

ADAM'S ECO NEWS

Dateline: • Iquitos, Peru

HI, welcome to my news-
letter! My name is
Adam Greene and
my Dad's an ecologist. He's part
of something called the Ecology
Emergency Network. That
means that he gets calls to travel
all over the world and help out
with environmental problems.
Most of the
time, I get to
go with him.



FLOODED FOREST

Anyhow, we're
in the middle
of the rainforest right
now. Some pretty
amazing things have
happened.



CITY OF GOLD



BAT REFUGE



Geography Challenge!

Below you'll see a map - I've
marked where we started out.
Play Lost Secret of the Rainforest.
When you finish, look up
information about the region. Now
plot my adventure on this map!



MORPH & ORPH

There's no
ONE right
answer - a
lot of it is
guess work,
even for me -
and I was there!



LIBOLA CAMP



THE CANOPY

LETTERS

Adam, my friend -

I wonder in which ocean of the world you will find this bottle. Or if you will find it. I am sure you will be having some new adventure. Perhaps we will meet again. I have exciting news! Well, can't write more. It really cuts into your correspondence when you have to rise to the surface to breathe every ten minutes.

Your friend always, Del

Adam-

It arrived here - the first copy of your newsletter. We thought a lot about your adventures. The very next day me and my friends started to clean up the waste from a nearby lake. We took out several buckets of waste from golfballs to skisticks, oars, and false teeth. Most of the bottom of the lake and the entire beach are now clean, and we'll continue to work on it, so that it won't get that dirty again.

Sami Toivonen
Finland

Adam—

Hello from the land of snow. I was very interested to get your newsletter. My mother is a scientist and we are here at the Polar Ice Cap. She collects data about the ozone layer. We live near an Eskimo village and there is a big pile of garbage right in the middle of it. It's disgusting. And you can smell it for miles. Do you have any ideas on cleaning it up?

Tatayana

P.S. My mother says that her data is really scary. It worries me a lot.

DUDE!!!

THE RAINFOREST!! Aren't you ever coming home? I rented a bunch of movies about the rainforest to try to figure out what it would be like. I'm dreaming about trees, but I'm looking at snow!!

Your friend,
(speaking to you from the land
of homework)

JEFF 

Jeff,

I keep tellin' you - I've got work I do. I have to admit, though, that I'm having fun with this Ecoder thing my Dad and I are testing. (Take a look at the directions in the newsletter, then check it out in the game!)

Dad and I have met some really neat people. We're going to return to the Rainforest a ton more. Maybe you can come along next time.



IT'S THE ECORDER!

When I got to the rainforest, my Dad had a present waiting. (All right!) It's a handheld scanner we're testing. It's like a geiger counter for rainforest facts. I can pick up information about rainforest creatures and problems from the environment. Once I've collected my data, I can review it and even test myself! I'm gettin' good - if I do say so!

Here's how it works:

To record something:

Click on the inventory icon on the icon bar to open inventory.

Now you see a little picture of the Ecorder.

