

# EARTHQUEST®

## Reference Guide



Building a Global View



### **System 7.0 Note:**

EARTHQUEST® will run under System 7.0. If you are using System 7.0, we recommend using a computer with at least 2.5 Mb of RAM. This will help insure smooth and complete operation of EARTHQUEST.

If you want to run EARTHQUEST under System 7.0 with only 2 Mb of RAM, you will need to remove any INITs or CDEVs from your System Folder. You may also need to install a "minimal system" when you install System 7.0 on your computer. See your Macintosh manual.

If you attempt to open EARTHQUEST and a system memory message appears, make sure that you have a minimum of 900K available for HyperCard. If less memory is available, close another application that may be open, or remove large INITs or CDEVs.

Alternatively, you may want to start-up your computer using System 6.0.5 or System 6.0.7.





## *Welcome to EARTHQUEST®*

**... a unique knowledge explorer**

Welcome to EARTHQUEST. We hope that our program will become a valued and timeless resource for people of all ages. This manual contains directions on how to install EARTHQUEST and how to use the program as well as descriptions and an index of the contents of the program. EARTHQUEST is divided into three main areas, the Knowledge Base, the Control Center and the Workshop.

The Knowledge Base is a collection of explorations that cover the topics Earth, Journey, Environment, and World Tour. You can take different journeys through the program depending on your individual interests. The Control Center contains dozens of interactive challenges and activities that encourage and reward exploration. The Workshop encourages expansion of EARTHQUEST, allowing you to design your own screens and link them to the program.

Please feel free to contact us with any ideas or suggestions. We would like to include these in future versions of EARTHQUEST. Also, if you have developed any related HyperCard stacks which may expand EARTHQUEST, please let us know. We will always be looking for creative new ways to present knowledge about our wondrous Earth and its people.

Bob Stevens

David Smith



**E A R T H Q U E S T®**



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## Installing EARTHQUEST

### Introduction

We hope these notes help make the transition from "EARTHQUEST-in-a-box" to "EARTHQUEST-on-your-hard-disk" a smooth one.

With the disks included in your EARTHQUEST box you will be able to get EARTHQUEST up and running on any currently available Macintosh computer (Classic, Plus or higher) with: 1) at least 1 Mb of memory, with 2 Mb strongly recommended; 2) a hard disk drive with 3.1 Mb available (Note: installation temporarily requires about 4.2 Mb free) ; and 3) System Software version 6.0.5 or higher.

EARTHQUEST comes with an automatic installation routine that will transfer the EARTHQUEST program, contained on EARTHQUEST Disk 1 through EARTHQUEST Disk 4, to your hard disk.

### Step 1: Getting HyperCard Onto Your Hard Disk

1. You must have System 6.0.5 or higher to run EARTHQUEST. If you do not know what System you are using, select "About the Finder..." from the Apple menu in the upper left corner of your screen, and look for the System version in the dialog box which appears. If you don't have System 6.0.5 or higher, ask a friend or visit your local Apple Dealer for a copy.
2. If you have HyperCard 2.0v.2 or higher installed on your hard disk, go to Step 2: Running the EARTHQUEST Installer.
3. If you have an old version of HyperCard installed on your hard disk, we recommend that you remove it. If you keep the old version, we recommend that you first install the version of HyperCard included with EARTHQUEST, open it and then install EARTHQUEST. To install EARTHQUEST, choose Open from your File menu and select the Install EARTHQUEST file on EARTHQUEST disk one.
4. If you don't have HyperCard installed, insert the HyperCard disk that came with EARTHQUEST in your disk drive and copy the HyperCard and Home files onto your hard disk.



## Step 2: Running the EARTHQUEST Installer

### About the Installer...

1. *The installation routine will not do any damage to existing programs on your hard disk.*
2. *The installation routine takes a relatively long time.* It takes 15 to 20 minutes on a Mac Plus, SE or Classic, less time on other models.
3. *The installation routine works best if you do not disturb it while it is working, except when it specifically asks you to insert the next disk.* EARTHQUEST is shipped in a compressed format in order to save disk space. During the installation, EARTHQUEST is expanded to its full operating size. Clicking on the screen (especially on the "Stop" or "Skip" buttons) during this time may result in the incomplete installation of EARTHQUEST on your hard disk. If you mistakenly click on the screen, exit the installation procedure, drag the "EARTHQUEST®" folder on your hard disk into the trash, and start the installation procedure over again.

### Running the Installer...

1. Insert EARTHQUEST Disk #1 into your floppy disk drive.
2. Open the disk and double-click on "Install EARTHQUEST" to start.
3. Follow the instructions and select the hard drive on which you want to install EARTHQUEST, then click the large "Install" button.
4. Insert each EARTHQUEST Disk (1 through 4) when asked to do so.
5. Once the installation is complete, click on the Home icon in the lower left corner of your screen. This will take you to the Home card of HyperCard. From there click on the EARTHQUEST button.





### Step 3: Troubleshooting

*I am having problems and EARTHQUEST will not run properly.*

When running EARTHQUEST on a MAC with only 1 Mb of memory (RAM), you will need to remove any large INITs or CDEVs. Please refer to the manuals that came with your computer for more information on these items. Note: 2 Mb of memory is recommended to run EARTHQUEST smoothly. If you have 2 Mb or more of memory, increase the Application Memory Size allocated to HyperCard by selecting the HyperCard file on your disk, choosing Get Info from the File menu and increasing the number in the box in the lower right corner (preferably up to 1500).

