Dear Customer,

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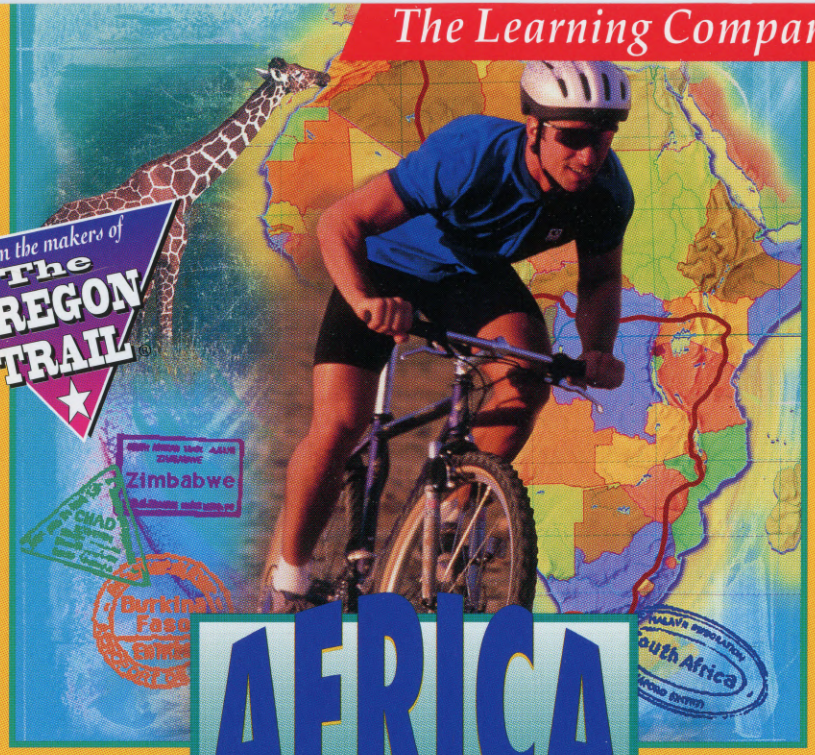

AFRICA TRAIL®

Ages 10 to 16

Social Studies for Windows® 3.1/ 95 & Macintosh®

Experience the diverse people and cultures of Africa

FREE TRIAL INSIDE!

AMERICA Online

INSTALLATION INSTRUCTIONS

These instructions are platform specific. Please note that **X** represents your CD-ROM drive letter and should be used accordingly. Place the Africa Trail CD in the CD-ROM drive to begin.

Windows 95:

Africa Trail supports the Windows 95 "Autorun" feature,or do the following: From the Desktop, click on **START**, **RUN** and type **X:\START.EXE** and click OK. Follow the on-screen prompts to complete the installation process. To run the program, open the program group and click on the program icon.

Windows 3.x:

From Program Manager, click **FILE**, **RUN** and type **X:\START.EXE** and click OK. Follow the on-screen prompts to complete the installation process. To run the program, open the program group and click on the program icon.

Macintosh:

After placing the Africa Trail CD in the CD-ROM drive, double click on the icon to open. Follow the on-screen instructions to complete the installation process. To run the program, open the Africa Trail icon.

Documentation:

Windows 95 & Windows 3.x:
On-line documentation is contained on the program CD in a file called README.TXT. To access this file, launch WORDPAD (for Windows 95), or WRITE (for Windows 3.x). Next choose File, Open and then select TXT format. Next, click on your CD-ROM drive and select the file README.TXT.

Macintosh:

Open the file Read Me in the program folder.

Registering Your Program:

Using the START.EXE option above for either Windows 95 or Windows 3.x will launch the Registration program. For Macintosh, simply open the Register icon on the program CD.

AFRICA TRAIL®

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

How to Use *Africa Trail*

Getting Started

When you first play *Africa Trail*, choose New Game from the title screen. You will need to decide the starting and ending points of your journey by clicking on the map. Choose your teammates on the next screen. To learn more about a person, click on the person's picture. To choose a teammate, click on the box next to that person (you can "unchoose" a teammate by clicking on the box again). When you have selected your three teammates, click OK. Now, choose the spare bicycle parts you'll bring along for yourself and your teammates. Click on the up and down arrows to change the quantity of each item shown on the screen.

Traveling

Once you're in Africa, click on the pictures to find out more information about your location and to talk with people. Pull down the Game menu and choose Journal to write about your trip or to see what Dan Buettner wrote in his journal. You can also check the glossary to read definitions of unfamiliar words or terms. (At other times along your trek, you can access the journals and glossary by clicking on the on-screen Log button.) The Game menu also has a Stop Everywhere command which, if you select it, will cause you to automatically stop at each city you come upon. Then, set your pace and rations and click Bye to start your trek.

On the travel screen, you can decide where to go, buy food or bike parts, choose to talk, rest, check the status of your bikes, look at maps, buy visas (for each country you will enter), or see the Log. At your first travel screen, check your food supplies by clicking on Go to Market. You will probably need to buy some food. You can decide if you want to bargain with the vendor. Choose to view prices and total costs in local currency or in U.S. currency by clicking the appropriate button. While at the market, you can also order bike parts which may have been unavailable at the market by clicking the Air Express button. Air Express orders are expensive, both in time and in money. When you are done, click Leave.

If you don't buy food at the market, the program will assume that you are eating at restaurants along the way and will decrease your money supply accordingly. Food at restaurants costs more than buying your own supplies, and also uses up more time. In some areas, restaurants are not available, and you will become very hungry if you have no supplies.

Visas

You need a visa for each country you enter. You can only buy visas in certain cities. Before you enter another country, click on the Maps button on the travel screen. On the Africa map, click on each country you intend to enter. A data box appears for each country with information on where to buy your visa for that country.

Trophy Room

You can earn points and a place on the high-score list by successfully completing a game. Your score is determined by teammates' health and morale, the number of places at which the team stopped to talk, the money remaining, and the number of "days" it took to reach your destination.