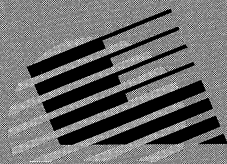
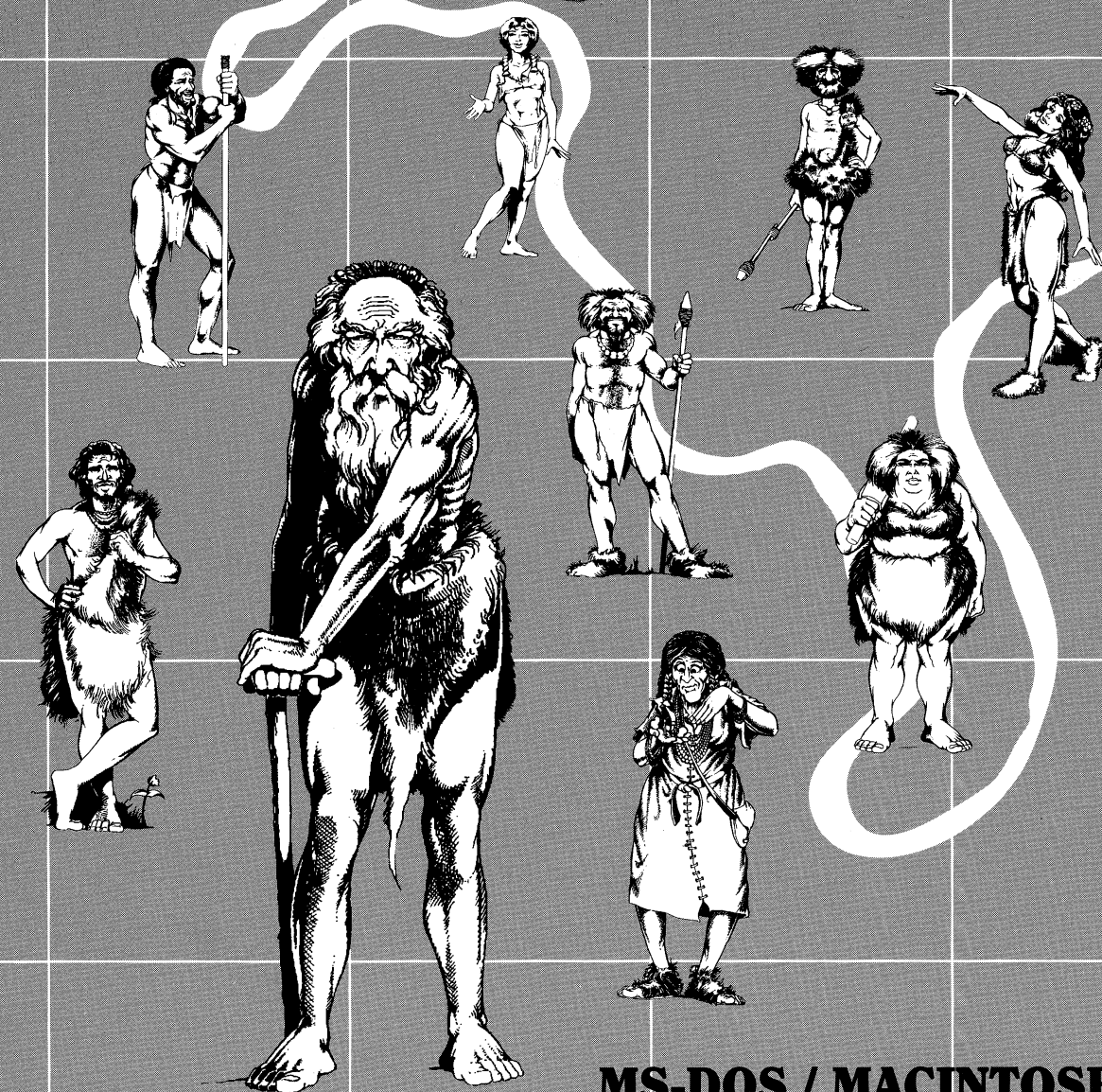


THE LOST TRIBE is copyrighted and all rights are reserved by Lawrence Productions, Inc. This product, including the software program, disks, packaging and written materials, is intended for use by the original purchaser only. Copying, duplicating, selling or otherwise distributing this product or reproduction of this product without the express written permission of Lawrence Productions, Inc. are violations of U.S. Copyright Law and are hereby expressly forbidden.

© Copyright 1992 by Lawrence Productions, Inc. All rights reserved. Printed in the USA.

THE LOST TRIBE is a trademark of Lawrence Productions, Inc. IBM is a registered trademark of International Business Machines, Inc. Tandy is a registered trademark of Tandy Corp. Microsoft, MS-DOS, and Windows are registered trademarks of Microsoft Corp. Ad Lib is a registered trademark of Ad Lib, Inc. Sound Blaster is a trademark of Creative Labs, Inc. Macintosh is a registered trademark of Apple Computer, Inc.

THE LOST TRIBE



Lawrence Productions, Inc.
1800 South 35th Street
Galesburg, MI 49053-9687
616-665-7075

MS-DOS / MACINTOSH

THE LOST TRIBE

CONTENTS	PAGE
INTRODUCTION	3
LOADING THE PROGRAM:	4
IBM	
Macintosh	7
HOW TO PLAY:	9
Scenarios	
The Sacred Mapskin	
The Rock Displays	
Actions	
Villages: Keys to the Past	
Arriving at Paradise	
A Sample Turn	
WHAT MAKES A HAPPY TRIBE	15
THE PREHISTORIC GUIDE TO SURVIVAL	16
RECOMMENDED READING	17
CURRICULUM TARGETS AND SUBJECT AREAS	18

CREDITS:

Design	Delbert Grouper
Development	Steve Vance and Frank G. Andrews
IBM Programming	Frank G. Andrews
Macintosh Programming	James McCarthy
Graphics and Animations	Todd James Harris
Writing and Editing	Steve Vance, Susan Wiltse, Renee West & Justine Hency
Composition and Sound	Susan Wiltse
Music	Justine Hency and Susan Wiltse
Video Direction	Chris Ray
Actors	What Actors?
Manual and Supplements	Steve Vance
Manual Illustrations	Greg Scott
Additional Photography	John Garrod
Project Leader	Steve Vance
Executive Producer	Ed Wright
Marketing Director	Tim Knapper

Special thanks:

Tom Sullivan	for modeling and animation
Kim Rasey	for duty beyond the call
Ed Brooks	for being a great sport
Bert Mathews	for testing and suggestions
and to the rest of the LPI staff	for all the hard work and support

INTRODUCTION

Life in a prehistoric tribe is not easy. There are roots to dig, side scrapers to sharpen, spears to wrap, and bison hides to chew. All exhausting work. So, when Friday rolls around...well, there are more side scrapers to sharpen and pots to fix and grubs to catch. Yahoo.

