

"EUROHIST!"

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THE PURPOSE OF "EUROHIST!"

"EUROHIST!" is intended to open a doorway to the past; to provide a glimpse back at some of the major players and the stages on which they appeared.

A great deal of timeless knowledge can be gained by study of the accomplishments and failures of those who lived before us. In fact, the modern word "history" comes from an ancient Greek word which meant "learned man". Where those who have succeeded before us, so can we succeed again in light of their wisdom. Where those who have failed in the past, so can we learn to avoid their failures.

A wealth of fascinating stories and usable wisdom await those who look back through the mists of time. The dramas, mysteries, tragedies and love stories, with story lines ranging from the noblest of efforts to unbelievable acts of treachery, are sometimes entertaining in their outcome and sometimes shocking in their brutality. The stories of global influence, ranging from attempts to attain peace for mankind by engendering individual knowledge and peace of mind, to power hungry and bloodthirsty attempts to control the world, are sometimes fuel for hope for the future, and sometimes shocking in their lack of regard for human life.

Once having read these stories, and examining causes and motivations, look forward into your own future and the future of mankind. What does it hold? What part will you play in it?

PLAYING THE GAME

The object of the game is to match the faces on the left side of the game board with the pictures on the right side of the game board. Before starting the game, you may wish to mouse click (and hold) the faces and pictures, which will tell you the names of the people and the titles of the pictures.

To start the game, mouse click the Traffic Light icon near the top left corner of the game board. It will change from flashing red to green, indicating that the game has begun.

Once the game is running, a box surrounding one of the nine faces on the left side of the game board will repeatedly flash green to gray. You must mouse click the picture on the right side of the screen that matches the flashing face. For example, if Alexander Graham Bell's face is flashing, you should click the picture of the telephone.

If you answer correctly, both the face and the picture will flash blue. If you answer incorrectly, both will flash red. The game continues until all pictures have been matched correctly.

You can stop and resume the game at any time by mouse clicking the Traffic Light icon.

ICON FUNCTIONS

There are six icons located in the upper part of the game board. The icons can only be operated by mouse click, there is no keyboard control for this game.

The Traffic Light icon is used to start and stop game play, or to set up a new game after a game has finished. When this icon is green, the game is running, and mouse clicks in the game area of the game board will be interpreted as answers to the quiz. When this icon is flashing red, the game is not running, and mouse clicks in the game area of the game board will display names of the historical faces on the left side of the game board, and titles of the pictures on the right side of the game board.

The Right Arrow icon is used to set up a new game.

In the registered version of the software, the World Globe icon is used to choose which historical figures you want to be quizzed about. You can limit the game to specific locations, time periods, or historical categories. Your selection will take effect as soon as you set up a new game with the Right Arrow icon, or after you complete the current game. The unregistered version of the software does not have this function.

In the unregistered version of the software, the World Globe icon activates registration information.

The Clock icon is a doorway to information about the accomplishments or activities of each historical figure. This doorway can be helpful in matching faces to pictures. Once the door is open, mouse click on the name of choice to view information.

The Musical Note icon can be used to turn game sound off and on.

RELIVING HISTORY

A very effective way to teach history is to make a game of it. When learning is fun, attention is easily held and participation is often voluntary. Information is more readily applied and long remembered.

Groups of students can enjoy the subject of history by reliving it in the form of a skit. Role playing in skits is usually exciting and often funny. A moment in history is chosen, and the group researches the people and circumstances of the historical moment, then constructs and performs a skit based on the gathered information.

A few examples of possible skits are given below. In the case of the surrender of General Lee to General Grant to end the American Civil War, a very cursory search will show that although mortal enemies in combat, Grant was sympathetic at the time of surrender. This skit would consist of at least the two main players, but could include others depending on the results of the research. It could start something like: "Well, good day General, I hope things are well for you, and I will sure be happy to send the boys back home. We've got some food for your boys, and they can keep their horses and mules."

Although exact records of historical conversations are not necessarily available, the idea is to try to imagine and recreate what the conversation or situation consisted of and felt like, based on the available historical information. This can help the student to understand the various viewpoints in context of the given situation, and to apply a broadened and wiser personal perspective to their own situations and actions.

General Lee surrenders to General Grant to end the American Civil War.

