User’s Guide

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## Contents

**Welcome** ............................................. 1

**Chapter 1 - Getting Started** .................. 3
- System Requirements
- Registering Your Software
- Hard Disk Installation
- Windows Setup
- MS-DOS Setup
- Playing Gold Rush from Floppy Disks

**Chapter 2 - Gold Rush Basics** ............. 9
- Starting, Restarting, Pausing and Quitting Gold Rush
- Gold Rush Screens and Menus
- Controlling Jerrod’s Movement
- Text Commands
- Saving and Restoring Games
- Function Key Commands
- Shortcut Key Commands

**Chapter 3 - Historical Background** ........ 17
- Jerrod Wilson’s Background
- The California Gold Rush of 1849

**Chapter 4 - Playing Gold Rush** ............ 21
- Opening Presentation
- Exploring Guidelines
- Looking
- Getting
- Objects
- Looking at Inventory Objects
- Doing
- Talking
- The Difference Between Looking and Reading
- Exploring Example
- Multiple Solutions to Puzzles
- Keeping a Notebook
- Helping Small Children

**Chapter 5 - Helpful Suggestions** ............ 27
- Brooklyn Heights, New York
- The Overland Trek
- The Voyage Around Cape Horn
- Crossing the Isthmus of Panama
- California
- Sacramento
- Sutter’s Fort
- Panning and Digging for Gold
- Coloma

**Chapter 6 - Planning a Trip to the Gold Country** .... 33
- Old Sacramento
- Sutter’s Fort
- Coloma
- The Gold Bug Mine

**Index** ................................................. 37
Welcome to the Gold Rush User’s Guide. The time you spend reading this guide will be well worth it! There is information in this manual that is vital to your success when playing Gold Rush.

Gold Rush is an interactive, 3-D animated adventure game. There is a world for you to explore inside your computer. As you explore, you become an active participant of the gold rush of 1849! As the story unfolds, you will find there are many objectives to achieve, but also many obstacles to overcome and puzzles to solve in order to reach those objectives. The process will provide you with hours of challenging fun!

In This User’s Guide

- Get started right by learning the best way to setup and play Gold Rush on your system in Chapter 1, Getting Started.
- Master the controls of the main character, learn the quickest way to enter text commands, and access the many game functions in Chapter 2, Gold Rush Basics.
- Many of the most important puzzles in Gold Rush will not make sense without knowing the main character’s background. Read Chapter 3, Historical Background.
- Improve game flow by learning the best method of uncovering important, puzzle-solving information in Chapter 4, Playing Gold Rush.
- Get helpful tips on each section of Gold Rush and avoid the most common user pitfalls as you play by referring to Chapter 5, Helpful Suggestions.
- Plan a trip to the California Gold Country! Get an idea of what is awaiting you and your family in Chapter 6, Planning a Trip to the Gold Country.
CHAPTER 1

Getting Started

This chapter tells you what you need to know to prepare your computer to run Gold Rush, how to setup Gold Rush and how to run Gold Rush.

In This Chapter

• System Requirements
• Registering Your Software
• Ordering Information and Product Support Services
• Hard Disk Installation
  Windows Setup
  MS-DOS Setup
• Playing Gold Rush From Floppy Disks
System Requirements

To play Gold Rush you must have:

- MS-DOS or Windows compatible computer
- 3.5” high density floppy disk drive
- At least 2 megabytes of hard disk space (for hard disk installation)

Optional Hardware:

- Joystick

Registering Your Software

To register your software, fill out the Software Registration Card included in the package and mail it or fax it to the Software Farm. This will ensure that you are notified of future product updates, have access to product support services, and qualify for the Software Farm product warranty.

Refer to the README.TXT file on the Gold Rush Disk 1 (or on the hard disk, in the directory in which Gold Rush was installed) for information about registering electronically.

Ordering Information and Product Support Services

To place an order with the Software Farm call: (800) SOFTFARM or (800) 763-8327.

For product support services call: (360) 380-FARM or (360) 380-3276.

Send a FAX to the Software Farm at: (360) 380-3296.

Hard Disk Installation

Windows Setup

For this installation, it is assumed that Windows 3.1 or a later version of Windows is already installed on your computer and there is at least 2 megabytes of disk space on your hard disk. The following steps describe how to setup and run Gold Rush:

- Start Windows.
- Insert Disk 1 into your computer’s disk drive (usually drive A or B).
- Run the setup program:

  **Windows 95/98 or NT:** Click on the Start button and choose Run from the menu. In the Command Line box, type “a:setup” if you put Disk 1 into drive A, or type “b:setup” if you put Disk 1 into drive B. Click on the OK button.

  **Windows 3.1:** In the Windows Program Manager, choose Run from the File menu. In the Command Line box, type “a:setup” if you put Disk 1 into drive
A, or type “b:setup” if you put Disk 1 into drive B. Click on the OK button.

- When the setup program starts, follow the instructions on your screen.
- After running setup and the setup is complete, there will be a Gold Rush program icon and a Gold Rush Read Me icon on the screen.
- Double click on the Gold Rush Read Me icon to open a text file containing late-breaking information on Gold Rush.
- Double click on the Gold Rush program icon to run Gold Rush.
- To quit Gold Rush, press Alt-Z or type “quit” and press Enter.

**MS-DOS Setup**

These instructions assume that your computer is operating under DOS and waiting for input at a DOS command line (DOS prompt). There must be at least 2 megabytes of disk space on your hard disk. The following steps describe how to “setup” and run Gold Rush:

- Insert Disk 1 into the disk drive you wish to use (usually drive A or B).
- Make the disk drive containing Disk 1 the current drive. At the DOS prompt, type “a:” if you put Disk 1 into drive A, or type “b:” if you put Disk 1 into drive B. Press the Enter key. The DOS prompt should display either “A:” or “B:”.
- At the DOS prompt type “setupdos <drive letter>:” where “<drive letter>” is the letter designation for the hard disk to install Gold Rush on. For example, if you want to install Gold Rush on drive C:, type “setupdos c:”. Press the Enter key.
- The DOS Setup program should start. Follow the instructions on your screen to complete the installation.
- To run the Gold Rush program, enter “cd\softfarm” and then enter “gr”. Gold Rush should start running.
- To quit Gold Rush, press Alt-Z or type “quit” and press Enter.

If Gold Rush does not run properly, see if there is a CONFIG.SYS file on the hard disk with “files” set to 15 or greater. To find out if there is already a CONFIG.SYS file:

- At the DOS prompt type “cd\” then Enter.
- Type “dir config.sys” and press Enter.
- If you have a CONFIG.SYS file, you should see the file name and other information displayed on your screen. If you don’t, you should see a message that says, “File not found”.

If you already have a CONFIG.SYS file, you must open the file in a text editor (like the EDIT.COM program that comes with MS-DOS) to see if it includes a “files=15” (or greater) statement.
• If there is already a “files=15” (or greater) statement, close the text editor without saving the CONFIG.SYS file.