But hold on.

Belchfire Mountain, the lovely volcano that overlooks your village, is grumbling. She rocks and coughs and suddenly explodes, spewing fire and ash high into the air. People scream and run everywhichway, as the village tumbles down around your ears. Lava licks at your heels as you scramble into the forest, which soon catches fire, and run to the relative safety of the nearby hills. By evening, you collapse, exhausted, and look back to watch the destruction of your homeland framed by the setting sun.

Gradually, others from your village gather and you spend a fitful night dodging lava sparks and listening to the tribal elders argue. By morning, it has been decided. Your homeland has been

destroyed. Your tribal leader was encased in lava, as were most of the tribe's best hunters. Those few who survived are scared and hungry. You awake, yawning and stretching, to find the elders looking at YOU.

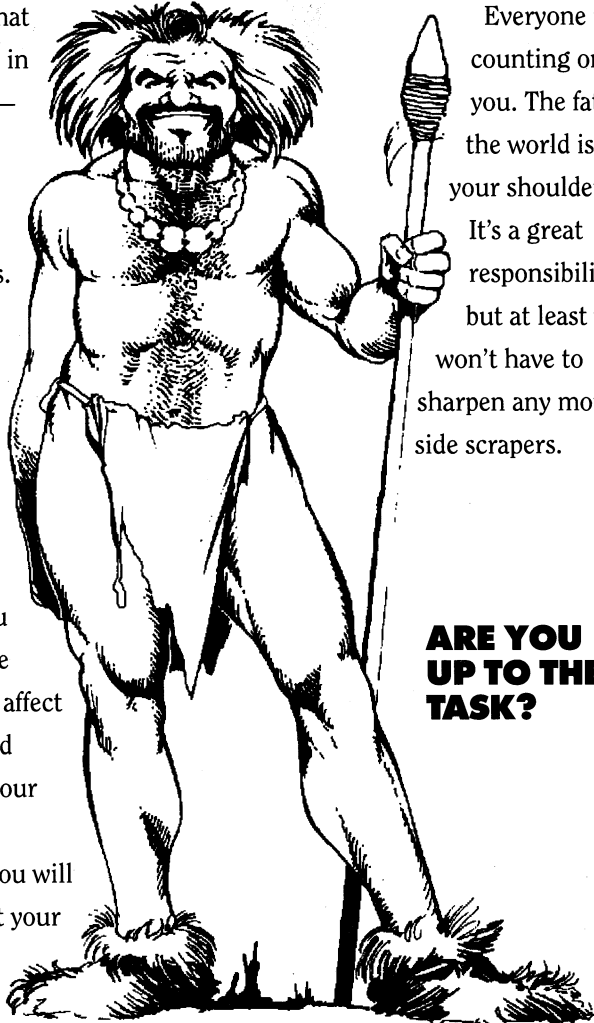
As the brightest and strongest young person left, you have been chosen to lead your tribe to a new home in a distant land. The only hope for the survival of your people is to travel to an

ancient land that may exist only in tribal legend — the volcanic paradise that gave birth to your ancestors. To safeguard your future, you must discover your past.

As the new leader of the Lost Tribe, you must make the decisions that affect the welfare and happiness of your people and determine if you will arrive safely at your destination.

It will not be an easy task. The way is fraught with danger, and the unexpected lurks around every turn. You will choose the direction you'll travel and will decide how each day of the journey is spent. You must learn to balance the need for both work and leisure, to deal with the varied personalities of your people as they interact with one another, and to use all your resources in the struggle to survive.

Everyone is counting on you. The fate of the world is on your shoulders. It's a great responsibility, but at least you won't have to sharpen any more side scrapers.



ARE YOU UP TO THE TASK?

LOADING THE PROGRAM

IBM / Required Equipment:

- ✓ IBM/Tandy or 100% compatible computer.
- ✓ A hard disk with at least 5MB free space.
- ✓ A VGA or MCGA monitor and graphics card.
- ✓ One 720K 3.5", or one 1.2M 5.25" disk drive.
- ✓ 500K of free regular memory.
- ✓ MS-DOS or PC-DOS 3.1 or higher.
- ✓ A keyboard or Microsoft-compatible mouse.

THE LOST TRIBE contains both 1.2M 5.25" disks and 720K 3.5" disks. If your disk drive cannot read 1.2M 5.25" disks, you may exchange them for 360K 5.25" disks at no additional charge. Please send the 1.2M 5.25" disks, a copy of your sales receipt, and your name and address to:

Lawrence Productions, Inc.
1800 South 35th Street
Galesburg, MI 49053

Sound:

Music and sound effects in THE LOST TRIBE have been programmed to Ad Lib standards. If you have an Ad Lib or Sound Blaster board, you'll get higher quality sound. Other "compatible" sound boards may work just fine, but we cannot guarantee it. If you have a compatible board that does not work with THE LOST TRIBE, consult your board's manual first, then call the manufacturer for further assistance if necessary.

Even without an optional sound board, THE LOST TRIBE can play digitized sound effects through your internal speaker. However, you must have at least an 8Mhz 286 machine, and you can not be running the program from Microsoft Windows in Enhanced mode. If you have an optional sound board, you can switch back and forth between it and the internal speaker by hitting Control-A at any time during running of the program except during an animation.

Troubled Rodents:

Most mice claim to be Microsoft compatible, but a lot of them simply are not. We have made every effort to support as broad a range of mice as possible. If your mouse is one of the few that does not work with THE LOST TRIBE, try the "/M" switch when starting the program; if it still doesn't work, use the "/K" switch to

enable the keyboard instead. (See Switches, below, for a complete list of optional switches.)

Hard Drive Installation:

THE LOST TRIBE has no on-disk copy protection, but the files on the original disks are compressed. This means you cannot run THE LOST TRIBE from a floppy drive; you must install it onto a hard disk to run the program.

To install THE LOST TRIBE onto your hard disk, follow these brief instructions:

1. Exit out of any programs you may be running, including Windows, the Dosshell, or any other menu type program.
2. Insert Disk 1 into your A drive. (You may install the program from your B drive as well; just substitute "B" for "A" in these directions.)
3. Change to the A:\> prompt by typing A:
4. Now type INSTALL (upper case or lower).
5. Follow the onscreen prompts for choosing a drive and directory, and swapping disks. (You may install the program in a different directory from TRIBE, which is the default, by backspacing over that name and substituting any name or path you like.)