*I have a 1 Mb computer and I am being told that there is not enough memory to install EARTHQUEST.* For 1 Mb computers you may need to free up some space to install EARTHQUEST. We recommend that you do one or all of the following:

1. Temporarily remove any unnecessary StartUp and Control Panel Documents from your System folder. To do this you will choose one and drag it onto the desktop. Do not drag it into the trash!
2. We also recommend that you turn off the "RAM cache". To do this open the Control Panel from the Apple menu, look for the "RAM cache" and turn it off.
3. Remove any unnecessary Desk Accessories. Please see your Mac manuals for directions.

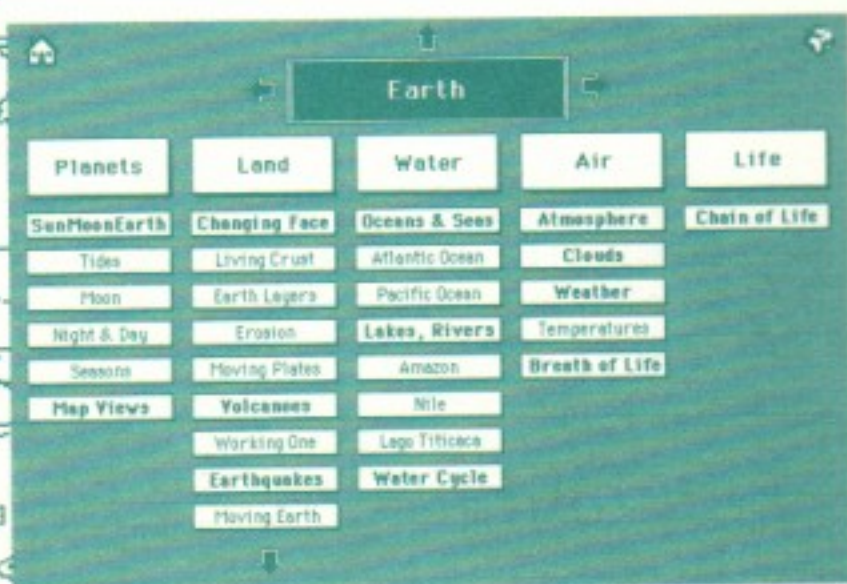
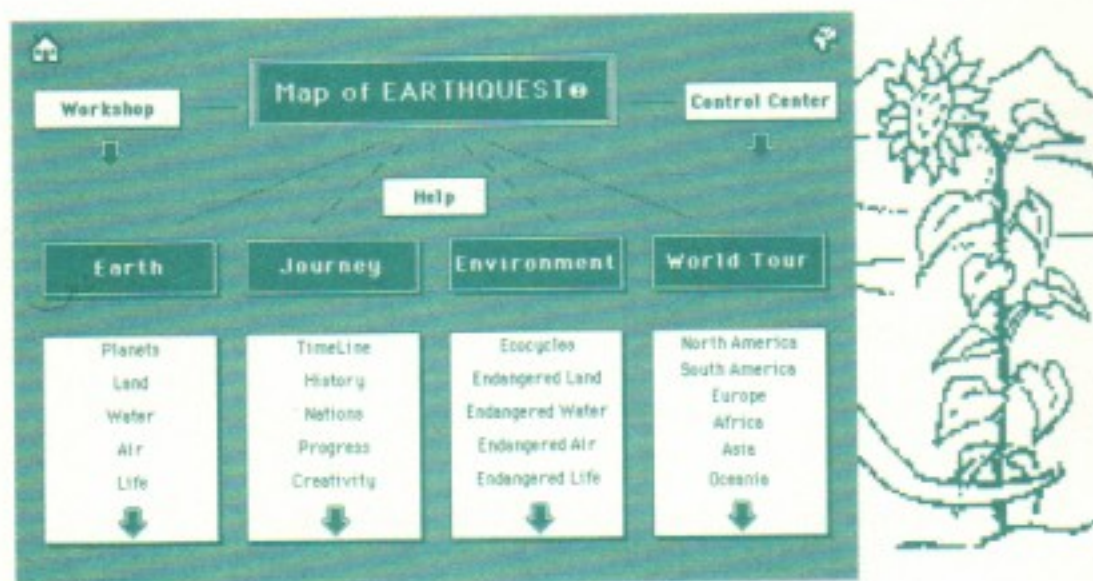
*I copied all of the files from the EARTHQUEST disks onto my hard disk, but I cannot get EARTHQUEST to start.* If you did not use the automatic installer provided with the program, try reinstalling EARTHQUEST using it (see Step 2). If you prefer not to use the automatic installation routine: 1) make sure all of the files from the EARTHQUEST disks are in a single folder; and 2) join and expand the files "EARTHQUEST.1," "EARTHQUEST.2" and "EARTHQUEST.3" using the "DDMiniExpand™" application included with the program.



