

a Multicultural Exploration via Piri Reis' Map of 1513

PIRI

the
Explorer
Ship

Users Guide



F e h m i
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GETTING STARTED

Minimum Requirements

Multimedia PC with Pentium Processor

16MB RAM

1MB VRAM

SVGA Monitor

Quad speed CD-ROM drive

Microsoft Windows 95 Operating System

Mouse or pointing device

Sound board and speakers

40MB of available hard disk space

30MB of available hard disk space for swap file

DirectX™ 3.0 and DirectX Media™ 1.0

(Available in redist directory of Piri the Explorer Ship CD 1)

Setup Instructions

1. Please close all programs, turn off screen savers, etc.
2. Insert "Piri The Explorer Ship" CD 1 into your CD-ROM drive.
3. Autorun feature will autolaunch Setup.exe on CD 1, if "Piri the Explorer Ship" has not been installed previously. Otherwise, run Setup.exe manually.

Install Shield Wizard will help you to install "Piri the Explorer Ship". During setup follow the instructions to install "Piri The Explorer Ship" on your harddisk.

In the 'Choose Destination Location' window of the InstallShield Wizard, you will see that default directory that "Piri the Explorer Ship" will be installed is 'C:\Program Files\Sebit\Piri '. You can change this directory as you wish by clicking the 'Browse' button. Clicking 'Next' simply installs "Piri the Explorer Ship".

You will also be prompted to install DirectX 3.0 and DirectX Media 1.0. If you have previously installed them click 'No' or 'Cancel' and try running "Piri the Explorer Ship" with your current configuration. If you don't have DirectX™ 3.0 and DirectX Media™ 1.0 previously installed into your system, read the instructions that appear during the setup and do as it is explained.

After the installation is completed you can run "Piri the Explorer Ship" from your Start menu. If you encounter a problem have a look at our Troubleshooting section inside the Users Guide.

INTRODUCTION

Welcome on board!

You are the captain of the carrack Piri, name given after Piri Reis, the great Turkish cartographer of the 16th century. In an old captain's guidance, you'll set sail to start your quest on the secrets behind the map of 1513 drawn by Piri Reis, travelling 500 years back in time.

The ship holds advanced mechanisms containing a rich archive of the 16th century. They'll help you along as you begin to explore from the Marmara Sea (the inland sea of Turkey) and pass through the Straits of Gibraltar to reach the Green Sea of Darkness (the Atlantic Ocean), while you are experiencing a multicultural and multinational voyage.

Still, you have to search and explore to achieve more knowledge from the historical ports that are shown on the map and ships you come across in order to solve the puzzles, which will open up your way on the quest towards the secrets of the map.

Watch out, becoming an explorer may not be as easy as it seems, for your ship may sink in the waves of the seas.

PLAYING "PIRI THE EXPLORER SHIP"

Explorer's Quest

Piri Reis' World Map of 1513 holds a secret surrounding its story and only a sincere explorer may find what really happened 500 years ago. You will become an explorer sailing through the seas, and by the time you master it, you'll succeed your quest.

Navigation

Your success depends on your ability to navigate. Sail your ship with the controls on the Map Monitor to explore. You can easily control your ship with the rudder and the speed arm. Dock at each port and board the ships you encounter. The periscope over the rudder comes down and you'll get the local information that witnessed major events and explorations. Puzzles can be solved through the information gathered on the way. There are 7 regions to sail in and a "Strong Wind" sign stops your ship at the regional boundaries unless the corresponding region puzzle is solved to find fair weather conditions to sail towards new horizons. You can always sail back to previous regions.

Survival

However, information is not the only thing you should search after. Your guide, the old captain has a diary book filled with his exciting sea adventures. Collecting its pages will help you later on answering the questions popping up any time you collide with dangerous shoals or capes.

The ship, Piri, can resist only seven crashes and it will sink if you can not answer the 8th question. Make use of the small maps left inside the sailing book Kitab-i Bahriye to learn about where the dangerous shoals and the diary pages are.

Down on the hold, a big water pump starts working with each of your right answer; here you can see all the unanswered questions listed. Be awake and watch the water level indicator if you do want to see "The End".