Starting THE LOST TRIBE:

1. Exit any programs you may be running, so that you are at the DOS prompt. (To run THE LOST TRIBE from Windows, consult your Windows manual on how to run DOS programs

- and how to create a PIF.)
 2. Change to the drive and directory in which you installed THE LOST TRIBE. For example, type CD \TRIBE
 3. Now type TRIBE and press Enter. The program will begin loading. (See Switches also.)
- After the title screen and opening sequence, you will see the Options Screen where you may choose a scenario. Click on any of the six scenario names and a brief description will appear in the text window below (scenarios are listed in order of difficulty; we recommend playing "Grandfather's Route" first).

After you've chosen a scenario, click on New Game on the right side of the window, then on LOAD at the bottom. (See Saving and Loading Games for additional information.)

Once you've played THE LOST TRIBE a few times, you may wish to skip the introductory animations. To do so, click your left mouse button (or hit Enter if using the keyboard) once the title screen appears.

Quitting:

To quit THE LOST TRIBE, go to the Options Screen by choosing the Options button on the main screen. Then choose the "Quit to DOS" button. Alternately, you may exit to DOS from anywhere in

the game by pressing Control-Q. Be sure you have saved your game before quitting if you want to resume it later; quitting by either method exits immediately to DOS without asking for confirmation or giving you a chance to change your mind (we assume you're quitting because that's exactly what you wanted to do).

THE OPTIONS SCREEN

On the Options Screen, you may save a game in progress; view scenario descriptions and load a scenario or saved game; view a scenario's high scores; turn all sound on or off; and quit to DOS. To view the Options Screen, select the Options button on the main screen.

Saving Games:

THE LOST TRIBE allows you to save up to five games in each scenario. Each saved game occupies a "slot" (above "New Game") on the Options Screen. An empty slot has a triple dash in it; a filled slot has the name of your saved game. You'll note that the slots are color-coded to match each scenario name as you select it.

To save a game in progress, go to the Options

Screen and choose an empty slot. If there are no empty slots, you may still save your game by choosing a filled slot; your current game will replace the previously saved game in that slot.

After you've chosen a slot, hit the Save button, then type a name for your game (using letters, numbers and/or spaces), and press Enter.

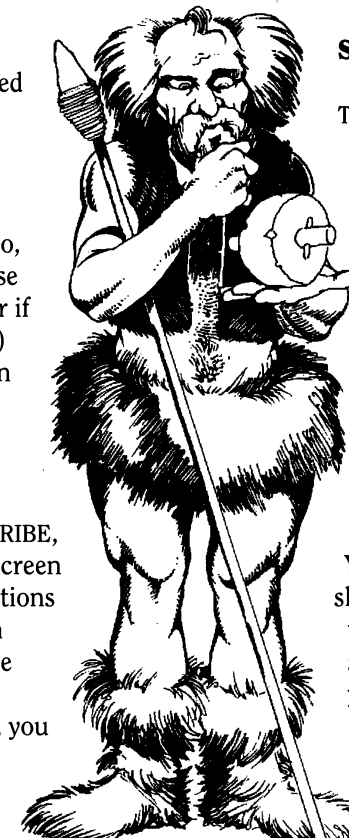
Loading a Saved Game:

To load a saved game, go to the Options Screen and choose the appropriate scenario. Select the name of your saved game from the list on the right, then hit the Load button. Your saved game will be loaded and you'll be returned to the main screen.

Using a Mouse:

If you have a mouse driver loaded, THE LOST TRIBE will automatically use it. To select an icon or button during play of the game, press the LEFT mouse button.

SPECIAL "SELECT ALL" — during the Hunting/Gathering action, you may select "all available hunters" by placing the cursor over the spear icon and pressing the RIGHT mouse button; you may choose "all gatherers" by placing the cursor over the basket icon and pressing the RIGHT mouse button. Likewise during the Make Spears/Practice action you may select "all available" by pressing the RIGHT mouse button while the cursor is on the spear icon or on the target icon.



Using a Keyboard:

THE LOST TRIBE will only enable the keyboard for game play if you have no mouse driver loaded or if you start the program with the /K switch (see below). To move from button to button, use the arrow keys, or the 2, 4, 6, and 8 keys (with NUM LOCK off). Press the Enter key or Spacebar to make a selection.

SPECIAL "SELECT ALL" — during the Hunting/Gathering action, you may select "all available hunters" by moving the cursor to the spear icon and holding the SHIFT key down while pressing the Enter key or Spacebar; you may choose "all gatherers" by moving the cursor to the basket icon and holding down the SHIFT key while pressing the Enter key or Spacebar. During the Make Spears/Practice action you may select "all available" in a similar fashion while the cursor is on the spear icon or on the target icon.

Viewing the Map:

Only a portion of the map is shown in the main window. To view the entire map, place the cursor anywhere within the main window over the map and press your RIGHT mouse button. If you're using the keyboard, move the cursor to the map and hold down the SHIFT key while pressing Enter.

Button Help:

During play of the game, you may obtain a brief explanation of the symbols on any button:

1. If you're using the keyboard, move the cursor to that button and hold the SHIFT key down while pressing the Enter key or Spacebar.

2. If you're using a mouse, place the cursor over the area and press the RIGHT mouse button. Status Rock and Leadership Rock help is also available for mouse users.

Special Options:

THE LOST TRIBE includes a number of "switches" which may be used when loading the program. These switches are designed to overcome hardware incompatibilities or to give you optional control over how the program runs on your machine.

Switches may be used in any combination, as many as you require. To use a switch, add it to the command line when you begin the program, with each switch separated by a space. For example, to run THE LOST TRIBE with a keyboard and provide faster screen fades, at the command prompt type: TRIBE /K /F

The complete list of switches follows:

/C If you have color VGA, but see only grays.

/F Provides faster fades on fast video cards.

/G Fixes Genius version 7.x mice.

/K Enables keyboard and bypasses mouse check.

/M If you have a mouse but don't see a mouse cursor.

/P Changes screen fades to speckle-clears (helps on slower machines, or if you just prefer speckles to fades).

/S Reduces flicker during screen transitions on slower video hardware.

During running of the program, you may use Control-A to switch from your optional sound board (Ad Lib) to the internal speaker and vice versa. Also, Control-Q quits the program.



MACINTOSH / Requirements

Macintosh LC, LCII, II Family, or Quadra computer. A 256-color monitor. At least 1MB free on your hard disk. System 6.0.5 or above.

Installation:

The files on the distribution disks are compressed, which means you cannot run the program from the disks. To install them on your hard drive, please follow these instructions:

1. First, turn off any virus-protection programs, such as Gatekeeper, you may have running. These programs will only cause spurious messages to appear during the installation process, and in some cases may prevent installation entirely. If you forget to turn them off, ignore the messages that come up and simply continue. Both the Lost Tribe program and the Lost Tribe installer have been thoroughly tested for known viruses with the latest programs available at release time.

