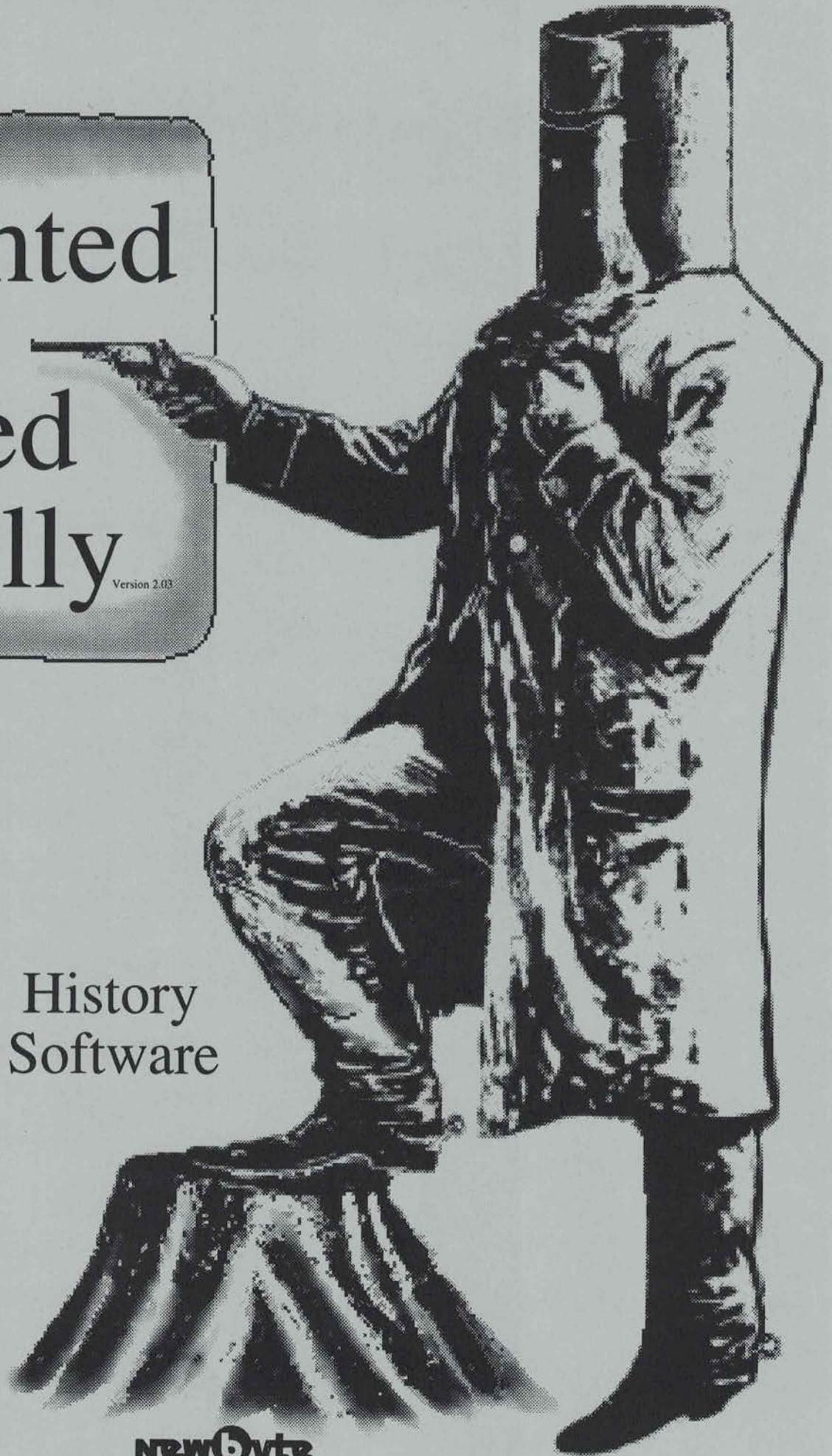


# Wanted

# Ned Kelly

Version 2.03

History  
Software



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educational software  
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# Wanted - Ned Kelly

Version 2

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## Introduction

This educational resource has been especially prepared to cater for the needs of students at both Primary and Secondary school levels.

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**Wanted - Ned Kelly** is an easy to use, graphics-based, interactive computer adventure.

More than just another educational adventure game, it is an outstanding and enjoyable way to involve your students in the learning process.