Puzzles

Piri the Explorer Ship is a game where you'll navigate inside the geographical regions. You'll start sailing on the Marmara Sea and continue on the world map of Piri Reis. Every region has a puzzle to succeed. Each solved puzzle will take you closer to the secret of Piri Reis' 1513 map of the world and will open up new lands and cultures to explore. Puzzles are originally designed to encourage the spirit of exploration both Columbus and Piri Reis shared. The 16th century is covered through its historical, artistic and political aspects. Solving the puzzles is critical. Do not waste your time. Questions keep on coming and you may find their answers in the next region. So, try to solve the puzzles as soon as possible to keep on searching for the answers in the next region.

Accessing the Archives

Though you're sailing in the 16th century, you'll find advanced mechanisms inside the ship Piri which are part of the mystery behind the map. They're full of rich history-covering subjects as social life, science of navigation, famous people and art. A documentary film on Piri Reis recorded in five different continents shows interviews and historical locations.

The Sound Egg- The name is given from *Ovo Sano*, a name given to Atlantic Ocean. This mechanism contains a regional and a thematic index offering video, slide, audio and textual information.

The Log Mechanism- While the Sound Egg offers an index, the Log consists of 20 log sentences, each telling an important historical fact. They have the role of connecting different events, people' etc. in such a way that you will get an overall opinion on the subject which is not so easy by reading every text separately. Moreover, you can click on the highlighted key words and open various titles.

The Legend Mechanism- The 1513 map of Piri Reis contains twenty-four legends. Here you can explore the legends and find out the seamen's voyages involving many adventures and wisdom.

The Periscope Mechanism- As you sail, dock at each port and board the ships you encounter to activate the periscope mechanism. This mechanism is also an interface for video, slide, audio and textual information concerning the 16th Century.

You can find some more information about these mechanisms in run-time Help of "Piri the Explorer Ship" accessed through the Wind Rose.

The Wind Rose

With a right click on the mouse, you'll meet the Wind Rose. A multi-purpose mechanism containing help, save/load, exit and the ship -a shortcut map of the ship Piri- options that can be reached all through out the game.

You can hear your guide's voice by clicking on the "dolphins" emblem in the middle. He'll speak about the room you're in to guide you along the game. Inside any of the Wind Rose menu buttons, this emblem is used as an exit button.

Help- Brings up a menu from which you can choose Introduction, The Game, Books & Mechanisms and About Sebit Inc.

In the Introduction, your guide tells his story and gives your goal as from now on, you'll be the captain of the ship Piri.

The Game section is a concise help on the general rules of the game. Books & Mechanisms have a menu from which you can get more detailed information about the books and mechanisms used in the game.

The Ship- A shortcut map of the ship Piri comes up showing your location highlighted. By clicking to the room you want to go, you'll find yourself transported to that room.

Save / Load- Choose save or load from the menu. There are seven name boxes you can use. Select one to edit and click "OK" or "Cancel".

Exit- Quits "Piri the Explorer Ship" and returns to the main menu.

Guiding Voice

Upon the first entry into the rooms, you will hear your guide advising on the room's possessions. Further, he will give clues when you come closer to the puzzles. Click on the "dolphins" emblem on the Wind Rose to hear his guidance again.

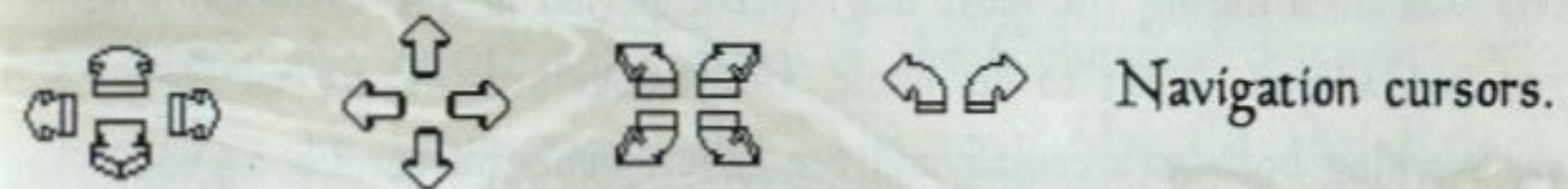
Puzzle Pages

For each region you sail through, there is a page left on the deck. Read it carefully to understand the puzzle and find the clues hidden inside.

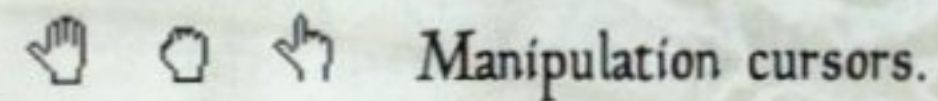
Hint Books

Inside the ship, you'll find hint books, one for each puzzle. The harder you try to solve the puzzles, the more hints you'll uncover.