• If there is not a “files=15” (or greater) statement, you must add a new line that says, “files=15” and save the CONFIG.SYS file. You will have to restart your computer for the new CONFIG.SYS file to take effect.

Note: The CONFIG.SYS file must be saved with text only (without any word processor formatting). Refer to your text editor documentation for information on editing text files.

If you do not have a CONFIG.SYS file, you must create one. Follow these steps to create a CONFIG.SYS file:

• At the DOS prompt type “cd\” then Enter.
• Type “copy con config.sys” and press Enter.
• Type “files=15” and press Enter.
• Press the F6 key and press Enter.
• You should see the message “1 File(s) copied”. You will have to restart your computer for the new CONFIG.SYS file to take effect.

Playing Gold Rush From Floppy Disks

It is recommended that you play Gold Rush with a hard disk installation, but it is possible to play from floppy disks. If you want to play Gold Rush from a floppy disk drive, please observe the following steps:

• Make a backup copy of the original game disks. Use the backup copy when playing Gold Rush from a floppy disk drive. Never play Gold Rush from the original disks. The original disks should be stored in a safe place. If you do not know how to copy a disk, refer to the documentation for your operating system.
• Insert Disk 1 into the disk drive you wish to use (usually drive A or B).
• Run the Gold Rush program (GR.COM). If you need more detailed instructions, follow the steps below:

Windows:

    Windows 95/98 or NT: Click on the Start button and choose Run from the menu.
    Windows 3.1: In the Windows Program Manager, choose Run from the File menu.

In the Command Line box, type “a:gr” if you put Disk 1 into drive A, or type “b:gr” if you put Disk 1 into drive B.
Click on the OK button.

Gold Rush should start running.

To quit Gold Rush, press **Alt-Z** or type “**quit**” and press **Enter**.

**MS-DOS:**

*Note: These steps assume that your computer is waiting for input at a DOS command line (DOS prompt). See your DOS documentation for more information.*

Make the disk drive containing Disk 1 the current drive. At the DOS prompt, type “**a:**” if you put Disk 1 into drive A, or “**b:**” if you put Disk 1 into drive B. Press the **Enter** key. The DOS prompt should display either “**A:**” or “**B:**”.

Type “**gr**” at the DOS prompt and press the Enter key.

Gold Rush should start running.

To quit Gold Rush, press **Alt-Z** or type “**quit**” and press **Enter**.
Gold Rush Basics

When playing Gold Rush you are able to control all the actions of one character on the screen. His name is Jerrod Wilson and you control where he walks, what he looks at, what he says and what he does. In essence, you are Jerrod Wilson. This chapter describes how to control Jerrod’s actions as well as many other game functions.

In This Chapter

- Starting, Restarting, Pausing and Quitting Gold Rush
- Gold Rush Screens and Menus
- Controlling Jerrod’s Movement
- Text Commands
- Saving and Restoring Games
- Function Key Commands
- Shortcut Key Commands
Starting, Restarting, Pausing and Quitting Gold Rush

This section assumes that Gold Rush has been properly installed on your system. If it has not, please refer to Chapter 1, Getting Started.

Starting Gold Rush

Windows 95/98, NT or 3.1: Double click on the Gold Rush program icon and Gold Rush should start running.

MS-DOS: At the MS-DOS prompt, type “cd\softfarm” and press Enter. Then type “gr” and press Enter. Gold Rush should start running.

Playing From Floppy Disk: See Playing Gold Rush From Floppy Disks, in Chapter 1, Getting Started. This option is explained in detail.

Restarting Gold Rush

While playing Gold Rush, you may wish to start over. To restart your game press the F9 key or type “restart” and press Enter. You may also initiate the Restart command from the File pull-down menu (see Pull-down Menus in the next section).

Pausing Gold Rush

If you want to take a break from Gold Rush or need time to think about what is happening on the screen, you may pause the game. Everything in the game, even time, stands still when it is paused. To pause the game, press the F10 key, or initiate the Pause Game command from the Special pull-down menu (see Pull-down Menus in the next section).

Note: When a message is being displayed on the screen, the game is paused.

Quitting Gold Rush

To quit Gold Rush, press the key combination Alt-Z (hold the Alt key down first then press Z) or type “quit” and press Enter. You may also initiate the Quit command from the File pull-down menu (see Pull-down Menus in the next section).

Gold Rush Screens and Menus

Graphics Area

The graphics area is the main part of the screen where the scenes are displayed.

Status Line

When you start Gold Rush the status line is displayed at the top of the Gold Rush screen, and may be toggled on and off with the F4 key. The status line displays your score, the total number of points possible in the game, and the on/off status of the sound.
Pull-down Menus

The pull-down menus will appear at the top of the Gold Rush screen when activated by pressing the Esc key on the keyboard. Once they are active, the left and right arrow keys on the keyboard select the menu heading you wish to pull-down, and the up and down arrow keys select the menu item you wish to initiate. Press the Enter key to initiate the selected pull-down menu command.

Text Command Line

Below the graphics area is the text command line. This is where the text commands that you type with the keyboard appear. See the Text Commands section in this chapter for more information on entering text commands.

Message Windows

Messages that you receive from your computer while playing Gold rush will usually be displayed in a message window that appears in the graphics area of the screen. When a message is being displayed, the game is paused, so take your time reading the message even if you are in a critical situation. Press the Enter key or Esc key to clear the message window.

Inventory Screen

When playing Gold Rush, Jerrod is able to “get” many things. You may display a list of what he is carrying on the Inventory Screen, by pressing the Tab key on the keyboard or by initiating the Inventory command from the Action pull-down menu. After you are finished with the list, press any key to turn off the inventory screen.

Help Screens

At any time during a Gold Rush game, you may press the F1 key on the keyboard to display a help screen. There are 2 pages of help screens. The F1 key displays the first page and pressing any key displays the next page. Another pressed key turns off the help screen.

Displaying Elapsed Time

There are events in Gold Rush that happen at a certain time after starting the game. To see how much time has elapsed since you started Gold Rush, press the F6 key, or type “time” and press Enter. You may also initiate the Elapsed Time command from the Action pull-down menu.

Controlling Jerrod’s Movement

In Gold Rush there are many places to go and Jerrod’s primary mode of transportation is walking. You will need to know how to move him around the screen and from scene to scene. In many parts of the game, Jerrod’s life depends on your ability to control his movement.
Keyboard Control

When using the keyboard to control Jerrod’s movement, it is recommended that you use the numeric keypad even if you have a 101 key enhanced keyboard with separate arrow keys. This section describes using the numeric keypad to control Jerrod’s movement. Be sure that Num Lock is turned off.

