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Crosscountry USA

Your gateway to the geography of America

SCHOOL EDITION

Apple II+,IIe, IIc
(IIgs compatible) 64K

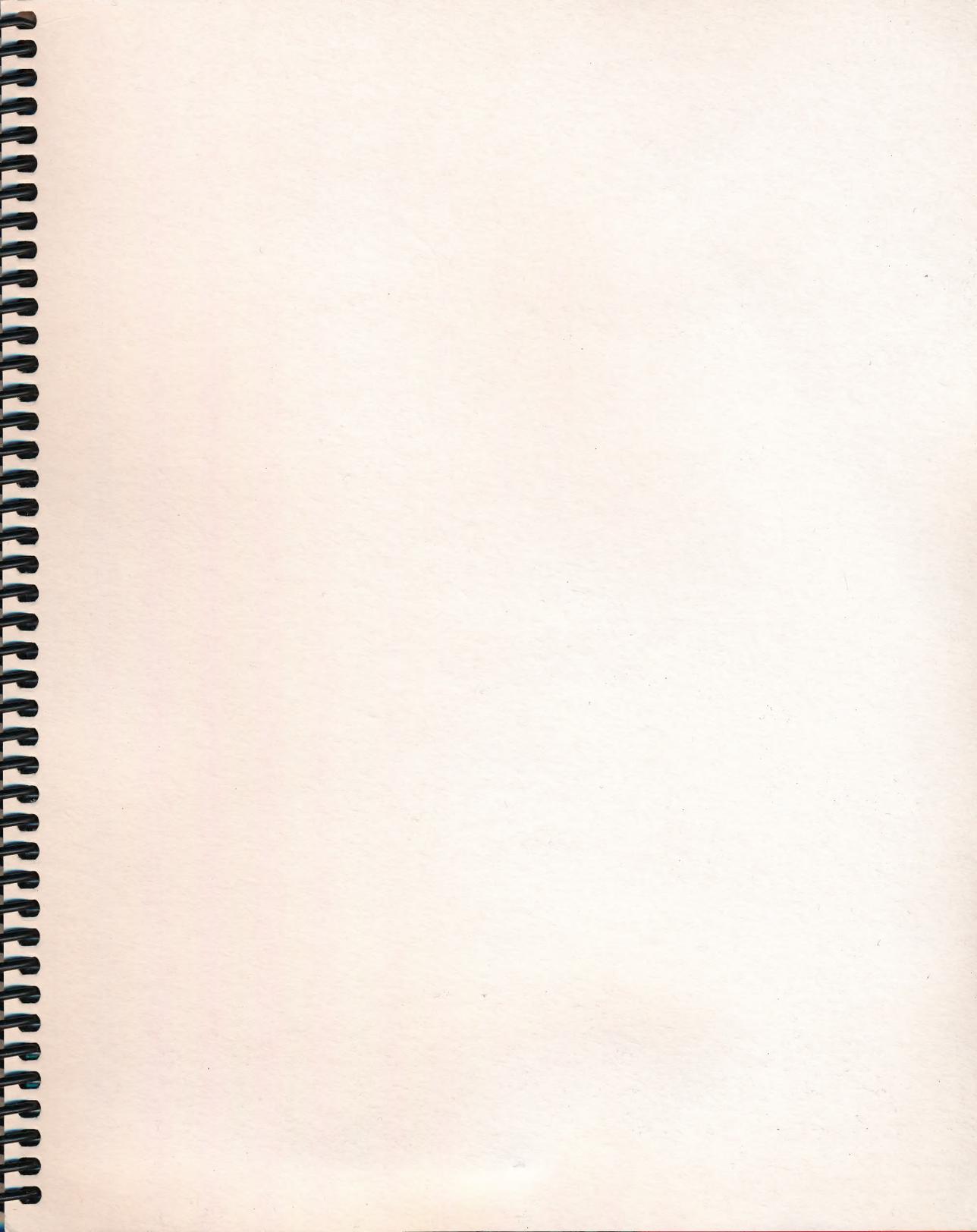This package
contains
5.25" disk(s)

Crosscountry
USA

DIDATECH

CROSSCOUNTRY
USA

DIDATECH

Crosscountry USA

School Edition - version 4.0
(February 1, 1991)

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Table of Contents

1. INTRODUCTION

> *...It's 2 o'clock in the morning and you've been driving 18 hours. Destination Tucson, Arizona to take on a load of copper. You're exhausted as you pull into Amarillo. Should you get some sleep now and let your opponent get an edge on you or push on and risk an accident? You push on. Dawn breaks as you speed through the desert revealing the wild mesa country. A siren interrupts... you get a sinking feeling as the state trooper pulls you over for speeding...*

Welcome to CROSSCOUNTRY USA, an interactive graphic simulation which will help your students discover the geography of America. In a few moments you will embark on a trip throughout the United States.

Your mission is to pick up the commodities which your dispatcher has randomly selected from a list of 52 commodities located in the cities where they are important to the overall United States economy. Careful planning is required so that the route and strategy chosen will minimize the expenses of your trip.

...EXPENSE REPORT...	BRAD	SUSAN
GAS	825	850
HOTEL	150	0
FOOD	120	50
TICKETS	0	50
REPAIR	0	300
DAILY WEAR	250	200
TOTAL	$ 1345	$ 1450

CROSSCOUNTRY USA has been designed to be as realistic as possible. Students must buy gas, eat and sleep along the way. When driving between cities, a graphic illustrates typical land use. The probability of rain and snow depends upon the time of year and where you are in the United States. Accidents may happen. The chance that they will occur depends on the student's behavior - speeding, driving without sleep and food or bad weather will all increase the chances of getting into an accident.

The program keeps track of time and expenses. Travelling from city to city adds the appropriate time to the truck clock. Darkness falls at different times depending upon the season. Crossing time zones means that the clock must be adjusted. The cost of gas, food and lodging are added to your account. Traffic violations are expensive.

2. EDUCATIONAL OBJECTIVES AND ISSUES

a) Objectives

When used in conjunction with the regular program which includes a textbook, direct instruction, class assignments, etc., CROSSCOUNTRY USA is a valuable instructional tool that adds excitement and variety to the reinforcement of concepts and skills covered in class.

CROSSCOUNTRY USA pursues many goals simultaneously. It imparts factual knowledge about the economic and political geography of the United States. Basic conceptual skills related to map reading and interpretation are reinforced. CROSSCOUNTRY USA provides a "real life" situation for understanding the relationships which exist between time, distance and money in the context of being a long distance truck driver. It provides a reason for acquiring and using these facts and skills.

NOTE!

> To jump right in and learn CROSSCOUNTRY USA in 15 minutes or less, see page 16 for our hands-on sample game.

The program can be played on several levels. Younger players may only acquire the fact and skill base - map reading skills, the terrain, the location of cities, states and commodities.

More advanced players will need to develop a strategy to minimize expenses and balance the conflicting demands of minimizing the cost of time on the road with the cost of speeding and the probability of accident due to lack of food and sleep.

Periodically, the dispatcher will offer the player a $100 bonus to pick up a specified commodity. Whether to take advantage of this bonus adds another subtlety. The bonus may not be worth taking if the cost of driving exceeds the benefit.

Before each commodity is assigned, students are asked to name it by responding to an informative clue. These clues describe the uses of each commodity and what they mean in terms of economic importance to the overall economy of the United States. Some of the clues are just plain fun.

b) Skills and knowledge

The following skills and knowledge will be reinforced by CROSSCOUNTRY USA:

- map reading, direction, interpreting symbols, calculating and estimating distances and locating information
- political geography: locating cities, states and commodities
- the spacial relationships and distances between cities and states
- economic geography: major national commodities and their relevance to the economy of the United States
- physical geography: some knowledge of terrain
- higher level thinking skills such as making decisions and inferences, problem solving and strategy
- using grid coordinates in locating cities on a map

The social studies elements that CROSSCOUNTRY USA supports are:

- distinguish among city, state, and nation
- describe land forms and climates of various regions of the U.S.A.
- identify major economic resources of regions of the United States
- describe the physical, cultural, and economic features of the U.S.A.
- describe the geographic regions of the country
- locate places of historical significance in the United States
- describe the role of major industries in the economic development of the United States

c) Travel

Players move from city to city by typing the direction they want to travel. The green lines on state maps indicate the directions students are allowed to travel. Directions are limited to eight compass points. Occasionally situations are encountered such as in Texas: from Houston, Dallas is NW. Austin is WNW and San Antonio is WSW. To resolve this difficulty it was decided that travelling north would take you to Dallas, northwest to Austin and west to San Antonio.

The lines between cities often correspond to major highways, but it is not our intent to teach the highway system.

d) Time zones

CROSSCOUNTRY USA can be used as a visual aid to demonstrate the concept of changing time zones.   Since you will want to minimize time spent interacting with the computer, use the Authoring System to create a game using Jacksonville, FL and San Diego, CA as starting and ending cities.   This will allow you to take a route across the southern United States where cities and towns are far apart.   Set up the computer and large monitor at the front of the class.   You may want to copy and hand out the small work maps so that children can follow your route.   The message section at the bottom of the screen or the billboard tells you when a time zone is crossed.   As soon as the message appears, you can hit a key and the truck will stop with the dashboard view on the screen.   Children can then be asked to predict what the local time is.   Typing **SET CLOCK** will update the clock to the correct local time.   You can get a dashboard view at any time by typing **DA**.

e) Scenery

The scenery graphics are meant to represent typical land use and topography.

f) Population figures

The population figures shown on the signs when entering a major city are the Consolidated Metropolitan Statistical Area or CMSA, taken from the population estimates for 1986 by the U.S. Bureau of the Census.   In the case of New York and Los Angeles, the CMSA overlapped some of the other cities included in CROSSCOUNTRY USA so we used the Primary Metropolitan Statistical Area or PMSA figure instead.

The population figures shown on the signs when entering a smaller city are the Metropolitan Statistical Area or MSA, taken from the population estimates for 1986 by the U.S. Bureau of the Census. In some cases where population was less than 50,000, the figure was obtained by contacting the Chamber of Commerce in that city.

Figures may be rounded up to the nearest thousand.

g) Commodity assignments

The 52 commodities were taken from three major commodity groups - agricultural, manufactures, and minerals. The United States is an important world producer of these commodities.

Assignment of the agricultural commodities to a particular city is difficult because production is regional and not concentrated in cities. Assignment to a city was made by first determining which states were the largest producers of an agricultural product, examining the regional distribution of that commodity within the state and assigning it to a city within that region.

The manufactured commodities were selected from the standard classification system used by the United States Department of Commerce Annual Survey of Manufactures. Cities were then ranked according to their production of a particular manufacture. In most cases the total dollar contribution of the product to the United States economy was the basis for assigning a commodity to a city. For example, although automobiles are produced in many places only Detroit, Cincinnati, Indianapolis and Toledo are major producers. Automobiles and parts worth $46 billion were produced in Detroit during 1983.

Some compromises were made. For example, New York, NY produced $1.1 billion worth of jewelry in 1983 while Providence, RI produced $900 million. Jewelry was assigned to Providence because it is much more important to Providence's economy than New York's.

Minerals were selected based on whether or not the United States is an important world producer of that mineral. Since mining is not typically done in major population centers, assignment to a city was based on the regional characteristics of production.

The program includes a customizing feature which allows you to add four commodities of your own and reassign the existing commodities to different cities. This will be useful if you want to focus on the products of a particular region or the distribution of certain products throughout the United States. See Section 7(b).

3. GETTING STARTED

a) Registration (*Important!*)

Fill out and send in your registration card. We at Didatech are constantly updating and improving our products. Registering your copy of the program will enable us to notify you when updates and new products become available. Registered users are automatically entered into our monthly draw for free software, so complete your registration card and mail it today! Be sure to include your phone number so we can contact you quickly.

b) Backup Copy

Put the back up disk(s) away in a safe place.

> To jump right in and learn CROSSCOUNTRY USA in 15 minutes or less, see page 16 for our hands-on sample game.

c) Hardware and startup procedures (Apple)

This program is designed for an Apple II, II Plus, IIe, IIc, IIc Plus computer with 64K of RAM and one disk drive. It is fully Apple IIGS compatible. The 3.5" version requires 128K of RAM and can be installed on a hard disk (see below). A color monitor is preferable.

Installation onto a hard drive (3.5" format only)

> Site License owners installing onto a network must use the instructions in the **Site License Supplement**.

* Create a new folder (subdirectory) called **CUSA** in the root directory of your hard drive.

* Make sure that all names in the path are proper ProDOS 8 names. A proper ProDOS 8 name is up to 15 characters long. It may contain capital letters (A-Z), digits (0-9), and periods (.) and it must begin with a letter. Lower case letters are automatically converted to upper case. Watch out for GS/OS names which may contain spaces or other illegal characters.

* Copy all files and folders (except for 'PRODOS') from the Master Program disk to the new **CUSA** folder that you have created.

- Configure the program for your hardware. To access the Configuration Panel, run the file called **CUSA.SYSTEM** in the **CUSA** folder (subdirectory) and press 'C' while holding down the 'CONTROL' key as soon as the title screen appears.

- To launch the program just run the file called **CUSA.SYSTEM** in the **CUSA** folder (subdirectory).

Getting started (Apple)

Floppy drive: Put the CROSSCOUNTRY USA disk into the disk drive, label side up, and close the door. Then turn the computer on. If the computer is already on, press the 'RESET' key while holding down the 'CONTROL' and 'OPEN APPLE' keys. If this is the first time you are running the program you should configure the program for your hardware. To access the configuration panel, start the program and press 'C' while holding down the 'CONTROL' key as soon as the title screen appears.

Hard drive: To launch the program run the file called **CUSA.SYSTEM** in the **CUSA** folder (subdirectory).

NOTE!

> The opening graphic can be bypassed by pressing 'RETURN' after the music starts.

d) Hardware and startup procedures (IBM)

This program is designed for the IBM PC and PC-XT. The program requires 512K available RAM. A Color Graphics Adapter (CGA) or compatible card is required. A color monitor is required. You must be using DOS 2.0 or higher. The program can be installed on a hard disk (see below). Commodore PC 10-III owners must have BIOS Rev. 4.36 or higher.

Installation onto a hard drive

NOTE!

> Site License owners installing onto a network must use the instructions in the **Site License Supplement**.

- At the DOS level, change the current DOS prefix to the root directory of the hard drive, usually 'C:\'. Put the CROSSCOUNTRY USA program disk into drive A. Type A:INSTALL and follow the directions on the screen.

Getting started (IBM)

Floppy drive: Put a DOS disk into drive 'A', close the door and turn on the computer. When you see the **A>** prompt, remove the DOS disk and insert the CROSSCOUNTRY USA program disk.   If this is the first time you are running the program you should configure the program for your hardware. To run the configuration program type **CONFIG** and press ENTER.   To run the game itself type **CUSA** and press ENTER.

Hard drive: Turn on your system.   When you see the **C>** prompt, set the current DOS system prefix to the new CUSA subdirectory by typing **CD CUSA**. To start the program type **CUSA** and press ENTER.

NOTE!

> Do not run CUSA from another directory.   The current directory must be the directory containing CUSA.EXE.

4. COMPLETE GAME INSTRUCTIONS

NOTE!