Cleopatra discusses her brother with Caesar.

Christopher Columbus discusses strategy after sighting land.

Vasco da Gama discusses strategy after arriving in India.

Juan Ponce de Leon encourages the search for the fountain of youth.

Churchill argues Chamberlain's viewpoint about Hitler.

Hitler talks with Mussolini.

Vassals pressure King John to sign the Magna Carta.

Ben Franklin negotiates aid for the American Revolution from France.

JFK argues with Khrushchev.

The possibilities are only limited by the imagination...

NOTES ON HISTORY

Historical information is intended to focus on the important aspects of the historical persons, and the consequences of their efforts, actions or contributions; to provide a brief and useful view and understanding.

An important historical event or person can be viewed in many different lights, depending on upbringing, circumstance, perspective, and motivation. Differences of opinion and interpretation and respect for these differences are important.

The information included with this software does not make pretense to authoritative definition. Rather, especially in cases of religious or political ideologies, various historical viewpoints are listed but none are proclaimed to be true or false. There is no intent to define absolutes in these matters, only to depict what others have believed and how they acted on these beliefs, so that it is possible to learn from the past and to better understand those that have differing viewpoints.

This software is not a comprehensive world history reference. Rather it spotlights high profile historical figures and events, often without providing a full contextual framework. For example, although czarist Russia is referred to for purposes of demonstrating motivation, czarist Russia is not defined within the body of this work.

For the sake of brevity and ease of communication, you may notice occasional historical inconsistencies in some of the text. For example, modern names are generally used to identify locations, such as the city called 'Syene' in the time of the ancient Greeks is referred to with its modern name 'Aswan'. This extends to ease of portrayal in illustrations, for example the color of a military uniform may not match that of the actual historical item, or a flag may be used to represent a country that had a different flag design at the time of the historical occurrence.

Illustrations for this software were all drawn by hand. Facial likenesses to historical figures were based on photos or renderings where these were available. In some cases, where there is little or no existing graphical information, facial likeness may bear little if any resemblance to the actual person. This is annotated where applicable in the text.

PRODUCT INFORMATION

Registered Version

Although the "EuroHist!" software package is a complete product in itself, it also serves as level 1 of the global "Sands of Time" history package. Further information on this software is available by selecting the world globe icon.

You can order a copy of the registered version of the software titled "Sands of Time" with the Single User Order Form. You can order multiple copies of the software at discounted prices with the Lab Pack Order Form. You may wish to take advantage of specially discounted software bundles, featuring other popular software titles.

If preferred, you can use your personal word processor to view and print order forms. The order form file names are "order" and "labpack".

CompuServe members can register online, GO SWREG ID# 15928

You can download our latest shareware titles without cost from:
<http://ourworld.compuserve.com/homepages/torpedo>

This software was authored and produced by Torpedo Software.
If you need assistance or information please contact us as follows:
email: torpedo@compuserve.com
voice: (425) 775-2919

SINGLE USER ORDER FORM

Send Orders To:

Torpedo Software - PO Box 662 - Lynnwood, WA 98046 - USA

"SANDS OF TIME"

History Game Package

PRICE: \$16 US

Payment must be in US dollars, Canadian dollars or UK pounds sterling. VISA and Mastercard Accepted. CompuServe users can register on-line, GO SWREG ID # 15928

*Note: to pay in Canadian dollars or pounds sterling, see below.

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_____ (where I found "Eurohist")

Please check or fill in the following as applicable:

_____ Win95 or later

_____ Macintosh

_____ "SANDS OF TIME" History Game Package: \$16.00

_____ HISTORY & GEOGRAPHY GAME BUNDLE: \$26.00
(Includes the "Sands of Time" & "Around the World!")

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(Includes 2 sets of the Super Deluxe Game Bundle, great for gifts!)

_____ For countries outside the US add \$2.00 handling.

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If you wish to apply for a site license for the software (significant price discount for multiple computers), you should use the "labpack" order form.

Customer service and technical support:

<http://ourworld.compuserve.com/homepages/torpedo>

Email: torpedo@compuserve.com

Voice: (425) 775-2919

UBID 601 372 078

LAB PACK ORDER FORM

Send Orders To:

Torpedo Software - PO Box 662 - Lynnwood, WA 98046 - USA
(Use your standard purchase order form if preferred.)

