

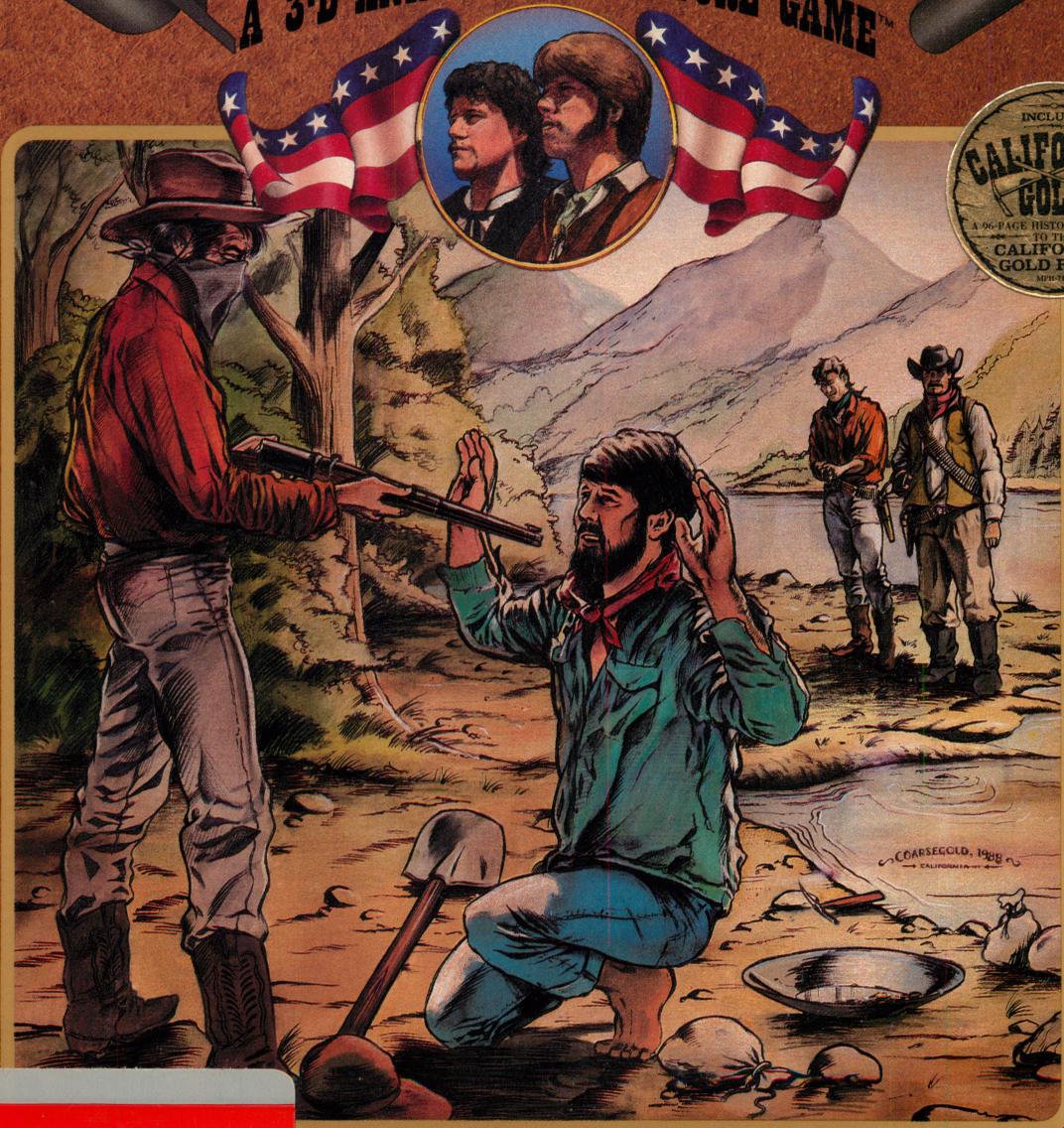
A 3-D
ANIMATED
ADVENTURE
GAME™

A TRUE-TO-LIFE HISTORICAL SIMULATION

GOLD RUSH!

