

SkyTrip AMERICA

FLIGHT GUIDE

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SkyTrip AMERICA

An Incredible Ride Through U.S. History!

Hardware and Software Requirements

FOR MICROSOFT WINDOWS®

- A multimedia PC or equivalent (includes 486SX or higher processor 8 MB of RAM, hard drive, double-speed CD-ROM drive, audio board, mouse and VGA display — 256 colors).
- MS-DOS® or PC-DOS operating system version 3.3 or higher
- Microsoft® Windows® graphical operating environment version 3.1 or higher
- MS-DOS CD-ROM extensions (MSCDEX) version 2.2 or later

FOR APPLE MACINTOSH SYSTEMS

- Macintosh with 68040 Processor or better: Performa, Centris, Quadra, Power Mac.
- Macintosh double-speed CD ROM drive.
- System Software Versions 7.0, 7.01, or 7.5.
- Color Monitor
- Monitor set to 256 Colors (8 bit) recommended, thousands of colors acceptable.
- System Minimum 8 MB RAM.

Welcome to SKYTRIP AMERICA!

You're about to enjoy an exhilarating view of America — and its history — from the comfort of your very own flying vehicle. Whether you choose the hot-air balloon, hoverjet or sputter clunker, we'll fly all across America to meet the people and explore the places that for centuries have shaped America's heritage.

I'll show you how to use your camera and journal to make your journey something to remember. I'll also help you use a high-tech media player and special navigator to fly through information, and travel through time like never before.

Just for fun, be sure to visit Tumbleweed U.S.A. You'll explore a real 3-D ghost town, play exciting games and even save the day by locating the prized golden lantern in an old abandoned mine. (But please be careful.)

With SKYTRIP AMERICA, you can experience the history of this great nation in a whole new way. Let's get started...

Your Guide,
Camille



Installation for Windows

1. Start Microsoft® Windows®.
2. Place the SKYTRIP AMERICA disc in the CD-ROM drive (using a disc caddy if appropriate).
3. If you're running Windows® 95, go to step 4. Otherwise, from the Program Manager menu, select File, then choose Run. At the Command Line, type: D:\SETUP.EXE, click OK and follow the instructions provided on the screen. (If your CD-ROM drive is other than "D:," enter the appropriate drive letter.)
4. For Windows® 95, select Start on the Taskbar, then choose Run. In the box labeled Open, type D:\SETUP.EXE, click OK and follow the instructions provided on the screen. (If your CD-ROM drive is other than "D:," enter the appropriate drive letter.)

If you use the Windows® 95 AutoRun feature, choose Setup when given the option to Play or Setup SKYTRIP AMERICA, and follow the instructions on the screen.

IMPORTANT NOTE: If you choose the option to "Custom Install" SKYTRIP AMERICA and do not include the SKYTRIP AMERICA component, the program will run more slowly and your journals will not be saved.

Starting SKYTRIP AMERICA

1. Start Microsoft® Windows®.
2. Place the SKYTRIP AMERICA disc in the CD-ROM drive.
3. If you're running Windows® 95, go to step 4. Otherwise, open the Discovery Multimedia program group and choose the SKYTRIP AMERICA icon, then click on the flying vehicle of your choice.
4. For Windows® 95, select Start on the Taskbar, choose Programs, then



select Discovery Multimedia and choose SKYTRIP AMERICA. Then select the flying vehicle of your choice. If you use the Windows® 95 AutoRun feature, simply select the option to Play when it appears, then click on the flying vehicle of your choice.

Installation for Apple Macintosh

1. Insert the SKYTRIP AMERICA disc into the CD-ROM drive (using a disc caddy if appropriate).
2. Double-click the SKYTRIP AMERICA icon on your desktop.
3. Drag the folder "Copy to HD" from the SKYTRIP AMERICA disc to your desktop or hard disk. You may also want to rename the folder — for example, "SkyTrip."

Starting SKYTRIP AMERICA

1. Place the SKYTRIP AMERICA disc in the CD-ROM drive.
2. Open the "Copy to HD" folder (or "SkyTrip" folder, if you renamed it during installation), then double-click the SkyTrip icon.
3. Select the flying vehicle of your choice.