> See page 16 for a Sample Game, the quick way to learn CROSSCOUNTRY USA.

a) Using maps and game materials

In the package you will find one or more wall maps of the United States, smaller outline maps of the United States and one or more reference cards. The large wall maps should be displayed so everyone can see the locations of and distances between cities. The smaller maps and reference cards should be given out to individual students and should be used to help plan an efficient route. You are encouraged to copy the small maps and any of the materials in Section 9 "Game Materials."

b) Resuming an old game or starting a new one

After the program has been loaded and the copyright notice has been displayed, the program asks:

> Do you want to play a game that has
> been saved? (Y/N)

To continue a game that was previously saved, press 'Y'.

To start a new game, press 'N'. A screen appears that allows you to determine the options. The default values will be shown in the OPTIONS box.

```
┌─────────────────────────────────────┐
│    WHAT DO YOU WANT TO DO?           │
│                                      │
│     1.  START YOUR TRIP              │
│     2.  CHANGE OPTIONS               │
│  ┌────────────────────────────────┐ │
│  │         OPTIONS                 │ │
│  │        NUMBER OF PLAYERS - 2    │ │
│  │ NUMBER OF COMMODITIES TO GET - 4│ │
│  │   COMMODITY TABLE NUMBER - 0    │ │
│  └────────────────────────────────┘ │
│          PRESS 1 OR 2.               │
└─────────────────────────────────────┘
```

To change the options, press '2' and a flashing cursor will appear in the OPTIONS box.

i) The first option is the number of players. Press '1' or '2', then press 'RETURN' to advance or 'ESC' if you are finished.

ii) The second option sets the number of commodities to be picked up. This sets the length of the game. Each game will take approximately five minutes per commodity per player. Press '1' to '9', then press 'RETURN' to move to the next option or 'ESC' if you are finished.

iii) The third option is the 'Commodity Table' number. If a teacher has used the Authoring System to create new commodity tables, the user must specify the number, otherwise the program will use the default table #0. Press '0' to '9', then press 'RETURN'.

NOTE!

If a saved game is being restored, the appropriate commodity table is automatically loaded.

When you are all finished, press '1' to start your trip.

The program will then ask each player to type in their name, and the 'Dispatch Notice' will appear. This tells you the time of year for this game, your starting city and the city to which you must deliver your commodities once you have picked up <u>all</u> of them. The first commodity is also assigned. You can recall this information at any time by typing **INVENTORY** or **I**.

If you are using 5.25" disks, the program then prompts you to 'INSERT SIDE #2' in the Apple version or to 'INSERT THE GRAPHICS DISK' in the IBM version. A map of the United States will appear. The first player's position is indicated by a flashing dot.

c) Communicating with CROSSCOUNTRY USA

You tell the computer what to do in English. The program understands about 250 different words and responds to sentences, shortened instructions and phrases. For example, typing LOAD THE GOLD INTO THE TRUCK will do exactly that. This could be shortened to LOAD GOLD with the same effect.

Instructions can be typed only when the blinking cursor at the bottom of the screen appears. Do not type instructions while the disk drive is still working and the red light is on.

Two lists of the vocabulary and the results of particular words and phrases are contained in section 9 "Game Materials". These can be copied and laminated for use at the computer. Section 9(g) is a list of the "special" instructions and abbreviations that the computer understands. Section 9(h) is a complete list of all the words that the computer can respond to.

A note about language and language skills

You may decide not to distribute the aforementioned vocabulary sheets. The authors of the program believe that much of the fun of the game is in discovering the language acceptable for the program. Educationally, this provides the student with the opportunity to make educated guesses (use certain words). These "guesses" may need to be evaluated depending on the computer's response. For example, the computer may respond by printing "You need to use a verb." The student must read and react to the statement, showing his understanding of the word "verb". If the student makes a spelling error or uses a word not in the computer's vocabulary, the computer responds by printing "I don't understand the word "____".

d) Basic game functions

i) Finding out where you are

The current player's position is shown on the map by a flashing dot. To find your position relative to the U.S.A., type POLITICAL MAP or PM for short. A map of the U.S.A. will appear with your position flashing. To get a close-up look, type LOCAL MAP or LM for short.   A map of the state which you are in will appear. Occasionally, when stopping in the middle of a route between states typing LOCAL MAP will not give you a flashing dot indicating your position.   The program has assumed that you have crossed the border into the neighboring state.   Continuing on your journey or typing PM will quickly show you where you are.

ii) Driving the truck

You can travel in the direction indicated by any of the green lines leading out of the city which you are currently in.   Once you have left a city, you can only turn around at a rest area or a gas station.   Examples of valid travelling instructions are:

DRIVE NORTHWEST
NORTHWEST
NW
SPEED NORTHWEST   (Causes you to exceed the speed limit)
CONTINUE or C   (causes you to move in the same direction as
                  is indicated on the truck compass)

These instructions will move you from one city to the next one on the map.   If you want to stop between cities (to find a gas station, rest area or anything else) hit the 'Space Bar'.   The blinking cursor at the bottom of the screen will appear.

As you pass through time zones you must remember to set your clock, otherwise the time on your truck's clock will be incorrect.

Some examples of improper direction instructions are:

DRIVE TO TEXAS   (You must always indicate a direction.)

DRIVE WESTNORTH (This is not a proper direction.)

GO NORTH WEST   (Directions must be one word.)

iii) Getting gas

The amount of gasoline which you have left in your truck is shown by an orange bar on your dashboard. You can always find a gas station in a city. Between cities, there is a chance of finding a gas station - but you may not always be able to. If you run out of gas between cities you can use your radio to call for help.

Gas cost is $1.00 per gallon and the tank holds 250 gallons.

Gas mileage varies depending on the terrain (better in flat areas and lower in the mountains). Speeding causes lower mileage.

iv) Eating and sleeping

The program periodically informs you how hungry and tired you are. You can find out the state of your health at any time by typing:

HEALTH or H

Going without food or sleep for long periods increases the risk of having an accident. You can only eat in a city. Sleeping can only be done in appropriate places like the truck or in a hotel.

v) Daily expenses

A charge of $50.00 per day is automatically added to your expenses for general wear and tear on the truck.

vi) Dealing with unpleasant situations

Depending on your behavior, you may find yourself in a minor accident, stopped by a police officer or have a commodity stolen! It is always possible to get out of these situations but it will cost you time and money.

Hints: Locking your truck will prevent theft. Your radio can be used to contact help by typing 'RADIO FOR HELP'.

vii) Picking up commodities

When you arrive in a city containing a needed commodity, you must pick it up at the warehouse. Warehouses are open from 6 AM to 10 PM local time. If you have changed time zones, your truck clock may not indicate the correct time.

viii) Dealing with the weather and darkness

The chance of rain and snow depends on the type of terrain and the time of year. For instance, the chance of rain in Florida is much greater than it is in Arizona. Similarly, snow is more probable during winter driving in Colorado than in Texas.

Sunrise and sunset occur at the appropriate time depending on the season. In order to drive at night your lights must be on.

Darkness and bad weather affect the probability of an accident.

Hint: Putting on chains is useful during winter snowstorms.

ix) Controlling the speed of the game

The messages which appear on the bottom of the screen and on the billboards as you enter each city may stay on the screen too long for fast readers. Hitting the space bar will remove the messages from the screen. Since the space bar will stop your truck on the highway between cities, don't press it until the message appears on the screen. If you do stop accidently, type **C** to continue.

x) Delivering the commodities

After the last commodity has been collected, the player must deliver them to the destination city. The destination city name is always displayed on the inventory screen. To deliver the commodities simply drive into the destination city. If all the required commodities are in the truck, then the mission is complete! If any of the commodities have been stolen or have not been collected the player must go back and get them.

xi) Time

As you pass through time zones you must remember to set your clock. If you don't set your clock the warehouses and restaurants may be closed when you expect them to be open, wasting valuable time! To set the clock type **SET CLOCK**.

e) Saving and restoring games

Games can be saved at any time by typing the word **SAVE**. The program will then ask you to name the game.   If the configuration panel specifies a floppy disk for storage, the program will prompt you to insert a storage disk.   Apple storage disks should be prepared using the Authoring System, if necessary. IBM storage disks can be any DOS formatted disk.

Games can be continued at any time during the game by typing **RESTORE**.   The program will then ask you to type the name of the game.   If the configuration panel specifies a floppy disk for storage, the program will prompt you to insert a storage disk.   Typing **CATALOG** (**DIR** for IBM) will give you a list of the saved games available.

f) Controlling the sound

Pressing 'S' while holding down 'CONTROL' during the opening graphic or while in "command mode" will toggle the sound off or on.

g) Strategies for minimizing expenses

The winner in CROSSCOUNTRY USA is the player who has spent the least amount of money when the game concludes. Various strategies can be employed to accomplish this.   Students should be allowed to discover the best strategies on their own.

Fuel is the largest single expense.   Fuel consumption is minimized by avoiding mountainous terrain and by not speeding.

Running out of gas between cities is expensive. The service truck driver will supply 100 gallons of gas at $2.00 per gallon! Near the end of the game, the player should plan to fill up with gas so that the tank is nearly empty as you drive into the destination city. This is because fuel expenses are added when purchased. Any fuel left in the tank when the game ends is a wasted expense.

Eating costs $10.00. Going without food for too long will increase the probability of an accident.

Sleeping in the truck saves on hotel bills, but before doing so, remember to turn off the headlights and the engine. In the wintertime, it is often too cold to sleep in your truck without the engine running. Therefore it is best to use the instruction **SLEEP IN HOTEL** and pay the $30.00 charge for a room. You will burn more than $30.00 worth of gas by sleeping in the truck with the motor on.

Speeding and going without food and sleep will minimize time spent on the road. This will cause a reduction in the daily wear charge ($50 per day). However, there can be negative consequences. Speeding runs the risk of getting a $50 ticket by the highway patrol and increases the chances of an accident. Going without eating and sleeping increases the chances of an accident. It is best to eat and sleep at regular intervals. The repair bills are reduced if the players have put on their seatbelts.

Time your rest and food stops so that you arrive at the warehouse while it is open. Otherwise you might have to wait up to eight hours to pick up a commodity. Warehouses are open from 6 AM to 10 PM local time. Picking up a bonus commodity will reduce gas expense by $100. The truck gets 8 miles to the gallon (5 if you are speeding or in mountains). A quick arithmetic calculation will determine if getting it will be worthwhile.

5. A SAMPLE GAME

This is the fast way to learn the basics of CROSSCOUNTRY USA. For more specific instructions or for later reference, please refer to Section 4 "Complete Game Instructions."   By going through the steps below, you should be well acquainted with CROSSCOUNTRY USA in ten or fifteen minutes.

Learning Steps:

- Run the CROSSCOUNTRY USA main program, according to the specific instructions for your computer type. (See page 6 for Apple instructions, or page 7 for IBM instructions)

- When the program asks you if you would like to play a game that has been saved, answer "Y" for "yes."

- Type in "SAMPLE" at the prompt. Follow the instructions on the screen until a map of the continental United States appears on your screen. You are now "Charlie," a generic truck driver.

- Type "LM" (the "quick" instruction* for "Local Map") to see your location. You are in San Francisco.

- Type "I" (Inventory*) to see what commodities you need to pick up, and where you will be delivering them. You need oranges, and according to the "Commodity-City cross reference," you will find oranges in Tampa, Florida and in Los Angeles, California. Since Los Angeles is practically next door to San Francisco compared to Tampa, you will probably decide to go to L.A.

- Type "LM" again to decide on a direction of travel (we recommend southeast). Type "START TRUCK" or "T ON TRUCK" or just "T" to get started, and then type "SE" to get going.

- You are now driving along the scenic west coast of the United States, headed for Los Angeles. You resist the temptation to "hit the beach" at the Pacific Ocean sign and decide to press on until you reach Los Angeles.

NOTE!

> * For a listing of other special words and abbreviations, see page 55.

- Once in Los Angeles, type "H" (Health) to decide if you are hungry enough to eat or tired enough to need sleep. Type "EAT" or "SLEEP" if you have to.

- Now that you are refreshed (if you decided to EAT and/or SLEEP), type "PICK UP ORANGES." If the warehouse is closed, you will have to type "WAIT" until it opens or find another way to pass time. You might have trouble sleeping twice in the same day!

- Once you have succeeded in picking up oranges, type "LM" to decide on your next plan of action. Remember you have to deliver your cargo to Flagstaff, Arizona. Here you must decide on one of two routes. As you can see from the wall map that comes with the game, you can go through Las Vegas or through Phoenix.

By adding up the miles, you can see that the "Flagstaff via Las Vegas" route is 538 miles long, and the "Flagstaff via Phoenix" route is ten miles less! We recommend the Phoenix route.

- Type "E" to go east. You will be notified when you cross the state line into Arizona and the Mountain Standard Time Zone. In order for your truck clock to be accurate, you should type 'SET CLOCK'.

- Type "H" again to decide if you should eat or sleep before going on to Flagstaff to finish your trip.

- Go on to Flagstaff using the map and directional commands, and collect your reward - with some triumphant graphics and sound, and maybe even a reward!

- Study your Trip Summary. Did you make good choices?

- Congratulations! You are now ready to show CROSSCOUNTRY USA to your class.

6. USING CROSSCOUNTRY USA IN YOUR CLASSROOM

CROSSCOUNTRY USA can be used in the classroom (grades 4 & up) in a variety of ways.   It has been designed to be most appropriate as a tool to reinforce standard instruction.   While the program is suitable for use singly or by larger groups it is best as a project for two students (or two groups of two) who compete with each other.   The program can be played as is, or modified using the Authoring System.   The program uses a random process to pick commodities at the beginning of each game.   While allowances have been made so that each player will have approximately equal distances to travel, there may be some deviation.   To prevent this from occurring, an equal distance game created using the Authoring System can be used to start a session.   A table of equal games is contained in Section 9(d).

NOTE!

> These equal games are included on the 3.5" Apple version and on both IBM versions.

a) Whole group activity

CROSSCOUNTRY USA as a whole group activity is recommended in situations where computer access is limited or the age and ability of students precludes its use as an independent activity.

This activity requires a computer and large monitor located at the front of the class.   The class is divided into two groups of 'trucking companies' and the teacher or selected student enters instructions given by each team.   Before starting, a 'mission' for each team is needed.   Not including pre and post activity time, a 4 commodity mission will require about 40 minutes of actual play.   A 10 commodity game takes about 1 1/2 hours.   An excellent mission is the long game contained in Section 9(d) 'Equal games'.   It requires both teams to drive the same distance and travels through most of the United States.   Shorter games are also available in Section 9(d) 'Equal games'.

Note that your position can be saved and later restarted at any point. So that students can refer to a map as travel proceeds, you may want to purchase additional maps, see Section 10(g) 'Additional materials'. Alternately, you can utilize road maps or atlases.