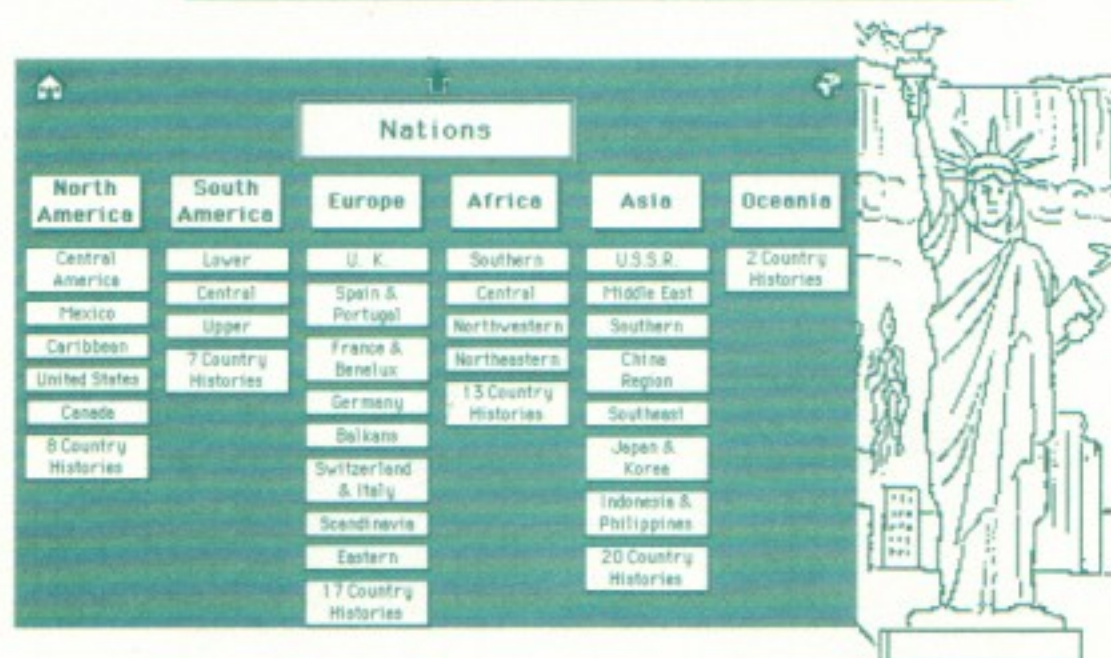
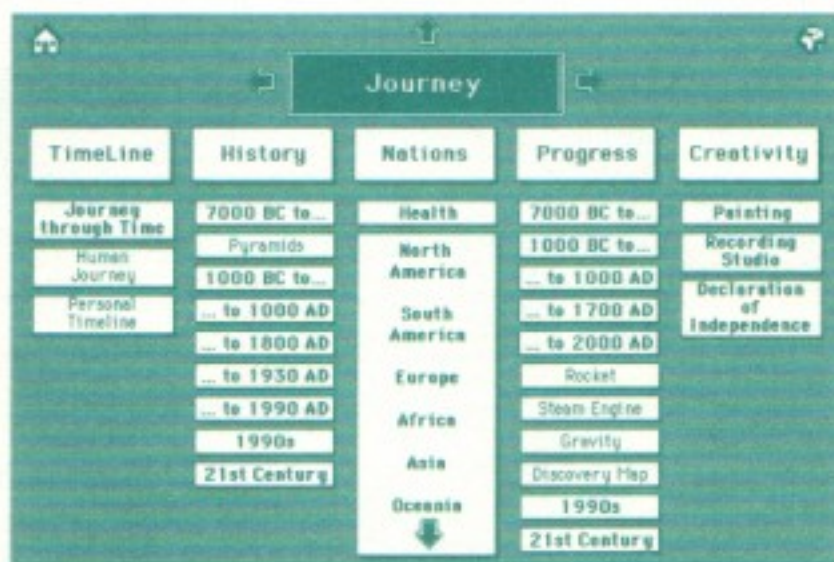
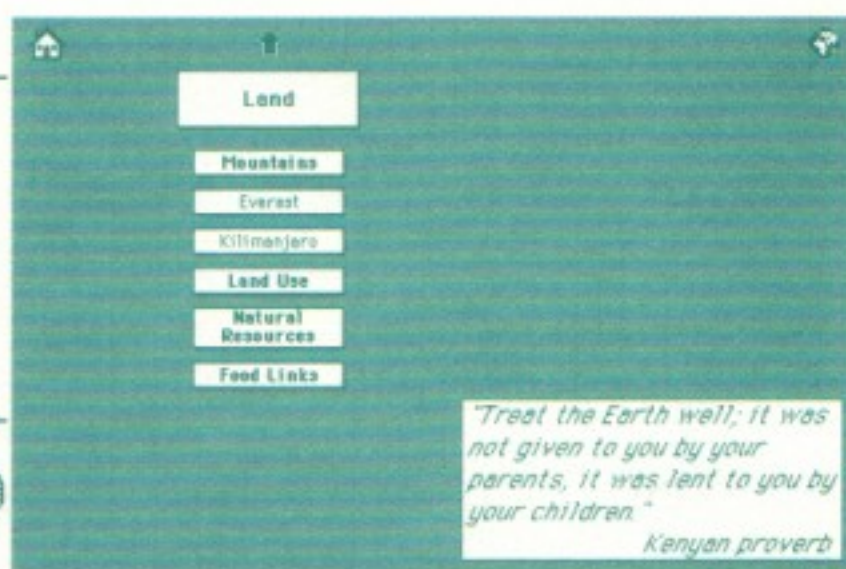
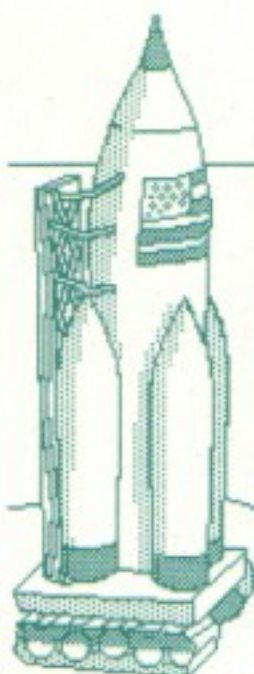