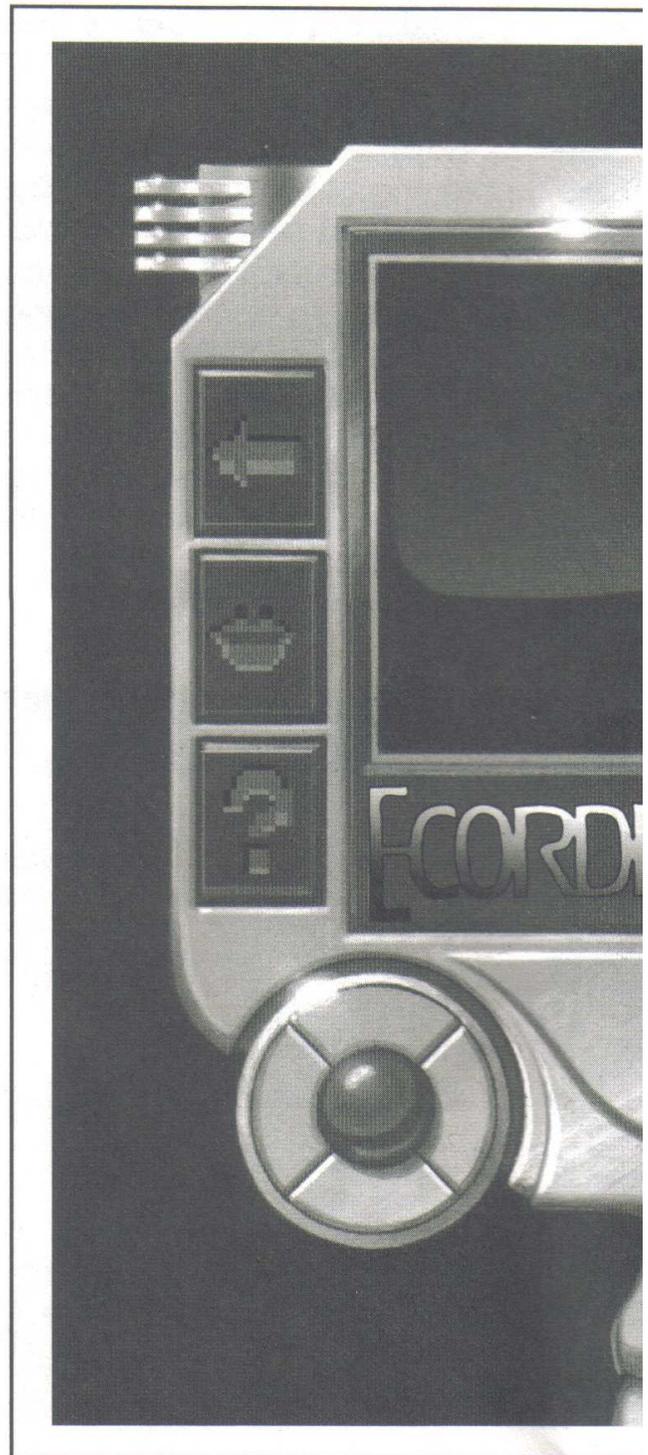
Click the Look Icon on inventory objects if you don't know which one I mean.

Click the arrow icon on the Ecorder.

Now the Ecorder appears in your inventory display window icon. The cursor changes to the Ecorder.

Click on the inventory exit icon to close the inventory window.

Run the Ecorder cursor all over the screen. When you locate an object that can be recorded, the cursor changes color. If you lose your cursor by accident, just click on the inventory display window in the icon bar to get it back again.