2. Insert Disk 1 into your floppy drive. Double-click the "Tribe 1" disk icon, if necessary, to display its window.

3. Copy the file named "Tribe Installer" to your hard drive by selecting the "Tribe Installer" icon in the Tribe.1 window and dragging it into your hard drive

window (open your hard drive window first; if it is not already open). After the file has been copied, close the Tribe.1 window.

4. Now double-click the "Tribe Installer" icon *in your hard drive window*. A scrollable message window will appear. Please read the notes before proceeding.

5. When you are ready to proceed, click on Install.

6. You will be prompted to insert Disk 2; insert The Lost Tribe Disk 2.

7. Follow the prompts for the remaining disks (at the end of the process you will insert Disk 1 for a second time).

8. When all the files are extracted, the installer will return you to the desktop. Drag the "Tribe Installer" icon from your hard drive into the trash; you won't be needing it any more.

9. Now to start playing, open the "Tribe Folder" on your hard disk and double-click The Lost Tribe icon to start the game.

Quitting:

To quit a game in progress, pull down the File menu and choose "Quit," or simply press Command-Q.

Saving a game:

To save a game in progress, the mapskin must be in the main window at the beginning of a turn. Pull down the File menu and choose Save; then, type in a name for your saved game.

Loading a previously-saved game:

To load a saved game, double-click on its icon in your Tribe folder. If you are already in *The Lost Tribe* program, you may choose Open from the File menu and then select the desired game from the file dialog.

Choosing a different scenario:

Pull down the Options Menu and choose one of the scenarios listed. (The scenario you are currently playing will be check-marked.) Then choose "New" from the File Menu.

Balloon Help:

If you are running under System 7 or above, you may turn Balloon Help on to get a little help with the various buttons and screen areas.

This page intentionally left blank.

(Isn't every software manual supposed to have one of these?)

SCENARIOS

THE LOST TRIBE includes six different scenarios. While the settings are different, your goal in each scenario is the same: to find your ancestral home that lies in a distant land. For reasons that anthropologists of the future will be unable to fathom, your tribe has always lived at the base of a volcano. Now, with your present home destroyed, you must find that mountain of fire that gave birth to your tribe many centuries ago — and hope that the lush paradise of legend is, in fact, a reality.

The scenarios are described below in order of difficulty, which ranges from “Tough” to “Herculean.” All scenarios but the first, Grandfather’s Route, have at least three possible locations for your volcanic paradise; the exact one is chosen randomly by the program each time you start the scenario. Scenarios are chosen from the Options Screen, which is automatically displayed after the introductory screens and which you may access from within the game.

Grandfather’s Route

This is the route your ancestors took to your present home. They made a broad sweep in their travels, mapping the countryside as they searched for a new place to settle. You will see your destination — a lone volcano on the right side

of the map — but you must choose the path you’ll take to get there. We recommend this scenario for first time players.

Over the River

This is the route your grandmothers traveled. You can see three volcanoes on the east side of the map, but which is the right one? Go over the river and through the woods to find out.

Dry River Dash

At the time your ancestors traveled along this river it was teeming with fish and game. Now it is nearly dry. Your destination lies somewhere near the end of the trickling river, but you can’t see it on the map. You’ll have

to travel the river, searching left and right, until you find your volcanic paradise.

Get There From Here?

Your ancestors left no map as a record of their travels. All you know is that they came from another volcano somewhere in the east. But there are many volcanoes in the east. Travelers, passing through your village from time to time, have told of these desolate places, and the elders

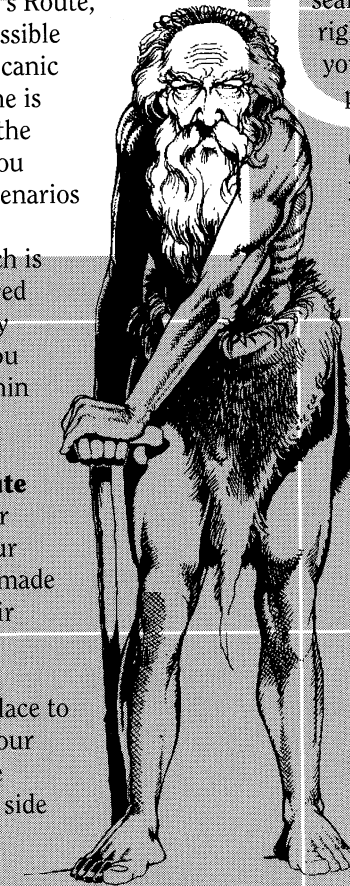
recorded them all on a map. What lies between is unknown. Can you get there from here?

Gather at the River

The river that flows near your devastated home has never been explored. Your ancestors migrated along it, or along one of its branches, but left no record of their travels. Other tribes hunted on the river until several animal species became extinct, and of those more common animals that remain, most are afraid to go near the water. To find your new home, you’ll have to explore the river and search for signs of your ancestors’ travels.

Long and Winding Road

Your tribe has been sheltered from the outside world for centuries and all records of your ancestors’ route to this place have been lost. Your new home lies in the east, but you’ve no idea where it is or how far away. You’ll just have to do your best and take things as they come.



THE SACRED MAPSKIN

The Sacred Mapskin was prepared by the tribe's founders as they made their way along the edge of a great glacier many centuries ago. They thought it important to preserve for their descendants some record of their unprecedented journey. You will use the Sacred Mapskin to plot your path to your new home.

Cartog, who was responsible for painting the mapskin, tried as best he could to represent the different types of terrain encountered along the way. He was extraordinarily bright and was well-versed in the esoteric science of geometry. So, whenever the tribe came into different terrain, Cartog drew a hexagon shape in which he placed a symbol representing the area covered by that terrain type. (In later scenarios where the whole map is not visible, a member of your tribe will record your journey using Cartog's hexagon method.) Cartog determined there were 10 basic terrain types:

Mountains — high, rocky mountains with narrow passes. Mountains are quite dangerous and afford little opportunity for hunting or gathering.

Hills — rolling hills with few trees and lots of good grass for grazing. Hills are fairly easy, although tiring, to cross. Mammoths tend to make their homes in the hills.

Wooded Hills — steep, tree-covered hills. These areas

are not as dangerous as mountains, but many bears live here and the woods make for difficult travel.

Forests — thick stands of trees that stretch for miles. Forests are the richest areas for gathering food and hunting deer and small game. You never know how dangerous a forest is until you're in the middle of it.