## Map of EARTHQUEST

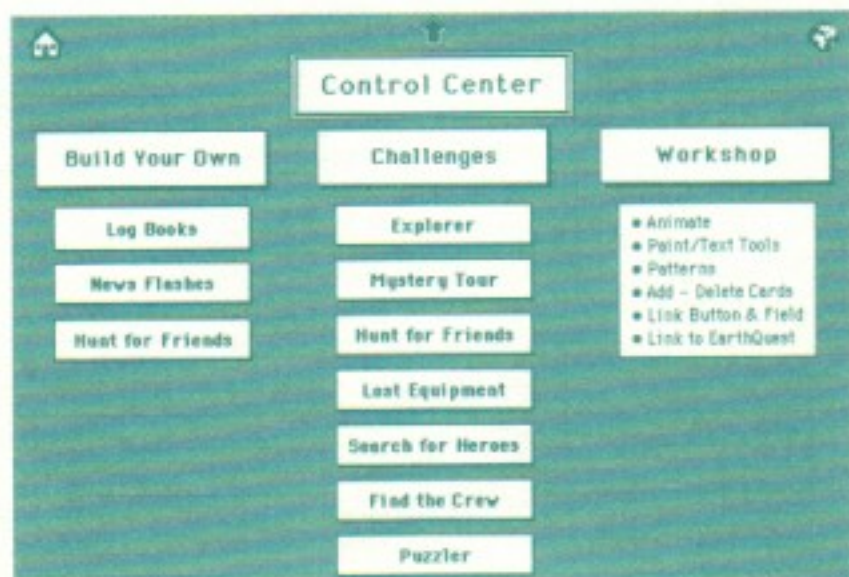
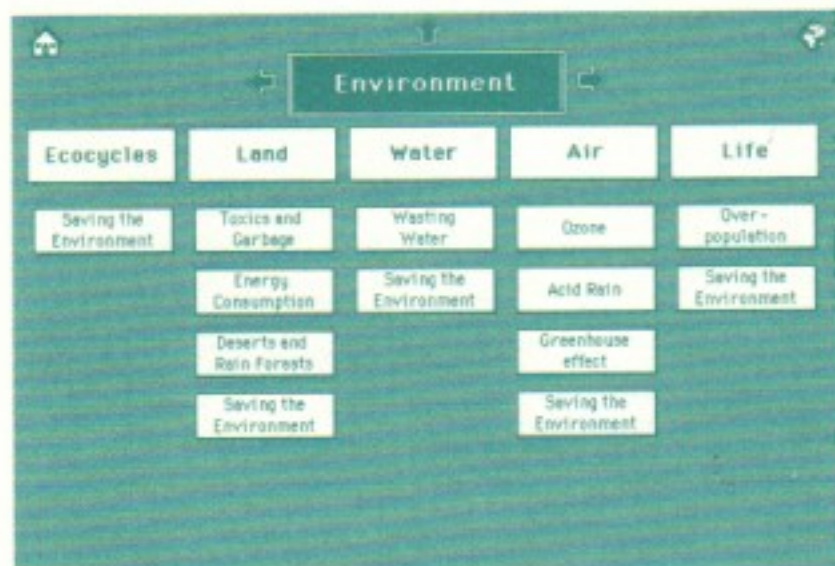
The Map of EARTHQUEST shows you the layout of the program and enables you to go to the topic of your choice instantly and return to the map using the ESC key. It covers six areas: Earth, Journey, Environment, World Tour, the Control Center and the Workshop. The first four areas comprise the knowledge base and contain many sounds, text resources, graphics, charts, quizzes and animation sequences. The last two areas expand on the knowledge base, encouraging interaction and expansion of EARTHQUEST.