SkyTrip
America

IMPORTANT NOTE: You can run SKYTRIP AMERICA directly from the CD-ROM provided that QuickTime 2.0.3, Apple Multimedia Tuner 2.0.1 and Sound Manager 3.0 have been installed; however, you will not be able to save your journal or your Personal Postcards. If you are using a Power Macintosh, you also need to install QuickTime PowerPlug 2.1, and use the Power Macintosh Native version of the program included in the "Copy to HD" folder. For more instructions, consult the "Read Me" File.

For Discovery Channel Multimedia

Executive Producer: Margaret Buckley

Associate Producer: Thomas J. Zahorik

Manager, Product Development: Ruth Peters • Writer: Michael Manning

Research: Shandra McDonald

Guest Narrators

Irene Bedard, Chris Webber, Daniel Pesina, Michael Chang, Penn Jillette

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Vice President, Line Executive: Eric Eggleton

Publisher and General Manager: Thomas A. Porter

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Manager North Central Region: Paula VanRoon • Manager South Central Region: Tom Weeks

Operations Manager: Amy Auchincloss • Sales Coordinators: Amy Cook, Denise Lechtenberger

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Flight Guide Writer: Schedeler & Company

Special Thanks: Megan Gleason & Fox Mill Elementary



HUMAN CODE

For Human Code

Producer: Mary Flanagan

Assistant Producer: Jacquie Moss • Lead Programmer: Brian Brantner

Director of Art and Graphics: Kyle Anderson • Audio Lead: Mark Connelly

Graphics: Interface Design, Digital Illustration: Kyle Anderson • Digital Illustration: Chris Mead, Lindsay

Gupton, Maria Vidal, Interface Design • Splash Screen Graphics: Jacquie Moss • 3D Modeling and

Design/Animation: Ivan Villavicencio • Panorama Production: Charles R. Furlong • Programming: Lead

Programmer: Brian Brantner • Railroad, Hangman, and Kesitse game: Joe Liberty • Audio: Sound Design,

Location Sound: John Malcolm Smith • Music Composition and Production: Mark Connelly Wilson

Writing: Bill Crawford • Research: Catherine F. Elston • Content and Archival Research: Mary Flanagan,

Jacquie Moss • Game Design: Kyle Anderson, Brian Brantner, Mary Flanagan, Joe Liberty, Chris Mead,

Jacquie Moss, John Malcolm Smith, Maria Vidal • Digital Video: Mary Flanagan

Executive Producer: Lloyd Walker • Executive Management: Chipp Walters, Liz Walters

Tumbleweed U.S.A. shot on location Luck, Texas

Talent: SkyTrip Host: Carmen Nogales • Media Player Narrator: Edwin Neal • Guest Musicians: Fife, Sax,

Harmonica: Eve Kuniansky • Fiddle: Robert Norris • Native American Flute: Mario Garza

Character Voices: Prospector, Host: John Martin • Sheriff, Executioner, Trickster Coyote: Edwin Neal

Saloon Proprietor: Tonie Perensky • Wanted Outlaw, Mineshaft Ghost: Bill Wise • Train Engineer, Hotel

Proprietor: Gary Gattis • Script: Kyle Anderson, John Malcolm Smith

Still Photography: Thomas Hartwell, Saba Press • Frank Miller

Archival Images and Footage: The National Archives • The Library of Congress • Archive Photos

NASA • The Bettmann Archives • The LBJ Library • The Ronald Reagan Presidential Library

Expert Consultants: Dr. Megan Seaholm, Department of History, University of Texas at Austin

Dr. Marilyn K. Parr, Reference Specialist in American History, Library of Congress

Dr. Marvin W. Kranz, Specialist in American History, Library of Congress

Libby Moss, 5th grade school teacher • Cognitive Design: Dr. David Palumbo

Special Thanks to: Sara Walser, Susan Hormuth, Mark Ligas, Chad Leabo, KXAN-TV 36, Tumbleweed:

Christy Pipkin, Ed Russell, Rick Lacy, John Lacy, Willie Nelson, Pat Fox, Jerry Moss, South Carolina