As play proceeds, each team's decisions are entered by the teacher or selected student. Responsibilities can be divided amongst the team members. Decisions regarding when to eat, sleep and buy gas, which city to travel to next and how to get there can be assigned to individuals. Other members may be responsible for recording the routes taken, cities visited, their population, state location and features. At the conclusion, a winning team will be declared. Any time remaining can be used to discuss the events and strategy which occurred. Each student could write a short summary of their journey.

b) Small group or independent activity

As with any reinforcing activity, good instruction must precede it. Although students can be successful using CROSSCOUNTRY USA with minimal directions, the instructional benefits to the student will be greater if a few simple steps are followed:

i) Introductions

Discuss the skill or concept being taught. Before introducing CROSSCOUNTRY USA, students should have a basic knowledge of the geography of the United States. Once students are familiar with the geography of the country, they are ready to discover facts and concepts about the economy. The following vocabulary should be covered:

region, state, commodity, economy, direction, compass

ii) Demonstrate

Model the use of the software. Show the students how to load the software into the computer and how to successfully use the program. Be sure to demonstrate specific operations and instructions (such as GET GAS, TURN WIPERS ON, etc.) used in CROSSCOUNTRY USA. Also, check to be certain that each student understands how the software operates before they use the software.

iii) **Motivate**

Set the goals.   Now allow the students to use the software.   Tell them what they should do and approximately how long they will have to accomplish the task.   For example, "You will break your group into two teams.   After 20 minutes, I will check to see that each team has picked up at least one commodity".   Depending upon the number of computers available, students may be divided into teams of competing trucking firms.   The ideal group size is between two and four players per team.   While Team 1 is enacting their strategy at the computer, Team 2 plans their strategy.   The small maps (copyable) and the route planning guide in Section 9(e) can be used by the students to assist in this process.

iv) **Guide**

Guide students using the software.   Once the class begins using the software, provide assistance to individuals. This is an excellent time to observe individual student performance. A typical scenario sees students receiving their commodity assignment from the computer and consulting the reference card to find out where it is available.   This information is transferred to the route planning guide.   The large map is consulted and current location of the truck found.   Students then locate the various cities which contain the needed commodity and estimate which one is closest.   Calculators may be used to add up the distance between cities for an accurate measurement of the optimal distance.   Students then integrate this information with other relevant factors to decide the appropriate destination.   The shortest route may not always be best.   For example, crossing mountains requires more fuel.   Or near the end of the game a route which takes you towards the destination city is preferable.

It is recommended that the large map be located away from the computer so that students transfer their route plan from the large map to the small map and use that for a reference when interacting with the computer.   This process will reinforce map reading ability and knowledge of the physical location of cities.   As well, the small map and route planning guide provide a written record of game decisions so that students can see a relationship between final expenditures and their game strategy.

v) **Summarize**

Discuss the strategies.   Have students discuss the strategies they used.   Encourage groups to suggest different methods and procedures that would yield success.   Remember, there is more than one way to solve most problems.   Gas mileage can be calculated and compared.   This should be done near the end of the trip, but prior to driving into the destination city, since a full tank is necessary for an accurate determination of gas mileage.   In CROSSCOUNTRY USA, gas costs $1.00 per gallon.   Mileage is reduced by speeding and mountainous terrain.

```
            - TRIP SUMMARY -

NAME : BRAD
STARTING CITY : SAN DIEGO, CA.
DESTINATION CITY : JACKSONVILLE, FL.
STARTING DATE : JUNE 4
DURATION OF TRIP (DAYS) : 6
MILES TRAVELLED : 3485
EXPENSES :  GAS        $    825
            HOTEL      $    150
            FOOD       $    120
            TICKETS    $      0
            REPAIR     $      0
            DAILY WEAR $    250
            ------------------------
            TOTAL      $  1345
                                   [MORE,...]
```

At the end of the game, the team which minimized expenses is declared the winner.   The two teams should then discuss the game and attempt to determine how their decisions or specific conditions affected their score.   Terrain traveled, tickets, accidents, flat tires and weather may all have an impact on expense.   Students could be asked to hand in their map, route planning guide and a paragraph explaining their decisions.

vi) **Apply**

Apply skills and concepts to other situations.   The job is not done unless students can see ways to use the skills they just learned in different situations.   Extension activities are provided at the back of this manual that build upon the learning encouraged in CROSSCOUNTRY USA.   This manual and most textbooks contain a wealth of ideas for student activities.

c) Focus on certain commodities or regions

The Authoring System allows you to reassign commodities to any of the 180 cities in CROSSCOUNTRY USA. For example, to reinforce a unit on agriculture, the agricultural commodities would be reassigned to cities where they are important to the local economy or you could choose to add commodities of your own.

In a unit which is designed to focus on the geography of a particular region of the United States the 52 commodities can be reassigned to appropriate cities within that region.

Determining which cities to assign commodities to requires research and judgement.   This can be made into a useful teaching activity if a student or small group is assigned the task of making a custom game authentic. They will first need to develop a rational for assigning commodities to particular cities and then research each commodity to determine a fit.   The conclusion of the activity could be a report and the use of the Authoring System to enter the data. Children (particularly older or gifted students) may be highly motivated when they know that their research will be used to teach other students.

d) The great CROSSCOUNTRY USA contest

This activity is an excellent way to get an entire class or grade involved.   The contest works as an elimination tournament - over several weeks, pairs of students (or groups of two) play against each other with the winner advancing to the next round.   To run the contest, you'll need a sign-up sheet for entrants and some prize for the winner.

A key element of a successful contest is to ensure that the most skillful team wins.   To do this, use the equal games in Section 9(d). Preliminary rounds are four commodity games and should be complete within 40 minutes.   The last game has ten commodities.

Set up the computer(s) so that spectators can watch. Since CROSSCOUNTRY USA is a game of strategy, the contest should generate quiet interest - not rowdy behavior.

e) **Helpful suggestions**

- Laminate the large map in the package so that it will last longer and place it on a wall or an empty table for easy reference by any student playing the game.

- Students can play individually. This is appropriate for those students who learn more when working by themselves.

- Consider printing the state postal abbreviations in Section 9(c) on a card for reference during a game. However, playing the game without a reference may help students in learning these abbreviations - a good problem solving activity because they must match the state name to a two-letter abbreviation.

- Long games for CROSSCOUNTRY USA enthusiasts may be interrupted and saved. Saving the game to the student's own storage disk is a very simple process. The student's storage disk is inserted when instructed by the computer and the game is saved. To continue, the game disk is reinserted when instructed by the computer. Storage disks should be made using the Authoring System.

- While students are using the computer, they can be encouraged to record weather conditions, speeding tickets, traffic accidents etc.

Cloudy

Rainy

Snowy

Sunny
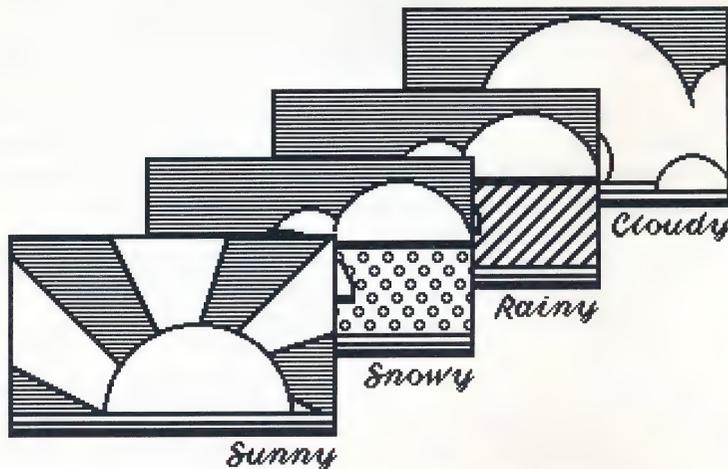
7.   CUSTOMIZING CROSSCOUNTRY USA

a) Introduction

When CROSSCOUNTRY USA is run, the program gives you an option to play a game that has been previously saved. In most cases, this will be a game that students did not finish in a previous class. You can however use the Authoring System to create special games that students play from the beginning.

The Authoring System allows you to:

1.   Reassign the 52 commodities amongst the 180 cities and towns in CROSSCOUNTRY USA and/or add up to four commodities of your own. These reassignments are saved in a table with a unique number from 1 to 9. Table #0 is the one which comes with CROSSCOUNTRY USA and it cannot be changed.

2.   Select game parameters such as starting city, ending city , month, commodity table to use and commodities to be collected.

These features are useful if you want to concentrate on a particular area.   For example, you might want to develop a unit about the New England states and its commodities and geography. The commodities could be reassigned based on their importance to the local economy rather than the United States as a whole.   To do this use option 1 to reassign the commodities and option 2 to set up a game in that area.   Use the route planning guide in Section 9(e).

Games and tables are saved on the disk or directory specified on the Configuration Panel.   To access the Configuration Panel use the instructions in Section 3(c) or 3(d).   The Apple 5.25" program disk is completely full so you must use a disk of your own.

• To access the Authoring System for the Apple versions, start CROSSCOUNTRY USA and press 'A' while holding down 'CONTROL' as soon as the opening graphic appears.

• To access the Authoring System for the IBM versions, set the current DOS prefix to the program directory and type AUTHOR. If you are using floppy disks and you want to use your own disk, make sure you have a formatted DOS disk ready before you start.

b) Setting up the commodities

After choosing option 1 from the menu, the program will ask which commodity table you want to modify (0-9). The first time you do this, choose table #0 - the one that comes with the program. The new table that you are about to make must be assigned a number from 1 to 9. The next screen asks you to type this number.

```
 - CUSTOM COMMODITIES -

   ACCEPT AS IS ? (Y/N)

CUSTOM COMMODITY #53:    (UNUSED)
CUSTOM COMMODITY #54:    (UNUSED)
CUSTOM COMMODITY #55:    (UNUSED)
CUSTOM COMMODITY #56:    (UNUSED)
```

The next screen lets you add four commodities of your own.

The first time you do this, these will always display the "(UNUSED)" message. If you don't want to add commodities of your own, press 'Y'. If you press 'N' a flashing cursor will appear next to the first unused commodity. Type in the name of your commodity and then press 'RETURN'. The flashing cursor will advance to the next available position. The rules for the commodity names are:

- Names must be one word (no spaces).
- Names must consist of letters only.
- Names must be 1 to 12 characters long.
- Names can't be the same as words already understood by the main program {see Section 9(h)}.

Now you will be in the editing mode.

```
         PRESS '?' FOR INSTRUCTIONS
========================================
 1. ALBANY,NY.-----------
 2. ALBERT LEA,MN.-------
 3. ALBUQUERQUE,NM.----- SHEEP
                         URANIUM
 4. ALEXANDRIA,LA.-------
 5. ALLENTOWN,PA.--------ZINC
 6. AMARILLO,TX.---------COTTON
 7. ANNAPOLIS,MD.--------
 8. ATLANTA,GA.---------TEXTILES
 9. ATLANTIC CITY,NJ.----
10. AUGUSTA,GA.---------GRANITE
```

Type the name of the commodity next to the city you want it to be in and press 'RETURN'. This must be one of the 52 commodities found in Section 9(b) or it can be one of the four custom commodities.

You can move back and forth among the cities by using the following control characters. Always press 'RETURN' before using one of these characters otherwise the commodity you just typed will be forgotten.

- '?'   Puts the instructions on the screen.
- 'RETURN'   Moves the cursor forward one line.
- 'CONTROL' & 'P'   Moves the cursor back one line.
- 'CONTROL' & 'F'   Moves the cursor forward one page.
- 'CONTROL' & 'B'   Moves the cursor back one page.
- 'CONTROL' & 'E'   Erases from the cursor to the right.

Press the 'ESC' key when you are finished. Remember that every commodity must be assigned to at least one city.

A menu will appear:

```
             - MENU -


   1. MAKE MORE CHANGES
   2. PRINT CITY - COMMODITY TABLE
   3. PRINT COMMODITY - CITY TABLE
   4. SAVE TABLE AND QUIT


PRESS THE NUMBER OF YOUR SELECTION.
```
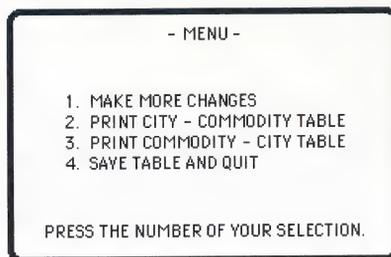
- Pressing '1' brings back the 'CUSTOM COMMODITY' screen and editing screen so you can make changes.

- Pressing '2' prints a list of all 180 cities and their commodities.

- Pressing '3' prints a list of all commodities and the cities where they can be found. This list must replace the reference card for players to consult. The four custom commodities will be printed at the end of the list.

- Pressing '4' saves the new table and ends the program.

c) Setting up a game

After choosing option 2, the program asks you if 1 or 2 players will play this game.

Next, you will choose a commodity-city assignment table. To use the table which comes with the game, type 0. The reference card included will show the commodity-city assignments for table #0. To use your own table, type 1 to 9, see Section 7(b).

The parameters for player #1 are now selected.

Names: Must consist of letters and blanks.

Month: Type a number from 1 to 12   {1 = January}

Cities: Type a number from 1 to 180   {see Section 9(a)}

Commodities: Type a number from 1 to 52   {see Section 9(b)}
                or type 53 to 56 to specify the
                custom commodities.

Press 'RETURN' to move from one item to another. Mistakes can be corrected by pressing 'RETURN' until the cursor is positioned over the items which you want to change.

Duplicate commodities are not allowed. The total number of commodities in the list must be 0 to 20 inclusive. To delete a commodity, type blanks over the number and press 'RETURN'.

Press 'ESC' when everything is correct.

If you had selected a two player game you would be then prompted to enter data for the second player.

Now you must save the game on the disk. Type a descriptive name for the game and press 'RETURN'. The name must consist of letters and blanks only. If you plan to make up your own commodity assignment table, be sure the game and the assignment table are on the same disk.

This name will be used when you want to play the game. After starting up CROSSCOUNTRY USA, you will be asked if you want to continue a saved game. Press 'Y' and then proceed as described in Section 4(e).

8. PRINTING

a) Apple 5.25" version
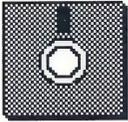
This version uses the Apple DOS 3.3 operating system. To use a printer it must be located in the slot specified on the Configuration Panel, see section 3(c). This version does not support the use of printers through the AppleTalk port.

b) Apple 3.5" version

This version uses the ProDOS 8 operating system and supports the use of printers through the AppleTalk port. To set up your system to use a printer through the AppleTalk port you must:

i) Use the Apple IIGS control panel to activate 'APPLETALK'. If your Apple IIGS has ROM2 or earlier, APPLETALK will be located in slot #7. If your Apple IIGS has ROM3 or later, it will be located in slot #1 or #2.

ii) Use the CROSSCOUNTRY USA Configuration Panel to set the printer slot. You should choose NETWORK PRINTER.

To access the Configuration Panel, start CROSSCOUNTRY USA and press 'C' while holding down 'CONTROL' as the opening graphic appears.

iii) Make sure the file called 'ATINIT' has not been removed from the disk. It tells AppleTalk which printer to look for on the network. If it is missing, the AppleTalk option will not work.

