



expeditions

educational computing activities
for **commodore 128™** and
commodore 64® computers

Product No. CME-306

Diskette and Instruction Booklet

This MECC product has been prepared for and licensed to

COMMODORE®

A Word About MECC

MECC was created in 1973. Ours is the oldest, most trusted name in educational computing.

MECC has enjoyed a long tradition of designing and producing high-quality educational software for a world market. Our ever-expanding collection of over 300 products can be used on a variety of personal computers.

You may not have heard about MECC before today. Your children, however, are probably using MECC programs in school. MECC has more software in schools today than any other publisher. In fact, one third of all the software in schools is MECC software.

MECC's educational software is now available for home use. **Expeditions** is just one example of the excellence you can expect from us.

MECC. There's no substitute for the experience.™



©Minnesota Educational Computing Corporation
3490 Lexington Avenue North
St. Paul, MN 55126

ISBN 0-87490-344-0

February 1986

All MECC diskettes are protected with an anti-copy software component, copyright ©MECC, 1986. U.S. Copyright Law prohibits the reproduction of computer software. COMMODORE 128™ and COMMODORE 64® computers are trademarks of Commodore Electronics, Ltd.

Welcome to Expeditions

Expeditions presents three historic journeys for children who love adventure! Youngsters can travel back in time and relive the hardships and successes of three different groups of Americans. Each expedition directs attention to the history of the development of the North American continent.

In a wide variety of situations, children are in control and can test strategies to help them reach their destination safely. Success depends on the wise use of resources, intelligent decision making, and a little good luck!

Three programs
For use by one child
Ages 8-13

Note: To end any of the programs early, press the f1 Key twice whenever the computer is waiting for a response.

Getting Started

For Commodore 64® users:

1. Turn on the monitor, disk drive, and computer.
2. Insert **Expeditions** diskette.
3. Type LOAD "MENU" ,8,1 and press the Return Key. After the word READY appears, type RUN and press the Return Key. The MECC logo will appear after the program is loaded.

For Commodore 128™ users:

1. Turn on the monitor and disk drive.
2. Insert **Expeditions** diskette.
3. Turn on the computer. The MECC logo will appear after the program is automatically loaded.

Note: To ensure the proper loading and running of this product on the Commodore 128 computer, the Shift Lock and 40/80 keys must be in the up position.

Furs

The Ottawa Indians were active fur traders in the latter half of the sixteenth century. In FURS, you assume the role of an Ottawa Indian who leads a fur-trading expedition across North America to forts on the Hudson River, the St. Lawrence River, or Hudson Bay. You can carry and trade any combination of mink, beaver, deer, or fox skins that equals a total of one thousand pelts.

Your journey will not be an easy one. You are in charge of a crew of forty people and must make important decisions when faced with a variety of difficulties. For instance, a poor decision in treacherous weather could cause the loss of furs, canoes, and even human lives.

Two of your canoes are swamped!
The people are rescued but all the furs
and supplies they carried are lost.



Press SPACE BAR to continue

Throughout the journey, you will learn about your progress with a weekly report and a map showing the number of people and canoes in your group, the number of furs you carry, the state of group morale, and the distance remaining to your destination.

End of Week 7

Week's Travel: 117 miles
226 miles to Hudson Bay

Number of people.....	38
Number of canoes.....	19
Number of furs.....	950
Morale.....	FAIR

Press SPACE BAR to continue

If you and your group reach the fort safely, you will see the results of the expedition and the value of your furs in terms of beaver pelts, the trading standard. At your journey's end, you can relax and compare your success with that achieved by other Indian expedition leaders.

Voyageur

During the late eighteenth and early nineteenth centuries, the buying and selling of furs was an important business. Voyageurs, working for fur-trading companies, traveled to trading posts by canoe to exchange supplies for furs.

In VOYAGEUR, you assume the role of a voyageur who leads a canoe expedition from Grand Portage on Lake Superior to Fort St. Pierre on Rainy Lake. You need to reach the fort quickly and safely with goods to trade for furs.

You begin by selecting thirty packs of daily supplies and trade goods. Daily supplies are used by the voyageurs and trade goods are exchanged for furs at the fort. If your daily supplies run low, you will be able to use trade goods to continue the journey.

Choose the number of supply packs and trade goods packs you want for each of these items.

You have room for 25 packs.

Items	Daily Supplies	Trade Goods
flour/sugar:	2	3
pemmican:	—	
rum/wine:		
tobacco:		
guns/gunpowder:		
blankets/cloth:		
beads/trinkets:		
kettles/knives/tools:		

It will be a hazardous trip. You will make important decisions when faced with bad weather, damaged canoes, or unhappy crew members. Throughout the journey, you will keep track of important information using a map and a log book.