Department of Parks and Recreation, Virginia Division of Tourism, Missouri Division of Tourism, Alaska

Division of Tourism, Ohio Division of Travel and Tourism, Kansas Department of Commerce, Georgia


Department of Industry, Trade, and Tourism, Wisconsin Division of Tourism, South Dakota Tourism,

Library of Congress, Carl Fleischhauer/Program Coordinator, National Digital Library, Pat Lochney,

Curator/Motion Picture, Broadcasting, and Recorded Sound Division, Barbara Natanson/Prints and

Photographs, Laura Campbell/Director, National Digital Library...and the entire Human Code team!

Piloting Your Flying Vehicle

You control the flight of your flying vehicle over the landscape of America with your mouse. As you move your cursor to the left side of your view, it changes to a  left hand. The closer you move the left hand to the left edge of your screen, the faster your vehicle turns in that direction. Similarly, move your cursor to the right for a panoramic view in that direction. Or, just relax and let your flying vehicle survey the region for you.

Biographies

Click to learn more about your radio guides.

Question Mark

Click for help whenever you need it.

Journal

Keep personal notes about your trip here, along with the favorite photos, videos and articles you capture. Or write your own story!

Navigator/Map

Click to quickly navigate to another region, learn about a specific state and view an interactive timeline of American history.

Selecting Topics of Interest

You will want to use your cursor to explore everything you see. As you do, many items will sparkle to indicate that there are stories to read. A description for each sparkle also appears in the readout area.

Sparkle Items

Click for a short description. Double-click for an exciting Media Player presentation.

Media Player

Click to find articles, images and videos about everything you see.

Pony Express Game

Click to read the Post Card, then determine where you will need to go to deliver it.

Master Volume

Click and drag to adjust the volume.



If you would like a quick preview of a story, simply click once on the sparkle. To see a complete Media Player presentation on a sparkling item, double-click on the sparkle. Or, you can click on the sparkle of your choice and then click on the Media Player in your flying vehicle. (If you hold your cursor over the ? — without clicking — all of the items in the scene that have stories will sparkle.) Remember, I am always there to guide you. Just click the ? and I will remind you about the tools in your flying machine, how to navigate, and the sparkling items you encounter on your journey.



Display Readout

Descriptions of images and instructions appear here.

Wagon Wheel

Click to head for good old-fashioned fun and games at Tumbleweed U.S.A.

Radio Buttons

Click to hear multi-cultural perspectives of this region.

Music Volume

Click and drag to adjust the music volume.

Camera

Click to take a snapshot of your current view, and have it instantly loaded into your journal.

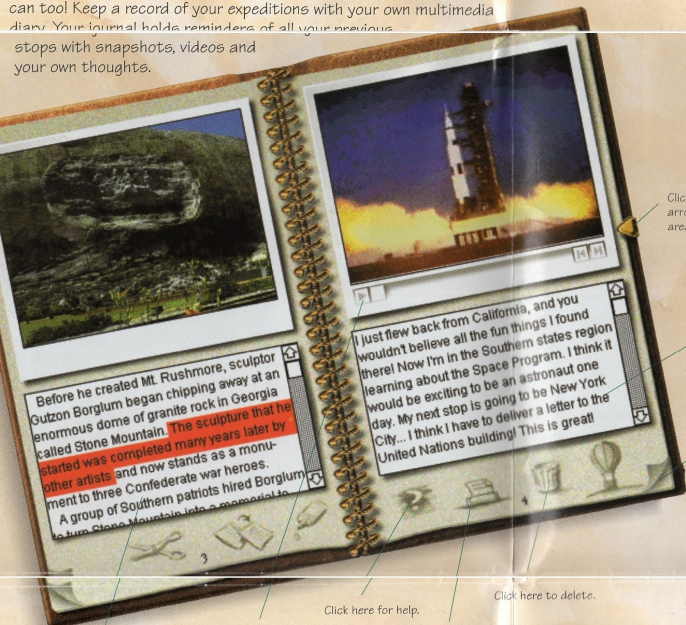


SkyTrip AMERICA

An Incredible Ride Through U.S. History!