## Knowledge Base

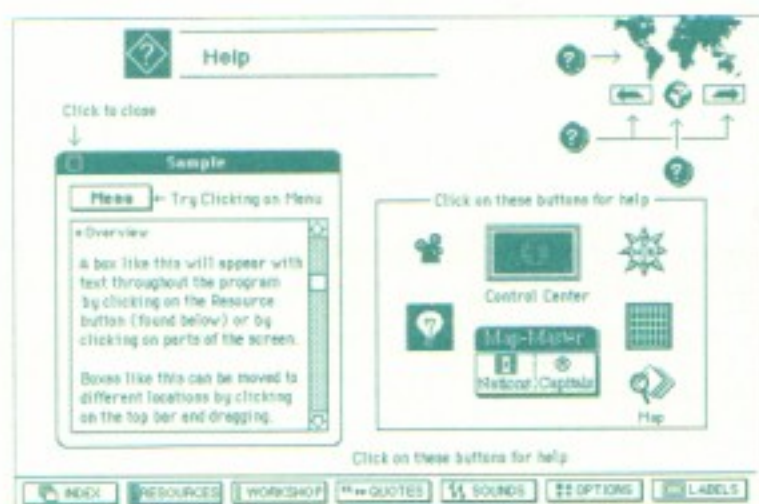
Featured below is the Explore card, the main menu card of EARTHQUEST. From here, you may embark on a variety of journeys. Click on an icon to begin.



- **Earth:** explores the wonders of the planets, land, water, air and life and helps you see interconnections among these systems.
- **Journey:** contains many maps of the world and takes you on a walk through history from 7000 BC to today.
- **Environment:** shows you the endangered land, air, water and life on earth and lists 101 ways to help save the environment.
- **World Tour:** allows you to experience six continents with samples of language and music and to access 67 country histories.

### *Help Card*

The help card (always available under the Options menu) explains features and how to move around the program.

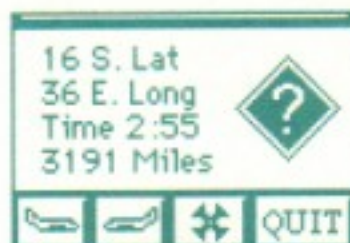




Throughout the Knowledge Base there are many icons; some give you more in depth information and others open to challenging games when you click on them.



The navigator icon, found on most maps, accesses the navigator (at right). The navigator lets you choose a home base on the earth and then by moving the airplane, you can see how far you are from it.



Selecting a table icon pulls up additional information related to the present card on the screen. The following charts and tables are included in the program:

|                    |                |                   |
|--------------------|----------------|-------------------|
| Earthquakes        | Lakes & Rivers | Progress Timeline |
| Energy Consumption | Mountains      | Quality of Life   |
| Energy Hogs        | Oceans & Seas  | Volcanoes         |
| Health & Welfare   | Overpopulation | Water Cycles      |
| History Timeline   | Planets        | World Data        |



When you click on the movie icon, an animated sequence will play. To stop it, click the mouse once.



The lightbulb symbol appears on many of the screens in the program, signaling that there is a quiz. Click on it to begin.



Map Master challenges your knowledge of nations and capitals around the world. The Map Master symbol appears in the bottom left hand corner on various screens in the Nations section of the EARTHQUEST Knowledge base.





## Tips for Using EARTHQUEST



### ⌘ & option



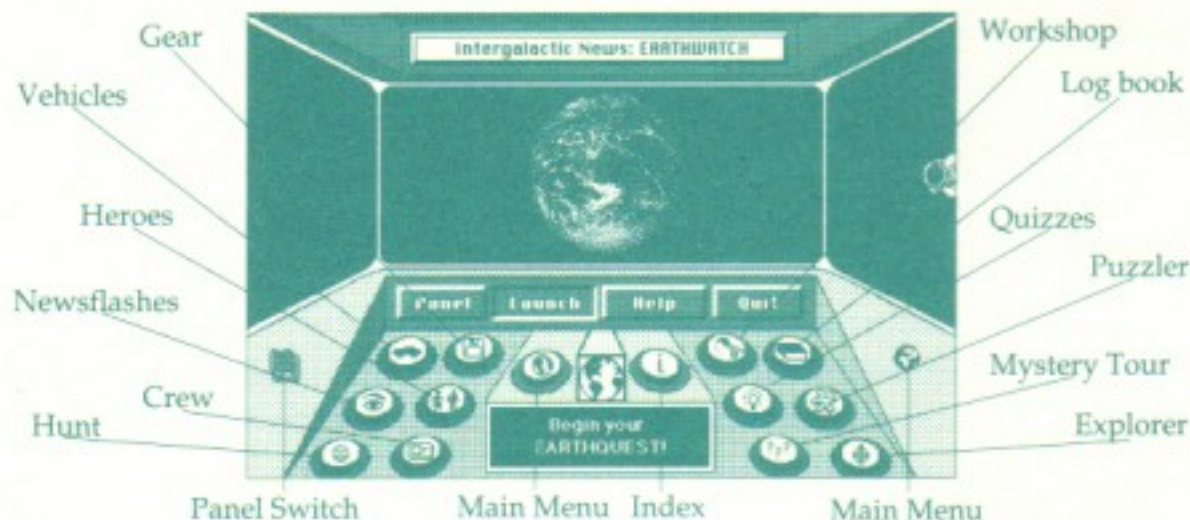
|   |
|---|
| Play Mystery Tour<br>Play Explorer                |
| Log Entry<br>Control Center<br>Backtrack<br>Award |
| Flash Buttons<br>Print Card<br>Find               |
| Help  |
| Quit  |
| ⌘ OPTIONS   |