Players become a part of our history as they pursue the Kelly gang through the Australian bush. They find real facts about the Kellys, their lifestyle and the people of the times.

Were the Kellys criminals, or heroes, or both?

**Wanted - Ned Kelly** is also a cross-curriculum educational package incorporating the inquiry method of teaching.

Strategies used include the development of skills in:

- \* detective work
- \* asking historical questions
- \* gathering information
- \* research
- \* interpretation of material
- \* empathy
- \* mapping
- \* language

Primary students will investigate the Kelly gang using skills commensurate with their individual abilities.

Secondary students will develop higher skills such as evaluating events in an objective manner, analysing information and developing techniques in the process of historical investigation.

## Bushranging Days

The years between 1860 -1880 were a wild period in the early history of Australia. It was a new (and the last) era in the years of bushranging.

Immigrants flocked to the new country in search of wealth, work and a better chance in life.

The government made land available to those wishing to take up a selection. Many of those on these small holdings were unable to make a living and saw themselves as the very opposite of the lucky and wealthy landowners and squatters.

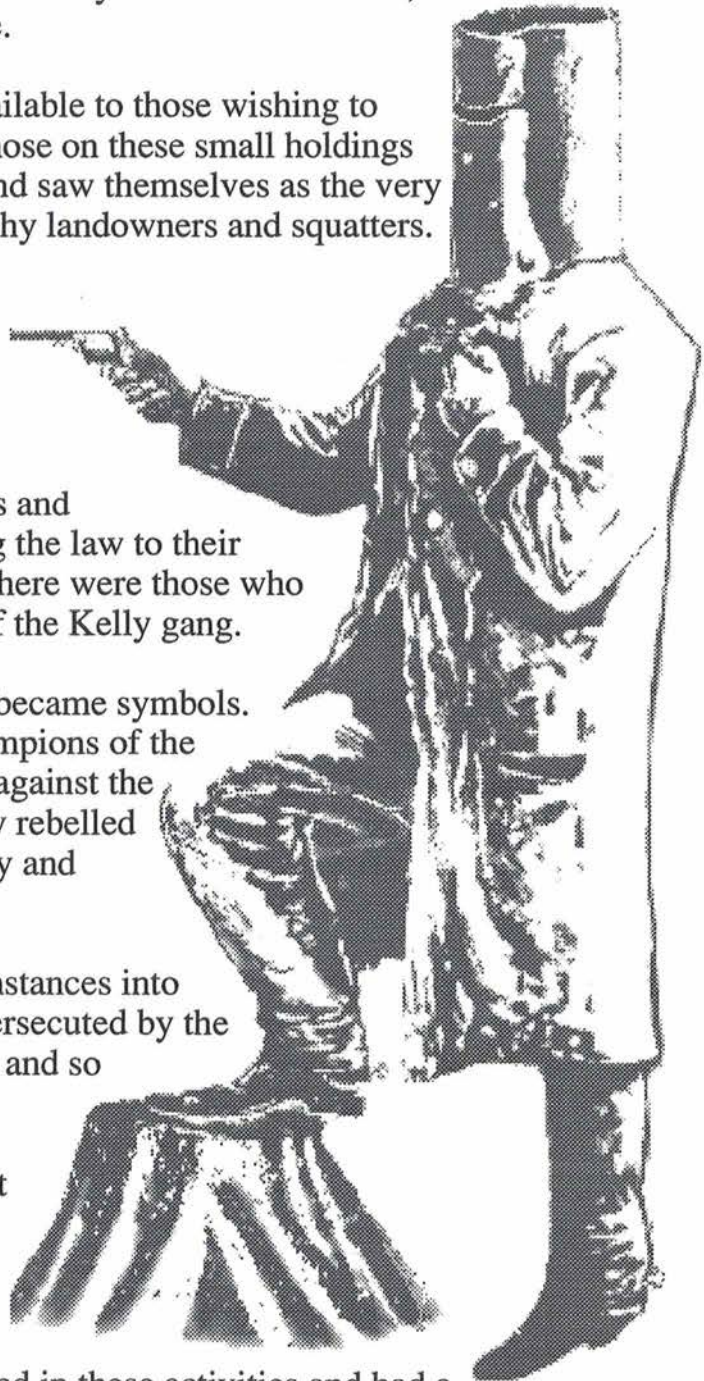
Embittered former convicts, gold-seekers, poor immigrants and dishonest men roamed the countryside.