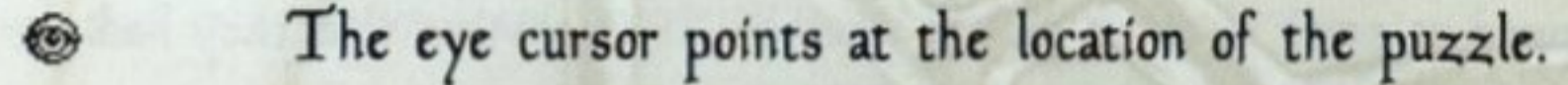
Cursor Control Overview



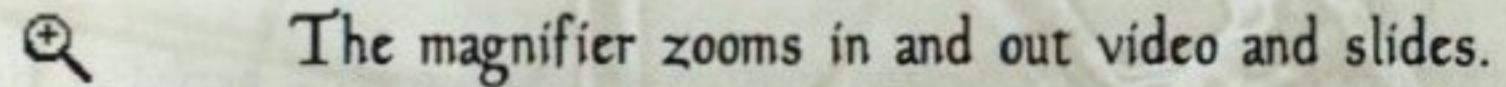
Navigation cursors.



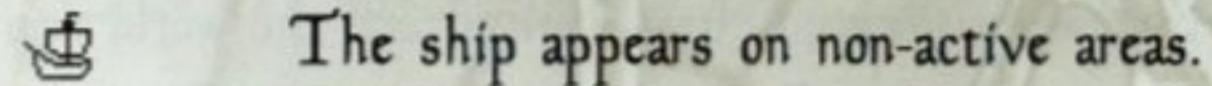
Manipulation cursors.



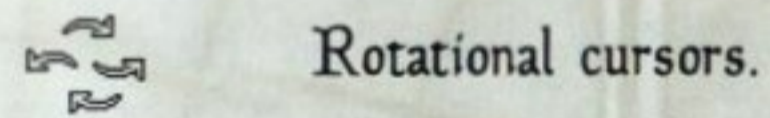
The eye cursor points at the location of the puzzle.



The magnifier zooms in and out video and slides.

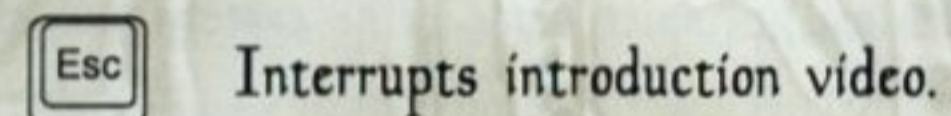


The ship appears on non-active areas.

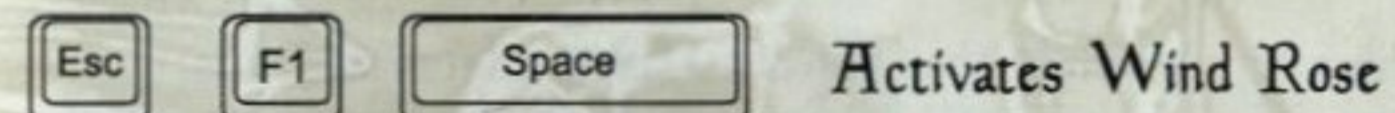


Rotational cursors.

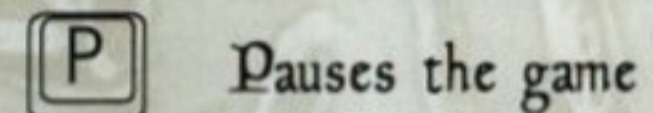
Keyboard Shortcuts



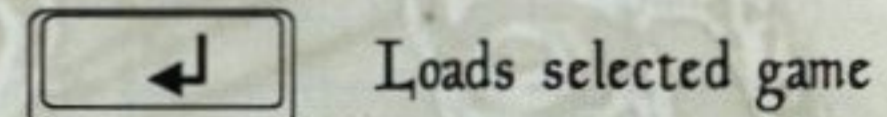
Interrupts introduction video.