A 3-D ANIMATED ADVENTURE GAME™

GOLD RUSH!



SIERRA®

128K

Apple

Apple IIe/IIc

IIe/IIc

Joystick optional

128K

128K required

SIERRA®

GOLD RUSH

GOLD RUSH

Created and designed by
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Game Development System

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Jerry Albright

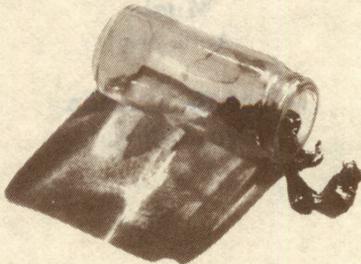
THE GOLD RUSH IS ON!

The first true gold rush began with the discovery of gold in California in 1848. 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.

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, valued in excess of \$200 million. Although most were Americans, the gold seekers came from virtually every corner of the civilized world, including China.

No "rush" of such proportions, wealth, or pandemonium, no hysteria so unrestrained or so world-encompassing in its influence had ever been witnessed before. Improved means of communication, especially through widely circulated newspapers, and the beginnings of modern transportation, such as clipper ships and ocean-going steamers, both contributed heavily to the magnitude and speed of the movement.

Although many "forty-niners" organized themselves into formally constituted "companies" before they left home, virtually all of these groups disbursed immediately upon reaching California. These circumstances left the individual to work out his own destiny among foreigners in a strange land utterly unprepared to cope with the throngs of newcomers.



Although merchants and shipowners throughout the world quickly adjusted operations to serve this booming new market, food and supplies of most kinds were scarce, expensive and subject to unsteady price fluctuations.

Housing was primitive and high-priced in the towns and did not exist at the mines, so each individual was resigned to building his own home or pitching a tent. Society was constantly in flux, with crowds of restless gold seekers stampeding off when each new mining town was rumored to be "rich," leaving many ghost towns in their wake.

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 to 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."

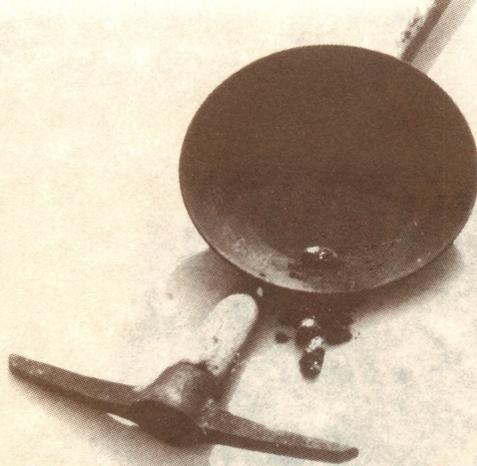
Thus the rumor became fact. Beyond any reasonable doubt, the gold was there for the taking. In the mad rush of enthusiasm no one considered the hazards of the undertaking; no one seemed to realize that to only a small percentage of prospectors would come the big payoffs.

Fortunes were definitely made. Some men are said to have dug tens of thousands of dollars in a single week. This was particularly true at first, when gold was found practically on the surface of the ground. In 1849, \$10 million in gold was mined; in 1852 the yield peaked at \$81 million.

It was only natural that those hearing such fairy tale success stories should believe them to be the rule rather than the exception. However, the greatest "diggings" were rapidly cleaned out. Thereafter, many of the prospectors received merely living wages from a day's work. Standing waist-deep in icy river waters, their exposed skin baked by the scorching summer sun, these dreamers would labor washing heavy buckets of pay dirt in hope of someday striking the mother lode.

Indeed, the treks westward took a heavy toll on those with little perseverance, and only the brawniest breed of men survived the hardships of the wilderness and the cruel elements. Requiring superior physical strength, these perilous journeys cruelly punished those of lesser fortitude, and many paid for their dream with their lives.