They resented the rich squatters and landed whom they saw as using the law to their own advantage. In this group there were those who readily became sympathisers of the Kelly gang.

Ned Kelly and others like him became symbols. They were idealised as the champions of the disadvantaged for they battled against the odds - game and fearless. They rebelled against the established authority and defied the law.

These people, forced by circumstances into breaking the law, were often persecuted by the police and wealthy landowners and so became outlaws.

In the North-East Police district of Victoria, where the Kelly gang operated, cattle duffing and horse stealing was widespread. The Quinn, Lloyd and Kelly families were involved in these activities and had a long-standing feud with the authorities.



# Chapter 1

## Getting Started

### How to Install and Use the Program

<b>Part 1</b>	<b>System requirements</b>	<b>1. 2</b>
	<b>Program controls</b>	
<b>Part 2</b>	<b>Installation on hard disk</b>	<b>1. 3</b>
<b>Part 3</b>	<b>Playing the game</b>	<b>1. 4</b>
<b>Part 4</b>	<b>Game hints</b>	<b>1. 9</b>
<b>Part 5</b>	<b>Technical assistance</b>	<b>1. 10</b>

#### **Teacher Notes:**

**Wanted - Ned Kelly** version 2 requires installation on a hard disk and a Microsoft® compatible mouse.

Permission is granted to the purchaser to reproduce these pages for classroom purposes.



## System requirements

Wanted - Ned Kelly requires these system components:

IBM AT or 100 per cent IBM compatible.  
640 KB of memory.  
VGA, or Super VGA graphics adaptor.  
Approximatly 500K of free RAM.  
Hard drive with 5 MB free space.  
A mouse.

## Program Controls

### Mouse

**Wanted-Ned Kelly requires a mouse.**

Just point and click the left mouse button to select your desired option.

### Keyboard

Wanted - Ned Kelly **requires a mouse**, however some keys are supported.

Arrow keys      move the mouse pointer in the program.

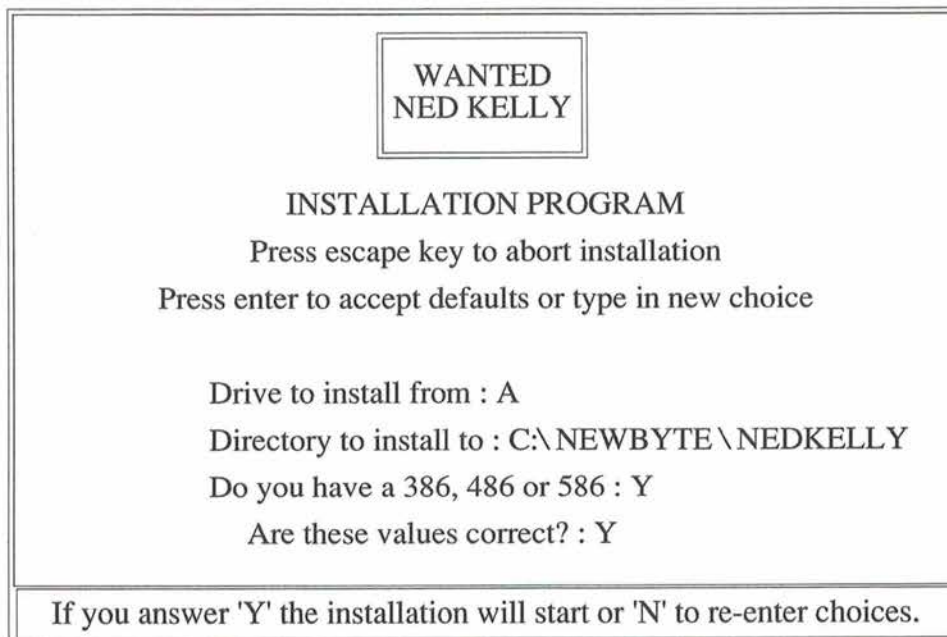
ENTER            selects options.

**In Menus**      **alphabetical keys navigate through long menus** by automatically jumping to the menu item starting with the letter pressed..

## Installation on hard disk

Note: This program requires a mouse and installation on a hard disk with approximately 5Mb of free space.

1. Turn on the computer without a floppy disk in the drive.
2. Insert **Wanted - Ned Kelly** Disk 1 in floppy drive A or B.