Moving Jerrod

Jerrod can move up, down, left, right or diagonally. Press the up arrow key to go up, the down arrow to go down, the right arrow to go right and the left arrow to go left. To move diagonally, press the PgUp key to go up/right, the PgDn key to go down/right, the End key to go down/left and the Home key to go up/left.

Stopping Jerrod

One way to stop Jerrod is to press the 5 key on the numeric keypad. This will stop Jerrod no matter what direction he is moving at the time.

Another way to stop Jerrod is to see what direction he is moving and press the same direction key again. Once mastered, this method is good for those places in Gold Rush where the smallest movement is a matter of life and death.

Joystick Control

To control Jerrod’s movement with a joystick, simply move the joystick in the direction you want him to move. To reset the center position of the joystick, press Ctrl-J or initiate the Joystick command from the Special pull-down menu.

Note: Gold Rush will work with most, but not all, joystick configurations. The recommended method of controlling movement is with the keyboard. The Software Farm does not provide technical support for joystick configuration.

Speed Control

There are four speed settings that can be used to control Jerrod’s speed: slow, normal, fast and fastest. The speed setting may be entered as a text command (see Text Commands in this chapter) or through the Speed pull-down menu (see Pull-down Menus in this chapter).

If you enter the speed setting as a text command, you may type the full word or an abbreviated form. See Abbreviations in the next section for a list of speed control abbreviations.

Jerrod’s speed can be slowed down by selecting the Slower command from the Speed pull-down menu. His speed can be made slower and slower and slower, until he is going as slow as you want him to go. This command must be accessed through the pull-down menu and can not be entered as a text command.
Changing Scenes

Gold Rush has many scenes that fit together side by side. Walk Jerrod to the edge of the screen, or enter a building and Jerrod will enter the next scene.

Text Commands

If you want Jerrod to look at something, get something, talk to someone or do something, you need to enter text commands with the keyboard. In essence, a text command is you telling Jerrod what to do. What you type with the keyboard appears in the text command line at the bottom of the Gold Rush screen.

Text Command Format

Commands may be full sentences like, “Look at the house” or even, “Please look at the house.” However, in most cases, the command may be reduced to the action and the object, such as, “Look house.”

The command can be shortened to just one word if you don’t want to be specific. For example, if you don’t want to look at any particular object but want to see what is around you, you may simply enter, “Look” which is the same as entering, “Look around.”

The command may also be shortened to one word if the object is obvious. If there is a man standing right next to Jerrod, you may shorten a command of “Talk man” to “Talk.” The game will assume you want to talk to the person close to Jerrod. Another example of an obvious object is the pump outside the post office in Brooklyn. To pump the water you may enter the one-word command of “Pump” since there is nothing else near Jerrod that can be pumped.

To make it easier to type commands, it is not necessary to use capital letters. For example, “pick flowers” is equal to “Pick flowers” and “PICK FLOWERS.”

Occasionally, it is necessary to enter a command with an action and two objects. For example, a command, “tie string” is not clear. For the game to know what to do, you must tell it what to tie the string to. Instead, use the command, “tie the string to the magnet” or “tie string magnet.” In most cases, however, it is not necessary to use two objects. The command, “use key” will assume Jerrod is near something with a lock, such as a door or gate.

Repeating Text Commands

To have the computer automatically retype the last command entered, press the F3 key or initiate the Echo Line command in the Special pull-down menu.

Clearing the Text Command Line

If at any time you wish to erase the text command line so you can type a different command, press the key combination Ctrl-C (hold the Ctrl key down first then press C). You may also initiate the Cancel Line command from the Special pull-down menu.
Abbreviations

The most common words used in Gold Rush commands have been given abbreviations to make them easier to type. It makes no difference if they are entered in upper or lower case.

L = Look
G = Get
T = Talk
Y = Yes
N = No

Speed Control Abbreviations:

S = Slow
= Normal (No abbreviation for Normal)
F = Fast
FF = Fastest

Example Text Commands

The following text commands all do the same thing:

<table>
<thead>
<tr>
<th>Command Typed</th>
<th>Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Please talk to the man</td>
<td>You may type nearly any full sentence as a command, even sentences that have words like “please.”</td>
<td></td>
</tr>
<tr>
<td>Talk to the man</td>
<td>Full sentence text command</td>
<td></td>
</tr>
<tr>
<td>Talk man</td>
<td>Command reduced to action and object</td>
<td></td>
</tr>
<tr>
<td>Talk</td>
<td>Will talk to the person close to Jerrod</td>
<td></td>
</tr>
<tr>
<td>talk</td>
<td>Without capitalization (commands are not case sensitive)</td>
<td></td>
</tr>
<tr>
<td>t</td>
<td>Abbreviation for “talk”</td>
<td></td>
</tr>
</tbody>
</table>

Saving and Restoring Games

No matter how you look at it, being a 49er is a dangerous business. To allow for that time when something will go wrong, Gold Rush permits you to save and restore games. Before trying something that looks dangerous, or if you have just made some progress you don’t want to lose, save your game. Then later, you can restore the game exactly the way it was at the point you saved it.
Chapter 2  Gold Rush Basics

Saving a Game

You may initiate a **Save Game** command from the **File** pull-down menu, or by entering “**save game**” as a text command, or by pressing the **F5** key on the keyboard. Press the **Esc** key at any time during the process to cancel the **Save Game** command.

A Save Game dialog box will appear on the screen that allows you to choose a directory (or folder) in which to save your game. You may accept the default directory or enter a different one. To enter a different directory, you may press **Ctrl-C** to clear the line or **Backspace** over the default directory, and then type the new directory path.

Once the directory is entered, a second dialog box appears that allows you to choose one of 12 “slots” to save your game. Use your up and down arrow keys to select one of the slots in which to save your game, and press **Enter**.

The next dialog box allows you to describe the game you are saving. You may use up to 30 characters. Make a description that tells something about where you are in the game so you will easily recognize it later, such as, “Getting on the ship to Panama.” Press the **Enter** key to accept your description. You may save over an existing saved game by selecting it. A single directory can save a maximum of 12 games. To save more than 12 games, create or choose another directory in which to save them.

Before Gold Rush actually saves the game, it allows you to verify your description and the directory to save to. Press **Enter** to continue or **Esc** to cancel.

Restoring a Game

You may initiate a **Restore Game** command from the **File** pull-down menu, or by entering “**restore game**” as a text command, or by pressing the **F7** key on the keyboard. Press the **Esc** key at any time to cancel the **Restore Game** command.

A Restore Game dialog box will appear on the screen that allows you to choose a directory (or folder) to Restore your game from. You may accept the default directory or enter a different one. To enter a different directory, you may press **Ctrl-C** to clear the line or **Backspace** over the default directory, and then type the new directory path.

Once the directory is entered, a second dialog box appears that allows you to choose one of the saved games available in that directory. If there are no games available, you will be given a message to that effect. Use your up and down arrow keys to select the game you wish to Restore, and press **Enter**.