It took a mighty tough character to survive the ravages of the west. Unfortunately, Jerrod Wilson wasn't one of them. A typical East Coast "city slicker," Jerrod could only dream of following in the footsteps of the great American legends who paved the way for the country's rapid growth and progress.

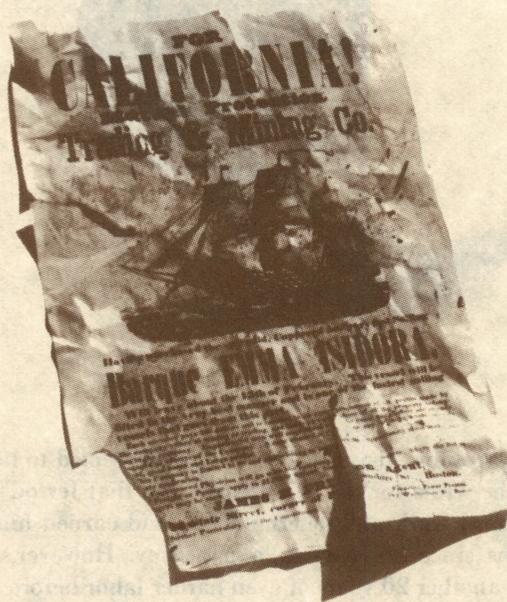


Despite his aspirations, the only history Jerrod seemed to be making was the news he wrote for the local paper. Not that Jerrod's job was so bad -- his hard work and determination had earned him quite a few promotions since his days as a paperboy. However, it would probably take another 20 years of even harder labor before he would reach the top of the company ladder. Jerrod was patient, but he wasn't so sure he could hold out that long.

Maybe it was his long lost brother's disappearance some years ago, or maybe just the call of the wild, but Jerrod had an itch for adventure, a desire to follow in the rich tradition of his ancestors. Jerrod not only wanted to discover the whereabouts of his brother, but he also longed to learn about the mysteries that lie beyond the borders of Brooklyn Heights, the only home he had ever known.

Was it just the sunset, or perhaps the glisten of gold on the horizon that beckoned Jerrod westward?

What does Jerrod's future hold? Will he continue with the nine to five routine (yawn) of a secure yet somehow unsatisfying career? Or will he break free of his chains and head out west to where the action is?



His fate lies in your hands. Become Jerrod Wilson, and face the challenge of the California Gold Rush as you race against time and the perils of travel on a realistic simulation of life on the wild west frontier. Immeasurable riches lie just 2500 miles away! Good luck!

AN OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is Jerrod Wilson, a young gentleman preparing to seek his fortune in the California gold country.

Each 3-D Animated Adventure Game has a main goal, and yours in Gold Rush! is to find passage to California, discover gold and become filthy rich. Move stealthfully and wisely, for prices will skyrocket when news of the California Gold Rush hits town.

TIPS ON PLAYING GOLD RUSH!

1. PACK IT UP AND HEAD 'EM OUT!

Basic instructions on how to interact with this game are included in this manual and the reference card enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual.

2. COVER YOUR TRACKS.

Due to the dangerous nature of this adventure game, you will want to save your game often. Follow the instructions on your 3-D Animated Adventure Game reference card to SAVE GAME after you have made important progress in the game. SAVE GAME whenever you encounter a potentially dangerous situation.

If you do encounter perils, or fail to complete all the required tasks to get past a given obstacle, you can follow the instructions on your reference card to RESTORE GAME to the place you were at when you last saved your game. Intelligent use of this function has spared many a traveler from being lost forever at sea.

3. KEEP A SHARP EYE OUT.

Look at and examine everything you can. Speak to those around you. Pay close attention to detail. There are many clues, both visual and verbal, that will help you succeed in your quest.

ON YOUR VOYAGE

In the course of your trek, various messages will appear describing the life and times of early American travelers. After you have read the messages, you may choose to bypass them upon playing the game again. To display or suppress messages, press the F8 key when the message is displayed at the bottom of the screen.