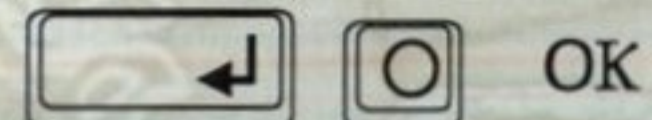
Activates Wind Rose



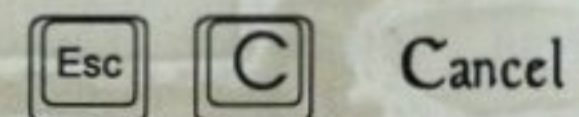
Pauses the game



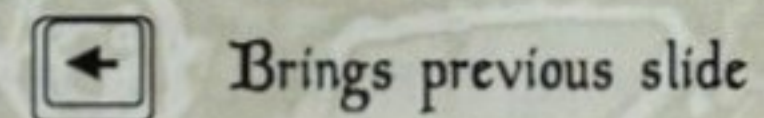
Loads selected game



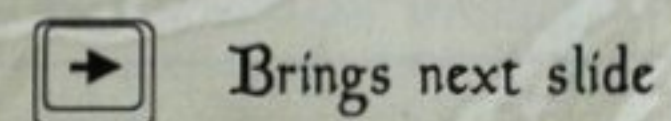
OK



Cancel



Brings previous slide



Brings next slide

The Story of the Map of Piri Reis

Piri Reis was born during the most magnificent period of the Ottoman Empire in 1470, in Gallipoli. Next to his uncle, the famous seaman, Kemal Reis -who was working both as a corsair and for government- he became a good sailor and cartographer.

During the years 1493-1498, his uncle and Piri enacted corsair for six years on different islands, fought with other corsairs, captured ships and stopped at ports in times of bad weather. It is obvious that they had the map of America by Christopher Columbus.

After the death of his uncle he had quitted seamanship for a period of time and went to Gallipoli where he drew his first work of art; the world map of 1513. The Turkish sultan Yavuz Sultan Selim's journey to Alexandria by ship gave Piri Reis the opportunity of meeting the Sultan. He presented the map of the world. According to the historians, Sultan looked at the world map and said: "How small is the world.". Sultan Selim tore the map in half, and he is supposed to have said: " We will keep the eastern part.". And he threw away the western half. He wanted to use the eastern portion for a possible campaign to gain control of the Indian Ocean and its spice trade. The eastern half of the map has not survived.

On 9th of November 1929, while the Topkapi Palace (Istanbul) was undergoing renovations for a conversion into a national museum, a map of the western half of the world was found. Under the direction of M. Kemal Atatürk, founder of the Republic of Turkey and the first president of Turkey, the country was undergoing many reforms and changes, becoming a modern and western nation. Atatürk became personally interested in the discovery of the map as it promised to be of substantial significance to the international community. He set up a research group to study it and had the map published with translations of the legends in various languages.

Two years later, the 1513 map of Piri Reis was presented to the world in September 1931 at the eighteenth Congress of Orientalists, assembled at Leiden University, the Netherlands, by Paul Kahle. The map became an international sensation. One of the main reasons for the stir was that author, Piri Reis, wrote on the map itself that: "The coast and islands that you can see on (my) map have all been copied from Columbus' map."

About the Documentary Video Sequences

In 1992, the 500th anniversary of the Columbus' discovery of America, the documentary film "The 1513 Map Of Piri Reis: An Historical Puzzle" directed by Fehmi Gerçeker took the reward of the New York State Official Program. The film is specially edited for "Piri the Explorer Ship" CD-ROM covering scenes and interviews from five continents.

TROUBLESHOOTING

This troubleshooting guide includes common solutions to problems you may encounter when running "Piri the Explorer Ship". Also see the Readme.txt file installed with the program for last-minute information.

1. Windows 95, DirectX and DirectX Media

"Piri the Explorer Ship" is a Windows 95 application that utilizes Microsoft DirectX™ and most problems occur because of DirectX™ drivers. Always try to get the latest drivers from the hardware manufacturers of your computer's components.

If a problem occurs after installation, you may try reinstalling DirectX™ 3.0 and DirectMedia™ 1.0 from "Piri the Explorer Ship" CD 1. The DirectX™ and DirectMedia™ install files are located in the redist directory of "Piri the Explorer Ship" CD 1. DirectX™ 3.0 includes a back-up mechanism so that you can restore your previous drivers using the DirectX setup if you observe a problem with your new drivers.

▶ I changed my sound/graphics card and I can't run "Piri the Explorer Ship" now...
Remember to re-install DirectX™ if you have changed your graphics or sound card. You can find the DirectX™ setup in the redist directory of "Piri the Explorer Ship" CD1.

▶ I can't hear the sounds of MPEG videos when ActiveMovie is used...