Plains — long stretches of flat grasslands. Plains are home to bison, boar and other grazing animals. They are quite safe for travel.

Rivers — twisting ribbons of clear, cold water that wind through forests and plains providing nourishment for the surrounding areas. Many animals come to the river to drink and bathe, and fish, of course, can be caught in the shallower areas.

Lakes — large bodies of fresh water completely surrounded by land. Fish are always abundant and the larger, less skittish animals tend to drink and bathe in lakes.

Volcanoes — mountains that are capable of belching fire, but are dormant for now. This area of the world is dotted with many volcanoes, and because of their seemingly miraculous nature, your tribe has tended to settle around them.

Impassable Mountains — high areas that cannot be entered by man or beast. You'll have to go around these areas.

Impassable Water — huge bodies of water, seemingly endless, and suitable only for whales and sea monsters. You can't enter these oceanic areas.

Villages — not actually a terrain type, but worthy of separate symbols on the mapskin. These settlements of other tribes were abandoned centuries ago.

Each terrain type has advantages and disadvantages for hunting and travel. Part of your challenge is to learn what terrain is conducive to travel and which areas are easier to survive in. For some additional help, you might consult your *Prehistoric Guide to Survival*.

THE ROCK DISPLAYS

Grampf, as the eldest member of the tribe, keeps track of important things to help you in your planning. These are recorded on two rocks which he carries and paints as things change. The two rocks are the Survival Rock and the Status Rock.

On the Survival Rock, Grampf records:

People:
Your tribe consists of 23 people

who are old enough and strong enough to hunt or otherwise contribute to the welfare of the tribe. Certainly there are very small children present, but Grampf does not keep track of them since they have not yet reached "adulthood" and are incapable of surviving on their own.

Food:
Food is counted in portions, with one portion equal to the amount one person eats in a single day. Thus, if your tribe has 18 people, it will take 18 food portions to feed them each day. You may choose to eat only partial rations on a given day, or none at all, but this will usually make people unhappy.

When you travel, each person can carry only three days' worth of food. You may accumulate as much food as you want at a single campsite, but you'll leave behind any that can't be carried. For example, say you have 100 units of food and 18 people in your tribe. If you choose to move, you can carry only 54 units of food with you, leaving the other 46 units behind. To use excess food you may declare a day of feasting, which everyone will be happy about. Alternately, you may move on and leave the

excess food behind, at the risk of losing some leadership status.

Spears:
Spears are used for hunting. Only people who have spears can hunt for game. Spears are often lost or broken while moving or during a hunt, but they can be replaced if you take a day to do so.

As with food, you can have as many spears as you want at a single campsite, but when you move, each person can carry only TWO spears. Excess spears left behind cannot be recovered should you return to the area; they have disappeared into the hands of the Junkopithicus tribe which also lives in this part of the world and specializes in finding discarded tools.

Hunting Skill:
Your Hunting Skill determines how likely you are to bag an animal once you've spotted signs of it in an area. Since the best hunters in the tribe were caught in the lava flow that destroyed your homeland, your skill at the beginning of a scenario is minimal. You can increase it by choosing the Make Spears / Practice action and having some tribe members practice. The more people that practice, the higher your skill will go.

Current Area Type:
This hexagon-shaped symbol shows the area type you currently occupy (as it would appear underneath the tribe icon on the mapskin).

Current Area Hunting:
This is an estimate of how good the hunting is in your current area. The thermometer-like symbol will reflect either good, fair, or poor hunting.

Current Area Gathering:
This is an estimate of how good the gathering is in your current area. The higher the color in the thermometer symbol, the more vegetation there is in the area to gather.

On the Status Rock, Grampf keeps a running record of how the tribe feels about your leadership and how long you have before winter sets in.

Time:
Grampf has estimated the number of days remaining before the onset of winter makes further travel difficult and, eventually, impossible. He has recorded this beside a symbol of the sun. Once this number reaches 0, hunting and gathering will become more difficult and you will have only a few weeks at most to find your new home before people panic and choose someone else to lead them. Even if that doesn't happen, winter will eventually overtake you and you'll freeze to death.

Each turn in the game represents ONE DAY (although if you are moving cautiously to a new area, the turn is two days).



Leadership Rating:

Your Leadership Rating, which is displayed as a thermometer-like symbol, is a measure of the tribe's confidence in your long-range leadership abilities. Throughout the game, depending on what decisions you make, your Leadership Rating will rise and fall. The higher it is at the end of a scenario, the better your overall score will be. If your rating ever reaches zero, it's because the tribe has lost all faith in you and will replace you with someone else. You begin the game with a favorable rating, which reflects the tribe's decision to appoint you as leader.

Happiness:

The Happiness symbol, a Smiley face, indicates how pleased the tribe is with your leadership in the short term. This rating, sort of a popularity poll, will fluctuate dramatically based on your day-to-day decisions. While people are certainly interested in your vision and long-term planning, they are also concerned about their more immediate needs, especially for food.

The Happiness symbol appears in five different states, from a big smile to a big frown. If the people ever get so unhappy that even a big frown doesn't describe their mental state, they'll banish you from the tribe and leave you to fend for yourself. How happy they are when you win a scenario has some effect on your overall score.

ACTIONS

As leader of the tribe, you must decide how each day of your

journey will be spent. You may choose one action each day since all actions, except Scouting, require a full day (one turn) to complete and the participation of the whole tribe.

The buttons on the main screen are used to select what action the tribe will perform each day. Each action is described in detail below. Buttons on the main screen include:

Hunt / Gather
Make Spears / Practice
Leisure
Carve
Survival Guide
Options (*IBM only*)

In addition, highlighted hexes next to the tribe icon on the map are buttons which are used for movement and scouting.

Move:

The mapskin, made from a number of hexagons (also called hexes), is always present in the main window. A stone icon, representing your tribe's current location, occupies one hex on the map. To move, click on any adjacent hex with a brightly colored border (some hexes will not have colored borders, which means you cannot enter those hexes).

Once you've selected a hex, the main action buttons disappear and three movement buttons will appear (along with "Stop," in case you change your mind). Choose the top button if you want to travel at a normal pace — it will take one full day to get to the new area. Choose the second button to move cautiously — it will take two full days to get to the new area, but traveling will be safer. You may also choose to

scout the selected area (see Scout, below, for details).

Whenever you move into a new area there is a chance you will lose some food, spears, or one of your people. How likely you are to lose something depends on how dangerous the new area is and how quickly you are moving through it. In general, mountains are the most dangerous, followed by areas covered with trees or containing rivers; hills and plains are the safest. You can reduce the danger in an area by moving cautiously.