Before Gold Rush actually Restores the game, it allows you to verify the game description and the directory to Restore. Press **Enter** to continue or **Esc** to cancel.
Function Key Commands

Many of the functions you will want to perform while playing Gold Rush are available with one press of a function key. Function keys are labeled F1-F10 (or F12) at the top or left side of your keyboard. Here is a list of the functions that each key performs:

<table>
<thead>
<tr>
<th>Key</th>
<th>Function Performed</th>
<th>Text Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>F1</td>
<td>Displays Gold Rush help screen</td>
<td>Help</td>
</tr>
<tr>
<td>F2</td>
<td>Toggles sound on and off</td>
<td></td>
</tr>
<tr>
<td>F3</td>
<td>Repeats last text command entered</td>
<td></td>
</tr>
<tr>
<td>F4</td>
<td>Toggles status line on and off</td>
<td></td>
</tr>
<tr>
<td>F5</td>
<td>Saves your current game</td>
<td>Save game</td>
</tr>
<tr>
<td>F6</td>
<td>Displays elapsed time</td>
<td>Time</td>
</tr>
<tr>
<td>F7</td>
<td>Restores a saved game</td>
<td>Restore game</td>
</tr>
<tr>
<td>F8</td>
<td>Toggles trek messages on / off</td>
<td></td>
</tr>
<tr>
<td>F9</td>
<td>Restarts Gold Rush</td>
<td>Restart / Restart game</td>
</tr>
<tr>
<td>F10</td>
<td>Pauses the game</td>
<td></td>
</tr>
</tbody>
</table>

Shortcut Key Commands

Here is a list of single-key or 2-key combination commands that will help you play Gold Rush. When using a 2 key combination command, press the Ctrl or Alt key down first and hold it down while you press the other key listed.

<table>
<thead>
<tr>
<th>Key</th>
<th>Function Performed</th>
<th>Text Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Esc</td>
<td>Activate pull-down menus</td>
<td></td>
</tr>
<tr>
<td>Tab</td>
<td>Display list of what you are carrying</td>
<td>Inventory</td>
</tr>
<tr>
<td>Ctrl-C</td>
<td>Clear text command line</td>
<td></td>
</tr>
<tr>
<td>Ctrl-J</td>
<td>Set up joystick</td>
<td></td>
</tr>
<tr>
<td>Ctrl-N</td>
<td>Go to next trek scene (when available)</td>
<td></td>
</tr>
<tr>
<td>Ctrl-R</td>
<td>Toggle RGB monitor modes</td>
<td></td>
</tr>
<tr>
<td>Alt-Z</td>
<td>Quit Gold Rush</td>
<td>Quit</td>
</tr>
</tbody>
</table>
CHAPTER 3

Historical Background

Some puzzles in Gold Rush assume you know certain things about Jerrod Wilson’s background. The important facts about his life, up until the time when the game begins, have been summarized in this short chapter.

In this Chapter

- Jerrod Wilson’s Background
- The California Gold Rush of 1849
Jerrod Wilson’s Background

Jerrod Wilson was born in Brooklyn, New York in 1816 to Marshall and Martha Wilson. Jerrod has an older brother named Jake.

When Jake and Jerrod were children, they used to play together by the hour and one common activity was devising secret codes. One of their favorite games went like this: One of them would cut holes in a piece of paper that, when placed in the right position over an object with writing on it (like a book or sign), would reveal letters through the holes. Then the other would take the paper, put it on the object, move it around to find the right position, and figure out what the secret message was by unscrambling the revealed letters and forming words.

One day, the boys’ lives were suddenly changed forever when both their parents were killed in a horse-drawn buggy accident. Although Jake and Jerrod were young at the time (Jerrod was 13), they can still remember the day when both their mother and father were buried in the cemetery south of Brooklyn. Jerrod still visits the cemetery regularly, bringing flowers that he picks in town.

After their parents died, Jake and Jerrod were taken in by an old friend of the family named Mr. Quail, who is a banker. Mr. Quail started an account for Jerrod at his bank and Jerrod still banks there after all these years.

Jerrod worked as a paper boy after his parents died and as he got older he worked his way up at the newspaper office. He is now a journalist with the paper and has his own office.

Several years ago Jake got into some trouble with the law, through no fault of his own, and had to leave Brooklyn. He will never return to New York, but promised he would mail a letter to Jerrod if anything significant ever happened.

Since the family home in Brooklyn was never sold, Jerrod now owns it and lives there alone.

The California Gold Rush of 1849

Life was normal on the farms and in the cities of the United States at the beginning of the year of 1848. People were going on with their usual routine like their parents and grandparents had done before them, and then it happened. It was inevitable. In California, gold that had been laying there for who knows how many thousands of years, just waiting to be found, was finally discovered by James Wilson Marshall in the American River.

The news of the discovery took some time to reach the East. It came at first in rumors, via ship around Cape Horn and up the Atlantic. Busy with their own aspirations, Easterners did not give much credibility to these whisperings in the early months of 1848. They had no time for the exaggerated tales that were constantly coming from the unknown parts of the west. As a consequence, the first rush to the diggings were mostly comprised of local folks.

The East was finally awakened to the rush when a letter from California Governor Richard Barnes Mason to the War Department announced: “There is more gold in the country drained by
the Sacramento and San Joaquin rivers than would pay the cost of the late war with Mexico a hundred times over.”

Thus, the rumor became fact. Beyond any reasonable doubt, the gold was there for the taking. In the mad rush of enthusiasm no one considered the hazards of the undertaking. Everywhere men abandoned their families, businesses, and some said, common sense, in order to head out to a remote, little-known land where the promise of riches beckoned even the humblest and most inexperienced of pioneers.

Everyone who was going, started preparing for the trip, selling their property and possessions, if necessary, to fund the expedition. They all got information and maps (like the map included in the California Gold Rush package) that told them where the gold regions were and showed the different routes they could take to get there.

There were three common routes to California:

1. One option was to travel over land. The overland route, or trek, was the least expensive but probably the most perilous. It was a long, difficult journey through Indian Territory, rugged terrain and extreme conditions.

2. Another option was to take a ship from the East Coast of the United States all the way around the southern-most point of South America, Cape Horn, and back up along the West Coast to California.

3. The last of the three routes entailed traveling by ship to the Isthmus of Panama, crossing the thin strip of land that separated the Atlantic and Pacific Oceans on foot, and then traveling by ship again up the West Coast to California.

At least a quarter of a million men reached this “land of plenty” during the five years (1848-1853) that comprised the gold rush proper, producing an extraordinary amount of gold. But the treks westward took a heavy toll on those with little perseverance, and many paid for their dream with their lives.
If you know the Gold Rush basics (see Chapter 2, Gold Rush Basics), and understand Jerrod Wilson’s background (see Chapter 3, Historical Background), you are ready to start playing Gold Rush. This chapter will give you guidelines to help you apply the Gold Rush basics in the most effective way. If you follow these guidelines you will quickly uncover the clues you will need in order to solve the puzzles and overcome the obstacles in the game.