This file contains the user name 'Student' and the printer name 'ImageWriter' when it is shipped.

c) IBM versions

To use a serial printer you must run a short program that tells your DOS what kind of data your printer is expecting to receive. This program is called MODE.COM and it should be on your DOS system disk.   This program must be run after booting DOS but before running AUTHOR or CUSA.   To run the MODE.COM program, type the following command:

A>MODE COM<n>:<baud>,<parity>,<databits>,<stopbits>,P

where:

n   =   port number: 1 or 2
baud   =   transmission rate: 110, 150, 300, 600, 1200, 2400, 4800, 9600
parity   =   either N (none), O (odd), or E (even)
databits   =   Number of bits of data: 7 or 8
stopbits   =   Number of stopbits: 1 or 2

You must check your printer specifications to do this.   For example, if your printer is installed in port #1, runs at 9600 baud, has no parity, 8 data bits and 1 stop bit you would type:

MODE COM1:9600,N,8,1,P
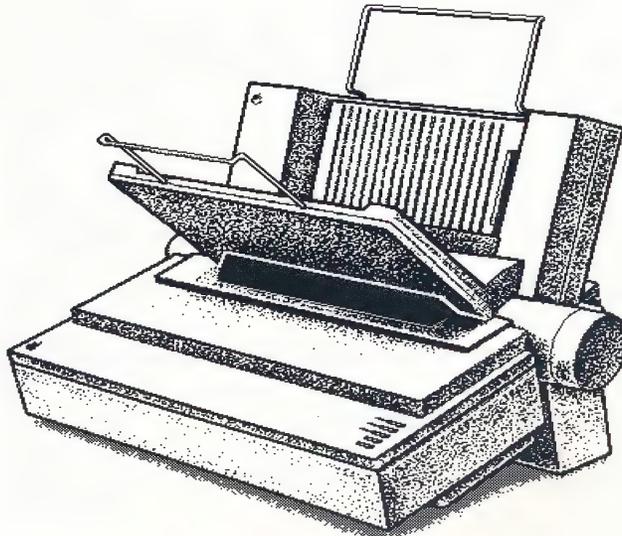
9. GAME MATERIALS

The following materials are contained in this section and may be copied as necessary for classroom use.

a) City - Commodity cross reference

A complete listing of all 180 cities and the commodities available in each.   Using the authoring system you can reassign the commodities to any of the cities on this list.   This table represents the default table #0.

b) Commodity - City cross reference

A complete listing of all 52 products and the cities in which they can be found.

c) U.S. State postal abbreviations

d) Equal Games

A listing of predetermined games that are equal in distance.

e) Route planning guide

A sheet to help you plan your journey across the U.S.A. by filling in city names and commodity locations, as well as the distances from one city to another.

f) Extension activities

A list of some of the interesting and unusual festivals.

g) Special words and abbreviations

Some convenient abbreviations for commonly used instructions.

h) Complete program vocabulary

A list of all the words that CROSSCOUNTRY USA recognizes.

CITY - COMMODITY CROSS REFERENCE

CITY#	CITY NAME	COMMODITY #1	COMMODITY #2
1	Albany, NY	---------------	---------------
2	Albert Lea, MN	---------------	---------------
3	Albuquerque, NM	Sheep	Uranium
4	Alexandria, LA	---------------	---------------
5	Allentown, PA	Zinc	---------------
6	Amarillo, TX	Cotton	---------------
7	Annapolis, MD	---------------	---------------
8	Atlanta, GA	Textiles	---------------
9	Atlantic City, NJ	---------------	---------------
10	Augusta, GA	Granite	---------------
11	Augusta, ME	---------------	---------------
12	Austin, TX	Wool	---------------
13	Baltimore, MD	Steel	---------------
14	Bangor, ME	Potatoes	Paper
15	Baton Rouge, LA	Salt	Rice
16	Bellingham, WA	---------------	---------------
17	Billings, MT	---------------	---------------
18	Biloxi, MS	---------------	---------------
19	Binghamton, NY	Cameras	Salt
20	Birmingham, AB	Steel	---------------
21	Bismarck, ND	Wheat	---------------
22	Bloomington, IL	---------------	---------------
23	Boise, ID	---------------	---------------
24	Boston, MA	Seafood	Computers
25	Bowling Green, KY	Tobacco	---------------
26	Bridgeport, CT	---------------	---------------
27	Buffalo, NY	---------------	---------------
28	Burlington, VT	Maple Syrup	---------------
29	Butte, MT	---------------	---------------
30	Carson City, NV	---------------	---------------
31	Casper, WY	Uranium	Wool
32	Cedar City, UT	---------------	---------------
33	Charleston, SC	---------------	---------------
34	Charleston, WV	Coal	Glass
35	Charlotte, NC	Textiles	---------------
36	Charlottesville, VA	---------------	---------------
37	Chattanooga, TN	---------------	---------------
38	Cheyenne, WY	---------------	---------------
39	Chicago, IL	Rubber	---------------
40	Cincinnati, OH	Cars	---------------
41	Cleveland, OH	Steel	---------------

CITY#	CITY NAME	COMMODITY #1	COMMODITY #2
42	Coeur d'Alene, ID	Silver	Lead
43	Colorado Springs, CO	--------------	--------------
44	Columbia, SC	--------------	--------------
45	Columbus, OH	--------------	--------------
46	Concord, NH	Granite	--------------
47	Dallas-Ft. Worth, TX	Beef	Aircraft Parts
48	Davenport, IA	Hogs	--------------
49	Dayton, OH	Rubber	--------------
50	Decatur, IL	--------------	--------------
51	Denver, CO	Molybdenum	--------------
52	Des Moines, IA	Corn	Soybeans
53	Detroit, MI	Cars	--------------
54	Dover, DE	--------------	--------------
55	Dubuque, IA	Hogs	--------------
56	Duluth, MN	Iron	--------------
57	Eau Claire, WI	Milk	Paper
58	El Paso, TX	Sulfur	--------------
59	Erie, PA	--------------	--------------
60	Eugene, OR	Lumber	--------------
61	Evansville, IN	--------------	--------------
62	Fargo, ND	--------------	--------------
63	Fayetteville, NC	--------------	--------------
64	Flagstaff, AZ	Sheep	--------------
65	Flint, MI	--------------	--------------
66	Fort Lauderdale, FL	--------------	--------------
67	Fort Smith, AR	--------------	--------------
68	Fort Wayne, IN	--------------	--------------
69	Frankfort, KY	--------------	--------------
70	Gary, IN	Steel	--------------
71	Grand Forks, ND	--------------	--------------
72	Grand Junction, CO	--------------	--------------
73	Grand Rapids, MI	Furniture	Apples
74	Great Falls, MT	Wheat	--------------
75	Greensboro, NC	Furniture	Tobacco
76	Greenville, SC	Textiles	--------------
77	Harrisburg, PA	--------------	--------------
78	Hartford, CT	Aircraft Parts	--------------
79	Helena, MT	--------------	--------------
80	Houston, TX	Oil	Rice
81	Huntsville, AB	--------------	--------------
82	Indianapolis, IN	Cars	--------------
83	Jackson, MS	Cotton	--------------
84	Jacksonville, FL	--------------	--------------
85	Jefferson City, MO	Soybeans	--------------
86	Joplin, MO	--------------	--------------
87	Kalamazoo, MI	--------------	--------------

CITY#	CITY NAME	COMMODITY #1	COMMODITY #2
88	Kansas City, KS	--------------	--------------
89	Kansas City, MO	--------------	--------------
90	Knoxville, TN	Marble	--------------
91	Lake City, FL	--------------	--------------
92	Lansing, MI	--------------	--------------
93	Las Cruces, NM	Copper	Natural Gas
94	Las Vegas, NV	--------------	--------------
95	Lexington, KY	--------------	--------------
96	Lincoln, NE	--------------	--------------
97	Little Rock, AK	Rice	--------------
98	Los Angeles, CA	Clothing	Oranges
99	Louisville, KY	Chemicals	--------------
100	Macon, GA	Peanuts	--------------
101	Madison, WI	Milk	Vegetables
102	Manchester, NH	Leather	--------------
103	Memphis, TN	--------------	--------------
104	Meridian, MS	--------------	--------------
105	Miami, FL	Vegetables	--------------
106	Milwaukee, WI	Beer	--------------
107	Minneapolis, MN	Milk	--------------
108	Missoula, MT	--------------	--------------
109	Mobile, AB	--------------	--------------
110	Montgomery, AB	Peanuts	--------------
111	Montpelier, VT	Marble	--------------
112	Nashville, TN	Zinc	--------------
113	Newark, NJ	Chemicals	--------------
114	New Bedford, MA	--------------	--------------
115	New Haven, CT	--------------	--------------
116	New Orleans, LA	Sulfur	--------------
117	New York, NY	Books	Clothing
118	Norfolk, VA	--------------	--------------
119	North Platte, NE	Corn	--------------
120	Ogden, UT	--------------	--------------
121	Oklahoma City, OK	Natural Gas	--------------
122	Olympia, WA	--------------	--------------
123	Omaha, NE	Beef	--------------
124	Parkersburg, WV	--------------	--------------
125	Pendleton, OR	--------------	--------------
126	Peoria, IL	Corn	--------------
127	Philadelphia, PA	Glass	Paper
128	Phoenix, AZ	Molybdenum	Cotton
129	Pierre, SD	--------------	--------------
130	Pittsburgh, PA	Steel	--------------
131	Pocatello, ID	Potatoes	--------------
132	Portland, OR	Lumber	--------------
133	Portland, ME	--------------	--------------

CITY#	CITY NAME	COMMODITY #1	COMMODITY #2
134	Portsmouth, NH	--------------	--------------
135	Providence, RI	Jewelry	--------------
136	Provo, UT	--------------	--------------
137	Pueblo, CO	--------------	--------------
138	Raleigh, NC	Tobacco	--------------
139	Rapid City, SD	Gold	--------------
140	Reno, NV	Silver	--------------
141	Richmond, VA	Tobacco	--------------
142	Roanoke, VA	Textiles	--------------
143	Rochester, MN	--------------	--------------
144	Rochester, NY	Cameras	Apples
145	Rock Springs, WY	Coal	--------------
146	Sacramento, CA	Vegetables	Sheep
147	St. Louis, MO	Lead	Zinc
148	Salem, OR	--------------	--------------
149	Salt Lake City, UT	Copper	Gold
150	San Antonio, TX	Beef	--------------
151	San Diego, CA	Seafood	Aircraft Parts
152	San Francisco, CA	Wine	Computers
153	Santa Fe, NM	--------------	--------------
154	Savannah, GA	--------------	--------------
155	Scranton, PA	--------------	--------------
156	Seattle, WA	Lumber	Aircraft Parts
157	Sheridan, WY	Coal	--------------
158	Shreveport, LA	Natural Gas	Oil
159	Sioux Falls, SD	--------------	--------------
160	Spokane, WA	Apples	Potatoes
161	Springfield, IL	Soybeans	--------------
162	Springfield, MA	--------------	--------------
163	Springfield, MO	--------------	--------------
164	Syracuse, NY	--------------	--------------
165	Tallahassee, FL	--------------	--------------
166	Tampa, FL	Oranges	Fertilizer
167	Terre Haute, IN	--------------	--------------
168	Texarkana, AR	--------------	--------------
169	Toledo, OH	Cars	--------------
170	Topeka, KS	Wheat	--------------
171	Trenton, NJ	--------------	--------------
172	Tucson, AZ	Copper	Silver
173	Tulsa, OK	--------------	--------------
174	Tuscaloosa, AB	--------------	--------------
175	Vicksburg, MS	--------------	--------------
176	Washington, DC	--------------	--------------
177	Waterbury, CT	--------------	--------------
178	Wichita, KS	Wheat	--------------
179	Wilmington, DE	Chemicals	--------------
180	Yuma, AZ	Copper	--------------

COMMODITY - CITY CROSS REFERENCE

COMMODITY		CITIES AVAILABLE	
1.	Aircraft Parts	San Diego, CA Seattle, WA	Dallas, TX Hartford, CT
2.	Apples	Spokane, WA Grand Rapids, MI	Rochester, NY
3.	Beef	San Antonio, TX Omaha, NE	Dallas, TX
4.	Beer	Milwaukee, WI	
5.	Books	New York, NY	
6.	Cameras	Binghamton, NY	Rochester, NY
7.	Cars	Detroit, MI Cincinnati, OH	Indianapolis, IN Toledo, OH
8.	Chemicals	Wilmington, DE Louisville, KY	Newark, NJ
9.	Clothing	New York, NY	Los Angeles, CA
10.	Coal	Charleston, WV Sheridan, WY	Rock Springs, WY
11.	Computers	San Francisco, CA	Boston, MA
12.	Copper	Salt Lake City, UT Yuma, AZ	Tucson, AZ Las Cruces, NM
13.	Corn	Des Moines, IA North Platte, NE	Peoria, IL
14.	Cotton	Amarillo, TX Phoenix, AZ	Jackson, MS
15.	Fertilizer	Tampa, FL	
16.	Furniture	Greensboro, NC	Grand Rapids, MI
17.	Glass	Philadelphia, PA	Charleston, WV
18.	Gold	Salt Lake City, UT	Rapid City, SD
19.	Granite	Augusta, GA	Concord, NH
20.	Hogs	Dubuque, IA	Davenport, IA
21.	Iron	Duluth, MN	
22.	Jewelry	Providence, RI	
23.	Lead	St. Louis, MO	Coeur d'Alene, ID
24.	Leather	Manchester, NH	
25.	Lumber	Eugene, OR Seattle, WA	Portland, OR
26.	Maple Syrup	Burlington, VT	

COMMODITY		CITIES AVAILABLE	
27.	Marble	Montpelier, VT	Knoxville, TN
28.	Milk	Madison, WI Minneapolis, MN	Eau Claire, WI
29.	Molybdenum	Denver, CO	Phoenix, AZ
30.	Natural Gas	Las Cruces, NM Oklahoma City, OK	Shreveport, LA
31.	Oil	Houston, TX	Shreveport, LA
32.	Oranges	Tampa, FL	Los Angeles, CA
33.	Paper	Eau Claire, WI Bangor, ME	Philadelphia, PA
34.	Peanuts	Macon, GA	Montgomery, AL
35.	Potatoes	Pocatello, ID Bangor, ME	Spokane, WA
36.	Rice	Houston, TX Baton Rouge, LA	Little Rock, AR
37.	Rubber	Chicago, IL	Dayton, OH
38.	Salt	Baton Rouge, LA	Binghamton, NY
39.	Seafood	San Diego, CA	Boston, MA
40.	Sheep	Sacramento, CA Albuquerque, NM	Flagstaff, AZ
41.	Silver	Coeur d' Alene, ID Reno, NV	Tucson, AZ
42.	Soybeans	Springfield, IL Jefferson City, MO	Des Moines, IA
43.	Steel	Pittsburgh, PA Cleveland, OH Birmingham, AL	Gary, IN Baltimore, MD
44.	Sulfur	El Paso, TX	New Orleans, LA
45.	Textiles	Greenville, SC Roanoke, VA	Charlotte, NC Atlanta, GA
46.	Tobacco	Greensboro, NC Bowling Green, KY	Raleigh, NC Richmond, VA
47.	Uranium	Casper, WY	Albuquerque, NM
48.	Vegetables	Sacramento, CA Madison, WI	Miami, FL
49.	Wheat	Wichita, KS Bismarck, ND	Topeka, KS Great Falls, MT
50.	Wine	San Francisco, CA	
51.	Wool	Austin, TX	Casper, WY
52.	Zinc	Nashville, TN Allentown, PA	St. Louis, MO

U.S. STATE POSTAL ABBREVIATIONS

ALABAMA	AL	MONTANA	MT
ALASKA	AK	NEBRASKA	NE
ARIZONA	AZ	NEVADA	NV
ARKANSAS	AR	NEW HAMPSHIRE	NH
CALIFORNIA	CA	NEW JERSEY	NJ
COLORADO	CO	NEW MEXICO	NM
CONNECTICUT	CT	NEW YORK	NY
DELAWARE	DE	NORTH CAROLINA	NC
DISTRICT OF COLUMBIA	DC	NORTH DAKOTA	ND
FLORIDA	FL	OHIO	OH
GEORGIA	GA	OKLAHOMA	OK
HAWAII	HI	OREGON	OR
IDAHO	ID	PENNSYLVANIA	PA
ILLINOIS	IL	RHODE ISLAND	RI
INDIANA	IN	SOUTH CAROLINA	SC
IOWA	IA	SOUTH DAKOTA	SD
KANSAS	KS	TENNESSEE	TN
KENTUCKY	KY	TEXAS	TX
LOUISIANA	LA	UTAH	UT
MAINE	ME	VERMONT	VT
MARYLAND	MD	VIRGINIA	VA
MASSACHUSETTS	MA	WASHINGTON	WA
MICHIGAN	MI	WEST VIRGINIA	WV
MINNESOTA	MN	WISCONSIN	WI
MISSISSIPPI	MS	WYOMING	WY
MISSOURI	MO		

EQUAL GAMES

These games of equal distance are included on the Apple 3.5" version and both IBM versions and can be accessed by typing "YES" when the program asks "Do you want to play a game that has been saved? (Y/N)".

