End Hunting** button. Don't waste bullets by killing more meat than you can carry - you may need them for trading!
3. Don't shoot too many animals - fresh meat rots quickly and you can only carry 200 lbs. of meat (if there are two or more in your party) or 100 lbs. of meat (if you are the sole survivor) back to your wagon.

## Traveling Simulation

As you "travel" the trail, you'll see your wagon rolling across the prairie, crossing mountains and rivers, stopping at landmarks and forts, and camping overnight. Whenever you reach a landmark, fort, or river crossing, you'll see a picture of that location and its name. These pictures are based on photos, lithographs, and descriptions of the actual locations.

Sometimes you'll see a picture with a message telling of unexpected events that happened to your party on the trail. Click on the illustration below when the cursor changes to a hand to see more detailed information.



## **Unexpected Events**

*The Oregon Trail* is never predictable - many unexpected events can delay your journey. Be alert for bad weather, snakebites, sickness, and injury and be prepared to rest for a few days if necessary.

## **Time Out and Continue Buttons**

Click the **Continue** button to begin the game or to get your wagon rolling again after it has stopped.

Click the **Time Out** button to pause the game. A time out is not the same as resting; it won't help sick or injured members of your party to recover. A time out simply lets the player take a rest.

**Hint:** When a button is colored gray (like the Time Out button here), you won't be able to use it.



## Decisions

The Oregon Trail is never predictable - many unexpected events can delay your journey. Whenever an unexpected event happens to your party, you must make a decision. Think carefully, and weigh all the facts. For instance, if you're a carpenter, there's a good chance you can mend a wagon wheel successfully. But if you're a banker, you probably won't be able to mend it!

When the **Guide** button is available to you (during unexpected events such as snakebites or illness), click it to see a guide book entry with information to help you make your decision.

## **Trail Map**

As you travel along the Oregon Trail, your wagon's progress is indicated by a red line on the map. Forts, landmarks, and rivers are shown on the map (the map key explains the map symbols).

## **What Do You Want to Drop?**

You can drop any of the supplies you're carrying. Choose carefully, you never know what you may need along the trail! Just, point the mouse cursor at the item you want to drop and click.

## **Number to Drop**

Type in the number of the item you selected that you want to drop. For instance, if you want to drop ten boxes of bullets, type 10 in the **number** box.

## **Number You Have**

You can see at a glance how many of each item you are carrying in your wagon.

## **Current Health**

You can see at a glance the health status of everyone in your party.

**Hint:** If members of your party are in poor health, you could rest for a few days to give them time to recover.

## Current Supplies

You can see at a glance the number of oxen, number and weight of supplies, and total amount of money you have left.

**Hint:** If your food supplies are getting low, you can conserve food by changing to smaller rations. You can increase your food supplies by hunting, trading, or buying at appropriate places along the trail.

## **Rations and Pace**

You can see at a glance what rations you're eating and how fast you're traveling.

**Hint:** If you're traveling slowly and winter is approaching - you'd better pick up the speed a little.



## **Wagon Weight**

You can see at a glance how much the supplies in your wagon weigh.

## What Do You Want to Get?

Point the mouse cursor at the item you want to get by trading and click.

**Hint:** You don't have any control over what you are asked to give in return for the item you need, but if you don't like the trade conditions, you can always try again.

## **Number to Get**

Type in the number of the item you need. For instance, if you need a wagon wheel, type 1 in the **number** box.

# How to Use the On-line Manual

## Click Text and Hot Spots

Whenever you see green underlined text, click that text and you'll jump to the page with information about that topic. It's a bit like an automatic page turner!

Whenever the cursor changes to a pointing hand, click and you'll magically see more detailed information, usually in a "pop-up" box.

## Menu Bar

Use the menu bar to get around in the on-line manual.

Pull down the **File** menu to open a specific file, print a topic from the on-line manual, change your print specifications, or exit from the program.

Pull down the **Edit** menu to copy text to the clipboard or to annotate.

Click the **Bookmark** option to mark a page in the on-line manual.

Pull down the **Help** menu to see detailed information about using the on-line manual. Click **Help** and choose **How to Use Help** to see a Table of Contents. Click the topic you're interested in and you see detailed information.

Click the **Contents** option to return to the table of contents.

Click the **Search** option to look for specific information in the on-line manual.

Click the **Back** option to return to the previous page of the on-line manual.

