

mecc

AGE 10 - ADULT



**Another great trail
blazer from the makers
of The Oregon Trail!**



MACINTOSH



The Amazon Trail™

Version 1.x

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MECC

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**For MECC Technical Support,
see page 23.**





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Getting Started

A successful journey depends strongly on a player's ability to read information and make decisions based on that information. This requires reading skills at the fifth-grade level or above. Children who do not read at this level can still enjoy playing with the assistance of an accomplished reader.

Installation

1. Insert Disk 1 into your floppy drive. A new window appears, displaying an icon called Installer.
2. Double-click on the Installer icon.
3. Make sure that the hard disk indicated is the one on which you want to install the program. If it is not the right one, click on the "Switch Disk" button until you see the name of the disk you want.
4. Click on the "Install" button and follow the on-screen instructions.
5. When you see the message "Installation Successful," store your disks in a safe place as a backup copy of the program.

Start-up

1. Double-click on the Amazon Trail icon.

The very first time you start the program, you get a chance to turn off "faster graphics." For now, leave it turned on. You'll know very soon if you need to turn faster graphics off—it will look like your monitor is not working properly. For instructions on turning off faster graphics, see "Options" on page 19.

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 to stop the dream and go to the title screen.

2. Click on the Start a new quest button, or choose the New Quest command from the File menu.



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” on page 17.

Getting Help

The on-screen help provides basic operating instructions, but it does not reveal any secrets of success. To use the on-screen help, choose the Help command from the Apple menu.

The “Playing the Game” section of this manual (the one you are reading now) provides both basic operating instructions and a few tips for success.

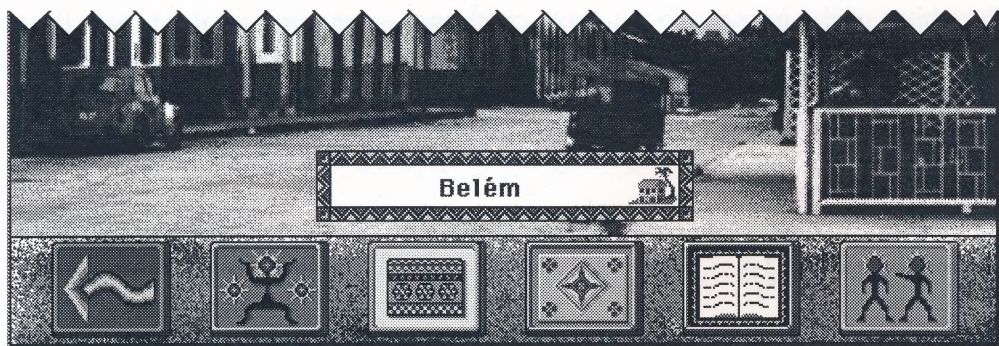
If neither of these sources helps, please call MECC Technical Support. See page 23 for instructions.

Using Shortcut Keys

- | | |
|-----|--|
| ⌘-N | Start a new game |
| ⌘-O | Open a saved game |
| ⌘-S | Save your game |
| ⌘-T | Call a time-out (interrupt the game for a moment) |
| ⌘-Q | Quit |
| Esc | Go from the dream sequence to the title screen
End your current activity (same as clicking on the Arrow button) |



Things to Do in Belém



Start upriver.
See page 5.

Check your
supplies.
See page 15.

Read the
guidebook.
See page 14.

Talk to your
guide. See
page 15.

Check the
map. See
page 15.