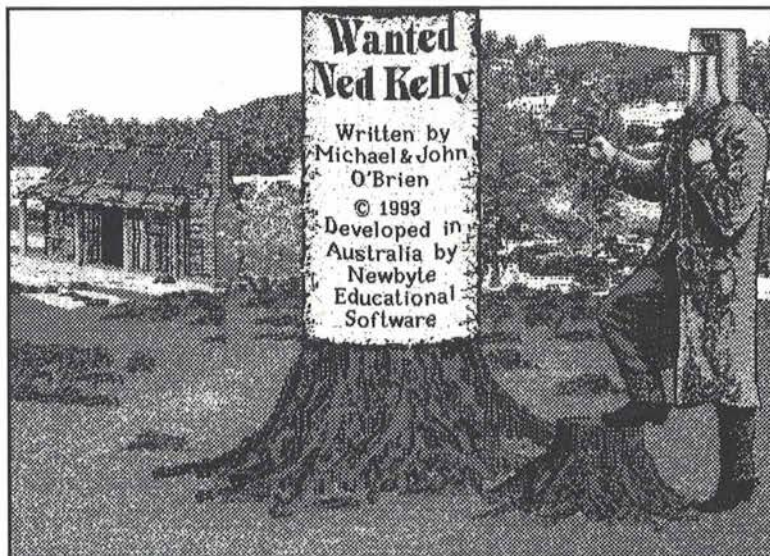
3. At the DOS prompt C:\> type **A:** (or B: if you are using B drive) at A:\> type **INSTALL** and press <Enter> key.
4. The installation program will now ask you from which drive you wish to install **Wanted - Ned Kelly**. The default is drive A. To accept drive A just press <ENTER> or type the B then <ENTER>.
5. Confirm the directory into which the program will be copied by pressing <ENTER>.
6. The program runs best on 386, 486 or 586 computers, however, less detailed animations have been prepared to enable the program to work well on 286 machines or very slow 386 machines. If you have one of the slower computers press 'N' at this option. If you wish to change this option later simply reinstall the program.
7. Confirm your choices by pressing <ENTER>.
8. During the installation process a file called **NedKelly** is installed on your hard drive. To run **Wanted - Ned Kelly** just type **NedKelly** from your root directory. e.g. C:\> NEDKELLY



### 1. TITLE SCREEN

The title and copyright screens appear.

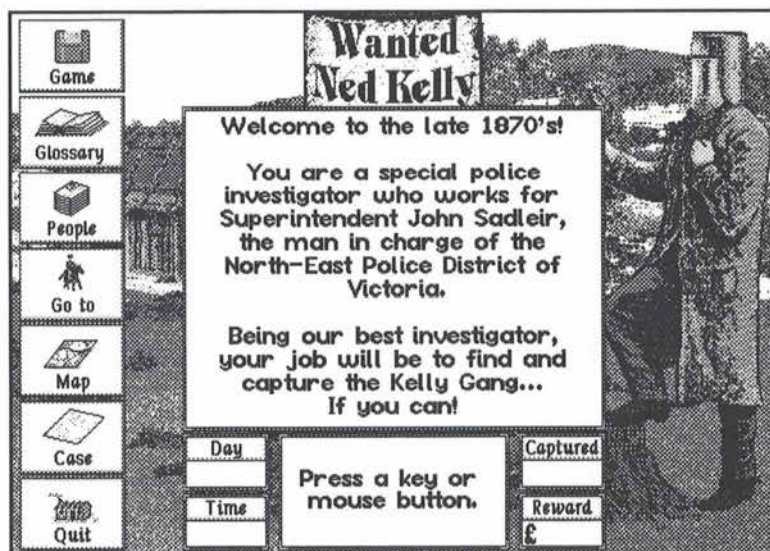
Click the left mouse button or press a key to change screens.



### 2. WELCOME

Welcome to the era of the bushrangers.

Click or press a key to continue.