Scout:

Scouting allows you to find out about areas that lie ahead without actually moving into them. A scouting party consists of four people. Scouts go out one morning and come back the next, so you'll be without them all day. When they return, after they've eaten, they will tell you how dangerous the scouted area is and how good the hunting in the area is. You will also be able to see what kind of terrain lies in areas adjacent to the scouted area (two hexes away from your current location — this only affects scenarios with hidden maps).

After clicking on a colored hex adjacent to the tribe icon, select the Scout button, instead of one of the Move buttons, to send your scouts out. A little diamond-shaped icon, representing the scouting party, will appear in the selected hex. You will also notice that your number of people has dropped by four. You may now choose another action for the rest of the tribe to perform today

(don't worry if you decide to move; your scouts will catch up with you tomorrow).

When the scouts return tomorrow, they will immediately report their findings and the hex that was scouted will have a blue border around it as a reminder that you've scouted that hex. You may click on any blue-bordered hex to review the scouting report at a later time.

Hunt / Gather:

When the Hunt / Gather button is selected, a cave wall will appear on which are painted the various animals you may hunt for. Below the animals are symbols for each member of the tribe, and next to them are pictures of a spear and a gathering basket. To send the whole tribe gathering, simply click on the "Continue" button.

To send out a hunting party, first choose an animal to hunt for, then click on the spear symbol to hand out spears to your hunters. You may take only as many hunters as you have spears (and people, of course); anyone who does not hunt will gather instead. You may click on the basket symbol to turn a hunter back to a gatherer or choose a different animal if you like. When you have everyone doing what you want them to, choose the "Continue" button.

A successful hunt depends on the number of hunters involved, the difficulty of catching the chosen prey in the current area, your current hunting skill, and a small amount of luck. Hunting almost always involves some risk. You may lose a number of spears or a hunter might be killed, if the

prey is particularly dangerous. Gathering will always yield some food but the amount depends on how much gatherable vegetation is in the area.

Make Spears / Practice:

As you travel and hunt, spears will get broken or lost. You may replace them by organizing a day of spear-making. Each person may make one spear per day, and you may carry up to two spears per person when you move.

If you already have some spears "in stock," you may have some tribe members practice their spearing techniques. The number of people who may practice is limited to the number of spears you have in stock. The tribe's Hunting Skill level increases depending on how many people practice.

After selecting the Make Spears/ Practice button on the main screen, a painted cave wall will appear showing a symbol for each member of your tribe, along with a target and a spear. The maximum number of people who can practice is shown next to the target symbol.

To have the entire tribe make spears, simply click on the "Continue" button. To have some people practice, click on the target symbol. Clicking on the spear symbol will turn practicers back into spear makers. When you have divided your people as you wish, select the "Continue" button to proceed.

Leisure:

Surviving in prehistoric times was hard work, even as it can be today. But all work and no play can make for some seriously

unhappy people. When you work hard, you can reward yourself and your tribe with a day of rest, then everyone will feel more refreshed when it's time to resume the battle for survival. If you manage to bag a mammoth or otherwise accumulate a large quantity of food, you may even have a feast. The tribe will spend the day in games and recreation and gorging themselves on food.

After choosing the "Leisure" button you must then decide either to rest, without eating anything extra, or to have a feast. If you choose to feast, you must select how many EXTRA portions of food you will eat during the feast — one, two, or three extra portions, depending on how much food you have. Generally, the bigger the feast, the happier everyone will be.

Since feasting occurs throughout the day, you must still decide what to do for supper. If you dole out anything less than a regular day's portion, the effects of your feast will be somewhat diminished.

Carve Figures:

Carving figures out of wood and stone boosts the tribe's confidence in their ability to hunt a particular animal and provides some mystical satisfaction. You may carve animal figures, which may increase your chances for a successful hunt in your current area, or Venus figures, which will shore up the tribe's spirits and add greatly to your status as a leader.

Since this activity requires the concentration and efforts of all tribe members, you may carve only one type of figure each day.

When you choose the "Carve" button, a cave wall will appear, on which are representations of the figures you may carve. Select one of the figures by clicking on it, then choose the "Continue" button.

If you carved an animal, you may want to go hunting for it the next day. Your chances of bagging one, providing there are any at all in the area, will be better, but the effects last for only one day of hunting.

RANDOM EVENTS

Your actions each day may be interrupted by random events. Sometimes a dispute will break out or you'll stumble across some amazing thing. All random events call for a decision on your part. When an event occurs, you'll see a snapshot of the occurrence with text below that describes what's happening. At the end of each event description are two or more choices, lettered A through D; choose one of them to resolve the event and then read the results of your decision.

Some events will take all day to resolve; others may be resolved instantly. In any case, your Leadership Rating will be affected (up or down) and you may gain or lose food, spears or even people.

VILLAGES: Keys to the Past

During your journey you will encounter several remains of ancient civilizations. These abandoned villages always contain some bit of useful information, if you care to

enter them.

If your ancestors passed through a particular village, you will find markings indicating their progress. From their records, you can determine how far away you are from your new home — IF you can decipher the symbols.

If your ancestors left no markings in the village, you will know you are not on the same path they took. You may, however, discover a great hunting secret known only to the tribe that lived in that village long ago. From that day forward, your skill will be at its best when hunting for the animal depicted in the secret painting.

ARRIVING AT PARADISE

Keep in mind that no single decision or action will cause you to lose the game. However, a series of events or poorly chosen actions, coupled with a little bad luck, can end the game for you.

If your Leadership Points reach 0, or if you haven't found a home shortly after the onset of winter, the elders will replace you with someone else and you will be banished from the tribe. You may also be banished if the people become extremely unhappy, which usually occurs if they are starving.

If, however, you manage to find your ancestral paradise, you'll win your tribe's love and respect and will be made Leader for life. A numerical score will appear on the Status rock. It is based on how many people survived the trip, the amount of food and spears you arrived with, how

happy the people are, your Leadership rating, and the number of days remaining before winter. If your score is high enough, you may even get into the Lost Tribe Hall of Fame which lists the top six scores in each scenario.

A SAMPLE TURN

This sample turn is intended to familiarize you with the basic flow of play. For more detailed information about the actions you may take and the decisions you will face, see the individual sections above. For the purposes of this example, we will assume that you are playing the IBM version and using a mouse. If you are using a Mac or a keyboard (IBM only), see the sections above describing those controls.

After loading the game and watching the title screen and opening animations, you'll find yourself looking out over your devastated home and the still-bellowing volcano that destroyed it. You may scroll through the introductory text by clicking on the up or down arrows. When you're ready to move on, click on the "Continue" button (looks like a pointing hand).

The list of scenarios is now displayed. Click on them one at a time to see a brief description of each. Then choose "Grandfather's Route" and hit the LOAD button. The map for Grandfather's Route will be loaded and the initial scenario settings will appear on the Status and Leadership Rocks.