	# STARTING CITY	# DESTINATION CITY	COMMODITIES	
1)	132 Portland, OR	60 Eugene, OR	49 Wheat	12 Copper
			9 Clothing	50 Wine
	38 Cheyenne, WY	8 Atlanta, GA	42 Soybeans	30 Natural Gas
			38 Salt	32 Oranges
2)	84 Jacksonville, FL	107 Minneapolis, MN	34 Peanuts	16 Furniture
			7 Cars	42 Soybeans
	151 San Diego, CA	116 New Orleans, LA	41 Silver	3 Beef
			38 Salt	14 Cotton
3)	14 Bangor, ME	88 Kansas City, KS	22 Jewelry	2 Apples
			37 Rubber	20 Hogs
	166 Tampa, FL	80 Houston, TX	34 Peanuts	46 Tobacco
			23 Lead	30 Natural Gas
4)	117 New York, NY	84 Jacksonville, FL	26 Maple Syrup	6 Cameras
			10 Coal	27 Marble
	16 Bellingham, WA	128 Phoenix, AZ	35 Potatoes	10 Coal
			29 Molybdenum	40 Sheep
5)	56 Duluth, MN	118 Norfolk, VA	3 Beef	4 Beer
			7 Cars	27 Marble
	66 Ft. Lauderdale, FL	58 El Paso, TX	15 Fertilizer	44 Sulfur
			1 Aircraft Parts	47 Uranium
6)	74 Great Falls, MT	94 Las Vegas, NV	41 Silver	12 Copper
			48 Vegetables	1 Aircraft Parts
	74 Great Falls, MT	104 Meridian, MS	51 Wool	3 Beef
			48 Vegetables	23 Lead
7)	88 Kansas City, KS	56 Duluth, MN	42 Soybeans	8 Chemicals
			2 Apples	43 Steel
	54 Dover, DE	82 Indianapolis, IN	5 Books	11 Computers
			2 Apples	45 Textiles
8)	121 Oklahoma City,OK	173 Tulsa, OK	52 Zinc	27 Marble
			43 Steel	31 Oil
	98 Los Angeles, CA	180 Yuma, AZ	12 Copper	50 Wine
			41 Silver	14 Cotton

Crosscountry USA

# STARTING CITY	# DESTINATION CITY	COMMODITIES			
9) 91 Lake City, FL	176 Washington, DC	48 Vegetables	19 Granite		
		52 Zinc	16 Furniture		
1 Albany, NY	107 Minneapolis, MN	24 Leather	1 Aircraft Parts		
		10 Coal	23 Lead		
10) 107 Minneapolis, MN	60 Eugene, OR	18 Gold	51 Wool		
		49 Wheat	2 Apples		
152 San Francisco, CA	116 New Orleans, LA	32 Oranges	47 Uranium		
		44 Sulfur	36 Rice		
11) 56 Duluth, MN	28 Burlington, VT	4 Beer	7 Cars		
		6 Cameras	9 Clothing		
150 San Antonio, TX	71 Grand Forks, ND	14 Cotton	49 Wheat		
		13 Corn	21 Iron		
12) 51 Denver, CO	98 Los Angeles, CA	35 Potatoes	2 Apples		
		1 Aircraft Parts	11 Computers		
87 Kalamazoo, MI	98 Los Angeles, CA	37 Rubber	49 Wheat		
		51 Wool	32 Oranges		
13) 143 Rochester, MN	151 San Diego, CA	18 Gold	13 Corn		
		40 Sheep	14 Cotton		
42 Coeur d'Alene, ID	173 Tulsa, OK	12 Copper	29 Molybdenum		
		49 Wheat	36 Rice		
14) 47 Dallas, TX	59 Erie, PA	1 Aircraft Parts	44 Sulfur		
		45 Textiles	8 Chemicals		
154 Savannah, GA	53 Detroit, MI	27 Marble	23 Lead		
		28 Milk	7 Cars		
15) 169 Toledo, OH	166 Tampa, FL	46 Tobacco	45 Textiles		
		14 Cotton	32 Oranges		
130 Pittsburgh, PA	99 Louisville, KY	6 Cameras	26 Maple Syrup		
		5 Books	17 Glass		
16) 81 Huntsville, AB	122 Olympia, WA	36 Rice	29 Molybdenum		
		51 Wool	25 Lumber		
116 New Orleans, LA	156 Seattle, WA	38 Salt	31 Oil		
		35 Potatoes	25 Lumber		
17) 152 San Francisco, CA	127 Philadelphia, PA	32 Oranges	47 Uranium		
		49 Wheat	13 Corn		
160 Spokane, WA	10 Augusta, GA	2 Apples	31 Oil		
		38 Salt	19 Granite		

# STARTING CITY	# DESTINATION CITY	COMMODITIES	
18) 110 Montgomery, AL	144 Rochester, NY	41 Silver	52 Zinc
		5 Books	11 Computers
26 Bridgeport, CT	20 Birmingham, AL	26 Maple Syrup	5 Books
		52 Zinc	41 Silver
19) 14 Bangor, ME	21 Bismarck, ND	39 Seafood	3 Beef
		28 Milk	49 Wheat
168 Texarkana, AK	148 Salem, OR	12 Copper	29 Molybdenum
		48 Vegetables	25 Lumber
20) 116 New Orleans, LA	152 San Francisco, CA	34 Peanuts	14 Cotton
		1 Aircraft Parts	32 Oranges
16 Bellingham, WA	99 Louisville, KY	41 Silver	21 Iron
		13 Corn	37 Rubber
21) 84 Jacksonville, FL	107 Minneapolis, MN	19 Granite	51 Wool
		3 Beef	21 Iron
99 Louisville, KY	132 Portland, OR	37 Rubber	13 Corn
		21 Iron	41 Silver
22) 150 San Antonio, TX	14 Bangor, ME	36 Rice	34 Peanuts
		33 Paper	24 Leather
14 Bangor, ME	15 Baton Rouge, LA	26 Maple Syrup	45 Textiles
		46 Tobacco	44 Sulfur
23) 132 Portland, OR	6 Amarillo, TX	50 Wine	48 Vegetables
		10 Coal	30 Natural Gas
51 Denver, CO	106 Milwaukee, WI	47 Uranium	23 Lead
		42 Soybeans	48 Vegetables
24) 53 Detroit, MI	66 Ft. Lauderdale, FL	16 Furniture	17 Glass
		27 Marble	46 Tobacco
165 Tallahassee, FL	50 Decatur, IL	45 Textiles	16 Furniture
		6 Cameras	7 Cars
25) 43 Colorado Spr., CO	56 Duluth, MN	41 Silver	11 Computers
		10 Coal	48 Vegetables
156 Seattle, WA	154 Savannah, GA	47 Uranium	20 Hogs
		6 Cameras	17 Glass
26) 9 Atlantic City, NJ	166 Tampa, FL	1 Aircraft Parts	2 Apples
		16 Furniture	52 Zinc
127 Philadelphia, PA	105 Miami, FL	46 Tobacco	34 Peanuts
		38 Salt	32 Oranges

	# STARTING CITY	# DESTINATION CITY	COMMODITIES		
27)	142 Roanoke, VA	169 Toledo, OH	6 Cameras	1 Aircraft Parts	
			39 Seafood	22 Jewelry	
	1 Albany, NY	75 Greensboro, NC	2 Apples	6 Cameras	
			34 Peanuts	16 Furniture	
28)	20 Birmingham, AL	152 San Francisco, CA	36 Rice	44 Sulfur	
			1 Aircraft Parts	48 Vegetables	
	31 Casper, WY	172 Tucson, AZ	25 Lumber	39 Seafood	
			1 Aircraft Parts	14 Cotton	
29)	34 Charleston, WV	17 Billings, MT	8 Chemicals	16 Furniture	
			4 Beer	10 Coal	
	149 Salt Lake City, UT	173 Tulsa, OK	14 Cotton	3 Beef	
			31 Oil	30 Natural Gas	
30)	52 Des Moines, IA	117 New York, NY	7 Cars	45 Textiles	
			48 Vegetables	38 Salt	
	41 Cleveland, OH	64 Flagstaff, AZ	4 Beer	49 Wheat	
			12 Copper	47 Uranium	
31)	105 Miami, FL	16 Bellingham, WA	15 Fertilizer	34 Peanuts	
			23 Lead	20 Hogs	
			28 Milk	47 Uranium	
			35 Potatoes		
	14 Bangor, ME	152 San Francisco, CA	6 Cameras	5 Books	
			52 Zinc	43 Steel	
			7 Cars	30 Natural Gas	
			32 Oranges		

ROUTE PLANNING GUIDE

Name_____File Name_____Date_____

Starting City_____ Commodity Table (0 to 9)_____

Destination City _____ Month_____

	Cities Available	Miles
Commodity_____	_____	_____
Current Location _____	_____	_____
	_____	_____
	_____	_____
Commodity_____	_____	_____
Current Location _____	_____	_____
	_____	_____
	_____	_____
Commodity_____	_____	_____
Current Location _____	_____	_____
	_____	_____
	_____	_____
Commodity_____	_____	_____
Current Location _____	_____	_____
	_____	_____

EXTENSION ACTIVITIES

i) Every month there's something fun to do in the USA!

Here is a list of some of the interesting and unusual festivals. Using a highway map, plot the route you would use to go from one to the other. How many miles would you have to drive? Which are the five nearest to you? Plan a route, and keep track of the miles necessary to visit those five. Or, plan a route to your five favorite festivals!

- Jan. 1   Polar Bear Swim at Northside Beach in Sheboygan, WI. Sheboygan is 60 miles north of Milwaukee. Have a warm house to go to afterwards.

- Feb. 7   Mardi Gras in New Orleans, LA where your most exotic costume will be necessary.

- Mar. 5   The Marathon in Los Angeles is held to foster community spirit and fitness. How many miles is a marathon?

- Apr. 1   The Invention Convention in Philadelphia, PA is held to showcase the latest inventions.

- May 27   Piccolo Spoleto Festival in Charleston, SC is held to celebrate southern talent, everything from music to dance to art.

- June 2   Goomby Festival in Miami, FL is the largest Black heritage event in the US and celebrates Black culture.

- July 10   Newport Music Festival in Newport, RI is called the "most festive of festivals in the world" and showcases some great music. Newport is 28 miles south of Providence.

- Aug. 9   Intertribal Indian Ceremonial in Gallup, NM is the major Indian festival with more than fifty tribes giving parades, dances and rodeos. Gallup is 135 miles west of Albuquerque.

- Sept. 14   The Corn Island Storytelling Festival in Louisville, KY is where the best storytellers gather to swap tales.

- Oct. 1   The Hispanic Heritage Festival in Miami, FL celebrates the Hispanic contribution to our culture.

- Nov. 17   The Holiday Folk Fair in Milwaukee, WI celebrates the ethnic flavor of the US with dancing, costumes and food.

- Dec. 23   The Sight and Light Fair in Mobile, AL explores the world of light and illusion. Find out why green is not purple and what makes light 'light' and dark 'dark'.

ii) Do you know?

Use an atlas to search for the answers to the following questions!

1. What are the two longest rivers in the US? How long are they?

2. What are the three largest cities in the US?

3. What is the biggest lake completely within the US?

4. What is the highest mountain in the continental US?

5. What is the highest mountain in the US?

6. What is the lowest point in the US?

7. Which state has all of the following cities? Paris, London, Rome, Moscow and Berlin.

8. Where is the one spot where you can stand in four states at once?

9. What is the area (in square miles) of each of the three largest states?

10. Which is farthest west? Pensacola, FL or Washington Island, WI?   Los Angeles, CA or Reno, NV?

11. Name two states that are touched by eight other states?

12. How many states are named after Presidents? How many state capitals are named after Presidents?

13. New Orleans is 5 feet above sea level and Albuquerque is 4950 feet above sea level. How many feet above sea level is your town?

14. Which city is farther north? Toronto - the largest city in Canada, Seattle in Washington, or Minneapolis in Minnesota?

Answers:

1.   Mississippi/Missouri - 3740 miles and Rio Grande - 1885 miles   2.   New York City, Los Angeles and Chicago   3.   Lake Michigan   4.   Whitney Mountain in California - 14,494 feet high!   5.   McKinley Mountain in Alaska - 20,320 feet high!   6.   Death Valley - 282 feet below sea level   7.   Ohio   8.   Arizona, New Mexico, Utah and Colorado   9.   Alaska - 591,004 square miles,Texas - 266,807 square miles, California - 158,706 square miles   10.   Pensacola, FL and Reno, NV   11.   Tennessee and Missouri
12.   One - Washington, Four - Jackson, MS   Lincoln, NE   Jefferson City, MO   Madison, WI   14.   Seattle, WA

iii) **Other things to think about!**

- The United States covers 3,615,207 square miles - the fourth largest country in the world after the Soviet Union, China and Canada.   The US represents 6.4% of the world's surface.

- Texas is twice the size of California and 248 times larger than Rhode Island.

- Big Bend National Park in Texas is about the same size as Rhode Island.

- In 1983 Phoenix, AZ had the highest temperature recorded in the US at 118°F (47.8°C).

- The United States has 12,372 miles of coastline, whereas Canada has the longest coastline in the world with 56,453 miles of coastline.

- The United States has 7,453 miles of international border.

- The United States has 65 cities with a population of at least 500,000.

- In the United States Male Life Expectancy, as of 1981, was 68.7 years. That is 20th in world rank, way behind Iceland which has a Life Expectancy of 73 years. The Female Life Expectancy in the USA is 76.5 years and in Iceland it's 79.2 years.