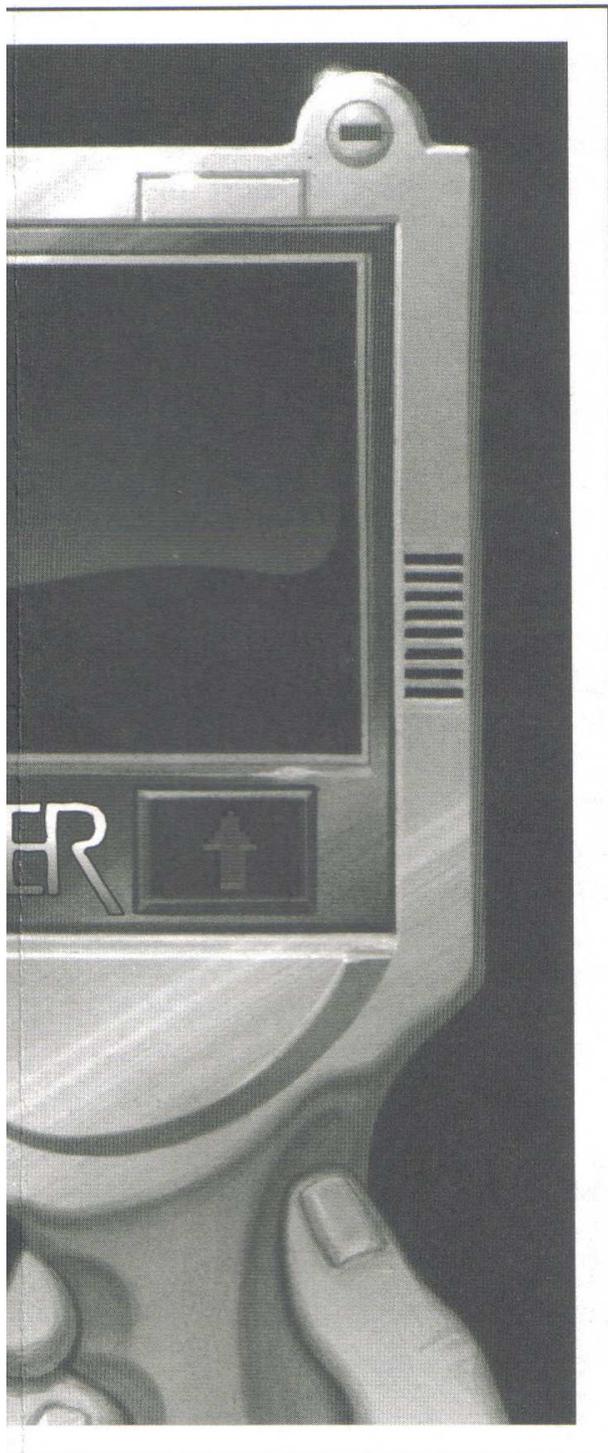




If you want to leave my name, Adam, there - that's fine, too.

2. Rainforest Facts.

Select this category by clicking on the directional dial, then click on the enter button.



This is your data base.

Click on the enter button.

Now you have a list of categories.

Click on the directional dial to move up and down the categories.

Click on the enter button to select a category.

Now you have a submenu that lists all the items you are looking for.

Notice that the items are ghosted until you record them in the game.

Click on the directional dial to move up and down the menu.

Click on the enter button to go to a highlighted item, that is, one you have recorded.

Now, if you have recorded the item in the game by using the Ecoder, you see a small picture of the item and a description. Some of these are clues for game puzzles! Check it out!

Click on the talk button to hear the Ecoder pronounce the item's name.

Click on the escape button or click on the enter button to return to the previous menu. Return all the way to the introductory menu.

When the Ecorder cursor is large, **Click** the left mouse button.

Now you get a message that the Ecorder is recording.

Congratulations! The data is stored in the Ecorder! You get 1 point each time you collect data.

To review your stored information:

Click on the inventory icon on the icon bar to open inventory.

Click the inventory hand icon on the Ecorder.

Now you see the Ecorder on the screen.

Click on the question mark button of the Ecorder. This gives you simple directions about using the Ecorder. Study the diagram I've made, too!

Click on the power button to turn on the Ecorder.

Now you have a menu of choices.

1. Enter My Name.

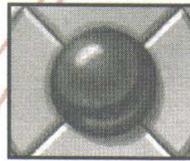
Select this category by clicking on the directional dial, then click on the enter button.

Now you see a window where you can enter your name by typing on your keyboard.

Press return on your keyboard when you are done.

Now the Ecorder will remember your name whenever you enter it.

ECORDER BUTTONS



The Power Button

Choose Power to turn on the Ecorder. It is in the middle of the Directional Dial.



The Directional Dial

Choose sections of the Directional Dial to know that an item is in the inventory. When you click on the top, bottom, left, and right sections, a menu will appear. The top and bottom sections are for the top and bottom of the object, and the left and right sections are for the left and right of the object.



The Enter Button

Choose Enter when you want to go to the next screen. If you have no information about the object, the Ecorder will tell you so.



The Go Back Button

Choose Go Back when you want to return to the previous screen. You have come to the top of the screen.



The Talk Button

Choose Talk when you want to talk to the object. The Ecorder will play a sound. If you are playing from the top of the object, the Talk button does not respond.



The Instructions Button

Choose Instructions for a more complete description of the object.