Take a moment to examine the Rocks. Notice that you have 23

People, 69 Food (enough to feed them for three full days), and 14 Spears — these three numbers are very important, so you'll want to watch them closely throughout the game. Below Spears you'll see that your Hunting Skill is minimal, and that you are still in the area of the volcano, which now has poor hunting and moderate gathering (due to the animals which failed to escape the area). On the Leadership Rock, Grampf has indicated that there are 75 days left until the seasons change. Your Leadership rating reflects your recent promotion, and the people are happy just to be alive and have a plan, as indicated by the Smiley face.

In the center of the screen is the Sacred Mapskin, held in your own two hands. Move the mouse cursor anywhere over the map and press the RIGHT mouse button; the whole map will appear. Your tribe icon is highlighted on the far left of the map, and on the far right, you'll see a volcano — that's your destination. To get there, you can take the high road beside the mountain range, the low road along the huge lake, or go right through the clump of mountains in the center — it's up to you to decide. For now, press a mouse button to return to the regular playing screen.

The first thing we should do now is get away from the volcano, before further destruction rains down upon us. There are three highlighted hexes next to the tribe icon — choose the middle one (forest) by clicking on it with the mouse.

You'll notice the rock buttons on the right side of the screen have changed. To move, we must choose one of the top two rocks — the first one to move at a normal pace, the second one to move cautiously. The fourth rock is used to send out a scouting party. This time, let's hit the top button.

The tribe icon moves into the forest hex you chose, and the rock buttons change again to show the day end options. Ending the day involves a decision about how much to eat before you go to sleep. Choosing the top rock will feed everyone a full portion of food; choosing the second gives everyone a half-day's ration; the third rock sends everyone to bed without any supper. Choose the full portions rock to complete your first day as leader of the Lost Tribe.

Now, let's go hunting. Choose the top rock on the right side of the screen (it has a spearing hunter on it). A cavewall appears with pictures of the animals you can hunt for and a symbol for each member of your tribe. Next to the people symbols, the numbers of hunters and gatherers are indicated.

Click on the picture of the rabbit; one of the people changes from a gatherer to a hunter. Now, click on the spear symbol a few times (see Macintosh Technical information if you have a Mac) to increase the number of hunters. You'll only be able to hunt with as many people as you have spears, and the rest of the people will gather. When you're ready, click on the "Continue" button.

Assuming a random event does not come up first (if it does, resolve it as you wish), an animated cavewall painting will graphically display the results of the hunt and a text description will appear below. Choose a day end button to end the turn, then examine the Status rock to see what your current situation is.

From this point, you may move or hunt again, or perform any of the other actions available, such as Carving or Practicing your spear throwing. The decision is yours.

WHAT MAKES A HAPPY TRIBE

Things that positively affect your Leadership Rating:

- + Resting
- + Feasting
- + Carving an animal that inhabits the area
- + Carving Venus figures
- + Entering a village
- + Random event decisions

Things that negatively affect your Leadership Rating:

- Leaving food behind when moving
- Eating more or less than the optimal amount of food
- Allowing people to remain "unhappy"
- Random event decisions

Things that positively affect Happiness:

- + Eating FULL portions when there is plenty of food
- + Resting
- + Feasting
- + Entering the Venus village

Things that negatively affect Happiness:

- Losing a hunter
- Leaving food behind when moving
- Eating more or less than the optimal amount of food
- Eating nothing, whether there's food or not

THE PREHISTORIC GUIDE TO SURVIVAL

The *Prehistoric Guide to Survival* is a 100-page online illustrated encyclopedia packed with information about the world of THE LOST TRIBE (and our modern world as well). The *Guide* is divided into 10 topic sections, each of which includes 10 individual items.

Some of the *Guide's* topics, like Personality Profiles, Prehistoric Animals, and Lay of the Land, may help you in playing THE LOST TRIBE. You may learn what animals to hunt in which areas, or gain some insight into a particular character's personality that will help you resolve a random event. Other topics should prove informative and may even spark your interest in further investigation. As a next step, you might check out some of the books in our Recommended Reading list.

Topics and Items in the *Prehistoric Guide* are:

Personality Profiles

B'Kaar
Bloog
Brogo
Burgle
Glurg

Gnarf
Grampf
Gupf
Gurble
Targ

Tribal Legacy

Integration
Coexistence
Return of the Tribes
Tribal Nations
Cycle of Conflict
Link to Land
Values
Identity
The Environment
Tribal Inheritance

Lay of the Land

Forest
Hills
Impassable Terrain
Lakes
Mountains
Plains
Rivers
Villages
Volcanoes
Wooded Hills

Art & Artifacts

Alphabets
Calendars
Cavewalls
Crystal Skulls
Dinosaur Bones
Dolmens
Leader Batons
Prehistoric Aesthetics
Stone Circles
Venus Figures

Prehistoric Animals

Bison
Boar
Cave Bear
Deer
Fish

Horse
Mammoth
Musk Ox
Rabbits
Woolly Rhinoceros

Tools & Utensils

Arrows & Straighteners
Axes
Digging Sticks
Hammers & Chisels
Harpoons
Knives
Notch Tools
Saws
Side Scrapers
Spear Throwers

Leadership Qualities

Vision
Confidence
Decisiveness
Empathy
Endurance
Enthusiasm
Fairness
Honesty
Responsibility
Support

Prehistoric Trivia

Ages of Man
Clothing
Continental Drift
Early Recyclers
Gatherers & Hunters
Glaciers
Iron Pyrite
Medicinal Herbs
Piltdown Man
The Shaman

Tribal Society

Ancestors
Community
Ecology
Economy
Family

Maturity
Obligation
Politics
Male Initiation
Female Initiation

Ancient Mysteries

Ancient Maps
Creation Theory
Dinosaurs Disappear
Easter Island
Evolution Theory
Lost Continents
Man's Ancestors?
Mayan Calendar
Pole Shifts
Vortex Energy



RECOMMENDED READING

America B.C., *Barry Fell, Wallaby Books, 1978.*

The Crystal Skull, *Richard M. Garvin, Doubleday, 1973.*

Digging Dinosaurs, *John R. Horner, Workman, 1988.*

The Dinosaur Heresies, *Robert T. Bakker, Morrow, 1986.*

Easter Island: The Mystery Solved, *Thor Heyerdahl, Random House, 1989.*

Echoes of the Ancient Skies, *Dr. E. C. Krupp, Harper & Row, 1983.*

Encyclopedia of Evolution, *Richard Milner, Facts-On-File Publications, 1990.*

The Field Guide to Early Man, *David Lambert and the Diagram Group, Facts-On-File Publications, 1987.*