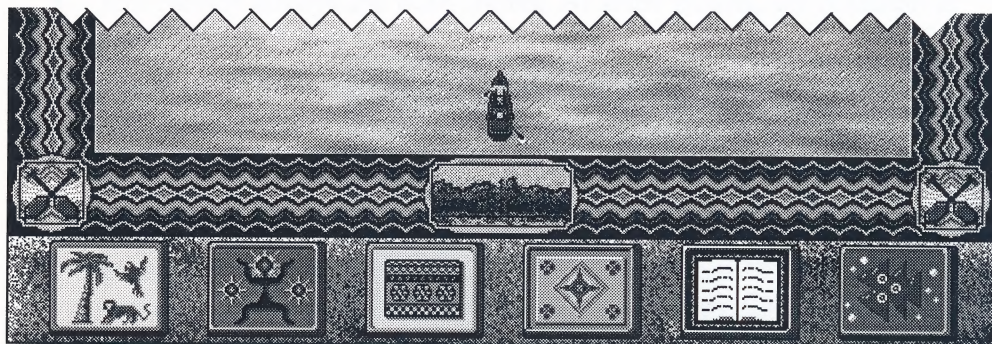
Talk to
people. See
page 10.



Hear how the
guidebook
entry is
pronounced.
See page 14.



Starting Upriver



Explore the
rainforest.
See page 8.

Check your
supplies.
See page 15.

Read the
guidebook.
See page 14.

Talk to your
guide. See
page 15.

Check the
map. See
page 15.

Go fishing.
See page 12.



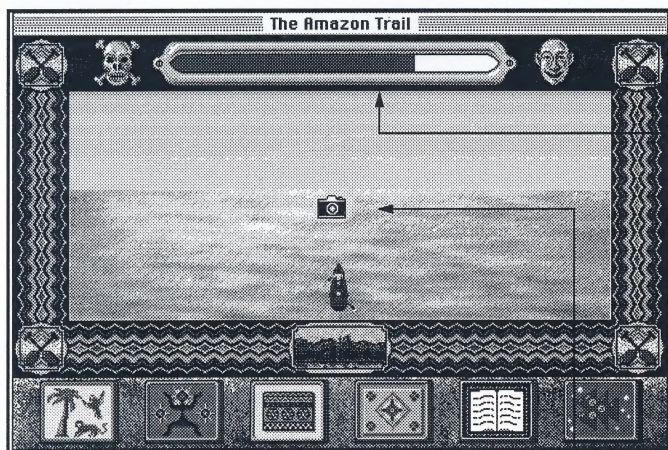
Look at the
photo album.
See page 15.



See what
you have
collected for
the Inca
King. See
page 15.



Canoeing



This is your health meter.

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.

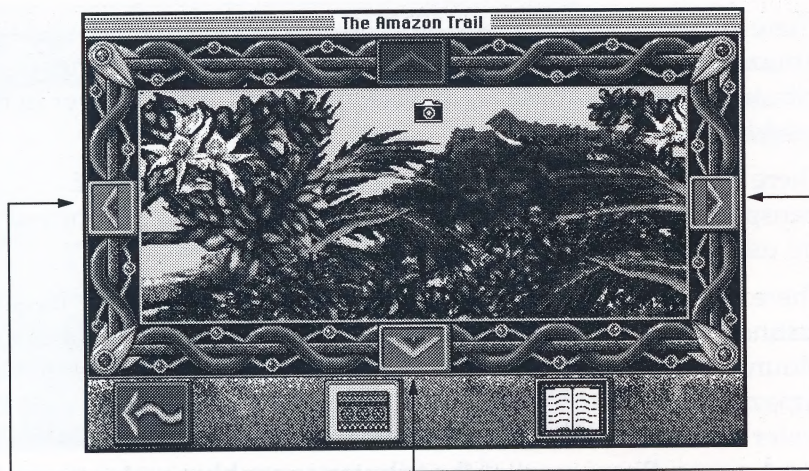


If You Were Really Canoeing on the Amazon

- 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



Click on an arrow 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.