The Exit Cursor

If you move the cursor out of the Ecorder, click this cursor to return to the Ecorder.

3. Print My Fact Sheet.

the Ecorder. Note that the button
directional Dial.

directional Dial to select items in the menus.
selected when the text box appears around
sections, the text box moves up and down
left sections move the box up the list. The
move the box down the list.

want to go to the information in the text box.
n because it has not been gathered yet, the

u want to return to a previous menu. Once
menu, this no longer responds.

are in a screen that describes an Ecorder
pronounce the name of the object described.
D-ROM, it will also read you the description
not in a screen that describes an object, this

brief description of how to use the Ecorder.
ion is found in this documentation.

tside the Ecorder, you will get a special Exit
n the screen when you see it. You leave the
game.

Select this category by clicking
on the directional dial, then
click on the enter button.

Now the Ecorder will send the
entire data base to a printer.
You will get all the items,
whether you have recorded
them or not. Enjoy!

4. Test Myself.

Select this category by clicking
on the directional dial, then
click on the enter button.

You can test yourself at any
time. The test will give you ten
items to identify.

Type in the number of the
appropriate choice to identify
the icon. Note that these are
the same icons that you collect,
so you can learn to recognize
them.

We'll give you lots of points if
you get all the items right! You
can take the test as much as
you want! Become a rainforest
expert!

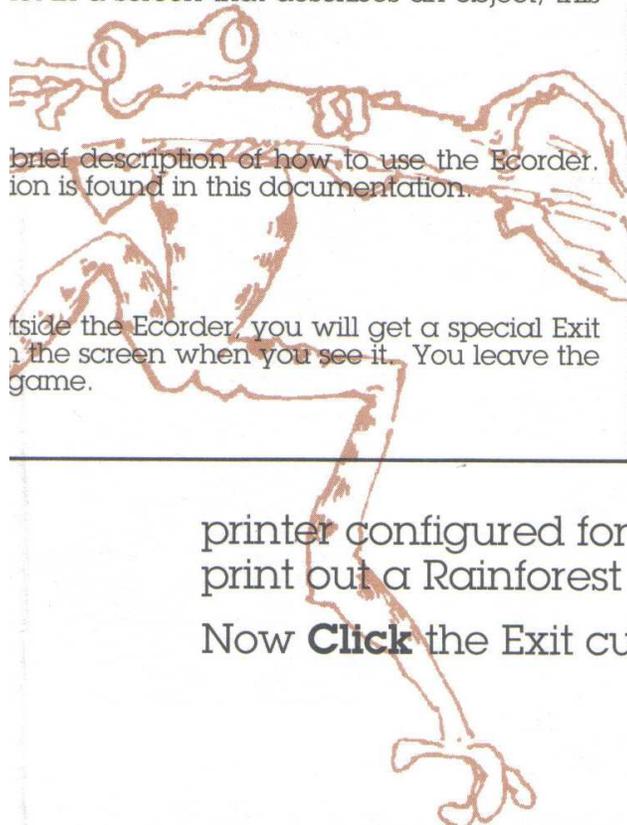
Move the cursor to the side of
the Ecorder. The cursor
changes to "exit".

5. Print Out My Fact Sheet

The game has generic printer
support for LPT 1. If you have a

printer configured for LPT 1 **and LPT 1 only**- you can
print out a Rainforest Fact Sheet of all items.

Now **Click** the Exit cursor to return to the game!



CAMOUFLAG

Hidden in this picture are many creatures and objects fo



Find a: Poison Dart Frog, Parrot, Emerald Tree Boa, Tent Bats, Toucan, Iguana, Sloth, Tree

Rainforest

Poverty is a serious problem in rainforest areas. Many "sustainable economies," businesses that provide me

Below are pictures of products that come from the rainforest. Identify and mark out those which can be harmful to rainforest ecology.

THE CANOPY!!!!

ound in the rainforest. Color them in when you find them!



Frog, Howler Monkey, Spider, Butterfly

s Forever

ny people are working to solve it by developing
oney without destroying the rainforest.

xinforest. Circle those which are sustainable and X
y.