In This Chapter

- Opening Presentation
- Exploring Guidelines
  - Looking
  - Getting Objects
  - Looking at Inventory Objects
  - Doing
  - Talking
  - The Difference Between Looking and Reading
- Exploring Example
- Multiple Solutions to Puzzles
- Keeping a Notebook
- Helping Small Children
Opening Presentation

Jerrod Wilson, just like thousands of other 49ers, was not a frontiersman and could not imagine the difficulties involved in what he was about to do. No matter how you look at it, going from the east coast to the west coast in 1849 was very perilous, and most were not as prepared for that reality as they thought they were.

When Gold Rush starts, you will see the Software Farm logo on the screen. If you do not press a key on the computer keyboard, an opening presentation will begin. It is recommended that you watch the entire presentation at least once, but at any time during the presentation you may press any key to bypass it.

The opening presentation begins with a portrait of Jerrod all prim and proper, the way he would be remembered for many generations to come. But, if we go back in time and meet the real person, we see that he is tired of the eight to five grind and when no one is looking he takes off his hat and tie to take part in the greatest adventure of his time. It seemed that he could be rich in a short time if he just went to California. If you watch the presentation, you will see it isn’t going to be as easy as he thinks!

Exploring Guidelines

Looking

The main way of getting information in Gold Rush is to look at what is around you. If what you look at is important to your progress in the game, it will be mentioned specifically in the text message the computer returns. Pay close attention to the items specifically mentioned in text messages.

A good pattern to follow when exploring a Gold Rush scene:

1. Enter a general look command by typing the letter “L” and the Enter key.

2. Read the message returned by the “L” command and make note of all the items in the scene that were mentioned specifically in the message.

3. Look at the specific items mentioned in the messages you see. When you look at a specific object, the description you get back may give more detail, leading you to look at a specific part of the item. Follow this procedure for each of the items specifically mentioned in the first message.

4. There may also be important objects you can see in the picture that are not mentioned in the messages, so spend some time looking at different things you can see on the screen (i.e. signs, buildings, individual rooms in a building, etc.)

See the Exploring Example section in this chapter to better understand this method of looking.
Getting Objects

Once you have looked and found an item of interest, try to “get” the item. To get the object, type in the text command, \texttt{get <object>\texttt{}} where \texttt{<object>} is the item you want to pick up. For example, if you find a coin you want to pick up, type \texttt{“get coin.”} See the Exploring Example section in this chapter for more examples.

Looking at Inventory objects

After you get something, the object is added to a list of what Jerrod is carrying, or his inventory. Press the 	exttt{Tab} key to display the inventory screen. When you look at an inventory object, you get a more detailed description than before you picked it up, and there is also a picture of the object displayed. So, be sure to look at all the objects that you get.

For technical reasons, a view of the object may not appear in all scenes. If you look at an object and no picture of the object appears on the screen, move Jerrod to another scene and try looking at the object again.

Doing

When you find an object of interest, try to do something with it. If you can get it, think of what you can do with it. For examples, see the Text Commands section in Chapter 2, Gold Rush Basics.

Talking

Another valuable way to get information in Gold Rush is to talk to people. Even people walking on the street may tell you something that gives you an idea. For examples, see the Text Commands section in Chapter 2, Gold Rush Basics.

The Difference Between Looking and Reading

There is a difference between looking at an object and reading an object. For instance, if you are in the cemetery, near a gravestone and enter, “look stone” you will get a general message about the appearance of the tombstone. But if you type, “read stone” the writing on the stone is displayed in a message box for you to read.

If you have a book and type, “look book” you will get a message about the appearance of the book. If you type, “read book” you will be able to read some of the content of the book.
Exploring Example

Here is an exploring example to help you understand the principles of exploring. This example is taken from Gold Rush, so you may actually do it as you read it. There are no major clues disclosed in this example, but if you would rather not be given any clues about the game you should skip this section of the User’s Guide until you have explored the first few scenes that appear in the game.

The text commands in this example are shown in all capital letters for clarity, but they can be entered in either upper or lower-case letters. Press the Enter key after typing in the commands in this example.

• Start Gold Rush (see Chapter 2, Gold Rush Basics)
• If you wish to bypass the opening presentation press the Enter key.

When the game begins, Jerrod is standing on a foot bridge in a neighborhood. There are words on the screen telling you that you are in Brooklyn Heights, N.Y. in 1848, before the gold rush (nobody knows about the gold in California yet).

• Press the Tab key to see what Jerrod is carrying.

You will notice that Jerrod is already carrying two inventory objects, a house key and $15 cash. Always be sure to look at the objects you are carrying because it may give you ideas.

• Type, “LOOK KEY” to see a picture of the object and a message describing it.
• Type, “L CASH” or “L MONEY” (the letter “L” is an abbreviation for look)
• Press the left arrow key and Jerrod will move to the left edge of the screen. The scene will change to a park setting. When the new scene appears, press the left arrow key again to stop Jerrod from moving left.
• Type, “L” (“L” is the same as “LOOK” or “LOOK AROUND”).

You will get a message on the screen that says, “This is the beautiful downtown Brooklyn Park. There are fine lawns and flower arrangements.” Notice the message directs your attention to two things, the lawns and the flowers.

• Type, “L LAWNS.”

You get the response, “These lawns are meticulously manicured and maintained.”

• Type, “G LAWNS” (remember “G” is an abbreviation for “GET”).

When you get a message like, “That will do you no good,” you can believe it. The lawn lead has come to a dead end. Now try your other lead, the flowers.

• Type, “L FLOWERS.”

The game returns, “There is a beautiful arrangement of flowers in the center of the park.”
• Type, “G FLOWERS” or “PICK FLOWERS.”

Most likely you will get the message, “You are not close enough.” Use the arrow keys to walk to
the flowers in the center of the park and press the F3 key to repeat your last command, “G
FLOWERS.” Press Enter and you should receive a message saying that you picked a few
flowers, and if the sound was on, a short tune let you know that picking flowers was a positive
thing to do. Notice the score in the status line at the top of the screen went up two points. If there
is no status line at the top of the screen press F4.

• Press the Tab key to see if flowers have been added to your inventory.

• Type, “L FLOWERS.”

The message you receive should give you an idea of what you can do with them.

Now spend some time in this scene looking at things you can see on the screen that may be of
interest. For example, you may want to know about all the signs in the lawns.

• Type, “L SIGN” or “READ SIGN” (you will need to be close enough).

The sign says, “KEEP OFF THE GRASS.” If you happen to walk on the grass, notice your score
goes down one point each time. If you continue to walk on the grass, you may have an encounter
with the law.