The Great Dying, *Kenneth J. Hsu, Ballantine, 1988.*

The Herb Identifier and Handbook, *Ingrid Gabriel, Sterling Publishing, 1975.*

The Language of the Goddess, *Marija Gimbutas, Harper & Row, 1989.*

Lost Cities of Ancient Lemuria & the Pacific, *David Hatcher Childress, Adventures Unlimited Press, 1988.*

Man the Tool-Maker, *Kenneth P. Oakley, Trustees of the British Museum of Natural History, 1965.*

Maps of the Ancient Sea Kings, *Charles H. Hapgood, Dutton, 1979.*

The Mayan Factor: Path Beyond Technology, *Jose Arguelles, Bear & Company, 1987.*

Piltdown: A Scientific Forgery, *Frank Spencer (based on research by Ian Langham: 1942-84), Natural History Museum Publications, Oxford University Press, 1990.*

Pole Shift, *John White, Berkeley, 1980.*

Pyramid Energy: The Philosophy of God, The Science of Man, *Dean & Mary Hardy and Kenneth & Marjorie Killick, Delta-K Pyramid Products, 1987.*

The Roots of Civilization, *Alexander Marshack, Moyer Bell Limited, 1991.*

Saga America, *Barry Fell, Times Books, 1983.*

Tao Te Ching, *Lao Tzu, translated by Stephen Mitchell, Harper & Row, 1988.*

Tough-Minded Leadership, *Joe D. Batten, American Management Association, 1989.*

Unsolved Mysteries: Past and Present, *Colin and Damon Wilson, Contemporary Books, 1992.*

Utne Reader, *No. 52, July/August, 1992.*

With Bitter Herbs They Shall Eat It: Chemical Ecology and the Origins of Human Diet and Medicine, *Timothy Johns, University of Arizona Press, 1990.*

You Can't Afford the Luxury of a Negative Thought, *John-Roger & Peter McWilliams, Prelude Press, 1988.*

CURRICULUM TARGETS AND SUBJECT AREAS

Most of the educational objectives in THE LOST TRIBE are based on the curriculum guidelines for the states of Florida and Texas.

Key activities:

- ✓ Strategy and planning
- ✓ Decision making
- ✓ Roleplaying

Social Studies activities included in THE LOST TRIBE:

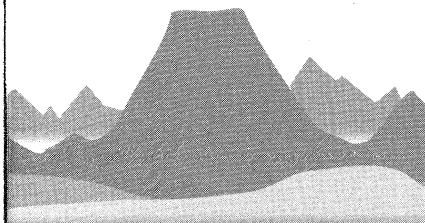
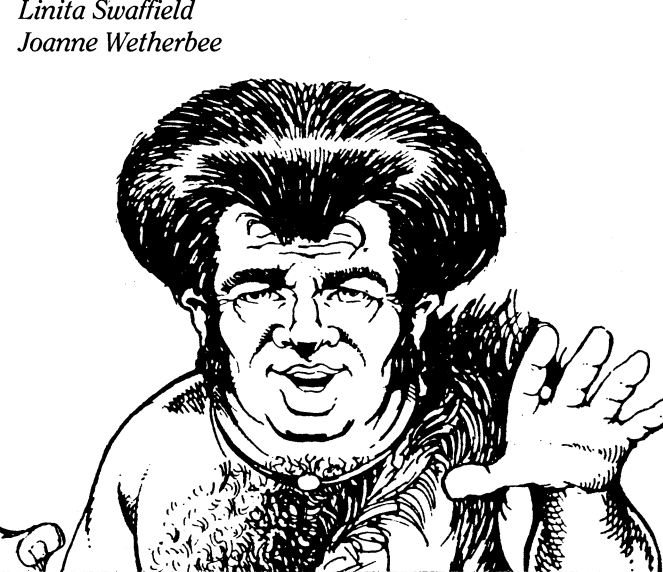
- ✓ Recognize major physical features represented on maps
- ✓ Undertake personal leadership - of a group
- ✓ Apply the strategies of problem solving
- ✓ Draw inferences from data
- ✓ Interpret and evaluate conflicting opinions
- ✓ Detect bias in sources of information
- ✓ Understand the role of beliefs and traditions in a culture

Critical Thinking skills reinforced in THE LOST TRIBE:

- ✓ Locating and gathering information
- ✓ Observing for detail
- ✓ Distinguishing fact from opinion
- ✓ Analyzing information
- ✓ Synthesizing information
- ✓ Drawing conclusions
- ✓ Developing criteria for making judgments
- ✓ Using problem-solving skills
- ✓ Drawing inferences
- ✓ Perceiving cause-effect relationships
- ✓ Accepting the consequences of decisions
- ✓ Valuing open-mindedness and tolerance of different opinions

Language Arts Skills reinforced in THE LOST TRIBE (especially in the Random Events):

- ✓ Identifying and evaluating main ideas
- ✓ Choosing appropriate meaning in multi-meaning words
- ✓ Arranging details in sequential order
- ✓ Evaluating and making judgments



CAST OF CHARACTERS

Burgle	<i>Brett Bowers</i>
Bloog	<i>Tom Sullivan</i>
Glurg	<i>Chris Ray</i>
Targ	<i>Todd Harris</i>
Brogo	<i>Holly Brooks</i>
Gnarf	<i>Carol Swaffield</i>
Gupf	<i>Kim Rasey</i>
B'Kaar	<i>Kevin Bess</i>
Grampf	<i>Delbert Grouper</i>
Gurble	<i>Ed Brooks</i>

Other Tribe Members

Brad Drenth
Sherrie Eddy
Jeremy Smith
Linita Swaffield
Joanne Wetherbee

WARRANTY

Lawrence Productions, Inc. warrants this program to the original purchaser for a period of 90 days from the date of purchase. If you have problems with this software, Lawrence Productions will replace it free of charge during the warranty period. This warranty applies to the diskettes and physical components only, not to the software program itself. Lawrence Productions is not responsible for any damage resulting from misuse of the program or errors in the program itself.

Defective materials should be returned to:

Lawrence Productions, Inc.
1800 South 35th Street
Galesburg, MI 49053-9687
Phone: 616-665-7075

All returns must include the original distribution disks (or other materials if applicable) and a brief description of the problem. Please be sure to include your name, address and telephone number.

This warranty shall not apply to disks that have been damaged by negligence, accident, improper or unreasonable use, or by any other causes unrelated to defective materials or workmanship.

Please check warranty limitations in your state as some states have different ruling. This warranty gives you certain legal rights which may vary from state to state. Lawrence Productions, Inc. makes no express or implied warranties other than those stated above.