

GOLD RUSH



Attempting to recreate the hardship and adventure of the California gold rush, this interactive yarn opens in Brooklyn. The year is 1848, your parents have just died, and you're heading west to strike it rich and rescue your long-lost brother. Before leaving, you must sell the homestead and make other preparations.

Historically accurate, in many respects, *Gold Rush* offers three routes to California: traveling overland by wagon train, sailing through the Panama Canal, or sailing around Cape Horn. Each has advantages and disadvantages. When you finally arrive, after a trip that consumes far too much time and provides far too little entertainment, you'll assemble the gear needed to pan for gold and, ultimately, dredge up the clues that lead to your lost brother. Because this was the last game created with Sierra's AGI devel-

opment system, the graphics are less detailed than those of more recent games, and you won't hear advanced sound effects and music — even if you have an add-in sound board. Mapping is tricky, for the layout is inexplicably disorienting: Walk north into some rooms, and you wind up facing west, for example. This, combined with the tedious nature of the gold-prospecting experience — on top of the time-consuming trip west — makes *Gold Rush* one of Sierra's least impressive titles. It might be worth investigating if you're studying this era of American history in school. Otherwise, don't head west aboard this particular wagon train.

Type:
Animated Graphic Adventure

Difficulty:
Intermediate

Systems:
MS-DOS (256K, Hercules/CGA/EGA/VGA);
Apple (128K); Apple IIGS (512K, color or monochrome graphics); Atari ST (512K); Amiga (512K);
Macintosh (512K)

Company:
Sierra, Inc.

The Solution

You must sell your home and book passage to California within the first fourteen minutes, when the gold rush starts. If this happens, you can't get a good price for your house, and transportation prices soar. Also, some shops (like the grocery) will close. Remember that the timer stops when a text window appears, but not while you're typing. You may want to start typing as Jerrod is walking, so you'll be ready when he reaches his destination. Don't forget to use the F3 key for repetitive entry (e.g., when you are looking for the coin in the gazebo, or panning for gold).

Park

Sell house. Walk south. Walk up. Unlock gate. Unlock door. Walk into the living room. Look at the table. Read album. Take photograph. Close desk. Take statement. Read statement. Note your account number, which is random — you'll need this number at the bank. Leave the house and wait for the real estate agent, a bearded man in a white coat. Approach him and accept his offer of \$850 for your house. Walk west one screen to the Gazebo and save.

The Gazebo

Avoiding the grass, walk to the entrance. Get flower. Walk the rest of the way in. Look **gmpps**. Look **dsbdlit**. You may have to walk around a bit, but keep looking at the cracks until you see a gold coin. Get coin. If you don't find it right away, load your saved position and try again, for time is vital.

The Newspaper Building & the Cemetery

Walk west past the post office, southwest. Enter the newspaper building and walk all the way to the back and through the doorway. Go either left or right until you can't be seen, and you'll appear again on level two. Walk forward to the front office on the east side. Look desk. Look **cmppuufs**. Read **dmjqjohit**. Return to level one and enter the office on the southwest side of the room. Talk to boss. Quit your job. Leave the building.

Walk south and follow the path to the cemetery. Two headstones in the back row are placed next to each other. Walk back to the one on the left. **Sfbe tupof**. Go to the one on the right and **sfbe tupof**. Put **gmprfst** on grave. Walk back in front of the newspaper office. Go west two screens to the stage office.

Get Out of Town!

If you want to go overland by wagon train, enter and approach the man at the desk. Buy ticket. When the agent asks if you want a ticket to Independence, respond Yes. Buy ticket. Leave the building.

If you want to take a ship, go north one screen to the hardware and grocery stores. Buy fruit in grocery or buy mosquito net in hardware store. The fruit is for the trip around the Cape, the net for Panama.

If you have chosen one of these routes, you'll get four points for one of these actions. Since you haven't formally chosen your route by buying a ticket, these points won't show up until your ship sets sail.

Go east two screens and north one. Walk into the warehouse on the left side of the dock and read sign on the post, then leave. Go south into the bank. Walk to the left teller window and when the man offers to help, get money. When he prompts you, enter the account number from the bank statement you found on your desk, then leave the building.

Go south one screen to the Post Office. If you've decided on ocean travel, go all the way to the right, to the gate of the house just east of your house. When Leonard approaches, buy ticket. He'll ask if you want to buy a boat ticket; say Yes, then choose Cape or Panama and respond Yes. Give cash, go west back to the post office and save the game.