If you need some more ideas of what to look at, try looking at the water, the ship, the streets and
the trees.

You will get many clues by talking to people. Go to the road at the top of the screen and wait for
someone to walk by. Be careful though, it is dangerous. You could be hit by a wagon, or fall into
the East River.

• When you are close to someone, type, “T” (“T” is an abbreviation for “TALK”).

There may be other items of interest in the park, but by using this method of exploring you have
uncovered everything in this scene that is important to making progress in the game. After
exploring other scenes this way, you will soon be an expert at uncovering clues that will help you
advance toward your goal. Have fun!

Multiple Solutions to Puzzles

Be aware that there is usually more than one way to solve each of the puzzles in Gold Rush. One
solution (the “best” solution) will usually score more points than the other possible options.

Keeping a Notebook

As you explore each section of the game, you may find it helpful to start a Gold Rush notebook
where you can draw maps and write down things you find, or things to do in the different loca-
tions. When making maps, remember that Gold Rush follows the convention of most adventure
games in that North is at the top of the screen, South is toward the bottom, West is to the left and
East is to the right.
Helping Small Children

You would think that, given the format of Gold Rush, a child would need to be able to read and write before playing it, but that is not always the case. Many children will want to play so much that they will not wait until they can read. Some of our children started playing Gold Rush at four and five years of age, learning to read as a result and developed some computer skills as well. As we have helped our children play Gold Rush, we have learned some things that may help you with your children.

First of all, you will need to know how to play the game yourself. Read the User’s Guide and play the game enough to get a feel for it. You may end up playing the whole game together as a family! The format of Gold Rush is perfect for this. Someone who can type sits at the keyboard and the others read messages and make suggestions of what to do next. It will be a time your family will never forget! If you don’t want to play the whole game, at least play until you are accustomed to the format.

As your child plays Gold Rush he or she will ask you how to spell words that they need to type. When they do, write the words or phrases down on a sheet of paper and keep it near the computer. They will refer to the list the next time they need the word, instead of asking you to spell it again. The list of words will get quite long, but you will be surprised at how they will be able to find the words they need to use. They are learning to read as they play, but that will be our little secret.

Periodically, the child will need help logically, with puzzles. This will require you to either know the puzzle yourself, or have the child explain the situation so you can help them figure out the solution. It is only fair to warn you that you may start having so much fun you will want to play the whole game with them.
CHAPTER 5

Helpful Suggestions

Gold Rush is a large, detailed, adventure game made up of many sections, like chapters in a book. We have compiled suggestions for most, but not every, section of Gold Rush, because in some cases it would have given away too much of the story.

Before playing Gold Rush or reading any suggestions from this chapter, be sure you know the Gold Rush basics in Chapter 2, understand Jerrod Wilson’s background given in Chapter 3 and are familiar with the exploring principles explained in Chapter 4.

The suggestions found in this chapter are thoughts I would give you if I were sitting with you watching you play the game. There is nothing here that will give away any major puzzle, but I think it is best if you do not read suggestions for any section that you have not begun to play.

In This Chapter

- Brooklyn Heights, New York
- The Overland Trek
- The Voyage Around Cape Horn
- Crossing the Isthmus of Panama
- California
  - Sacramento
  - Sutter’s Fort
  - Panning or Digging for Gold
  - Coloma
Brooklyn Heights, New York

Be sure you have read the section on Jerrod Wilson in Chapter 3, Historical Background. It is vital you know the information in that short section if you are going to understand some of the clues you will receive in Brooklyn. It will also give you a few ideas of what you can do to get started.

There are a few events in Brooklyn that are time dependent, or in other words, they happen a certain amount of time after the game has started. Don’t worry if you are not ready for these events the first time you play the game. Take your time exploring Brooklyn. Learn as much as you can about what there is to do there. When you are ready to play the game “officially” restart the game by pressing the F9 key.

Once you know when the time-dependent events happen, you may use the Elapsed Time command (in the Action pull-down menu) to keep track of time. There should be plenty of time to accomplish your goals, but if you are going to leave the computer for any length of time, be sure to pause the game (press the F10 key). Pausing the game stops the clock.

There are two of the time-dependent events listed in the next paragraph, so do not read any further if you don’t want to know what they are.

Here are the time-dependent events we can tell you about without giving away too much:

- The “Gold Rush” begins at a certain point in time after you start the game. When the “gold rush is on” (when people find out there is gold in California and want to go there), the price of real estate and the cost of passage to California is affected.

- The ship leaves on time. To see how much time there is left before the ship leaves, talk to someone on the ship. If you have a ship ticket and want to leave right away, show your ticket to someone on the ship.

Remember, even though Jerrod’s brother Jake has left Brooklyn, he understands the facts in Chapter 3 as well as Jerrod does. Any information you receive from Jake that seems to conflict with the information in Chapter 3 must be some kind of a clue that only Jerrod would understand.

The Overland Trek

When buying a ticket for the stage coach, be sure you listen carefully to the man that sells you the ticket. He has important information for you.

On the overland trek, messages describing life on the trail are displayed as you go. They are interesting the first time you read them, but they may be suppressed if you do not want them displayed. Press the F8 key to toggle between suppressing and displaying the messages. All important messages will be displayed, even if the message suppression setting is toggled on.

When in Independence, remember to use the exploring guidelines found in Chapter 4, Playing Gold Rush. Be sure to talk to people and pay careful attention to every word they say to you. If
you need to, talk to them again and again until you understand everything they tell you.

There are many ways to lose your life on the overland trek that you can avoid through preparation and experience, but sometimes things happened to 49er’s that they could do nothing about. Don’t be surprised if some of these seemingly random events happen to you. Just be sure to save your game often!

There is more I could tell you but if you read the messages carefully, there should be no reason for it. Have fun!

Note: If you are using a 486 or faster processor, the “fastest” speed is not available until after completing the overland trek. If you would like to set the playing speed to “fastest” (after reaching California) enter the command, “ff” or use the pull-down menus to change the speed setting to fastest.

The Voyage Around Cape Horn

The ship leaves on time. To see how much time is left before the ship leaves, talk to someone on the ship. If you have a ship ticket and want to leave right away, show your ticket to someone on the ship.

Note: If you are using a 486 or faster processor, the “fastest” speed is not available until after you are on the ship. If you would like to set the playing speed to “fastest” (after you are on the ship) enter the command, “ff” or use the pull-down menus to change the speed setting to fastest.

On the voyage, messages describing life on the ship are displayed as you go. They are interesting the first time you read them, but they may be suppressed if you do not want them displayed. Press the F8 key to toggle between suppressing and displaying the messages. All important messages will be displayed, even if the message suppression setting is toggled on.