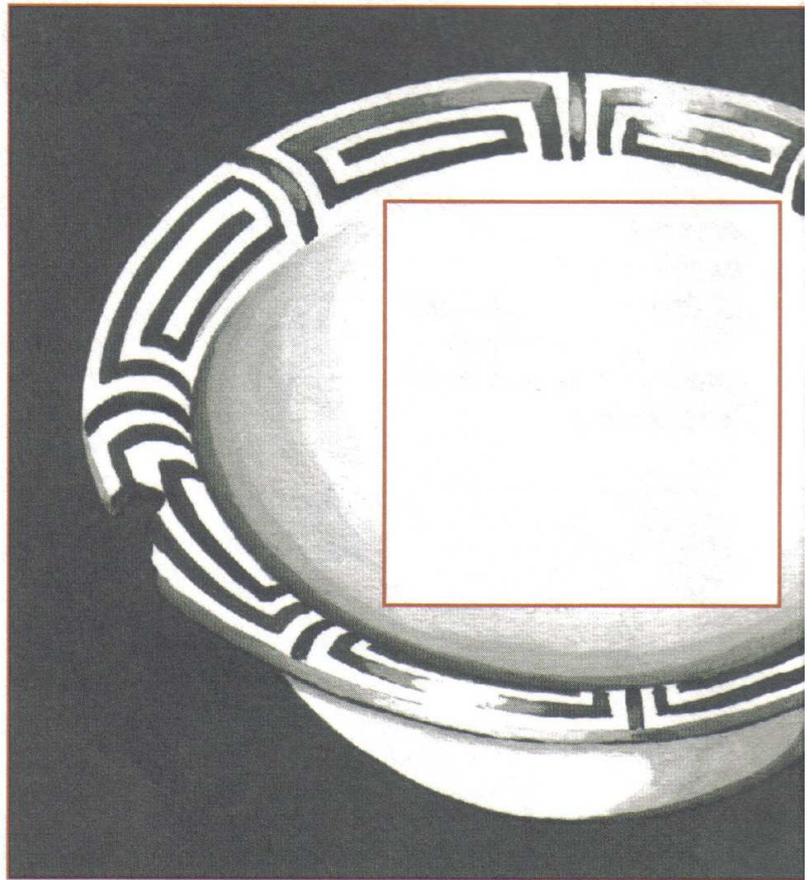


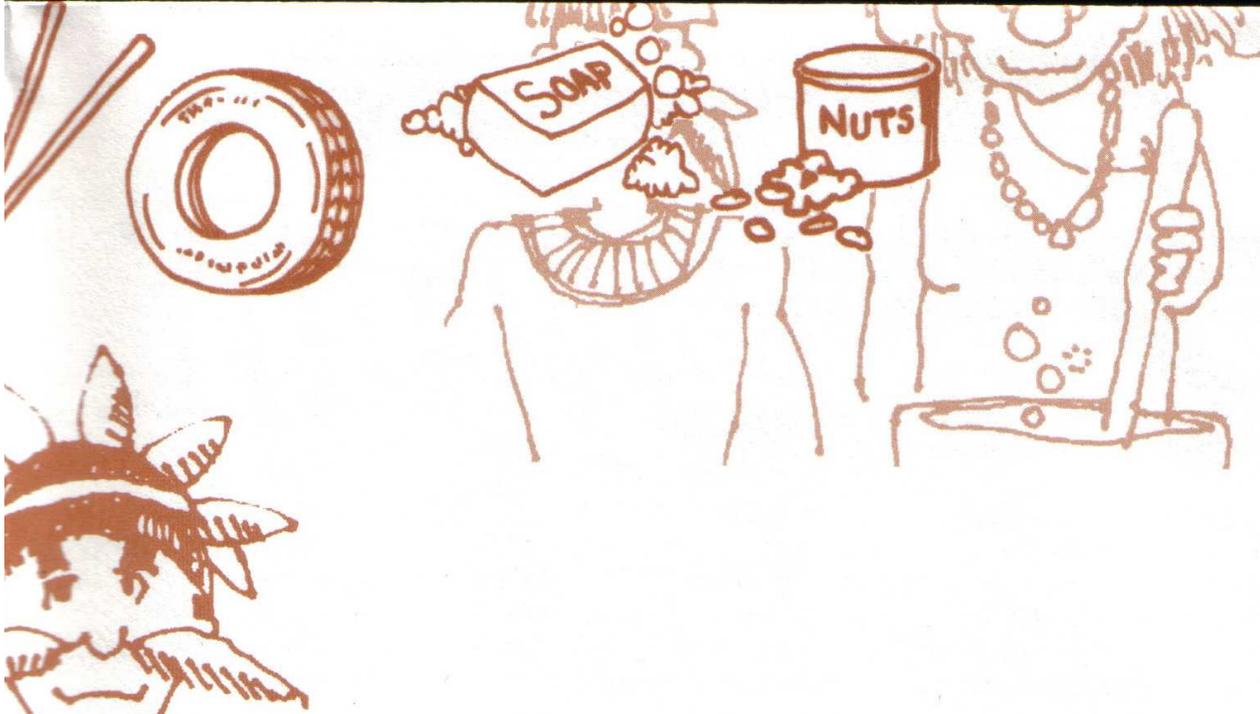
Sharon Simmons, SPECIAL THANKS: Bill Davis, Josh Mandel, Tammy Dargan, Marilyn Fidler, Bill Linn, Lori Carr, Darvin Atkeson, DOCUMENTATION: Gano Haine DOCUMENTATION DESIGN: Nathan



Face p

Rainforest people decorate their faces and bodies with many p
1. Draw yourself or paste your photo in the bowl. 2. Choose a po





AiNtiNg!!!

patterns. They make paint from berries, clay, and charcoal.
 pattern OR make up a new one. 3. Add it to your photo or drawing.



QUICK AS DEER	HAPPY OTTERS	SILENT AS THE SNAKE	SPEAKS TO ANIMALS
BRAVE AS BATS	HOME OF THE PEOPLE	KEEPS A SECRET	THE ANCIENT ONES
DROPS OF RAIN	THE GREAT FIRE	COURAGE BEFORE ENEMIES	ARGUMENTS
HAPPY PEOPLE	ENDURES PAIN	CAUTIOUS IN ALL THINGS	THE RIVER RISES
THINKS DEEPLY	SEEDS OF THE FOREST	LIVE FOREVER	LIGHTNING FLASHES

The Legend of El Dorado

Unscramble the legend using the word key below!

Long ago in South America in a dlegon palace on the shore of a



dlegon kael there lived a king, a queen, and their daughter, the cinressp. The surface of the kael shone peaceful and clear in the ghilnust. However, legend had it that, at its bottom, slept a dangerous repnest who might claim anyone who touched the terwa. The king gave little thought to this. His people were clever in the shaping of dlog and the kingdom grew in prosperity and peace for many years.

One day, the queen and the cinressp were walking by the shore. The little girl ran ahead and, before the queen could stop her, she threw a stick into the terwa. A terrible wodsha fell over them and the repnest rose up before them. Its eyes shone with a strange higt. However, at that moment the sun broke from behind a dlouc and all was peaceful once more. The queen took her child to the village and told the king what had happened. He scoffed at the tale and instructed her to speak of it no further.

That night a strange meadr came to the queen. She saw a dlegon higt and heard a voice calling. She picked up the sleeping cinressp and went down to the shore of the kael. In the morning the king woke and called for his wife and daughter, but they did not answer.



RAINFOREST S

In Lost Secret of the Rainforest v many secrets. Some we know; so

What secret do you think we will

Write your best guess on the line :

Here are some suggestions:



The king caused the people to search for his family. In his erath, though, he knew they had joined the repnest. Despair grew in the land and soon all fell into idleness. "What shall we do?," moaned the people. The sripest conferred for many days. Finally, they gathered the people and the despondent king at the kael's shore. That night as the onom rose, the repnest appeared before them. The king pleaded for the return of his family.