Also, you can automatically advance to the next portion of your voyage without waiting when a CTRL-N message appears at the bottom of the screen.

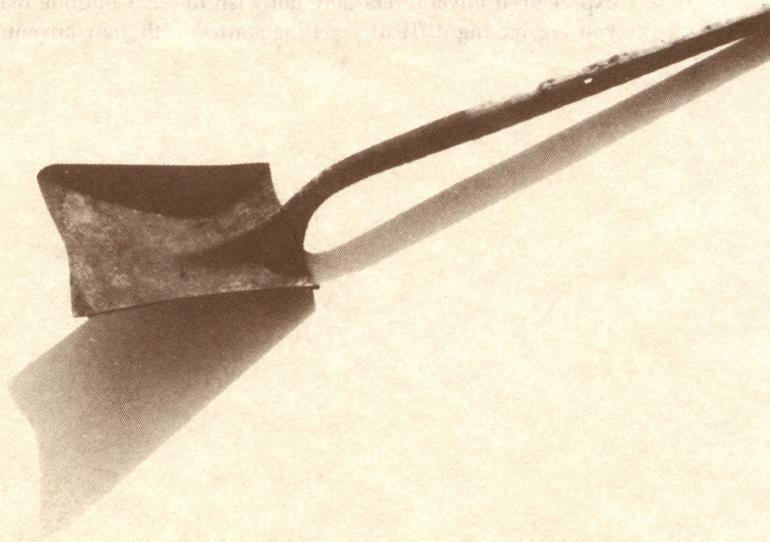
4. BRING ALONG 'YER FRIENDS.

The wild, wild west was not an easy place to survive alone. You may find it helpful to play Gold Rush! with a friend. Each adventurer has unique ways to interpret clues, and besides, working in teams makes the journey a lot more productive and fun.

5. CAN'T GET ANYWHERE?

If you've explored every inch of the soil and still find progress impossible, don't give up. Even top notch forty-niners were known to have their hopes dashed by hard luck and hard times. Life is tough in these parts.

For this reason, hint books are available for all of Sierra's 3-D Animated Adventure Games. You can order the hint book for this game by using the order form in the package. Hints can also be received by calling the Sierra Support Line at (209) 683-6858 or by having your computer call the Sierra Bulletin Board Service at (209) 683-4463.