In the post office, ring bell. When the postmaster approaches get mail, take letter, look envelope, look postmark, look stamp, take stamp, open letter, read letter.

If you're going overland, walk southwest to the newspaper office and then west to the livery. In the livery, talk to man. Walk back outside and wait for him to follow. Give ticket, then get in coach.

If you're going by ship, walk north (from post office) two screens to the dock and get on the ship, which won't sail until you're 18 minutes into the game. If you have lots of time, you might want to explore the rest of the town and talk to a few people on the streets.

Cape Horn Voyage

After the animated sequence, walk east one screen and talk to the man leaning against the mast and reading a book. He will give you a Bible. Don't take anything else until you round the Cape and get through the storm. Dying from shipwreck or disease is purely random. If your character dies, go back to a saved game and try again. You have the option of exploring the ship if you like, or just pressing Control-N to get to the next animated sequence.

After the storm, the ship will be in rough waters and you'll be in the bunk room. Look floor. Get string. Go aft to the engine room and look floor, take scraps. Go aft into the Captain's cabin and look floor, take clip. Press Control-N to reach the next animated sequence.

When control is returned to you, go down to the boiler room and take stick. Walk up to the galley and talk to man (the cook). After his warning, take pork, then walk to the top deck, all the way aft, and catch fish. After catching the fish, you will proceed to Sacramento.

Panama Voyage

When stopped by natives who want your possessions, reply Yes and wait until control is returned to you on the jungle path. Walk up to the man by

the tree and talk to man. He will give you a Bible. The fun starts here, so save the game.

Return to the path and follow it in the direction your companions took. Maneuver right beneath the hanging vine and take vine when the ants appear. When they leave again, let go and continue east. There are three paths here, but only the top one provides clear egress. As you are walking, you should stub your toe near the center of the screen. If not, wander until "Ouch!" is displayed. Look ground, take disk, then walk southeast off the screen.

On the next screen, you must avoid an alligator and quicksand. This is completely trial and error, so don't get frustrated. Go halfway across the river and walk up until you are even with the trail on the far side. Cross the river going east and leave the screen. The rest of the trip to Sacramento is automated.

Sacramento

Enter the left side of the white building with two doors on the front. Get on stage. (Next stop, Fort Sutter.)

The Overland Trail

In the wagon camp, walk to the leftmost of the three talking men and talk to man. When he tells you they need money, give cash. After he tells you to buy animals, walk south to the animal pen and talk man, buy animals, buy mature oxen. Return to group and talk man. After he tells you to check the plains, walk east. Go up to the man who is reading and talk man. He will give you a Bible. Go north and look at the plains. Continue looking at them every minute or so, until you detect a change, then go back to the group and report it to the Captain. Another animated sequence describes the trip to Green River, at which point you must unhitch oxen, look wagon, lock wheels, and continue west to the desert scene. Look wagon, look in barrel, drink water, look in wagon, eat meat and continue to Fort Sutter.

Fort Sutter

Moving around here can be quite frustrating, because when you walk onto a new screen, you often wind up facing in a direction other than the one you were headed when you entered. All directions given here are real directions based on the shape of the fort, as opposed to the direction you are walking, so don't assume that North is up and South is down, etc. Where direction is ambiguous, the terms left, right, up and down are employed.

The Cemetery

Walk away from Fort Sutter until you see the overhead map. Go to the right side and enter from the east (you should end up in the cemetery). Go to the grave near the center of the screen in the back row and **sfbe tupof**. This is your father's name, with the first and last names reversed. Read Bible several times until you come to **Qtbmn Uxfouz-uisff** then **vtf mfuufs**. Using the cursor keys to move it, line the holes up with the letters **R21OOM**; the game will stop you when you get it lined up perfectly. This is a clue telling you to check in Room 12 of the hotel in Coloma.

Take central path into fort and go down the screen and into the red door with the note on it. Buy pan. Give coin to man. Leave the trading post. Go down the screen again to get back near the entrance by the cemetery, then walk to the wall on the right side and follow it off the screen (down and right).

You appear to be going east on this next screen, but you are really going west. Continue until you see the blacksmith working in his shop. Enter it and talk to man. Answer his questions to get the branding iron then leave his shop and walk left again to the guard and out the gate.