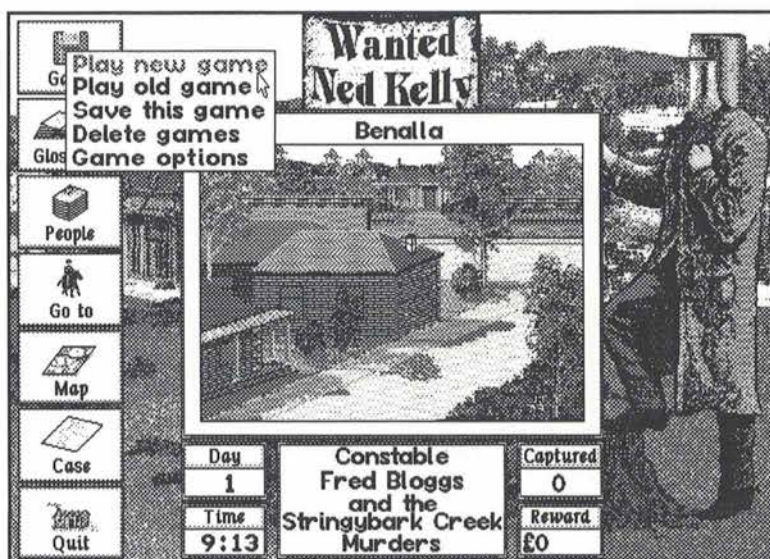


### 3. REGISTER

When starting a new game you will be required to type in your name then press ENTER.

On starting the program another screen will allow you to load an old game or select a new one.

A sound option has been added to this menu. By default PC sound is on, however, you may choose to turn it off in a classroom situation.

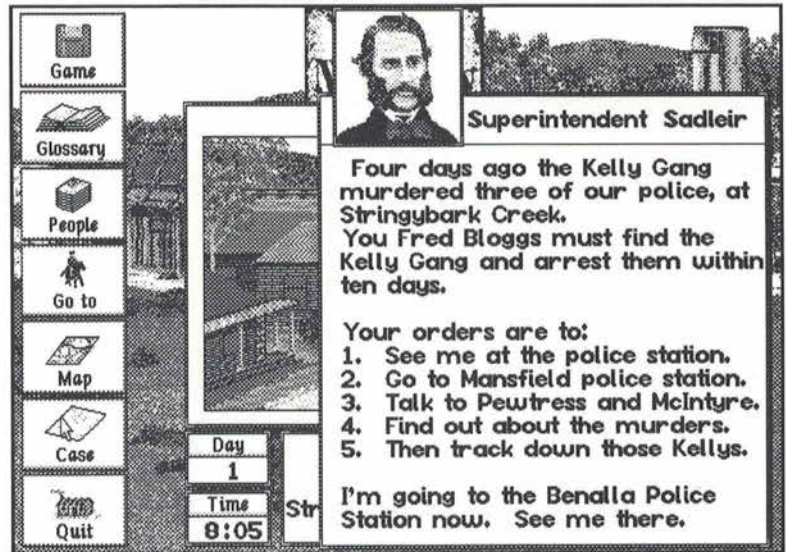




#### 4. THE CASE

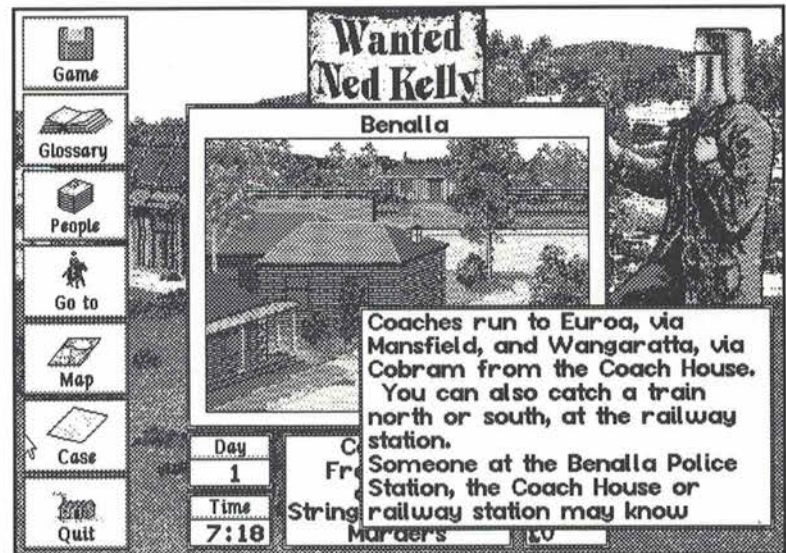
Superintendent Sadleir appears to give you your case. The CASE button will allow you to see this at any time.

To have the best chance of catching the Kellys follow your orders step by step.