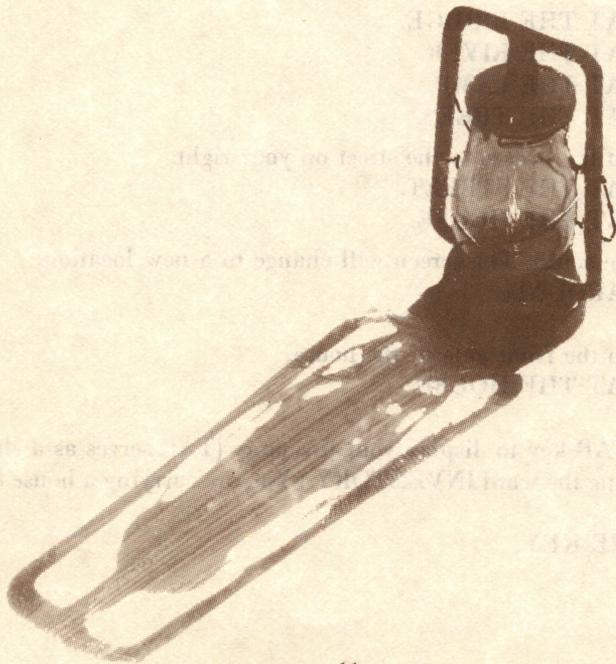


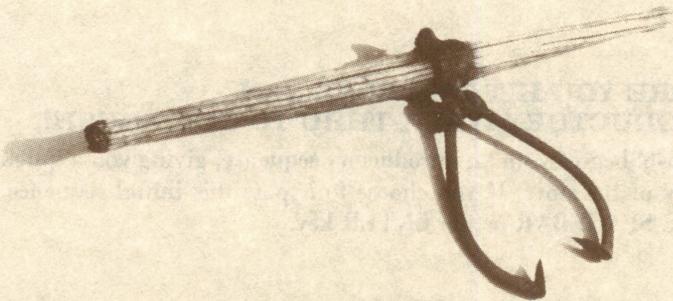
WARNING

The following documentation is for *beginning* adventure game players only. The contents include answers to some game puzzles and hints that experienced adventurers may not wish to see. Continue reading only if you are having difficulty getting started with your adventure game.

**BEFORE YOU HIT THE ROAD...AN
INTRODUCTORY WALK-THRU TO GOLD RUSH!**

Gold Rush! begins with an introductory sequence, giving you a quick overview of the story. If you choose to bypass this initial sequence, press the SPACEBAR or the ENTER key.





Your journey begins in Brooklyn Heights, New York in the year of 1848. There are many places and things you will want to examine in this game. Press the ENTER key after you have typed in a command. Press the ENTER key after you have finished reading a text message.
Type:

- ◀LOOK AROUND.
- ◀LOOK AT THE BRIDGE.
- ◀LOOK AT THE RIVER.
- ◀LOOK AT THE LAMP.
- ◀LOOK AT THE TREES.

Walk down the bridge to the street on your right.

- ◀LOOK AT THE STREET.
- ◀LOOK AT THE HOUSE.

Walk to the south. The screen will change to a new location.

- ◀LOOK AROUND.

Walk up to the front gate of the house.

- ◀LOOK AT THE HOUSE.

Press the TAB key to display your inventory (TAB serves as a short cut for typing the word INVENTORY.) You are carrying a house key and \$15.

- ◀USE THE KEY.

The gate will open and your character will walk into the yard. Walk up to the front door. Press the F3 key then press ENTER. (The F3 key repeats your most recent command.) In this case, the front door opens. Walk into the house until the front door closes.

You are now inside your house. There are many things you may look at in this house.

◀LOOK AROUND.

◀LOOK IN THE CLOSET.

Walk over to the table.

◀READ THE FAMILY ALBUM.

Walk over to the desk.

◀LOOK AT THE DESK.

◀OPEN THE DRAWERS.

Walk through the door by the desk.

◀LOOK AT THE ROOM.

Walk into the kitchen.

◀LOOK AT THE KITCHEN.

◀LOOK AT THE CABINET.

There are other things you may examine inside the house, but for now proceed to go outside. Walk off the screen to the west. You are now at the edge of a park.

◀LOOK AROUND.

Walk up to a sign on the grass.

◀READ THE SIGN.

The sign says, "KEEP OFF THE GRASS." (You may have noticed that a point was subtracted from your score when you stepped upon the grass. If you continue to disregard the signs you may have a confrontation with the law.)

Walk into the gazebo.

- ◀LOOK AT THE GAZEBO.
- ◀LOOK AT THE FLOWERS.
- ◀TAKE FLOWERS.
- ◀LOOK AT THE FLOWERS.

When you look at an item in your inventory, you get a message and a picture of the desired item.

There are other important things to examine in the park, but for now walk off the screen to the west. You are now on a new screen.

- ◀LOOK AROUND.
- ◀LOOK AT THE LAMPS.

Walk into the post office. The screen will change.

- ◀LOOK AROUND.
- ◀LOOK AT THE COUNTER.

Walk up to the counter.

- ◀RING THE BELL.

A gentleman will approach you and speak.

- ◀GET MY MAIL.

Depending on the time of day, you may or may not receive some mail. If you do not receive any mail on the first try, you may want to check back at the post office periodically.

Well, now you are on your own. There are still many things to do before your journey begins. Remember to talk to the people you meet, examine all objects thoroughly, and take everything you will need for a safe, successful trip out west.

P.S. Take special precaution to save your game after making significant progress. You never know when disaster may strike.