If you install DirectX Media™ on a system with ActiveMovie and somehow need to reinstall ActiveMovie you may not be able to hear video sounds. Reinstalling DirectX Media™ will solve the problem. (DirectX Media™ must be installed on top!)

2. Graphics

Your computer must be able to display 16bit-colors (High Color) in 640x480 resolution mode to run "Piri the Explorer Ship".

To check if your computer can display 16bit-colors in 640x480 resolution mode in Windows95:

1. Click the Start button, point to Settings, and then click Control Panel.
2. Double-click the Display icon.
3. Click the Settings tab.
4. Click Color Palette, and select 16bit-colors.
5. Set the desktop area to 640x480.
6. Click OK to test if your system supports current display configuration.

If you don't have the necessary 16bit-color driver, or if you are not sure that your video card supports 16bit colors in 640x480 resolution mode, contact your video card manufacturer.

▶ It seems that the screen is being partly refreshed...

If you have 1 MB VRAM you may observe your graphics card while it is working on your display. Don't panic! It is just because it does not have enough memory to flip surfaces. It displays and works on the same memory. That is why 2 MB

VRAM is recommended for smooth animations.

▶ My mouse pointer disappears or corrupts its background...

Animated Cursors may cause screen update problems. If you have an active animated cursor on your system and observe corrupted graphics at where you move your mouse pointer please deactivate the animated cursor you are using. (If not, we don't know why. You know we can't know everything! But you may read the following paragraph)

Sometimes decreasing the hardware acceleration level for your graphics card may enable you to run an application a bit slower but in a more guaranteed and less problematic way. To do this you should click Start menu, select Settings / Control Panel and double-click the System icon. Select the Performance tab on top-right and click Graphics. Adjust the hardware acceleration level and click OK. Remember to reboot your computer. You may have to try all levels to find the best result for your configuration.

▶ I get error messages saying that my display adapter is missing features...

Either you need to obtain the latest driver from your hardware manufacturer or adjust the hardware acceleration level as described above.

3. Sound

You can run "Piri the Explorer Ship" without a sound card, but you may not be able to solve some puzzles since they depend on sounds (if you try all the possibilities you have a chance to solve a puzzle and continue), and some information such as some hints and documentary data is only available as sounds. So, it is better to have a sound card. If you say that 'I have a sound card but...' try reading the following.

▶ There is no sound...

Be sure of the following conditions:

Your speakers and Windows 95 volume control are enabled and turned up. The sound card is properly placed into its slot. The sound card switches and settings are correct-that is, the sound card was installed properly. Refer to the manual of your computer system or the sound card manual for help.

Make sure the sound card doesn't conflict with other hardware. You can use the Hardware Conflict Troubleshooter that was designed specifically to help with hardware conflicts in Windows:

1. In Windows, click 'Start' and then click 'Help'.
2. Double-click 'Troubleshooting'.
3. Double-click 'If you have a hardware conflict' and follow the directions on your screen.

You can also find out if there is any hardware conflict in your system by clicking the 'System' icon in your control panel or right-clicking the 'My Computer' icon and selecting properties. In the System Properties window click the Device Manager tab and select Sound Controllers. If there is a conflict you may change the device settings or you may remove the driver and restart your computer to make Windows 95 find your sound/graphics card and install the necessary drivers. You should remember to reinstall DirectX after your sound card is properly installed.

▶ Sound seems to be clipped, delayed or warbling...

If you don't have the minimum requirements, a hardware upgrade will solve your sound problems.

Similarly if the animations do not play smoothly a hardware upgrade will be the solution.

▶ Sound seems to be noisy while playing videos...

This is most probably because of your MPEG Audio Codec settings. The Sound Quality setting should be set to CD Audio. To do this,

1. Play an MPEG video with sound by using the Active Movie Control.
2. Right click on the video and select properties.
3. In the Active Movie Control Properties window click the tab 'Advanced'.
4. Choose 'MPEG Audio Codec' from the list and click properties.
5. In the Filter Properties window you should see MPEG-1 Audio Decoder. In the Sound Quality panel click CD Audio.

▶ I can't hear the sounds of MPEG videos when ActiveMovie is used...

If you install DirectX Media on a system with ActiveMovie and somehow need to reinstall ActiveMovie you may not be able to hear video sounds. Reinstalling DirectX Media will solve the problem. (DirectX Media must be installed on top!)

4. CD-ROM Drive

▶ I have a CD-ROM drive but the system says 'No CD-ROM'.