Walk away from Fort Sutter until the overhead map appears, then walk all the way east and off the map. Walk into the middle of the river and continue east until you reach mile 9. Carefully make sure there are no other miners on-screen and then pan for gold. Using the F3 key to repeat, continue east while panning for gold every few steps. If you make a strike, keep panning in the same spot until it runs out. Save the game periodically, so that if you're caught by a miner hiding behind a tree, you won't have to repeat very much.

At first you will only get one strike per screen, but by the time you reach the 16th mile, you'll be making several. For the purists who want a perfect score, there are 50 gold strikes (\$2,698) in this segment, but you only need four to buy the gear needed to complete the game.

The Coloma Hotel

Keep walking after the 16th mile, past the saw mill and lumberjacks. When you reach the outskirts of Coloma, walk south one screen and east one screen, then into the Coloma hotel. At the counter, talk to man, get message. He will give you a message to take up to the man in room 11, take it and walk upstairs. Knock on the door, then give message. When the man leaves, enter the room.

Walk up to the fireplace and look **dboopo**, **uvso xiffm**. Enter the fireplace, go to the table and take magnet, take note, read note, take string (on floor). Go over to the window and unlatch window, open window. When the bird flies into the cage, close window. Walk over to the bird and look bird, look **dbqtvmf**, insert **qipup**. Open window so the bird can fly away. Wait for it to return, and close window. Look **dbqtvmf**, take aerogram, read aerogram, open window, climb out window.

Move toward the balcony to your left, being careful to time it so that you pass the window when the man can't be seen. Go in the door and downstairs to the lobby. Leave the hotel, walk west to the edge of town, north one screen, then west back to Fort Sutter. You can pan for more gold as you are walking back if you like, but you probably have enough by now. Stay near the river, or you might get bushwhacked.

Headed for James' Cabin

Enter Fort Sutter by the south gate, and go to the Trading Post. Buy shovel, give gold to man, buy lantern, give gold to man. Return the way you came, past the guard and back to the Blacksmith Shop. Walk down the screen, then follow the wall, going right. Go to the man and buy mule, give gold to man, take mule. Walk left back to the Blacksmith, enter the shop and **ifbu jspo**, **csboe** mule. Walk left from the Smithy, past the guard, and out the gate.

Enter the wooden door to the right of the American flag. Walk down the screen and leave mule. Look at the brands on all the other mules until you find one with a brand like yours. Your mule is slow and lazy; when you find the high-spirited one, take it and leave the corral.

Walk two miles east and follow mule seven miles south and 27 east from the Fort. You may want to save the game every few screens, because if you walk into an obstacle, the mule may get away from you. When you get to the camp, enter the cabin. Look table, take matches, look rug, move rug (see the trapdoor). Move rug back and leave the cabin.