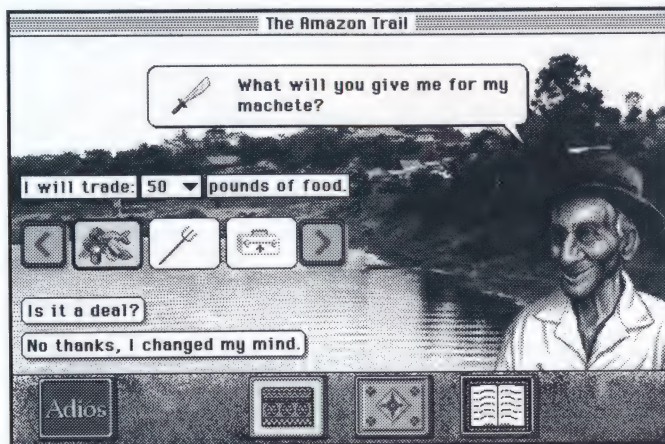
When you identify an animal or plant, a picture of it goes into your photo album. The photo album is in your supply basket. If you reach Vilcabamba, the Inca King gives you credit for each animal or plant that you identify. To identify something, you have to click on the Identify it button and make the 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. In temperate forests, leaf litter can be a foot deep, and topsoil seven feet.
- 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, and Talking and Trading with People



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:

Step 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.

Aside from cinchona, you never know what the Inca King might want. It changes from game to game. 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.

Step 2: Click on the left and right arrows to scroll through your possessions. Click on the item that you are willing to trade. Press ▼ to change the quantity.

Step 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 inside the Supplies button. (Click on the Supplies button, then click on the Trade Items 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.

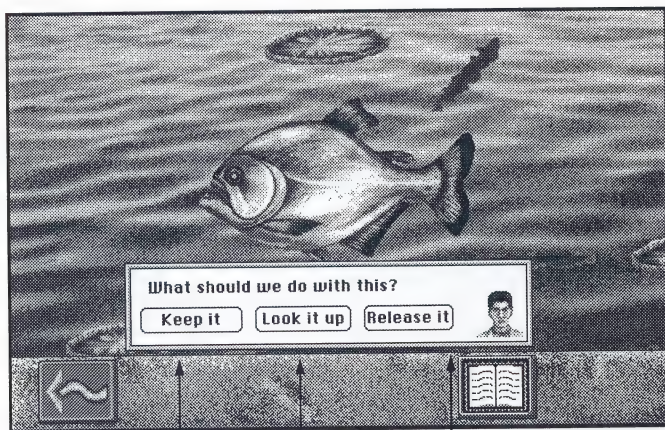


If You Were Really Visiting Amazonia

- 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



Keep it if you
want to eat it.

Release it if you think
it might hurt you.

Look it up if you're
not sure what to do.

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.

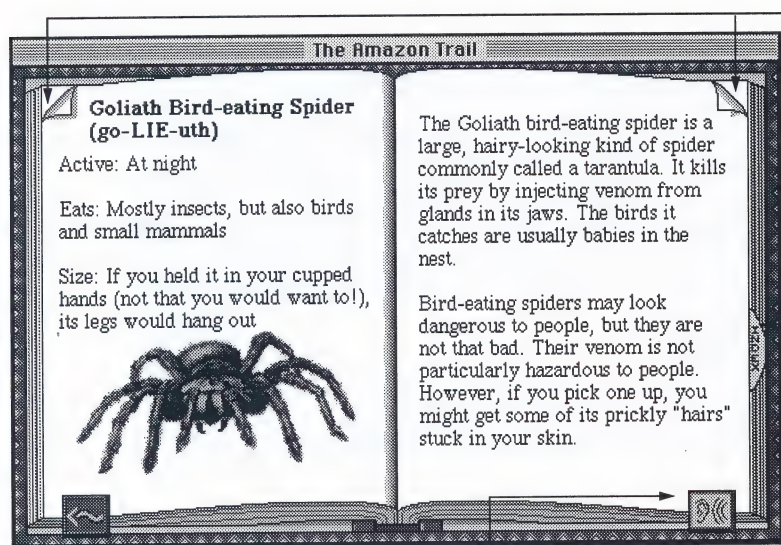
You can change the length of time allowed for fishing. See "Options" on page 19.



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



Click on the upper right or left corner of the book to turn the pages.

Click on the Index button to see the list of topics.

Click on the Listen button to hear the name of the topic. The words are from several different languages, including Spanish, English, and Portuguese. They are pronounced by a Brazilian woman who is fluent in Portuguese and English.