The existence of the CD-ROM is not enough. It should be available to the system as usual. The availability of your CD-ROM drive can be checked by double-clicking My Computer on the desktop and then double-clicking the CD-ROM drive.

Windows will inform you if your CD-ROM drive is "not available".

If it is "not available" make sure that your CD-ROM drive is connected to your computer correctly and check to see if your CD-ROM drive is installed properly. Refer to the manual that came with your computer system or CD-ROM drive for help, or contact the company that supplied the drive.

For an external CD-ROM drive, make sure the power is turned on.

▶ I get 'Error reading CD-ROM' messages...

You may encounter the error message 'Error reading CD-ROM' on a blue screen when your CD-ROM drive can not read the CD-ROMs correctly during the game play. This may be caused either by the CD-ROM or by the CD-ROM drive.

First, check your CD for any dirt, fingerprints, smudges or scratches. To clean your CD, wipe it gently with a soft cloth. (Move in smooth strokes from the centre hub to the outer edge of the CD.)

Your CD-ROM drive may also require a special cleaning process.

▶ I have multiple CD-ROM drives...

You can run "Piri the Explorer Ship" from any properly configured CD-ROM drive. But, even if you have double CD-ROM drives, only the CD-ROM drive you start "Piri the Explorer Ship" is used during the whole session.

If you insert one of the "Piri the Explorer Ship" CDs into one of your CD-ROM drives and start "Piri the Explorer Ship", it will detect the CD and run normally. This also provides an opportunity for you to select which of your CD-ROM drives will be used during the session.

But if you start "Piri the Explorer Ship" without inserting any one of the "Piri the Explorer Ship" CDs into any one of your CD-ROM drives and when "Piri the Explorer Ship" requests a CD from you, you should insert the CD into the drive with the highest drive name in alphabetical order. (For example, if you have F and G assigned for CD-ROM drives you should use the F drive. Drive G can not be used.)

5. Performance Issues

▶ To make sure your CD-ROM drive gives you peak performance

To make sure that Windows is set to run your CD-ROM drive at its best, follow these steps:

1. Click My Computer with the right mouse-button.
2. Click Properties and click the Performance tab with the left mouse button.
3. Click the File System button and then click the CD-ROM tab.

Make sure that the Supplemental Cache Size is set to Large and that the Optimise Access Pattern is correctly set for the type of your CD-ROM drive. Since every CD-ROM drive uses different cache sizes and access patterns, you may need to experiment with these to find the optimum setting for your CD-ROM drive. You may look in your computer or CD-ROM drive manual to find out what this setting should be.

▶ Virtual Memory Settings

It is found that letting Windows 95 manage your Virtual Memory is the easiest and the best for performance.

To let Windows 95 manage your virtual memory, go to the Start Menu\Settings\Control Panel, then click System\Performance\File System\Virtual Memory and then

select "Let Windows manage my virtual memory settings (recommended)". If you receive error messages something like 'not enough memory' you may be running low on virtual memory. If so, you may need to free up space on your hard disk.

There is no limit for the dream machine...

Although the processor speed is a critical performance factor, additional memory can increase the game speed. More RAM means less use of virtual memory and this means, more performance. One of the best methods of increasing performance for "Piri the Explorer Ship" is to add RAM to your computer if you are running it on a 16MB system.

6. Warnings

▶ Do not remove the CD while the game is running. If you do so you will get an error message is 'Error reading CD-ROM.' on a blue background. This is a Windows system message and may cause your computer to be reset.

Save your game and exit first or change "Piri the Explorer Ship" CDs only when the game requests you to do so.

▶ Do not change your monitor resolution while "Piri the Explorer Ship" is running. "Piri the Explorer Ship" switches to 640x480 mode at run time and other adjustments may cause problems requiring rebooting your computer and restarting "Piri the Explorer Ship".

▶ If a crash occurs it is better to reboot the system and restart "Piri the Explorer Ship" cause without rebooting you may encounter some other problems.

Program Conflicts

"Piri the Explorer Ship" is a Windows 95 program that can run while other programs are running in the background. For best performance we suggest you to close all other programs (including any extra toolbars) while playing. This also improves the performance during game play.

7. Updates & Patches

Please, do visit our web site (<http://www.sebit.com.tr> and <http://www.piri.net>) for the latest information on updates and patches for "Piri the Explorer Ship".

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Thanks to

Dr. Metin AND, Dr. Edhem ELDEM, Creative Yayıncılık ve Tanıtım Limited Şirketi.



PIRI the Explorer Ship



s e b i t