In the Outhouse

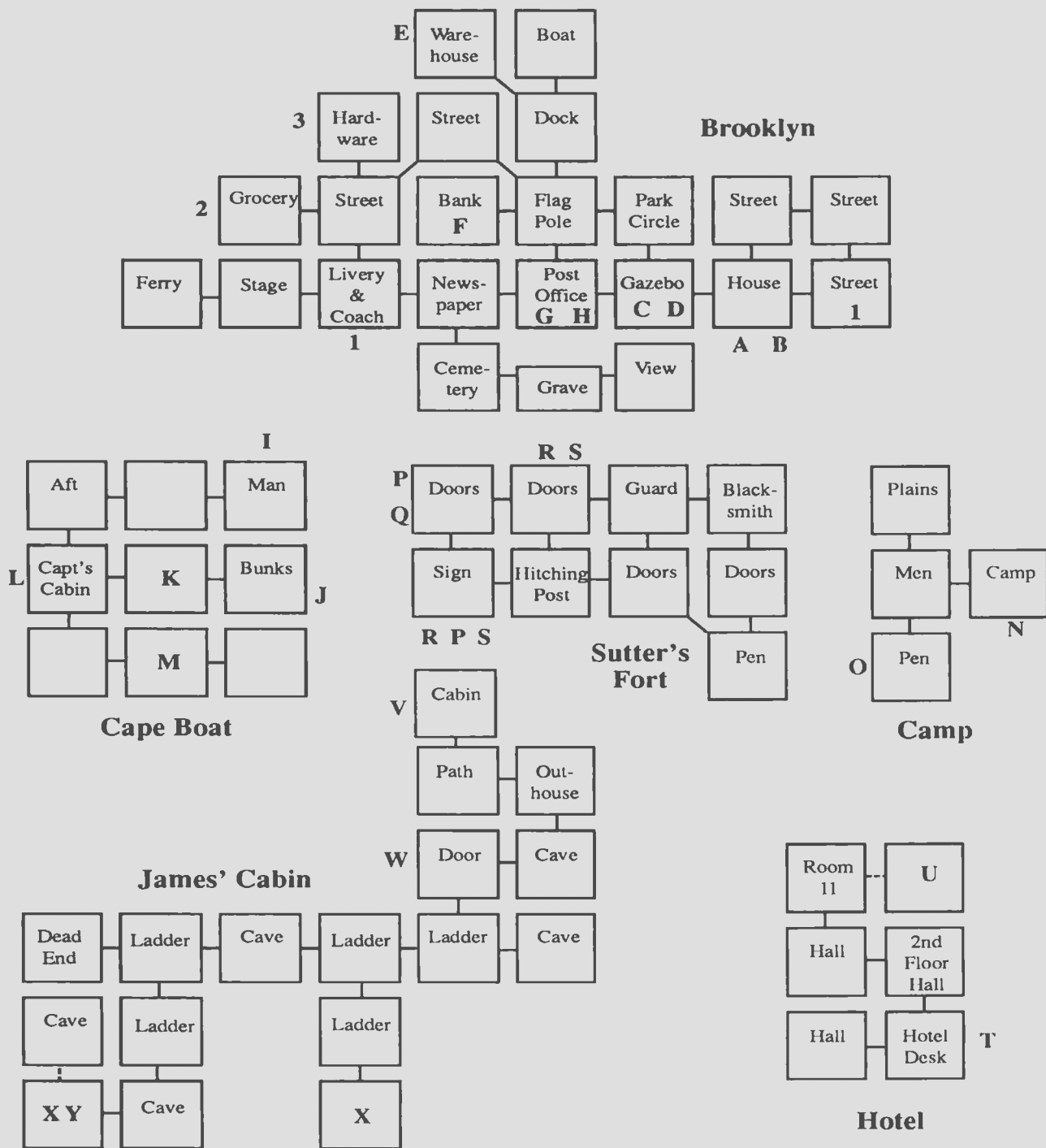
Walk through the bushes to the Outhouse. The entrance is near center-screen, so walk all the way down until you stop, then go back up just a bit. Walk left, down, and right to the Outhouse. Enter it. Light lantern, look hole, climb in hole, Yes. Walk southwest until you reach a large door.

Unlocking the Door

Look door, tie string to **nbhofu**. (If you can't, move closer to the lock in the door). Put **nbhofu** in hole. Lower **nbhofu**. Raise **nbhofu**. Unlock door. Save the game and climb down the ladder. Go west to the next ladder and down. Take pick and walk up to the wall east of the ladder. Swing pick (you find gold). Take gold. There are several other gold strikes in the cave, hidden as this one was, and visible ones (gold markings on the wall). Purists can search as they like, but this is not necessary to finish.

The Missing Brother

Climb back up the ladder until you're above the mine shaft on the right, and just above the large black rock on the left. Go left to the next ladder and down. Follow this shaft all the way down and west until you find your brother. Walk to the back wall where the two visible gold strikes are. Take gold, swing pick, get gold. This should happen several times; just keep using the pick and getting the gold. When the gold stops, keep using the pick until the hole is big enough to enter. Enter hole.



Map Key: Gold Rush

The first three items are listed out of sequence and numerically instead of alphabetically, for they are tickets and items needed for the boat trips. You need (1) and (3) for the Panama boat, (1) and (2) for the Cape boat. For either boat trip or the over-land trip, items (A) through (H) are required. The Panama boat trip is not mapped here; items found there are the Bible, vine, and disk, all easily located by referring to the solution.

1: Ticket

2: Fruit

3: Net

A: Photograph

B: Statement

C: Flower

D: Coin

E: Sign

F: Money

G: Letter

H: Stamp

I: Bible

J: String

K: Scraps

L: Paper Clip

M: Stick

N: Bible

O: Oxen

P: Pan

Q: Branding Iron, Mule

R: Shovel

S: Lantern

T: Message

U: Magnet, Note, String, Aerogram

V: Marches

W: Key

X: Pick

Y: Jake

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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