#### 5. THE GAME SCREEN

You will need the printed map to play the game. Photostats of the police diary or paper to record your clues will be a great help.



#### 6. GLOSSARY

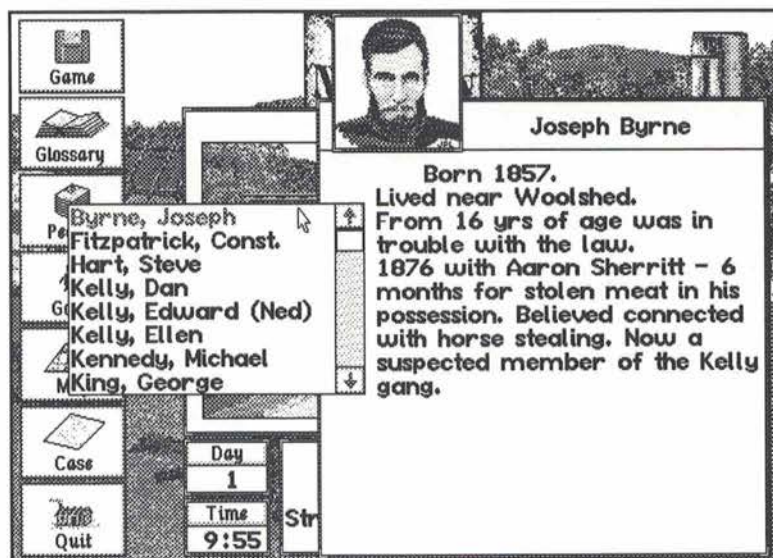
The online glossary explains the meaning of words used in Australia in the 1870's.





## 7. PEOPLE

An online database of people helps you find out about the those involved in the events surrounding the Kelly Gang.

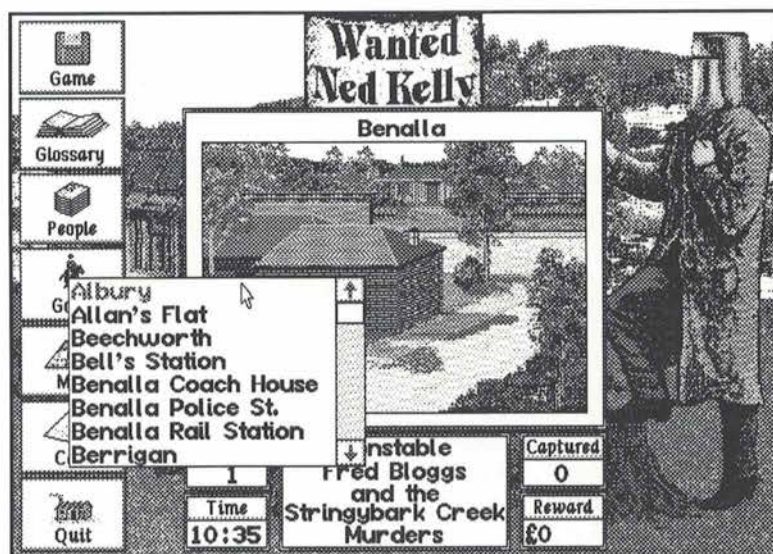


## 8. GO TO

Use the mouse to press the up and down arrows then select a destination.

**Press a letter to move quickly to that part of the list starting with the letter.**

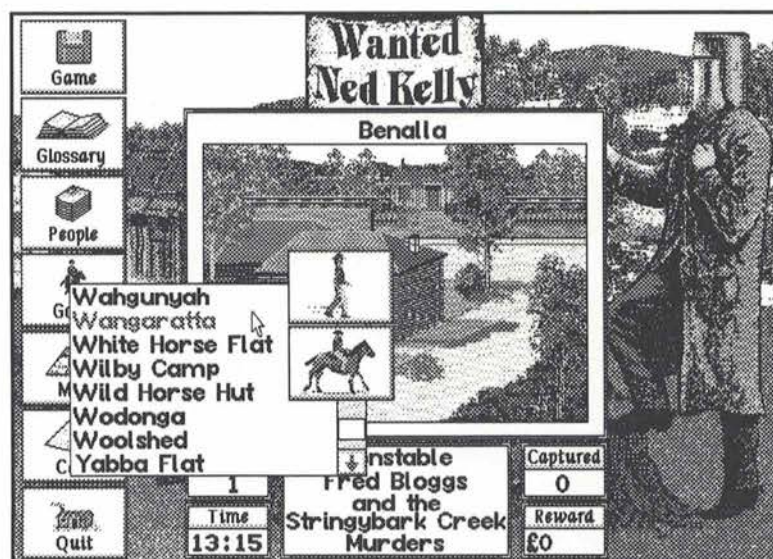
Places within a town only appear when you have arrived at the town.