Look at the Cape Horn voyage as having two parts, before and after the storm:

Before the storm:

There are at least two, and sometimes three opportunities to explore the ship before the storm. Nothing changes on the ship in any of the pre-storm segments. If you have already explored the ship to your satisfaction, there is no need to wait for the scene to change automatically. When the message, “Ctrl-n for next scene” appears at the bottom of the screen, you may go to the next scene by holding the Ctrl key down and pressing N.

After the storm:

Things are different on the ship after the storm. It is important to re-explore the ship after the storm.
There are many ways to lose your life on the Cape Horn voyage that can be avoided through preparation and experience, but sometimes things happened to 49er’s that they could do nothing about. Don’t be surprised if some of these seemingly random events happen to you. Just be sure to save your game often!

There are two ways to survive the final segment of the Cape Horn voyage. One way requires more thought but it is less risky and gives you more points than the other.

**Crossing the Isthmus of Panama**

The ship leaves on time. To see how much time there is left before the ship leaves, talk to someone on the ship. If you have a ship ticket and want to leave right away, show your ticket to someone on the ship.

*Note: If you are using a 486 or faster processor, the “fastest” speed is not available until after you are on the ship. If you would like to set the playing speed to “fastest” (after you are on the ship) enter the command, “ff” or use the pull-down menus to change the speed setting to fastest.*

On the Panama trek, informative messages are displayed as you go. They are interesting the first time you read them, but they may be suppressed if you do not want them displayed. Press the F8 key to toggle between suppressing and displaying the messages. All important messages will be displayed, even if the message suppression setting is toggled on.

There are many ways to lose your life crossing the Isthmus that can be avoided through preparation and experience, but sometimes things happened to 49er’s that they could do nothing about. Don’t be surprised if some of these seemingly random events happen to you. Just be sure to save your game often!

When the message, “Ctrl-n for next scene” appears at the bottom of the screen, you may go to the next scene by holding the Ctrl key down and pressing N.

The next paragraph has a slight clue in it, so read no further if you don’t want any clues. You should wait to read the next paragraph until after you have made it through Panama at least once on your own.

In real life, the Panama trek was probably the best route taken to California. Many who took the overland or Cape Horn route going to California, went home via the Isthmus of Panama. You may have noticed that the maximum number of points went from 250 to 255 when you bought your ticket for the Panama trek. There is a bonus hidden somewhere on that trek that is very valuable and adds 10 points to your score when you find it and get it.

**California**

**Sacramento**

When the ship lands in Sacramento, notice that you have control of Jerrod’s movement (with the arrow keys or joystick), but he is very small! Jerrod starts out on the ship and if you press the
arrow keys you will see him move. Go ahead and move him off the ship and explore the Sacramento scene as you would any other scene.

**Sutter’s Fort**

The scenes inside Sutter’s Fort are exceptions to the “north is up” rule. There are two courtyards in the fort and the scenes are displayed as if you are standing in the center of the courtyard and turning around to look at each wall of the fort. If you get confused by these scenes, stay close to the wall and walk in one direction all the way around the courtyard to see all the rooms in the fort. It may also help to draw a map (like a floor plan) of the fort.

Be sure to read the section on Jerrod Wilson’s background in Chapter 3, Historical Background. It is vital that you know the information in that short section if you are going to understand some of the clues at Sutter’s Fort.

Remember that Psalm 23 is in the Bible. If Jerrod has a Bible, he can read Psalm 23 by typing the command, “read Psalm 23.” You may enter the command, “read Bible” multiple times to read different portions of the Bible, one of which is Psalm 23. Of course, if you have real Bible, you can look it up in there too.

**Panning or Digging for Gold**

Some scenes are better for panning or digging for gold than others. The difference between a good place and one that is not so good is the probability of finding gold, and the number of times you can find gold in that scene. If you don’t find gold after a few tries, move on to another scene. If you find gold but then stop finding it, it is because you have reached your limit for that scene. Again, move on to another scene. The scenes are reset upon entering them so you may go back to the same scene and find more gold there.

When digging or panning for gold, use the **F3** key to repeat your last command. For example, enter the command, “pan” and press the **Enter** key to pan the first time, then press the **F3** key to repeat the command again and again. You will not have to type the command every time you pan or dig, which will speed up the game.

**Coloma**

I can only give you a few vague suggestions here without giving anything away.

If you are running Gold Rush on a fast computer and things are happening too fast to control, do not use the “fastest” speed setting.

If something small keeps getting away before you can do anything with it, change to a slower speed setting or better yet, close the window!
CHAPTER  6
Planning a Trip to the Gold Country

After playing Gold Rush, you may decide to take your family on a trip to the Gold Country in California! Since there are, obviously, far too many interesting places in the Gold Country to mention here, the purpose of this chapter is just to give you a taste of what is in store for you if you decide to go there. The places of interest included in this chapter are places that my family and I enjoy when we visit the Gold Country, and are related in some way to the content of the game. If you need more information to plan a trip, your local library or the world wide web on the internet are good resources.

To the best of our knowledge, this information is correct at the time of this printing, but is subject to change without notice. Also, be aware that many of these attractions are not open year round, or may be closed certain days, so please contact the organization for current availability information and special event schedules.

In This Chapter

- Old Sacramento
- Sutter’s Fort
- Coloma
- The Gold Bug Mine
Old Sacramento

Forty-niner’s traveling to California by ship went through the Golden Gate into the San Francisco Bay and continued up the Sacramento River to Sacramento. The place the ships landed in 1849 has been restored to the way it was then, and is called Old Sacramento. When you are there, among all the old streets and buildings, it is easy to imagine what it might have been like during the gold rush.

If you like to shop, there are many shops and restaurants and a Public Market along the waterfront.

Old Sacramento is a paradise for the train enthusiast. There is an old train station with many engines and rail cars displayed, and steam train excursion rides on weekends (April-September). Just down the street from the station is one of the largest and finest interpretive museums of its kind, the California State Railroad Museum.

There are other museums in Old Sacramento such as the Discovery Museum, which displays a large gold collection and has exhibits on history and science. You may also visit the Wells Fargo History Museum and the California Military Museum.

Old Sacramento is situated downtown between Interstate 5 and the Sacramento River, north of Capitol Mall and south of “I” Street. From Interstate 5, take the “J” Street exit and follow the signs.