- The globe on each screen takes you back to the Explore card. The world map takes you to the previous level. Use the arrows to move horizontally.
- Pressing the ⌘ and option keys together highlights the active parts of the screen. Discover new parts of EARTHQUEST by clicking on them.
- A single mouse click works best. Double clicking confuses HyperCard.
- To use the menu bar at the bottom of each screen, **hold down** on the mouse, move the cursor to select a subject, and release.
- Almost all of the questions in the games and quizzes are based on the text of the program. The more you discover and explore EARTHQUEST on your own, the better you will become at them.
- The Options menu gives you many choices. Be sure to try the **Mystery Tour** and **Explorer** games; they are filled with fun facts. You can also go to the Log Book, Control Center and Award cards. You can use Backtrack to see the path that you have taken through EARTHQUEST and you can Flash the buttons so you know where to click on the screen. You can print the card you are on, search for topics with Find, go to the Help card and Quit EARTHQUEST too.



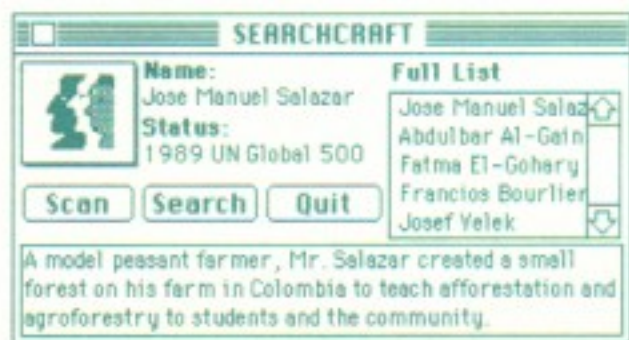
## Control Center

Your mission from the Control Center takes you on exciting adventures, exploring the Earth through fun, interactive challenges and activities. To begin your adventure, click **Launch** and then a panel button. To read about the function of a panel button, click **Help** and then a button. Featured below are some Control Center activities.



## SEARCHCRAFT Games

The Searchcraft games are Gear, Crew Members, Heroes of the Environment and Hunt. People and objects are hidden throughout EARTHQUEST and it is up to you to find them. The **Hunt** game is special because it allows you to hide yourself, family and friends.



To play one of the Searchcraft games, click launch and then click the panel button of the game you want to play. The name of the hidden person or object, its status and a clue appears in the Searchcraft.

To begin the search, click on the Search Button, which opens to the Main Menu Card of EARTHQUEST. You must decide where to go in the program to look for the hidden person or object. The clue provides important information that will help direct the search.





When you think that you have discovered the location of the person or object, click on the Scan Button. If you are correct, the scanner will find it and you will be given a chance to retrieve it by scoring above 60% on a quiz about the picture on the screen.

**IMPORTANT:** To move the Searchcraft to see the quiz question mark, hold down on the top striped portion and drag it. To search for another person or object, select it from the list in the Searchcraft.

### Newsflashes

Newsflashes appear at random during your exploration of EARTHQUEST. You can add your own newsflashes on current events or other important occasions.



### EARTHQUEST Log

The Log book is a great place to write down ideas, take notes on the program or write reports. You can easily add, remove, find and print your logs.



### Achievement Award

When you score above 60% on the Gear, Crew and Heroes games, you earn Achievement Awards. You can print out and proudly display your Award. When you score 100%, you earn a piece to the Puzzler and a chance to solve it.





# WORKSHOP WORKSHOP WORKSHOP WORKSHOP



The Workshop encourages *expansion* of EARTHQUEST and fosters creativity in its users. In a few simple steps, you can design screens, animate small objects on them, link them to EARTHQUEST and print them.

1. To use the Workshop open the program to any of the screens.

2. Go under the Workshop Menu at the bottom of the screen.



3. You will see the following choices:

Copy to Workshop  
 Go to Workshop

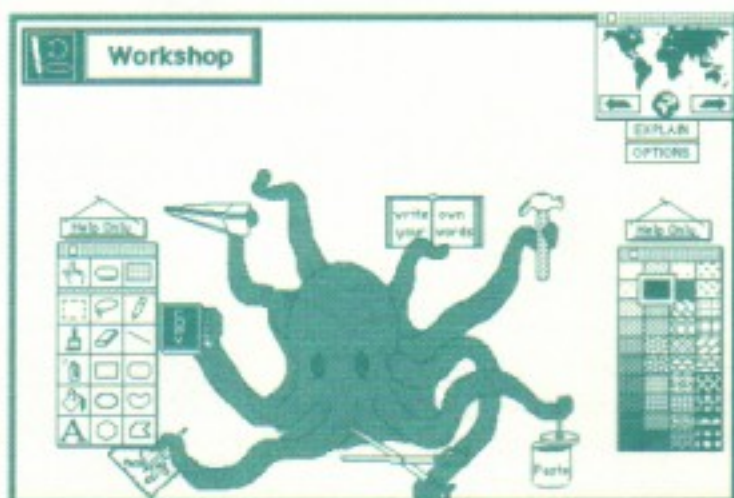


**Copy to Workshop**—This choice enables you to copy the present screen to the workshop where you can change it any way you wish. You will be working on a new card and will not be changing any part of the main program. **CAUTION:** Copying cards takes memory. You should delete unneeded cards.