## 9. TRANSPORT

After selecting your destination press on the type of transport you require.

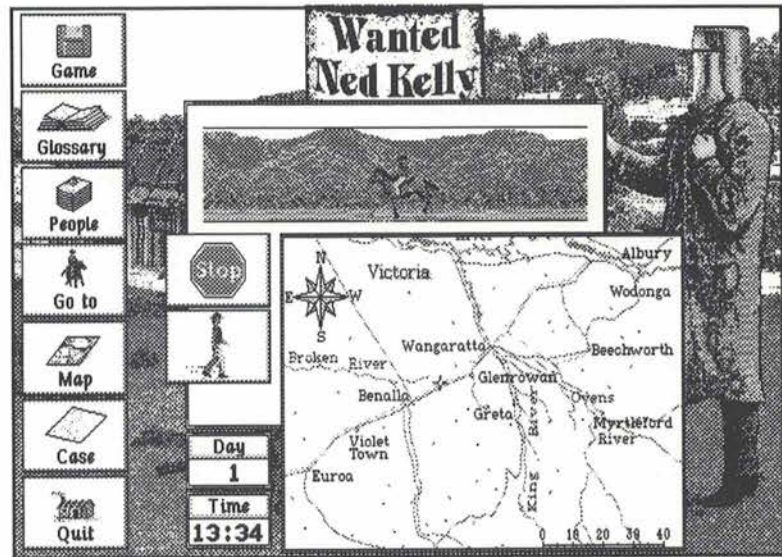
Coach, train and boat travel are only available from particular places and are only offered when you are travelling to a place along the transports route.





## 10. TRAVELLING

While travelling you can stop or change your mode of transport to either walking or riding.

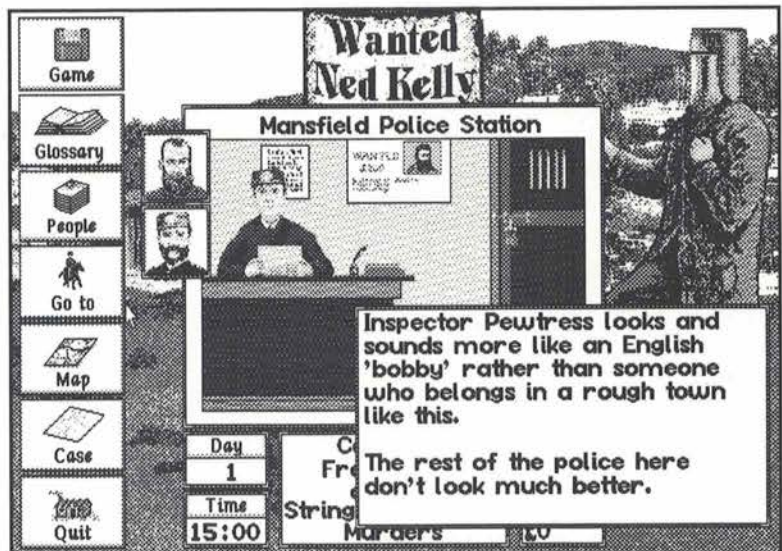


## 11. QUESTIONING

Questioning is the essence of the game.

This is the only way you can find out what has happened and clues to where the Kelly Gang might be.