- Old Sacramento Visitor Center
  Address: 1101 Second Street, Sacramento, CA 95814
  Telephone: (916) 442-7644
  E-mail: oldsac@sacto.org
  Web site: http://www.oldsacramento.com

- California State Railroad Museum
  Address: 111 I Street, Sacramento, CA 95814
  Telephone: (916) 445-6645
  E-mail: csrmf@csrmf.org
  Web site: http://www.csrmf.org

- Discovery Museum
  Address: 101 I Street, Sacramento, CA 95814
  Telephone: (916) 264-7057
  Web site: http://www.thediscovery.org

- Wells Fargo History Museum
  Address: 1000 Second Street, Sacramento, CA 95814
  Telephone: (916) 440-4263
• California Military Museum  
  Mailing address: 1119 Second Street, Sacramento, CA 95814  
  Telephone: (916) 442-2883  
  E-mail: info@militarymuseum.org  
  Web site: http://www.militarymuseum.org

Sutter’s Fort

Not far from Old Sacramento stands Sutter’s Fort. The fort was Sacramento’s earliest settlement, established in 1839 by John Sutter, and became the destination for many gold seekers in 1849. The fort became part of the California State Park system in 1947 and has been reconstructed and furnished to reflect its 1847 appearance. If you enjoyed playing Gold Rush and are ever in Sacramento, this is one place you must visit!

The fort is located at the intersection of 28th Street and “L” Street in downtown Sacramento (adjacent to the California State Indian Museum).

• Sutter’s Fort State Historic Park  
  Address: 2701 L Street, Sacramento, CA 95816  
  Telephone: (916) 445-4422  
  Web site: http://cal-parks.ca.gov/districts/goldrush/sfshp.htm

Coloma

Seventy percent of the town of Coloma is included in the Marshall Gold Discovery State Historical Park. This is where James Wilson Marshall first discovered gold in the tailrace of Sutter’s sawmill on January 24, 1848. There are many attractions in the park that will make for an enjoyable day of sight-seeing and activity.

There is a full-sized replica of Sutter’s Mill near the original site that is operated regularly for park visitors. The original mill was abandoned, vandalized and finally destroyed in the floods of the 1850’s. Now, a stone monument marks the site where the gold rush of 1849 started.

Other historic landmarks include the Coloma School House, churches, the Pioneer Cemetery, ruins of the old El Dorado County Jail, old Chinese stores, historic cabin replicas, and the Marshall Cabin. The Marshall Monument, with a statue of Marshall looking down over the discovery site, was built over his grave in 1889.

You will see artifacts and exhibits throughout the park and in the Gold Discovery Museum and Visitor’s Center that tell the story of Marshall, Sutter, and the discovery that was to change California forever.

The park is located on Highway 49 between Placerville and Auburn.
The Gold Bug Mine

Inside the city limits of Placerville (formerly known as Dry Diggins and Hangtown) is a 61.5 acre park called Gold Bug Park. The park is situated along Big Canyon Creek which drains into the American River, upstream of Coloma. The gold rush of 1849 left the area dotted with exploratory mines or “coyote holes” and three larger mines (two of which are in Gold Bug Park). A visit to the park will give you an idea of what mining was like in the days of the California Gold Rush.

The main feature of the park, the Gold Bug Mine, has wood flooring and lighting to accommodate self-guided tours. Another mine, opened in 1849 by a priest who provided religious services to area miners, called the Priest Mine, has a dirt floor and no lighting. It is opened for scheduled guided tours only. Contact the park for further information.

There is also a stamp mill that was built around the turn of the century, a museum and gift shop. Picnic tables, hiking trails and restrooms are available, along with adequate parking.

The park is located in Placerville, 1 mile north of Highway 50 on Bedford Avenue.
GOLD RUSH USER’S GUIDE

Index

A
   Abbreviations for text commands, 14

B
   Backing up original game disks, 6
   Bible
      “Psalm 23,” 31
   Brooklyn Heights, New York
      hints, 28

C
   California, 30-31
   Cape Horn voyage
      hints, 29-30
      messages, 29
      next scene, 16, 29
   Cemetery, 18
   Changing scenes, 13
      on Cape Horn voyage, 29
      on Panama route, 30
      on overland trek, 16
   Clearing text command line, 13, 16
   Coloma
      hints, 31
      visiting, 35-36
   Command format, 13
   Command line, See Text command line
   Config.sys
      setting number of files, 5
      modifying, 5
      creating, 5-6
   Contents, iii

D
   Digging for gold, 31
   Directions
      exception to “North is up” rule, 31

E
   Edge of screen, 13, 24
   Elapsed time
      displaying, 11, 16, 28
      Time dependant events, 28
   Exploring, 22-25

F
   Floppy disks
      playing Gold Rush from, 6-7
   Function key commands, 16

G
   Getting objects, 23
   Getting Started, 3
   Gold Bug Mine, 36
   Gold Rush, California 1849, 18-19
   Graphics area, 10

H
   Hard disk installation, 4-6
      MS-DOS, 5-6
      Windows, 4-5
   Hints, 27-31
      Brooklyn, 28
      Cape Horn voyage, 29-30
Points, See Score
Product support services, 4
“Psalm 23,” 31
Pull-down menus, 11, 16
Puzzles
  multiple solutions, 25

Q
Quail, Mr., 18
Quitting Gold Rush, 10, 16

R
Reading
  different than looking, 23
  messages, 11
Readme.txt, 4, 5
Registering your software, 4
Repeating text commands, 13, 16
  while panning or digging for gold, 31
Restarting Gold Rush, 10, 16
Restoring a game, 15, 16
Routes to California
  Cape Horn voyage, 19, 29-30
  Overland trek, 19, 28-29
  Panama route, 19, 30

S
Sacramento
  hints, 30-31
  visiting Old Sacramento, 34-35
Saving a game, 15, 16
Score
  maximum score, 10, 30
  shown on status line, 10
Secret codes, 18
Set up, 4-6
  MS-DOS, 5-6
  Windows, 4-5
Ship leaving
  on Cape Horn voyage, 29
  on Panama route, 30
  showing ticket, 29, 30
Short cut key commands, 16
Sound
  on/off displayed on status line, 10
  toggle on/off, 16
Speed control, 12
  abbreviations, 14
  fast, 12, 14, 29, 30
  fastest, 12, 14, 29, 30
  on Overland trek, 29
  on Cape Horn voyage, 29
  on Panama route, 30
Starting Gold Rush, 10
Status line, 10, 16
  toggling on/off, 10, 16
Stopping Jerrod, 12
Storm, 29
Suppressing messages
  on Cape Horn voyage, 29
  on Overland trek, 28
  on Panama route, 30
Sutter’s Fort
  hints, 31
  visiting, 35
System requirements, 4

T
Talking, 13, 14, 23
  in Independence, 28-29
Text command line, 11
  clearing, 13, 16

Text commands
  abbreviations, 14
  entering, 13-14
  not case sensitive, 13, 24
  repeating, 13, 16
  shortcut key commands, 16

Time dependent events, 28

Trek messages
  toggle on/off, 16, 28, 29, 30

Troubleshooting
  Config.sys, 5-6
  “fastest” speed control, 29, 30
  inventory objects, 23

W

Welcome, 1

Wilson, Jake, 18

Wilson, Jerrod
  background, 18
  controlling movement of, 11-12
  stopping, 12

Wilson, Marshall, 18

Wilson, Martha, 18