**Go to Workshop**—This choice leads you to the Workshop Help Card. To begin using the Workshop, click on Options and then on Add Card.

## Workshop Help Card

To find out more about the **Tools** and **Patterns** palettes, click on them. To read brief explanations of the **Options** available to you, click on **Explain** and scroll to an option. To select an option, click on **Options** and scroll to the one you want to use.



For More Information about HyperCard:

- 1) *HyperTalk Beginner's Guide: An Introduction to Scripting*. Apple Computer, 1989. You probably already own this book if you bought a Mac recently.
- 2) *HyperCard in a Hurry*. George Beekman. Wadsworth Publishing Company, 1990.





## Special Workshop Features

### Link to EARTHQUEST

After you have designed a screen in the Workshop, you may want to connect it to another card or stack. Link to EARTHQUEST allows you to make a reciprocal link between a Workshop Card and an EARTHQUEST card, another Workshop Card or another HyperCard stack.

1. To use Link to EARTHQUEST click on Options, hold down on the mouse and scroll to Link to EARTHQUEST.



2. To go to the card where you want to make the link, use the arrows to move around in the Workshop or click the small Earth symbol to go to the EARTHQUEST database.
3. When you are on the card that you want to link, click "This Screen."
4. Type in a name for the new button.
5. An elevator will appear at the top of the screen. Move it to where you want and click to set its position.
6. Your Workshop card will reappear with an elevator on it. Move the elevator to where you want and click to set its position.
7. You have created a reciprocal link. Clicking on the elevator will take you back and forth between the linked cards.

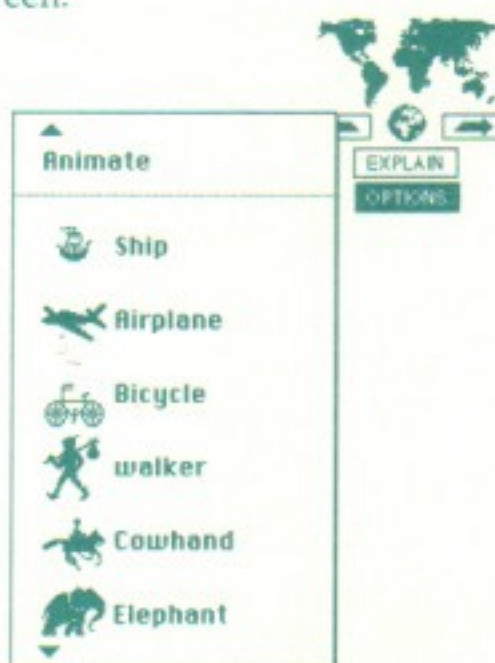
**WARNING:** This link becomes a permanent part of EARTHQUEST. There is limited space for links on the screen. Deleting links requires in depth experience with Hypercard.



## Animation

The Animate option is a very powerful and fun tool. You can use it to make small objects move around the screen.

1. To use Animate, first you must select a button from the Workshop Options menu or create one.
2. To choose a button from the Options menu click on Options, hold down on the mouse and move the arrow to one of the buttons below the word Animate and follow the directions.
3. To animate a button that you have created, select Animate from the Options menu and follow the directions.



## Link Button to Field

Link Button to Field creates a new button and a new text field. When you click on the button, the text field will appear and disappear.

1. Go under the Options menu and select Link Button to Field.
2. Name the button. To position the button, move the mouse and click when the button is where you want it to be.



3. Next, a text field will appear on the screen. Position it the same way as you positioned the button. To write in the text field, click the mouse on the field and start typing.



4. To customize your button (field), select the button (field) tool from the tool palette and double click on your button (field). A box of options will appear.






## HyperCard Basics

### Making A Button


With a button, you can link two cards together. You can move from one card to the other just by clicking on the button.

1. To make a button, select the button tool from the tool palette at the top of the screen. 
2. Pull down the **Objects** menu and select **New Button**. A new button will appear on the screen.
3. To customize the button, select the button tool from the tool palette at the top of the screen and double click on the button. A box of options will appear.

| Objects        | ToolKit™ |
|----------------|----------|
| Button Info... |          |
| Field Info...  |          |
| Card Info...   |          |
| Bkgnd Info...  |          |
| Stack Info...  |          |
| Bring Closer   | ⌘+       |
| Send Farther   | ⌘-       |
| New Button     |          |
| New Field      |          |
| New Background |          |

### Creating a Field

A field is a place to write. You can easily modify what you write and move the field around without erasing other parts of the screen.

1. Select the **field** tool from the tool palette. 
2. Go to the **Objects** menu and select **New Field**. A new field will appear on the screen.
3. To customize the field, select the field tool from the tool palette and double click on the field you want to customize. A box of options will appear on the screen.
4. To write in the field select the **browse** tool, and then click in the field with the **browse** tool. A flashing bar now appears. Begin writing.