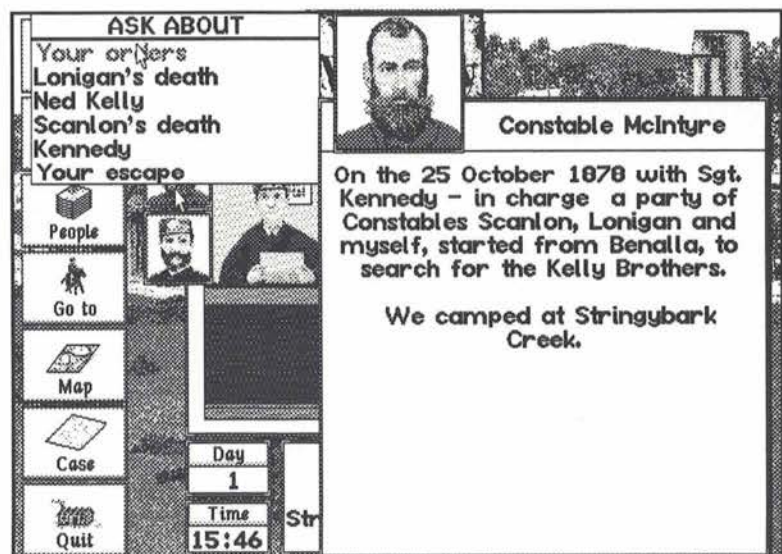
Click on the small faces of people to talk to them.



## 12. ASK ABOUT

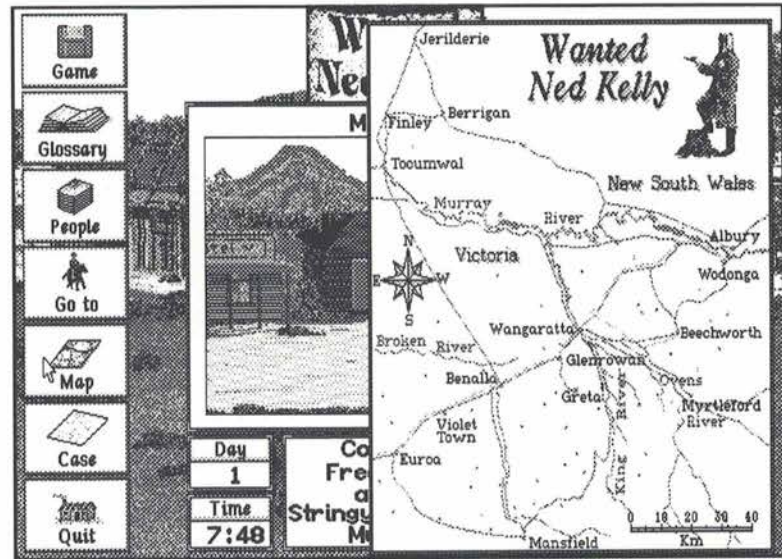
After choosing the person, select the topic you wish to ask about.

Questioning local people or Supt. Sadleir is the best way to pick up the Kellys' trail.



## 13. MAP

The map allows you to quickly locate your position. It does not replace the printed map which contains all the place names.



14. QUIT - exit the game. After pressing this button you will be given the opportunity to -  
Press 'Q' to quit without saving your game  
Press 'S' to save your game to disk.
-



## Game Hints

1. Follow the instructions given by Superintendent Sadleir. Even if you have played the game before you should talk to those people mentioned in the case directives. While this is not the only way you can capture the Kellys it will guarantee that you gain the greatest reward and have the best chance of capturing all of the gang.
2. In the early part of the game people be will only guessing as to where the Kellys would be. Talk to as many people as possible before heading off into the bush.
3. Not everyone will help you. Those who are sympathetic to the Kellys are very likely to send you on a wild goose chase. Ask the people about the Kellys and try to judge if they are for or against them. Then ask about any likely hide-outs.
4. The Kelly will move differently in every game. Just because they were at one place in one game does not mean that they will go to the same place the next game.
5. Normally the Kellys will move about for 5 to 10 days before they find a good hiding place. They will be easier to find after that time, however the longer you wait the less your reward.
6. As you arrive at every place an observation box will appear in the bottom right of the screen. If you come across the Kellys trail you will be told how old the trail is and in which direction the Kellys headed. Write this information down. If a direction instead of a place is given they may not have gone to the closest place in that direction, so be prepared to search for the next part of the trail.
7. If you find you have lost the trail, don't stumble about in the bush, find a place where you can talk to someone, even if you have talked to them before.
8. Superintendent Sadlier, who you can be found at Benalla Police Station, will always have the latest and best leads. This is particularly true after the third day. However, the more he helps you the less will be your share of the reward.
9. Night often falls at just the wrong moment. To skip the sleeping sequence press any key after the fire starts burning.
10. Write notes about what different people say, these notes may help you later.
11. The Kellys have good ears - never ride into a bush camp or you will end up the prisoner.
12. One final hint - talk to the local people as much as possible. They give you valuable hints and every time you they give you one you win more reward.