The repnest spoke sternly to him, saying that they were happy in his kingdom, happier than they had been with the king, who thought only of the fashioning of dlog. The king cried and begged for mercy. The repnest then looked into his erath and spoke again. He promised that they would all be together again someday.

And so, each year, to remind the repnest of his meropis, the king performed the ritual of El Dorado. He covered himself with dlog dust and gathered many dlegon ornaments. Wearing his dlegon crown, he went to the kale and played a tune on his sppie. As the repnest rose, he threw the ornaments into the terwa and dove after them so that the dust spread in a dlouc. This he did until, one year, he did not rise again. And they say he, and the queen, and the cinressp dwell forever in a dlegon palace beneath the terwa.

Word Key:

golden
lake
princess
sunlight
serpent
water

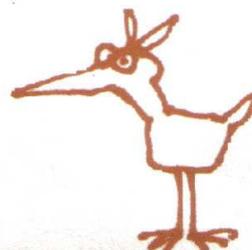
gold
shadow
light
cloud
dream
heart

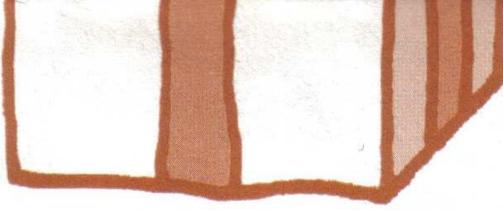
priests
moon
promise
crown
pipes

SECRET!

we learn the secret of Forest Heart. However, the rainforest holds some we will discover in the future.

find in the rainforest?





1. A flower that never wilts.
2. T
3. The cure for AIDS.

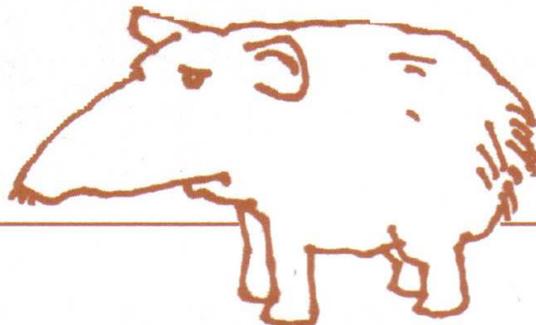
Warning: If the rainforest is destr

Word Search



I F V Y F R U I T B A T J U Q N G J P S C J D W C
 N D Z I F M T U I N S X E A A F M A K A T O C B L
 D I D Z O U U N H C W R Q M N Q I G V M G G C U E
 I C R G C L C Q N B L E A S G X A U T P N L X I A
 G Q Q Z D A E T M Y Y H H T V K O A F R E N S L R
 E G L E J E Q O F X S L N P H M H R B T R A F Q C
 N M Z A H X K U C I Y B F O S N N W N K K U E H U
 O V G U J X S S E R T T U B H E V R X Z U X A K T
 U E Z U N V J V X B L S C J P C Q Z J G G D D Q T
 S L R O X A T Z C R N A J V H E E R V Y K M D Y I
 D Y L Z B B I O D I V E R S I T Y P A Z I L U D N
 F P O D B K H O X N G B N R N Z N L I K R X A Q G
 M X L W D P E Q E T U T G J J I R Q G P C U N Y D
 J V C A N O P Y V E K C I L P U Z U W G H F L G U
 S E O D G Y L E L Q U X Y B X Y D T C M J Y Q K Q
 M T B N K O O P A E P H N O Z A M A A V J P T S R
 N Q I U A A N S U P F T U P S C H P G O Z E K E S
 H N E E Q C T T V C I F X X E B M K V C H B J M N
 Z M Q F L D U P P R N O R P R V A O F D P O Z L O
 N E X R V L A O V C O C R M A B X T I D Y Z Y L O
 M A A Y O B Y D T H B Y Q P I T C H E R P L A N T

AMAZON BIODIVERSITY BUTTRESS CANOPY CLEARCUTTING
 EPIPHYTE FRUITBAT HOATZIN INCA INDIGENOUS JAGUAR
 PITCHERPLANT SHAMAN TOUCAN



The most wonderful ice cream flavor ever discovered.

oyed, this "gift" will never be opened!