Journal Instructions

Great adventurers have always kept a log of their travels — and you can too! Keep a record of your expeditions with your own multimedia diary. Your journal holds reminders of all your previous stops with snapshots, videos and your own thoughts.



Click here and drag the arrow to move to other areas of your journal.

Record your thoughts here.

Click here to turn the page.

Click here for help.

Click here to delete.

Click here to play the movie you edited from the Media Player.

Click here to print.

Media Player articles are copied here for you to edit or add to.

Hey Pardner, Tumble on Over to an Old West Ghost Town

Enjoy the fun and games as you explore this ol' ghost town. You'll want to follow in the footsteps of those who've gone before you, and collect everything you find along the way.



Click to proceed to the next destination in Tumbleweed.

Click to hear the story for this destination.

While playing a game, click on Help for instructions along the way.

Click to return to your flying vehicle.

Enjoy the Games!

You can enjoy the games at Tumbleweed U.S.A. anytime you wish. Simply click on the wagon wheel in your flying vehicle and select the game of your choice. Or, you can discover the games as you explore Tumbleweed U.S.A.

Kesitac Game

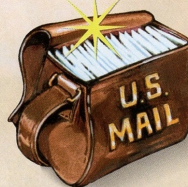
Can you outsmart the trickster coyote in this authentic Native American children's game?



Railroad Game
See if you can rebuild the bridge... before the train arrives!



Gold Mine Game
Locate the golden lantern and save the day. But please be careful!

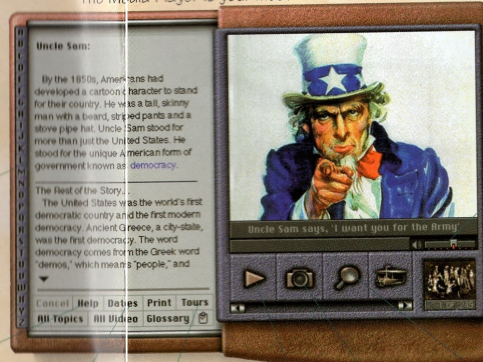


How to Play:

1. Click on a letter when it appears in your U.S. Mail Pouch.
2. Determine the person or place to whom/which it should be delivered.
3. Navigate to the correct location, click and drag the letter from the Mail Pouch and release it onto the appropriate SKYTRIP AMERICA sparkle.
4. Rise through the ranks to become "Trail Blazer."
5. Create your own Postcards, or deliver Postcards created by a friend.

Media Player Instructions

The Media Player is your most resourceful tool!



Click on a letter to bring up a list of topics that begin with that letter.

Click Help for helpful information on anything in the Media Player. Then just roll your cursor over the feature for which you would like more information.

Click Dates for a list of years you can select throughout American history.

Click Tours for a list of special tours you can take simply by selecting the tour in your timeline.

Click to play or pause presentations.

Capture pictures and journal. (There are even controls to edit your movies.)

Click to enjoy the picture or movie full screen.

Click and drag this sound control to adjust the volume.

Navigator/Map Instructions

The Navigator/Map makes it easy to fly from region to region, get facts about each state and navigate through SKYTRIP AMERICA.



Click once to highlight the desired region, state or timeline event and display more information about it.

Click here for more help about using the selected Navigator/Map.

To advance the timeline, simply move your cursor to the edge of your screen in the direction you wish to go.

To print the timeline, click here.

Timeline color bands help you to easily locate key events, famous people, important wars and battles, and the administrations of presidents that make up American history.

Camera Instructions

With the camera, you can capture your favorite snapshots from your flying vehicle and see them instantly in your journal. When you're using the Media Player, you can also save your favorite photos and movies to your journal.



"Fly" for the Pony Express

Listen for the "toot-toot" of the mail whistle. Then solve the riddles of the Pony Express.

These envelopes indicate your progress.

Click to open Postcard riddles you others have created.

Click to create your own Postcard riddles and choose their destinations. You can save your questions with names that you've chosen.

Click here for more help with the Pony Express game.



Hangman Game
Use the clues to spell the missing word and save poor old John Parker's neck.