- The five cities in the world that produce the most garbage per capita are in the USA: they are Los Angeles, Washington DC, Seattle, New York City, and Cincinnati.

- The United States has 4609 museums and 8337 public libraries.

- The five most common last names in the US are: Smith, Johnson, Williams, Jones and Brown.

- The five tallest buildings in the US are:

    Sears Tower - Chicago - 1450 feet
    World Trade Center - New York City - 1350 feet
    Empire State - New York City - 1250 feet
    Standard Oil - Chicago - 1136 feet
    John Hancock Center - Chicago - 1107 feet

- The first word spoken on the moon was "Houston."

iv) CROSSCOUNTRY USA Driver's License

This activity is done prior to actually using the program. At its conclusion, each student will receive their official CROSSCOUNTRY USA Driver's License.   Students will be ready to play the program when it comes time for actual computer use. As this activity is written, it will be most appropriate with upper elementary students. Feel free to add or omit steps in the activity to fit the sophistication and ability of your class.

Materials required:

- Complete CROSSCOUNTRY USA package.
- A variety of maps of the United States.
- Access to an encyclopedia, other source material on U.S.A. commodities and cities.
- Source material on the rules of the road - check with your local motor vehicle branch.
- Class set of 'CROSSCOUNTRYUSA Driver's License' photocopied from the manual.
- Class set of 'CROSSCOUNTRY USA Driver's License' application forms .
- Vision chart (see the school nurse).
- Large screen monitor.

Before you start:

Make sure that you have a basic familiarity with the program. You should know the following:

- How to start the truck.
- How to check to see what commodity you need.
- How to drive - N, S, NE etc.
- How to get gas.
- What to do when you get tired, hungry, darkness falls, run out of gas, etc.

Your computer resources, plus the age and ability of your students will determine whether or not you need to divide the class into teams and how large they need to be. It is often preferable with younger students to have teams of a 'driver' and a 'navigator'. Then two teams play against each other at the computer.

It is always best if two students or student groups work at one computer as opposed to allowing individual play.

Talk to the school nurse or health resource person about appropriate ways to measure vision and to enlist their support in performing the evaluation.

Getting Started:

Explain the purpose of CROSSCOUNTRY USA and that students will be allowed to use it on the target date provided they have completed the application form. Model the software using the large screen monitor, making sure to point out the important items noted above.   Pass out copies of the 'Application Form'.

Students can complete the forms over a period of several days, although you may want to schedule specific times for the vision test and library research.

Once the students complete the 'Application Form' review it and determine if it merits the awarding of a 'Driver's License'.   Don't worry too much about the technical aspects of interacting with the program - students should use their application form to test their hypotheses when they encounter specific situations in the program.
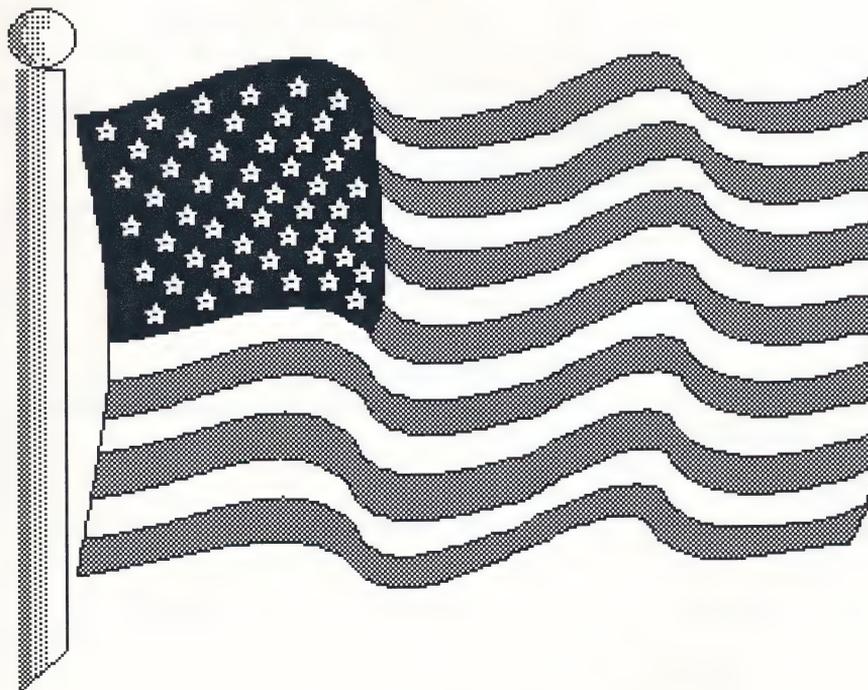
CROSSCOUNTRY USA - Driver's License Application Form

Name of applicant _____

Class _____ Examiner _____

    Complete the activities below and return this form to your examiner. Successful applicants will be awarded a CROSSCOUNTRY USA driver's license.

1. Choose a commodity from CROSSCOUNTRY USA and write a paragraph on its importance to us - for good and bad.   Try to find out some interesting statistics about it.

_____
_____
_____
_____
_____
_____
_____
_____

2. Choose a city or town from CROSSCOUNTRY USA and write a paragraph on the things that make it important. Try to find out its population, its major industries and some interesting things to do there.

_____
_____
_____
_____
_____
_____
_____
_____

3. Write a brief description of CROSSCOUNTRY USA and the goal of the program.

_____
_____
_____
_____
_____
_____
_____
_____

4. When you play CROSSCOUNTRY USA, you type in words and instructions which cause the program to respond. Match the following instructions with the response you think the program will make. Note: Different instructions may give the same result.

Instruction

T _____
INVENTORY _____
EX _____
LM _____
I _____
H _____
PM _____
C _____
EAT _____
SLEEP _____
WAIT _____

Result

a. Lets you sleep for 8 hours
b. Shows you your destination, what you have and what you need
c. Starts the truck
d. Shows a close up map of where you are
e. Moves truck in the same direction it was going before it stopped
f. Serves you a meal
g. Tells you how much money you've spent
h. Tells you the state of your health
i. Shows where you are on a map of the U.S.A.
j. Causes one hour to pass

5. Below is one of the maps which you will see when you are playing
    CROSSCOUNTRY USA.   Answer the following questions about travelling.
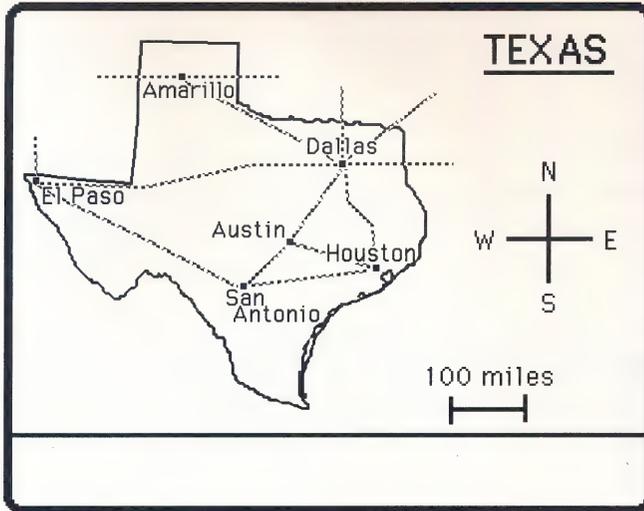
Write a command or commands that will take you from:

i)   San Antonio to El Paso   _____

ii)   Austin to Dallas   _____

iii)   Dallas to El Paso   _____

6. Vision is important. Record the results of your vision test below.

Uncorrected

Left Eye _____   Right Eye _____

Corrected

Left Eye _____   Right Eye _____

7. Look at the dashboard below and use it to help you answer the following questions.
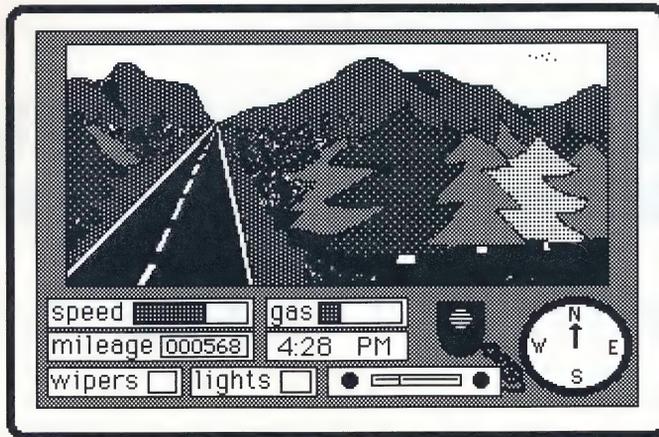
i) It's getting dark soon. What should you type when darkness falls so that you can keep on driving?

_____

ii) If it starts to rain, what is a good thing to do?

_____

iii) If you started driving in San Diego (Pacific Time Zone) and are now in Dallas (Central Time Zone) and have not adjusted your clock, what is the correct time?

_____

iv) You are getting low on gas. What should you type if you can't find a gas station and you run out of gas before you get to the next city?

_____

OFFICIAL

Crosscountry
USA

DRIVER'S LICENSE

This license is awarded to:

_____

Having diligently completed the required study and performed the prescribed exercises. With all the rights, honors, and prerogatives so pertaining.

**Official
Seal**

_____
Date

_____
Examiner

**Crosscountry
USA**

Activities for Emotional and Social development

Encourage children to participate in discussions of the importance of geography in shaping our lives.

Encourage children to participate in discussions as to how the role of physical geography has changed over time. Is it more or less important to our lives now than in the past?

Encourage children to discuss how all living things are influenced by geography. And how people act to influence geography.

Activities for Social Responsibility

Discuss the cultural activities that are related to specific geographical areas. ie. sea festivals, agricultural fairs.

Discuss how geography shapes the way communities are similar and different.

Activities for Physical Development and Well Being

Discuss the rules of the road from a truck driver's perspective ie. specific difficulties in vision and stopping.

Discuss or write a report on the commodities in CROSSCOUNTRY USA which can be serious health hazards if misused.

Social Knowledge

Invite a resource person from industry or government to tell about the importance of a local commodity.

Invite an older person or local historian to tell about life in the early years of your community.

Discuss how geography makes groups feel related or distant from each other. For example, why people in Maine feel closer to New Brunswick than New York? How does living on an island affect ones perceptions?

Physical and Logical Knowledge

Write a report on a commodity which is in CROSSCOUNTRY USA. Write a report on a commodity which is not in CROSSCOUNTRY USA but should, in the student's opinion, be included in the program.

Discuss or write a report on water as it relates to cities and towns. What does water mean to different communities? Find cities or towns where water was not important in their formation or development. Are they a minority?

Using an outline map of the United States, draw where the various natural regions of the United States are and color them in. Make a table of the regions, their specific geographical features in that region and the kinds of activities which are done there.

There are many ways of dividing the United States into its regions. The most common divisions are by Edwin H. Hammond, 1965, as follows:

1. Pacific Mountain Division
2. Intermontane Division
3. Rocky Mountain Division
4. Interior Division
5. Gulf-Atlantic Division
6. Eastern Highland Division

What other ways might there be of dividing up the United States into regions?

Compare the lives of people living far from each other but in the same geographic setting. ie. fisherman on the east and west coast; Idaho and New Mexico (both in the Rocky Mountains); Missouri and Louisiana (Mississippi River).

Compare the characteristics of life on the farms of the interior plains with farms in similar areas of the world - Australia, Canadian Midwest, the Ukraine, the interior of Argentina.

SPECIAL WORDS AND ABBREVIATIONS

AND	Links instructions together. Each instruction must make sense by itself.
C (continue)	Moves the truck in the same direction it was going before it stopped.
D (down)	Puts you on the ground outside your truck.
DA (dashboard)	Displays the view from the truck. You must be in the truck.
DAY	Tells you how many full days you have spent on the road.
EAT	This is a bundled command which takes care of finding a restaurant, feeding you and getting you back in the truck
EX (expense)	Displays expenses to date.
H (health)	Tells the current state of your health.
I (inventory)	Displays a screen showing the date, your final destination, the commodity you currently need and the ones you have collected.
L (look)	Describes your current surroundings.
LM (local map)	Shows the map of the state you are currently in. The flashing cursor tells you what city you are in.
N, S, E, W	Moves the truck north, south, east, west, etc. (Also NW, SE, etc.)
PM (political map)	Displays a map of the entire United States. Your current position is indicated by the flashing green cursor.
QUIT	Allows you to stop playing and save the game.
RESTORE	Allows you to continue a saved game. This can be used at any time.
SAVE	Saves the game at the current point and returns you to the game.
SCRIPT	Used with a printer. Lets you print a running transcript of the game.
SLEEP	Lets you sleep for 8 hours. Has no effect on other game elements.
SLEEP IN A HOTEL	This is a bundled instruction which finds a hotel, turns off your truck and lights, tucks you into bed and gets you ready to go 8 hours later.
T	Turns the truck on (if it is off) and off (if it's on). It can also be used in the form "T ON THE RADIO."
U (up)	Used when you are on the ground and want to get into your truck.
UNSCRIPT	Turns off the transcript feature.
VERSION	Shows you the release number of your copy of the program.
WAIT	Causes one hour to pass.

CROSSCOUNTRY USA   complete vocabulary

a	corn	hello	Michigan	radio	truck
aircraft	cotton	help	milk	remove	turn
Alabama	Dakota	hi	Minnesota	repair	
and	dashboard	hit	Mississippi	rest	unbuckle
apples	day	hitch	Missouri	restaurant	unlock
area	Delaware	hitchhike	molybdenum	restore	unscript
Arizona	dine	hitchhiker	Montana	Rhode	up
Arkansas	diner	hogs	motor	rice	uranium
around	door	hotel	movie	rubber	USA
at	down		motel		Utah
		Idaho		salt	
bar	east	Illinois	natural	save	vegetables
battery	eat	in	Nebraska	script	Vermont
beef	engine	Indiana	Nevada	seafood	version
beer	enter	into	new	seatbelt	Virginia
belt	exit	iron	north	see	
books	expense	Iowa	northeast	set	wait
brake		Island	northwest	sheep	walk
buckle	fertilizer			silver	warehouse
buy	fill	Jersey	of	sleep	Washington
bye	find	jewelry	off	south	wear
	fix		Ohio	southeast	west
cafe	flag	Kansas	oil	southwest	wheat
California	flat	Kentucky	Oklahoma	soybeans	wine
call	Florida		on	speed	wipers
cameras	food	lead	oranges	start	Wisconsin
Canada	for	leather	order	station	wool
Canadian	furniture	leave	Oregon	steel	Wyoming
Carolina		lights	out	stop	
car	gas	listen	outside	sulfur	York
chain	gasoline	load		syrup	
chains	Georgia	local	paper		zinc
change	get	lock	parts	take	
channel	glass	look	pay	tank	
charge	go	Louisiana	peanuts	Tennessee	
chemicals	goodbye	lumber	Pennsylvania	Texas	
clock	gold		pick	textiles	
clothing	granite	Maine	police	the	
coal		map	political	time	
Colorado	Hampshire	maple	potatoes	tip	
computers	Hawaii	marble	put	tire	
Connecticut	headlights	Maryland		to	
continue	headlamp	Massachusetts	quit	tobacco	
copper	health	Mexico		tow	

10. APPENDICES

a) Bibliography

Metro U.S.A. Data Sheet July 1, 1986
Population Reference Bureau Inc.
1987

Newspapers, Rates and Data Vol #70
Chicago Tribune
1988

Annual Survey of Manufacturers
United States Department of Commerce
1984

Statistical Abstract for the United States (104th Edition)
United States Bureau of Census
1984

Chase's Annual Events: An Almanac and Survey of the Year
1989

Contemporary Books Inc.
1988

The New Book of World Rankings
Facts on File Inc.
1984

The People's Almanac
Doubleday & Co. Ltd.
1975

Rand McNally Cosmopolitan World Atlas

b) Care and handling of disks

Give your students simple directions for disk care.