**GOOD LUCK ON YOUR JOURNEY...
MAY YOU STRIKE IT RICH!**



LIMITED WARRANTY NOTICE

Sierra On-Line, Inc. wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days of purchase, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose \$5 and return the software directly to us. Sorry, without the registration card you are not covered by the warranty. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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SIERRA®

3-D ANIMATED ADVENTURE GAME REFERENCE CARD FOR APPLE IIe/IIc

Sierra's 3-D animated adventures represent a totally new approach to computer gaming -- a third generation in computer adventure. They feature colorful, double hi-res graphics, with animated characters moving through three dimensional background screens. The improved parser lets you talk to the computer in whole sentences.

Sierra's new series of adventures are interactive, changing as you explore and solve the puzzles. New discoveries are made as you dig deeper into the game. There are often multiple solutions to the many puzzles you encounter. In fact, you can play the game many times and never play the same game twice.

LOADING INSTRUCTIONS

1. Insert Disk 1, label side up, into the drive. Close the door to the drive.
2. Turn on power to the monitor and the computer.
3. You may bypass the opening sequence by pressing any key twice.
4. Follow the screen prompts to begin playing.

If your game won't boot properly, check to see that you meet these requirements:

- As stated on the sticker on the outside of the box, 128K memory is required to operate Sierra's 3-D animated adventure games. Apple IIe owners *must* have an 80 column extended memory card installed.
- Printer cards (and other peripherals) sometimes interfere with the operation of Sierra's 3-D animated adventure games. You may have to remove all cards from your slots, except of course the drive card and the extended memory card.
- The earliest Apple IIe computers had "A" mother boards. To run the complex graphics in Sierra's 3-D animated adventure games, you need a "B" mother board. If your computer has an "A" mother board, contact Apple computers for information on how to upgrade to a "B" mother board.

COMMANDS FOR THE HERO

Your computer will be your hands, eyes and ears. Talk to it in commands of one or two words, or even whole sentences. Unless otherwise instructed, follow all commands with the RETURN key.

Using a joystick or the keyboard, move your character North, South, East, West, diagonally, and when appropriate, up or down. To halt his steps with the keys, press the direction key you hit last again.

You may meet others who have messages for you. Command them to speak. Type: TALK TO THE ALIEN

You may need objects you see along the way. Type: GET THE PIZZA

Pay attention to details. To see an object closely, type: LOOK AT THE CONTROL PANEL

Use the objects you find along the way. Type; GIVE THE AMULET TO THE OLD MAN

SAVING AND RESTORING THE GAME

You may want to take a break at some point, and later begin where you left off. Sierra makes it possible for you to save and restore the game. Before you try something that looks risky, save your game.

Formatting or Preparing a "Save Game Disk"

Type INIT DISK any time during the game to create a save game disk. Follow the prompts on the screen to create the "save game disk".

Saving a Game

The game can be saved almost any time during play. If you do this often, then you won't lose much ground if your character should suffer an unfortunate accident. Type SAVE GAME (or press 5). You will be instructed to enter a letter to identify your game. Type a letter from A-Z and specify your drive number. Insert your "save game disk" and press RETURN. Now you may continue playing your adventure from the point at which you saved the game.

Restoring a Game

To restore a saved game any time after loading your adventure, type: RESTORE GAME (or press 7). Type a letter (A-Z) for the saved game you wish to restore, and specify your drive number. Insert your "save game disk" and press RETURN. You will now be able to continue playing from the point at which you saved the game.

To save you typing time, these convenient keys quickly and easily make these common commands:

ESC	Pause game
1	Help
2	Toggle sound on/off
3	Echo (repeat) previous command
4	Inventory
5	Save Game (A - Z)
7	Restore Game (A - Z)
9	Restart Game
CTRL C	Cancel current command



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WARRANTY REGISTRATION

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A 3-D
ANIMATED
ADVENTURE
GAME™

Go West Young Man



T

he gold rush is on! Sell your land, pack your bags, and grab the next ride out, because fortune lies just 2,500 miles away. Become Jerrod, a young man earning a meager living in Brooklyn, New York. Travel with Jerrod as he joins the mad rush for riches in sunny California. Joining the ranks of Sierra's greatest adventures, *Gold Rush!* recreates an unpredictably treacherous path paved with graves of many who never saw the gleam of California gold.