Click the **History** option to see a list of the Help screens you recently studied.

Try a jump now. Click [Contents](#) to return to the list of contents, or click the **Contents** command on the menu bar.

## Re-sizing the On-line Manual Window

It's a good idea to keep the on-line manual open as you play *The Oregon Trail*. You can re-size the window and move it out of the way.

To re-size the window:

1. Point the mouse cursor at the re-sizing box in the lower right corner of the window (you see a double-headed arrow).
2. Hold down the mouse button and drag until the window is the size you want.

To move the window:

1. Point the mouse cursor at the on-line manual title bar.
2. Hold down the mouse button and drag the window to a convenient position on the screen.

## Printing the Manual

You can make printed copies of individual topics from the on-line manual. For instance, it may be helpful to print the list of resources.

To make a printed copy of a topic:

1. Choose the topic you're interested in from the on-line manual's table of contents.
2. Pull down the **File** menu and choose **Print Setup**.
3. Check the printer options and change if necessary.
4. Pull down the **File** menu and choose **Print Topic**.

## Opening the Manual

There are several ways for you to open the on-line manual:

1. To open the manual when *The Oregon Trail* program is not running, open the **File Manager** and double click the on-line manual file icon.
2. To open the manual when *The Oregon Trail* program is running, pull down the **Help** menu and choose **Contents**.
3. To open the manual when *The Oregon Trail* program is running, press the **F1** key.

**Hint:** For quick access, keep the manual open as you play.

**Tweet, Tweet**



## **Climb Every Mountain**

Ford every stream,  
Follow every highway,  
Wearing denim jeans.

**Matt says**

Don't forget the snack cakes, they're in short supply in Oregon!

**Darn It**

I knew the RV would have been quicker!

**Woof!**

I'm a bilingual eagle!

## **Piranha Alert!**

Those Piranha look hungry. I don't think they've eaten any pioneers lately!

**Gurgle, Gurgle!**

They didn't tell me I had to learn how to swim.

**Ox alert!**

Ethel, stop that dumb ox from leaning over the side of the raft. I can't steer!

## What to Do When Things Go Wrong

If you have any problems you can't find the answer to in this manual, please call MECC Technical Support (the phone number can be found in the printed manual accompanying the software).

Read on for answers to some commonly asked questions.

### **"When I play the game I see error messages telling me that I have no MIDI devices installed. What is wrong?"**

If the error message you're seeing says, "There are no MIDI devices installed on the system. Use the Drivers option in the Control Panel to install the driver," you either don't have a sound card installed, your sound card is incorrectly installed, or your sound card is not Microsoft Windows-compatible. You may also see, "An error has occurred in your application. If you choose Ignore, you should save your work in a new file. If you choose Close, your application will terminate." Check your sound card manual for more information to help you decide what to do about the problem.

Alternatively, pull down the **Game** menu and choose **Turn Sound Off** and **Turn Music Off**. The error message will not appear any more. But if you want to hear the sound and music, and they're an enjoyable part of the program, you must install an appropriate sound card.

### **"Some of the game animations don't seem right: I can't tell the difference between night and day and the rivers look strange. What's wrong?"**

You're probably not running Windows in 256-color mode. If you want to improve the animations, you must locate and install a 256-color driver for your video card. For more information, check your video card manual or contact the manufacturer.

### **"I heard that there are great songs on this program, but when I play the game I don't hear them. Why not?"**

Do you have the music option turned on? Pull down the **Game** menu and choose **Turn Music On**. This is a toggle switch, so the command immediately changes to Turn Music Off. While you're doing this, check to see that the Sound option is turned on and then you'll hear the sound effects too.

### **"It says in the manual that I can click the Play button and listen to the guide book entries instead of reading them, but I don't see a Play button. Where is it?"**

The **Play** button is only available on the CD-ROM version of *The Oregon Trail*.



**"I went hunting, but after a few seconds my gun wouldn't fire. Why?"**

You ran out of bullets! You only get 20 bullets for each hunting session. Click **End Hunting** and try again.

**"My game seems to be taking forever: the wagon is traveling very slowly and I'm getting impatient. What can I do?"**

Check to see if you can change to a faster simulation speed. Pull down the **Game** menu and choose **Simulation Speed**. Click the **Fast** speed.

**"The access time on my CD-ROM seems very slow. Is there anything I can do to improve it?"**

Sorry, no. The access time is dependent upon your CD-ROM drive.