• DO NOT fold, bend, throw, or otherwise mutilate the disk(s).

• DO NOT touch the exposed part of the disk.   Fingerprints may ruin the disk and all the information.

• DO NOT put it near extreme temperatures, hot or cold.

• DO NOT put the disk near any magnets or electric motors.   Never place disks on top of TV sets or computer monitors.

• After you have finished, place the disk in its cover and store it in its package or another safe place.

c) Error messages

i) I/O Error, DOS Error, Disk Media Error or Drive Error

The drive door is open, the disk has not been inserted correctly or is damaged or is unformatted.   Fix the condition and try again.

ii) ERROR: INSERT SIDE 2   (Apple 5.25" version only)

You get this message if the program was expecting to load data from side #2 of the CROSSCOUNTRY USA disk and didn't find it. Insert side #2 of CROSSCOUNTRY USA and press 'RETURN'.

iii) TABLE #X DOESN'T EXIST!

You have tried to load or edit a table that has not yet been created or possibly the 'PATHNAME TO STORAGE DIRECTORY' option on the Configuration Panel has not been properly set.   Try a different table number or change the pathname specified on the Configuration Panel.

iv) TABLE NOT FOUND!

You have tried to restore a game that uses a custom commodity table which no longer exists. To continue this game you must create the appropriate table using the Authoring System.

v)   FILE NOT FOUND!

You have tried to restore a game and the name has been typed incorrectly or is no longer on the storage disk. Or the 'PATHNAME TO STORAGE DIRECTORY' on the Configuration Panel has been changed since the game was saved.

vi) WRITE PROTECTED!

When running 5.25" disks this means that you have covered up the notch on the disk.   Remove the material covering the notch and press 'RETURN'.   Do not try to save on an Apple 5.25" CROSSCOUNTRY USA disk.

When running 3.5" disks this means the write-protect tab in the upper right corner of the disk has been opened. Slide the tab closed and try again.

When running on a network this usually means that the network manager is denying write access and the user has not been given proper rights. Use the network installation instructions in the **Site License Supplement** to install the program.

vii) THIS DISK IS FULL

This message appears when you try to save something and there is not enough free room on the disk.   To carry on you will need to insert a storage disk with more free space on it.   In the Apple 5.25" version this message will occur if the storage disk is formatted with ProDOS! Apple storage disks should be made using the Authoring System.   IBM storage disks can be any DOS formatted disk or directory.

viii) THAT FILE IS LOCKED

Someone has locked a file that has the same name as the one you are trying to use.   You must unlock it or use another name.

ix) THAT WORD IS ALREADY BEING USED!

The name of the commodity is the same or very similar to a word in Section 9(h).   You must use another word.

d) Troubleshooting

The following is a list of basic checkpoints to consider if you run into problems. If you cannot find a solution to your problem in this section or elsewhere in this manual, please call Didatech. The U.S. toll free number is 800-665-0667. Outside of the continental United States, please call (604) 299-4435. Office hours are 9 AM to 4 PM Pacific time.

PROBLEM: Nothing is Happening!
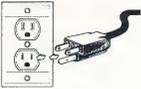
- Is the computer plugged in?
- If you have a separate monitor, is the monitor plugged in?
- Have you turned on both the computer and the monitor?
- Is the printer plugged in and turned on?

PROBLEM: The picture is poor (or missing!).

- Is the monitor plugged in?
- If you have a separate monitor, is the video cord or cable securely connected from the computer to the monitor?
- Is the monitor turned on?
- Is the brightness turned up?

PROBLEM: The program isn't starting.

- Is your hard drive powered-up?
- IBM version - Have you started DOS 2.0 or higher first?
- Apple IIGS - Is the control panel set correctly?

PROBLEM: The printer isn't printing.

- Is the printer plugged in and turned on?
- Is the printer on line? This is usually indicated with an L.E.D. indicator light. If it isn't pressing the "On Line" button or equivalent should solve the problem.
- Is the printer cable connected to the printer and computer?
- At the computer end, is the cable plugged into the correct port?
- Did you read and follow the instructions in Section 8?

e) **Warranty information**

To register your disk please fill out and return the enclosed registration card.   This lets us offer you support and allows us to keep you informed of updates for CROSSCOUNTRY USA.

This disk is fully guaranteed.   If the disk is physically damaged or erased, return it directly to Didatech Software along with a check for $5.00, which covers shipping and handling of the replacement disk.   Replacements will not be sent if the registration card and disk have not been received.

If the disk appears to be defective, return it along with a written description of the problem directly to Didatech Software Ltd. and a free replacement will be sent.

f) **Demonstration mode**

Apple: A free running demonstration program can be accessed by booting the game disk and pressing 'D' while holding down 'CONTROL' as soon as the opening graphic appears.   To get out of the demo, the program must be rebooted. Pressing 'ESC' will freeze the demonstration.   Press any key to make it resume.

IBM: A free running demonstration program is available.   Set the current DOS prefix to the program directory and type **CUSADEMO**.   To get out of the demo, press 'Q' while holding down the 'ALT' key.   Pressing 'ESC' will freeze the demonstration.   Press any key to make it resume.

g) **Additional materials**

If the maps or reference cards have been lost or you find that more copies would help you to use CROSSCOUNTRY USA, extras are available to registered owners.   Prices are as follows:

5 large maps and cross-reference cards set	$20.00 each
extra manual	$10.00 each
extra disks for your lab	$15.00 each

Be sure to specify the computer format and disk size when ordering.   Note that these extra materials are for use within the school and should not be given or sold to students for personal use.

h) Additional disk sizes

CROSSCOUNTRY USA is available in the two standard disk sizes, 5.25" and 3.5". If you own one size and you really need the other, please send us:

1. a note describing which size you already own and which size you need. Be sure to include your name and shipping address.

2. your filled out registration card as proof of purchase.

3. a check for $5.00 ($10.00 if you have a lab pack) to cover the material and shipping costs. Purchase orders will not be accepted unless they are prepaid.

We will send you the appropriate number of disks by return mail. You agree to remove the labels and erase or otherwise destroy the old disks when the new disks arrive.

i) IBM version - Update to VGA graphics version

When we designed CROSSCOUNTRY USA for CGA display cards, we wished we had more resolution and colors. Now with VGA graphics gaining in popularity, we plan to improve the graphics and the interface. The new version will require a mouse and will only be available on 3.5" disks.

If you would be interested in receiving upgrade information when the VGA version is available, please send us a note requesting information on the 'CROSSCOUNTRY USA - VGA UPDATE'. Be sure to include your name and shipping address.

j) **About the authors**

Jimfre Bacal, of Vancouver, BC, programmed the IBM versions of CROSSCOUNTRY USA.

Tom Metzger, a student at Douglas College in Vancouver, produced this manual and helped to design the IBM graphics.

Dave Vincent, of Didatech Software, studied electrical engineering and music at McGill University. Dave used this intriguing combination to bring both science and art to the complex task of programming the Apple versions of CROSSCOUNTRY USA.

Allan Forsberg, a teacher, conducted many months of research for CROSSCOUNTRY USA. Allan has made several long trips across the United States which provided the necessary experience to make this program realistic. He is now back in the classroom encouraging children to learn about the world.

k) **About Didatech**

Didatech began developing educational software in 1983 and since then has become Canada's leading developer and marketer of innovative products for education.

We've produced the 'Fay' and 'Crosscountry' series, All The Right Type and The Brenda Summers Writing Files. The company's products have won many awards - six products have been selected for inclusion in the 'Only the Best' guide.

New products and continuing enhancement of older ones are critical for the long term success of the company. Our new product development is focused on educational simulations and products to develop the writing process.

l) School Editions, Lab Packs and Licensing

A **School Edition** includes an authoring system, a record keeping system, and a special manual designed to help teachers integrate the program with their courses.

Lab Packs consist of one complete school edition plus enough disks and supplementary materials for four more computer stations. This is ideal for lab situations where you don't need extra packages and manuals.

All Didatech products are available as a single building **SITE LICENSE**.   The license allows you to make as many copies as you need for use within a school.   Call Didatech or your dealer for pricing.

All Didatech products are available as a **DISTRICT LICENSE**. This can be an entire District or a unique subset such as 'Elementary Schools only'.   Call Didatech or your dealer for pricing.

m) Preview Policy

Didatech Software Ltd. recognizes that educators need to evaluate software before buying it.   You can evaluate School Editions of our products for 30 days by sending your request on school letterhead or purchase order.   Make sure to indicate that you want the material on a 30 day preview basis.   After 30 days, you have the option of purchasing the software, upgrading it to a 'License' or returning it.

11. INDEX

CROSSCOUNTRY
USA

DIDATECH

Crosscountry USA

DIDATECH SOFTWARE

CALL OR WRITE FOR A FREE CATALOG!

1-800-665-0667 (US ONLY) OR (604) 299-4435

Crosscountry USA

4.0

BACKUP COPY

(This Side #1 - Reverse Side #2)

Didatech Software Ltd., 3812 William St., Burnaby, B.C. Canada V5C 3H9
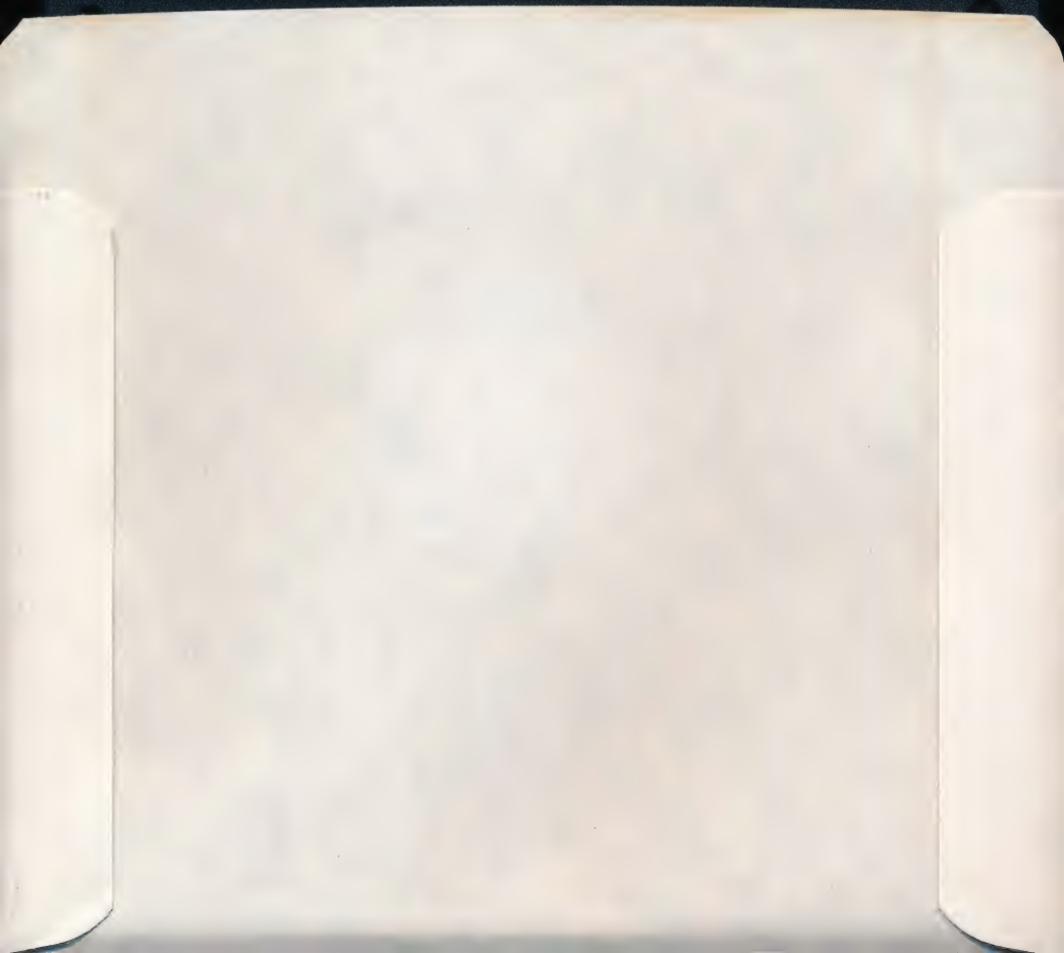
REGISTRATION CARD

Please fill out and mail this card to validate your warranty.

Name: _____

School District: _____

Address: _____

City: _____ State/Prov. _____

Zip: _____ Phone: (_____) _____

Name of Program: ____ CROSSCOUNTRY USA 1.0 ____

Version: ☑ Apple   ☐ Commodore 64   ☐ IBM
Disk Size: ☑ 5.25"   ☐ 3.5"

I bought this program from:

       Name of store: _____

       City/State: _____

I heard about this program from: _____

Computer magazines I read most: _____

_____

What other software should we develop: _____

_____

Comments: _____

_____

_____

DIDATECH SOFTWARE LIMITED
3812 William Street
Burnaby, B.C. Canada
V5C 3H9

Thou Shalt Not Dupe

Either Way it's Wrong

People who would never walk into a store and shoplift a software product think nothing of making several copies of the same software.   The results are the same.   The act is just as wrong.

When it comes to unauthorized duplication of software, many people do not realize the costly impact on the software developer and the customer.   The relationship between customer and developer in a software transaction is one of mutual trust.

The customer trusts that the developer has produced a product that will deliver the desired result, performs according to the specifications, and is properly documented and supported. *The developer trusts that the customer will make use of only the copy(s) for which he has purchased a license, even though making unauthorized copies is relatively easy.* Unauthorized duplication and use of software violates the U.S. Copyright Law, and unfairly deprives software developers of revenue they are entitled to receive.

Software developers find that thousands of illegal copies have been made by customers who either innocently believe they are doing nothing wrong or simply choose to ignore the law.

The Law is Clear

Reproducing software without authorization violates the U.S. and Canadian Copyright Laws. It is a federal offense. Unless otherwise stated in writing, the money paid for a software product represents a license fee for the use of one copy. It does not represent an authorization to copy. Civil damages or criminal penalties can include fines and imprisonment.

Myths and Facts of Software

Let's start by dispelling some myths and a few facts.

First, developers *do not* condone unauthorized copying in order to gain market penetration.

Second, the price of software *does not* make unauthorized copying justifiable. The cost of a software product represents only a small fraction of the publisher's development and marketing costs.

Third, installing unauthorized software on a network *is not* legal. When the software is transferred electronically to more than one computer at a time, multiple unauthorized copies *do* exist - even though no physical 'disk copy' has been made.