(browse tool)

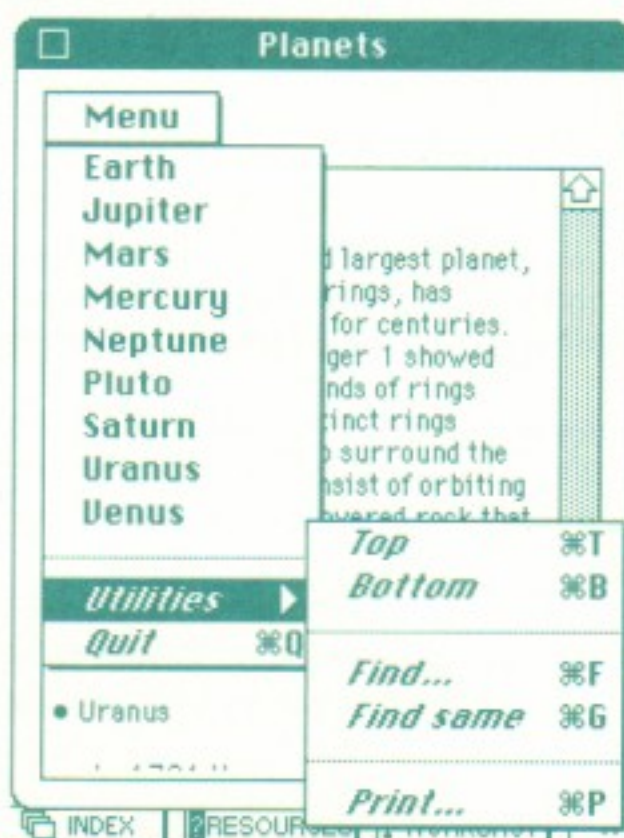


## How to Print Text Resources

1. Go to the **Resources** button at the bottom of the screen and select a topic.

**? RESOURCES**

2. Go to the **Menu** just above the text.
3. This will open a list of options.
4. At the bottom of the pull down menu you will see *Utilities*.
5. Move the cursor to *Utilities* and another pull down menu will open. This menu contains the **Print** command.







## Index



An alphabetical listing of the subjects covered in EARTHQUEST is shown below. These titles are included in the full program Index located at the bottom left of every screen.

|                       |                     |                        |
|-----------------------|---------------------|------------------------|
| Map of EarthQuest     | Gravity             | Pacific Ocean          |
| Acid Rain             | Health & Welfare    | People of Africa       |
| Africa                | Help                | People of Asia         |
| Age of Discovery      | History             | People of Europe       |
| Air                   | Human Journey       | People of N. America   |
| Amazon                | Journey Thru Time   | People of Oceania      |
| Asia                  | Kilimanjaro         | People of S. America   |
| Atlantic Ocean        | Lago Titicaca       | Progress               |
| Atmosphere            | Lakes & Rivers      | Pyramids               |
| Breath of Life        | Land                | Recording Studio       |
| Chain of Life         | Land Use            | Rocket                 |
| Clouds                | Life                | Saving the Environment |
| Control Center        | Living Crust        | Seasons                |
| Deserts & Rainforests | Map Views           | Solar System           |
| Earth                 | Moon                | South America          |
| Earth Layers          | Mountains           | Steam Engine           |
| Earthquakes           | Moving Continents   | Sun Moon Earth         |
| Ecocycles             | Moving Earth        | Temperatures           |
| Endangered Air        | Nations - Histories | Tides                  |
| Endangered Land       | Nations - Maps      | Toxics & Garbage       |
| Endangered Life       | Natural Resources   | Types of Weather       |
| Endangered Water      | Night & Day         | Volcanoes              |
| Energy Consumption    | Nile                | Wasting Water          |
| Erosion               | North America       | Water                  |
| Europe                | Oceania             | Water Cycle            |
| Everest               | Oceans & Seas       | What We Create         |
| Food Links            | Overpopulation      | Working Volcano        |
| Greenhouse Effect     | Ozone               |                        |



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## WARRANTY

EARTHQUEST Inc. warrants to the original purchaser of this computer product for a period of ninety (90) days from date of purchase that: (A) The program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the user documentation. (B) The recording medium on which the software programs are recorded will be free from defects in material and workmanship.

If any disk supplied with this product fails within the warranty period for any reason other than accident, misuse or normal wear and tear, please return the defective disk together with a dated proof of purchase to us as indicated below for a free replacement. This policy applies to the original purchaser only.

## RETURNS

UPS or registered mail is recommended for returns. For the best service please do the following:

1. Send the diskette(s) and sales receipt.
2. Enclose a note explaining the problem you've had with the product, (be sure to indicate the type of computer system you have) and your return address, typed or printed clearly, inside the package.
3. Send to our Palo Alto Office ( address on opposite page).

**E A R T H Q U E S T**®





Producing EARTHQUEST has been an adventure for the two of us. We began with a simple idea -- to bring alive knowledge about the wonder of the Earth and its people. We are not computer people and, thanks to the genius of HyperCard™ and the Macintosh computer, we were able to turn ideas into a program. We have been motivated and inspired by our children, Kevin and Jason, Julie and Serena.

We see EARTHQUEST as only one ripple in the global sea of electronic tools that within a few years should transform the way people around the world view one another and the Earth.

We invite your comments and suggestions that might be incorporated into future versions of EARTHQUEST. Write to us at our Palo Alto office.

For information about additional EARTHQUEST products or for Product Support, please call (415) 321-5838 between 9:00 a.m. and 4:00p.m Pacific time Monday through Friday, or write to us at the following address:

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