Click on the Arrow button when you're done.

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.



Checking Your 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 Trade Items button and the Photo Album button.



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



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



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 Adiós button when you're done.

Checking the 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" on page 19.



Menu Commands

Apple Menu

About Amazon Trail

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

Help

Provides instructions. If your computer is running System 7, this command is also available under the Balloon Help menu.

File Menu

New Quest (⌘-N)

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 (⌘-O)

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 Open button.

Save Quest (⌘-S)

Saves a game.

You see a dialog box. Type a name for your game and click on the Save 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.

For instructions on going to another disk or folder, see your Macintosh user's guide.

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 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.

Quit (⌘-Q)

Quits *The Amazon Trail* and returns you to the Macintosh Finder.

Game Menu

Sound On

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

Music On

Turns the music off and on.

Note: You can disable the Sound On and Music On commands by using the Options command on the Management menu. See "Options" on page 19.

Time Out (⌘-T)

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 one or more shields from the Hall of Shields.

Options

Lets you do three 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 disabled.
- Adjust the length of time allowed for fishing. A shorter time makes fishing more challenging.
- Turn “faster graphics” on or off. If you have a monitor attached to your SCSI port, you may need to turn off faster graphics. The symptoms will be obvious—it will look like your monitor is not working properly.

There are two ways to turn off faster graphics. First, try turning it off in the Options dialog box. If that doesn't work, do the following:

1. Quit *The Amazon Trail*. Open the folder that contains *The Amazon Trail* files. You'll see a file named “Amazon Trail Config.”
2. Drag “Amazon Trail Config” to the Trash. Empty the Trash.
3. Start *The Amazon Trail*. When you see the message about faster graphics, click the check box to turn it off.

Network

This command is used only in schools that have purchased a multiple-user license. You should leave this command set at Single User.

Change Password

This command lets you change the password from “dream” to a word of your choice. Letters, numbers, and punctuation marks are allowed in passwords. Spaces, tabs, and special keys (such as Option and Control) are not allowed.



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 Travels...* (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.



MECC Technical Support (MECCTECH)

If you have a problem using MECC software:

- Note the name and version number of the software.
- Note the brand and model of the equipment involved.
- Write MECC Technical Support, 6160 Summit Drive North, Minneapolis, MN 55430-4003, or call 612/569-1678, Monday–Friday from 8:00 A.M. to 5:30 P.M. Central Time.

Credits

Designer

Project Manager

Programmers

Testers

Artists

Composer/Musician

Writer

Researcher

Voice

Mike Palmquist

Chuck Bilow

Susan M. Gabrys

Julie S. Redland Knoch

John R. Ojanen

Randy E. Rasmussen

James L. Thompson

Brian Anderson

Glen Anderson

Todd George

Dan Megears

Sue Minor

Mark Schneider

Dawn Wichman

LaDonna Williams

John Diebel

Sandra Forslund

Charolyn Kapplinger

Ed Madrid

Larry Phenow

John Hickman

Sue Thomas

Claudia Moreira Ciesynski



MECC Guarantee

We stand behind our products. Try any MECC software for 30 days. If it fails to live up to your expectations, return it to us in its original condition, with proof of purchase, and we'll give you a full refund. For a period of 90 days after your purchase, MECC will replace free of charge any defective original disk, upon receipt of the disk and with proof of purchase. After 90 days, MECC will replace defective disks for a nominal fee throughout the lifetime of the product (i.e., for a period of three years following the product's discontinuation).

MECC Software License Information

You should carefully read the terms and conditions of this agreement before using this package. Use of any portion of the package indicates your agreement to these terms and conditions. If you do not agree to these terms, return the unopened disk envelope along with the rest of the package to your place of purchase.

Permitted Uses

You may:

- operate the software on one computer at a time;
- make one backup copy of the software for archival purposes only;
- transfer the software to a single hard disk or other storage device and keep the original disks as your archival copies;
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- install this software on a file server and execute the software on a network on more than one computer, provided that the total number of computers simultaneously using the software does not

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