Fourth, the making of unauthorized copies for 'evaluation' use *is not* legal. The publisher may have an evaluation or 'preview' policy.

Fifth, some teachers have the mistaken belief that because they are working in an educational institution they have the right to make copies. Teachers are not above the law.

Sixth, some people justify their actions by saying "I wouldn't buy it at that price so the publisher isn't really losing a sale." This is totally irrelevant. If you don't buy it, you shouldn't be using it.

What It Means to YOU

Software developers have less revenue from existing products therefore they find it more difficult to develop new and innovative software products.

Think twice before you ask someone to give you an illegal copy of their software. Think three times before you offer to do it for someone else. Softlifting or software piracy is not only a crime; it's simply **wrong**.

Where to Get More Information

ADAPSO represents more than 750 corporate members that provide a wide spectrum of computer services and software including: micro, mini and mainframe software products; professional services; integrated hardware/software systems; education and training; and consulting.

For further information or questions on software protection, contact *ADAPSO at Suite 300, 1300 North 17th Street, Arlington, VA 22209*; or phone (703) 522-5055.

Crosscountry Texas

Travel the Lone Star State & discover the Legend of Texas. Collect vital commodities and learn map reading skills, physical geography and problem solving skills. Two students can compete to efficiently reach their destinations. Grades 4 - 9. Apple.

ALREADY OWN ONE OF OUR CROSSCOUNTRY PROGRAMS? WE'LL GIVE YOU A CREDIT TOWARDS THE PURCHASE OF ANOTHER!

Fay: That Math Woman

Featured in *"Only the Best."* Visualize how and why arithmetic works! Fay illustrates the childrens' answers on a number line giving them a picture of why they were right, or why they were wrong. Fay's visual approach helps young children who are just discovering arithmetic or older ones who are having difficulty learning concepts. Contains an authoring system & a record keeping system. K - 3. Apple, IBM, Commodore 64.

Fay: The Word Hunter

Conquer 3,000 words! Guide Fay on her underwater search & learn to spell the most frequently used words. Fay: The Word Hunter helps kids visualize words so they will know when it "looks right". The most commonly misspelled words are emphasized. An authoring system lets you create your own special word lists. Grades 2 - 6. Apple, Commodore 64.

Fay's Word Rally

Featured in *"Only the Best."* Develop a powerful vocabulary and enhance reading skills with Fay's Word Rally. The car rally format encourages and guides children naturally from simple words to more challenging reading. The program contains 720 words, clues and pictures based on grades 1 to 3 of the Ginn reading series. An authoring system is available which increases the grade level and enhances capabilities for special needs. Record keeping for 40 students. Grades 1 - 7 (With data disk). Apple, IBM, Commodore 64.

Schools! Get your free* evaluation copy!

791US

Didatech Software
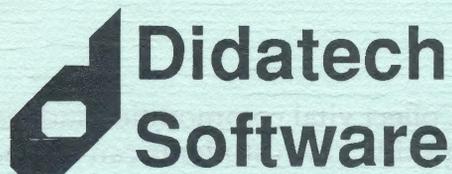
All The Right Type

Featured in *"Only the Best."* This complete keyboarding program covers all areas of typing instruction for the beginner to advanced. **All The Right Type** develops speed and accuracy using real sentences and meaningful paragraphs early in the learning sequence. Monitor the progress of your students with timed tests, performance graphs, and an easy-to-use record keeping system. **All The Right Type** includes a mini word processor which you can use to teach basic word processing concepts and an authoring system. Grades 4 - 12. Apple, IBM, Commodore 64, **and Macintosh.**

Brenda Summers Writing Files

Help teach the writing process at the computer with this series of 30 innovative classroom activities developed by noted computer consultant Brenda Summers. Consists of a book and data disk for use with the **All The Right Type** mini word processor as well as other popular word processing programs. Grades 3 - 7.

Crosscountry USA - *Now Available for IBM!*

Featured in *"Only the Best."* Discover America from the cab of your 18-wheel truck! Enjoy the scenery, avoid mishaps and minimize expenses as you travel to some of the 180 cities to collect commodities vital to the local economy. A wealth of facts and realism will enthrall players as they learn map read- ing skills, experience economic and political geography, and develop problem solving skills. Grades 4 -9. Apple, IBM.

Crosscountry Canada - *Now Available for IBM!*

Featured in *"Only the Best."* The sun stays up all night as you bump along the gravel road to Inuvik. Your mouth will water in anticipation of the reindeer steak with blueberry sauce that awaits you at your destination. Visit up to 80 **Canadian** cities and collect some of 50 commodities. Grades 4 - 9. Apple, IBM.

Crosscountry California

Featured in *"Only the Best."* Travel the Golden State (150 cities/towns) as a trucker and learn map reading skills, physical geography and problem solving skills. Collect commodities (50) that have made California the richest and most populous state. Two students can compete to efficiently reach their destinations. Grades 4 - 9. Apple.

CROSSCOUNTRY USA

COMMODITY-CITY CROSS REFERENCE

COMMODITY	CITIES AVAILABLE
1. Aircraft Parts	Dallas, TX; Hartford, CT; San Diego, CA; Seattle, WA
2. Apples	Grand Rapids, MI; Rochester, NY; Spokane, WA
3. Beef	Dallas, TX; Omaha, NE; San Antonio, TX
4. Beer	Milwaukee, WI
5. Books	New York, NY
6. Cameras	Binghampton, NY; Rochester, NY
7. Cars	Cincinnati, OH; Detroit, MI; Indianapolis, IN; Toledo, OH
8. Chemicals	Louisville, KY; Newark, NJ; Wilmington, DE
9. Clothing	Los Angeles, CA; New York, NY
10. Coal	Charleston, WV; Rock Springs, WY; Sheridan, WY
11. Computers	Boston, MA; San Francisco, CA
12. Copper	Las Cruces, NM; Salt Lake City, UT; Tucson, AZ; Yuma, AZ
13. Corn	Des Moines, IA; North Platte, NE; Peoria, IL
14. Cotton	Amarillo, TX; Jackson, MS; Phoenix, AZ
15. Fertilizer	Tampa, FL
16. Furniture	Grand Rapids, MI; Greensboro, NC; Charleston, WV; Philadelphia, PA
17. Glass	

COMMODITY	CITIES AVAILABLE
18. Gold	Rapid City, SD; Salt Lake City, UT
19. Granite	Augusta, GA; Concord, NH
20. Hogs	Davenport, IA; Dubuque, IA
21. Iron	Duluth, MN
22. Jewelry	Providence, RI
23. Lead	Coeur d'Alene, ID; St. Louis, MO
24. Leather	Manchester, NH
25. Lumber	Eugene, OR; Portland, OR; Seattle, WA
26. Maple Syrup	Burlington, VT; Montpelier, VT
27. Marble	Knoxville, TN
28. Milk	Eau Claire, WI; Madison, WI; Minneapolis, MN
29. Molybdenum	Denver, CO; Phoenix, AZ
30. Natural Gas	Las Cruces, NM; Oklahoma City, OK; Shreveport, LA
31. Oil	Houston, TX; Shreveport, LA
32. Oranges	Los Angeles, CA; Tampa, FL
33. Paper	Bangor, ME; Eau Claire, WI; Philadelphia, PA
34. Peanuts	Macon, GA; Montgomery, AL
35. Potatoes	Bangor, ME; Pocatello, ID; Spokane, WA
36. Rice	Baton Rouge, LA; Houston, TX; Little Rock, AR
37. Rubber	Chicago, IL; Dayton, OH

COMMODITY	CITIES AVAILABLE
38. Salt	Baton Rouge, LA; Binghamton, NY; Boston, MA
39. Seafood	San Diego, CA
40. Sheep	Albuquerque, NM; Flagstaff, AZ; Sacramento, CA
41. Silver	Coeur d'Alene, ID; Reno, NV; Tucson, AZ
42. Soybeans	Des Moines, IA; Jefferson City, MO; Springfield, IL
43. Steel	Baltimore, MD; Birmingham, AL; Cleveland, OH; Gary, IN; Pittsburgh, PA
44. Sulfur	El Paso, TX; New Orleans, LA
45. Textiles	Atlanta, GA; Charlotte, NC; Greenville, SC; Roanoke, VA
46. Tobacco	Bowling Green, KY; Greensboro, NC; Raleigh, NC; Richmond, VA
47. Uranium	Albuquerque, NM; Casper, WY
48. Vegetables	Madison, WI; Miami, FL; Sacramento, CA
49. Wheat	Bismarck, ND; Great Falls, MT; Topeka, KS; Wichita, KS
50. Wine	San Francisco, CA
51. Wool	Austin, TX; Casper, WY
52. Zinc	Allentown, PA; Nashville, TN; St. Louis, MO

CITY FINDER
CITY - COORDINATES

Albany, NY .... C - 21
Albert Lea, MN .... D - 14
Albuquerque, NM .... G - 8
Alexandria, LA .... H - 14
Allentown, PA .... D - 21
Amarillo, TX .... G - 10
Annapolis, MD .... E - 21
Atlanta, GA .... G - 18
Atlantic City, NJ .... E - 21
Augusta, GA .... G - 19
Augusta, ME .... B - 22
Austin, TX .... I - 12
Baltimore, MD .... E - 20
Bangor, ME .... B - 23
Baton Rouge, LA .... I - 15
Bellingham, WA .... A - 3
Billings, MT .... C - 8
Biloxi, MS .... I - 16
Binghamton, NY .... D - 20
Birmingham, AL .... G - 17
Bismarck, ND .... C - 11
Bloomington, IL .... E - 15
Boise, ID .... C - 5
Boston, MA .... C - 22
Bowling Green, KY .... F - 17
Bridgeport, CT .... D - 22
Buffalo, NY .... D - 19
Burlington, VT .... C - 21
Butte, MT .... C - 7
Carson City, NV .... E - 3
Casper, WY .... D - 9
Cedar City, UT .... F - 5
Charleston, SC .... G - 20
Charleston, WV .... E - 19
Charlotte, NC .... G - 19
Charlottesville, VA .... E - 20
Chattanooga, TN .... G - 17
Cheyenne, WY .... E - 9
Chicago, IL .... D - 16
Cincinnati, OH .... E - 17
Cleveland, OH .... D - 18
Coeur d'Alene, ID .... B - 5

Colorado Springs, CO .... G - 9
Columbia, SC .... G - 19
Columbus, OH .... E - 18
Concord, NH .... C - 22
Dallas, TX .... H - 12
Davenport, IA .... E - 15
Dayton, OH .... E - 17
Decatur, IL .... E - 16
Denver, CO .... E - 9
Des Moines, IA .... E - 14
Detroit, MI .... D - 18
Dover, DE .... E - 21
Dubuque, IA .... D - 15
Duluth, MN .... C - 14
Eau Claire, WI .... C - 14
El Paso, TX .... H - 8
Erie, PA .... D - 19
Eugene, OR .... C - 2
Evansville, IN .... F - 16
Fargo, ND .... C - 12
Fayetteville, NC .... G - 20
Flagstaff, AZ .... G - 6
Flint, MI .... D - 17
Fort Lauderdale, FL .... J - 20
Fort Smith, AR .... G - 13
Fort Wayne, IN .... E - 17
Frankfort, KY .... F - 17
Gary, IN .... D - 16
Grand Forks, ND .... B - 12
Grand Junction, CO .... E - 8
Grand Rapids, MI .... D - 17
Great Falls, MT .... B - 7
Greensboro, NC .... F - 20
Greenville, SC .... G - 19
Harrisburg, PA .... D - 20
Hartford, CT .... D - 22
Helena, MT .... B - 7
Houston, TX .... I - 13
Huntsville, AL .... G - 17
Indianapolis, IN .... E - 17
Jackson, MS .... H - 15
Jacksonville, FL .... H - 19

Jefferson City, MO .... F - 14
Joplin, MO .... F - 13
Kalamazoo, MI .... D - 17
Kansas City, KS .... E - 13
Kansas City, MO .... E - 13
Knoxville, TN .... F - 18
Lake City, FL .... H - 19
Lansing, MI .... D - 17
Las Cruces, NM .... H - 8
Las Vegas, NV .... F - 5
Lexington, KY .... F - 17
Lincoln, NE .... E - 12
Little Rock, AR .... G - 14
Los Angeles, CA .... G - 3
Louisville, KY .... F - 17
Macon, GA .... H - 18
Madison, WI .... D - 15
Manchester, NH .... C - 22
Memphis, TN .... G - 15
Meridian, MS .... H - 16
Miami, FL .... J - 20
Milwaukee, WI .... D - 16
Minneapolis, MN .... C - 14
Missoula, MT .... B - 6
Mobile, AL .... I - 16
Montgomery, AL .... H - 17
Montpelier, VT .... C - 21
Nashville, TN .... F - 17
Newark, NJ .... D - 21
New Bedford, MA .... D - 22
New Haven, CT .... D - 22
New Orleans, LA .... I - 15
New York, NY .... D - 21
Norfolk, VA .... F - 21
North Platte, NE .... E - 11
Ogden, UT .... D - 6
Oklahoma City, OK .... G - 12
Olympia, WA .... B - 3
Omaha, NE .... E - 13
Parkersburg, WV .... E - 19
Pendleton, OR .... B - 4
Peoria, IL .... E - 15
Philadelphia, PA .... D - 21
Phoenix, AZ .... G - 6
Pierre, SD .... D - 11
Pittsburgh, PA .... E - 19
Pocatello, ID .... D - 6
Portland, OR .... B - 3

Portland, ME .... C - 22
Portsmouth, NH .... C - 22
Providence, RI .... D - 22
Provo, UT .... E - 6
Pueblo, CO .... F - 9
Raleigh, NC .... F - 20
Rapid City, SD .... D - 10
Reno, NV .... E - 3
Richmond, VA .... F - 20
Roanoke, VA .... F - 19
Rochester, MN .... D - 14
Rochester, NY .... C - 20
Rock Springs, WY .... D - 7
Sacramento, CA .... E - 2
St. Louis, MO .... F - 15
Salem, OR .... B - 3
Salt Lake City, UT .... E - 6
San Antonio, TX .... I - 12
San Diego, CA .... G - 3
San Francisco, CA .... E - 1
Santa Fe, NM .... G - 8
Savannah, GA .... H - 19
Scranton, PA .... D - 21
Seattle, WA .... A - 3
Sheridan, WY .... C - 8
Shreveport, LA .... H - 14
Sioux Falls, SD .... D - 12
Spokane, WA .... B - 5
Springfield, IL .... E - 15
Springfield, MA .... D - 22
Springfield, MO .... F - 14
Syracuse, NY .... C - 20
Tallahassee, FL .... H - 18
Tampa, FL .... I - 19
Terre Haute, IN .... E - 16
Texarkana, AR .... H - 14
Toledo, OH .... D - 18
Topeka, KS .... E - 13
Trenton, NJ .... D - 21
Tucson, AZ .... H - 6
Tulsa, OK .... G - 13
Tuscaloosa, AL .... H - 16
Vicksburg, MS .... H - 15
Washington, DC .... E - 20
Waterbury, CT .... D - 22
Wichita, KS .... F - 12
Wilmington, DE .... E - 21
Yuma, AZ .... G - 4

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