THREE COMPLETE TREKS IN ONE PACKAGE!

Three different quests await as you plan your journey out west. Choose from any of the common travel routes from the East Coast to the West in the mid-nineteenth century.

EXPEDITION NUMBER 1 -

Travel by ship through the Gulf Stream to Panama, and proceed on foot through the rugged jungles of Central America (sorry -- no Panama Canal existed in the 1840's).

Avoid quicksand, poisonous snakes, and other perils on your way.

EXPEDITION NUMBER 2 -

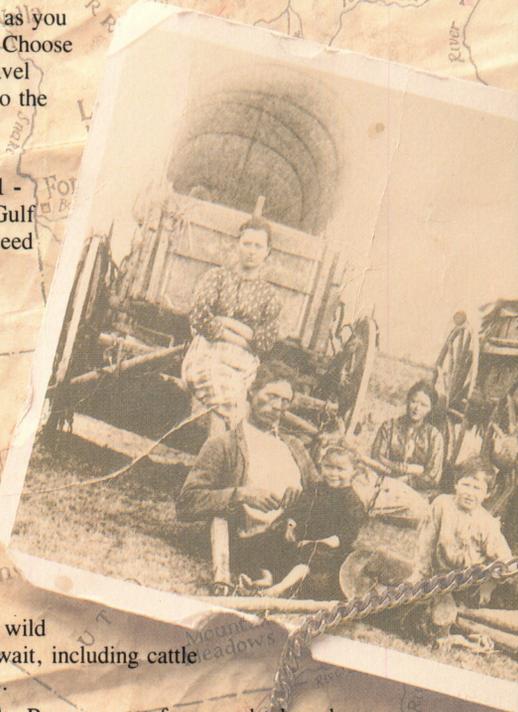
Travel by stagecoach, canal boat, steamer, and wagon train as you cross the heartland of America on your way to the wild west. Many obstacles lie in wait, including cattle rustlers, Indians, and thieves.

EXPEDITION NUMBER 3 - Become a seafarer, and take a long, perilous journey from the East Coast to the tip of Cape Horn, and up to California. True mariners of the deep must combat scurvy, starvation, and the dangers of the deep in order to survive.

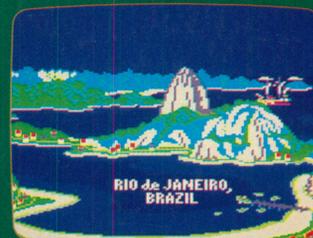
HISTORICALLY AND GEOGRAPHICALLY ACCURATE!

Guaranteed to enrich your understanding of life on the American frontier, *Gold Rush!* gives you a firsthand look at lifestyles of the nineteenth century as you participate in the events of that era. Great for home or school, *Gold Rush!* puts old and young alike into the shoes of our native sons for an adventure carved out of our nation's past.

- Over 150 scenes, including realistic onscreen maps of early American travel routes.
- Historically accurate — face the same obstacles and travel the same routes as our early American forefathers.
- Great for home or school use — discover the American frontier.
- Includes realistic travel maps of the nineteenth century.
- Advanced visual effects, including inset windows, overhead maps, and scenic landscapes.



Begin your trek in your hometown of Brooklyn Heights, New York.



Visit many strange and exotic places on your long, difficult voyage.



Travel by steamboat across the Great Lakes as you head out west.

Members of the original *King's Quest* design team, Doug and Ken MacNeill are the designers/programmers of *Gold Rush!* Born in New York, the MacNeills lived several years in the heart of the California gold country while working for Sierra.

GOLD RUSH!



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