CAMOUFLAGE

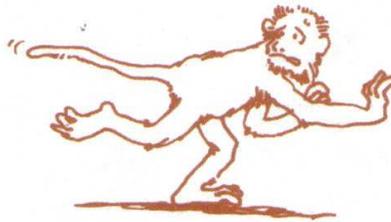
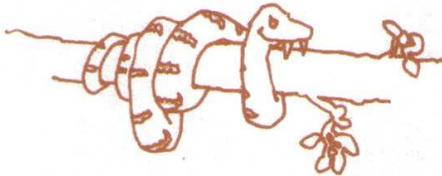
The way rainforest creatures look helps them to survive.

Some use **camouflage**.



The Cryptic Katydid hides in the leaves it resembles.

Some use **crispis** - bright colors that warn others they are poisonous.



And some **copy** the dangerous animals to stay safe!

The poison Dart Frog and his harmless look alike cousin.



Taking Off for the Rainforest: MY ADVENTURE BEGINS!

(WARNING!!!! THIS IS A GUIDE TO PLAYING THE FIRST PART OF THE GAME. IF YOU ARE AN EXPERIENCED ADVENTURER OR WANT TO FIGURE IT OUT FOR YOURSELF, DON'T READ ANY FURTHER.)

My Dad and I get into Iquitos, Peru late in the afternoon. Iquitos is one of the ports on the Amazon where you can head into the rainforest. Manaus is another, but we skipped it - too crowded.

First thing we have to do, a big drag, is to go through Customs. The Customs Official wants my passport and my immunization card, so click on inventory icon to open inventory. Oops, the immunization card has slipped down inside my passport. So I click the hand on passport in inventory and it reappears. Now I can select my passport with the card sticking out. Once I use passport with card sticking out on customs official, he's happy and he stamps my passport.

Right away, something is up. The boatman from the Ecology Emergency Network is there to meet us. He's holding up a clipboard with our names on it. I talk on the boatman and he tells my Dad that there's a problem with our expedition's supplies. They go over to a stack of crates and start counting. I'm bored, so I get to explore.

I click walk icon to walk east to see the rest of the Dock area. I see this creepy guy who was a jerk in the Customs line. He comes out on the deck of a dirty launch and yells at another guy on the docks. I'm walking over to see what it's all about when one of the local peddlers comes up to me. He asks if I want to buy a parrot. The bird looks like he is in awful shape, so I click my money on the peddler. When he gives me the parrot, I let it fly home.

I click walk to go up on the pier to click hand on a net they're using to load stuff. Before I know it, I'm wrapped up in the net, the guys are yelling at me. They let me down and I get out of there quick. There are a couple of suspicious characters hanging around. I click the hand icon on crates to climb up and overhear some talk about burning something.

I climb down before they can catch me. I'm wondering what to do about it, so I go back to my Dad. But I forget what I was going to say, because he's found a package he mailed to me a long time ago. I open it with a hand on package. Inside is this handheld computer called the "Ecorder." I can use it when we explore the rainforest. My Dad shows me how to use it.

I walk east again and select the Ecorder. I pass the Ecorder cursor over the screen-it detects a gasoline leak. I click the left mouse button (or hit enter) and the hazard is recorded. Then I go back to Dad. One of the guys I heard talking runs forward and runs off with Dad's suitcase. That's a major hassle because my Dad's passport is in it, so he has to report that to the Consulate and get another one. He asks me to watch our things - we can't afford to lose anything else.

I climb into the canoe. It's rocking and the canoe is hot, so I put my head down just for a second, you know, just to rest my eyes. The next thing I know, it's morning, I'm lost somewhere in the rainforest, and two otters are staring at me - I'd better talk to them and figure this thing out.