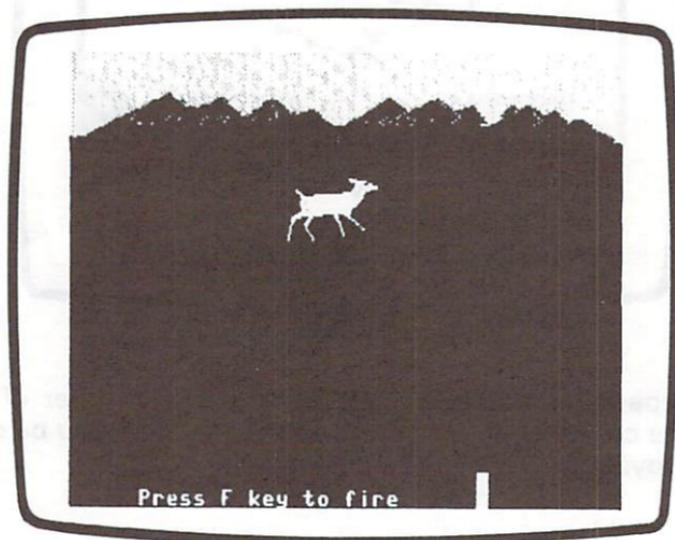


If the expedition succeeds, you will see the number of trade packs the crew was able to carry to the fort. Will you be one of the top voyageurs?

Oregon

In 1847, brave pioneer families traveled over 2000 miles from Independence, Missouri to Oregon City, Oregon on the Oregon Trail. In OREGON, you are the head of a family of five with \$700, a wagon, and a dream of reaching Oregon City in five or six months.

When you begin the trip in Independence, you can purchase oxen, food, ammunition, clothing, and miscellaneous supplies. Goods will cost more at the forts along the trail. You may hunt for wild game along the way.



Miles Traveled: 872

Monday, June 7

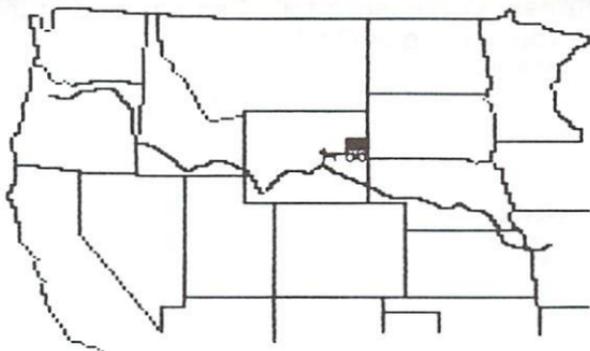
Food 147 Cash 80 Misc. 74
Clothing 50 Bullets 2408

You may:

1. Stop at the next fort
2. Hunt
3. See map
4. Continue

Which number? _

At the beginning of each week, you will see the number of miles traveled, the date, and the amount of supplies remaining. You can also choose to see your progress on a map of the western United States.



Monday, June 7

Miles Traveled: 893

Press SPACE BAR to continue

During this long and difficult journey, your family depends on you to make wise decisions and to protect them. Tragedy may strike if supplies get too low or if wild animals or bandits attack.

Miles Traveled: 2036

Monday, September 13

=====

Food 52	Cash 60	Misc. 35
Clothing 50	Bullets 2280	

=====

To new resident of Oregon Territory -
President James K. Polk sends you his
heartiest congratulations and wishes
you a prosperous life at your new home!

Press SPACE BAR to continue

For this journey, you need a lot of smarts and stubbornness!
Hope to see you in Oregon City!

Expeditions Rewards

With the exciting journeys in **Expeditions**, children strengthen their ability to form and test strategies and to make responsible decisions. Children should exhibit a better understanding of part of the history of North America and of the effect of a harsh environment on its settlement.

MECC has made every effort to ensure the instructional and technical quality of this courseware package. Your comments are valued and will be considered for inclusion in any future version of this product.

More MECC Software Available from Commodore

- Adventures with Fractions (Ages 10-14)** CME-307
Youngsters practice ordering fractions as they collect gold coins to ransom a prince. The common denominator approach and the cross products method are both presented in this lively game.
- Expeditions (Ages 10-15)** CME-306
Three simulations allow children to test their decisions as they assume the roles of frontier Americans. Children are challenged in the areas of problem solving and navigation as they learn about American history.
- The Friendly Computer (Ages 5-8)** CME-303
This delightful introduction to the computer teaches youngsters how to locate keys on the keyboard, use the Shift Key, type words, identify parts of the computer system, and create colorful lines, shapes, and drawings.
- The Glass Computer (Ages 12-Adult)** CME-308
A unique simulation depicts how computers work internally, interpreting simple BASIC statements and demonstrating what the computer does with them. Children learn concepts that will prove useful in later programming.
- The Market Place (Ages 8-14)** CME-302
Elementary concepts of economics come to life with these enjoyable programs. Youngsters make decisions as they control simulated business ventures in the form of games, the object of which is to earn a profit.
- Odell Lake (Ages 8-Adult)** CME-300
This colorful simulation enables youngsters to assume the roles of fish trying to survive in a freshwater lake. Children learn fundamental concepts of life science while exercising their problem-solving skills.
- Path Tactics (Ages 5-12)** CME-301
Children improve their math skills, gain confidence in working with numbers, and develop strategies in this exciting game of racing robots. With multiple levels of play, kids with different skills can compete equally.
- Pre-Reading (Ages 3-7)** CME-304
Six programs help children have fun while practicing essential reading-readiness skills, such as identification of letters, alphabetical order, letter/sound correspondence, and memorization.
- Spelling Bee (Ages 8-13)** CME-305
A stimulating drill program introduces and reinforces spelling and vocabulary practice, which can be timed or untimed. In the timed drills, a small bee moving across the screen serves as a timing device.

COMMODORE®

Commodore Business Machines, Inc.
1200 Wilson Drive • West Chester, PA 19380