"SANDS OF TIME!"
HISTORY GAME PACKAGE
LAB PACK ORDER FORM

PRICING

#Computers	\$Per Computer
1	\$16.00
2-5	\$12.00
6-19	\$10.00
20-99	\$8.00
100 +	\$6.00

(Ship To) _____

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(Where I found "Eurohist") _____

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(Street) _____

(City, State, Postal Code) _____

(Country) _____ (Contact Name) _____

(Telephone) _____ (E-mail Address) _____

Please send the "Sands of Time" geography game package, for _____ (number of computers) at \$ _____ per computer.

Please check the following as applicable:

_____ Win95 or later

_____ Macintosh

_____ HISTORY/GEOGRAPHY GAME BUNDLE (includes "Sands of Time" & "Around the World!") Multiply per computer amount by 1.5.

_____ DELUXE GAME BUNDLE (includes "Sands of Time", "Around the World!" & "GeoPuzzle!") Multiply per computer amount by 1.85.

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_____ Total amount authorized (purchase order, minimum purchase \$39.00) Terms: 60 days net, 1.5% interest per month applied after 60 days.

_____ Purchase order number.

_____ Total amount enclosed (personal check)

_____ Total amount authorized (credit card)

VISA _____ Mastercard _____ Card Number _____

Expiration Date _____ Signature _____

(Greater of \$5 or 15% handling fee for all returns.)

Customer service and technical support:

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Email: torpedo@compuserve.com

Voice (425) 775-2919

UBID 601 372 078

EUROHIST!

The "EuroHist!" software package may freely be copied or sold, by anyone, to anyone, any number of times, without royalty, to or from any machine or disk, for any reason. Please pass it along to friends, local schools, or others who can benefit from its use. You may not reverse engineer, decompile or disassemble this software.

FULL NAME LIST FOR THE REGISTERED VERSION "SANDS OF TIME"

Aborigines
Adam and Eve
Aesop
Alexander II of Russia
Alexander the Great
Archimedes
Aristotle
Armstrong, Neil
Arthur (King)
Barnum, P.T.
Beethoven, Ludwig van
Bell, Alexander Graham
Bentham, Jeremy
Bolivar, Simon
Bonaparte, Napoleon
Brown, John
Buffalo Bill
Buonarroti, Michelangelo
Caesar, Julius
Capone, Al
Carroll, Lewis
Catherine the Great
Cervantes, Miguel de
Chaplin, Charlie
Charlemagne
Chaucer, Geoffrey
Churchill, Winston
Cleopatra
Columbus, Christopher
Confucius
Cook, Captain James
Copernicus, Nicolaus
Curie, Marie
Custer, George
Dante Alighieri
Darwin, Charles
da Vinci, Leonardo
Dickens, Charles
Dostoyevsky, Fyodor Mikhaylovich

Doyle, Sir Arthur Conan
Earp, Wyatt
Edison, Thomas Alva
Einstein, Albert
El Cid
Eratosthenes
Ericson, Leif
Euclid
Fonseca, Manuel Deodoro da
Ford, Henry
Franklin, Ben
Freud, Sigmund
Fulbright, James William
Fulton, Robert
Gabriel
Galilei, Galileo
Gama, Vasco da
Gandhi, Mohandas (Mohatma)
Genghis Khan
God
Godiva, Lady
Grant, Ulysses S.
Grim Reaper
Grimm, The Brothers
Gutenberg, Johannes
Hammurabi
Hannibal
Hegel, Georg
Hemingway, Ernest
Henry VIII
Henry the Navigator
Hercules
Herodotus
Hippocrates
Hitler, Adolph
Ho Chi Minh
Homer
Houdini, Harry
Ibsen, Henrik Johan
Incas
Irving, Washington
Jefferson, Thomas
Jesus

Joan of Arc
John of England
Johnny Appleseed
Kamehameha I
Kennedy, John F.
Kenyatta, Jomo
Kidd, Captain
King, Martin Luther, Jr.
Kipling, Rudyard
Lao-Tzu
Lenin, Vladimir Ilich
Lincoln, Abraham
Lister, Joseph
Louis XVI
Luther, Martin
Magellan, Ferdinand
Mao Tse-tung
Marconi, Guglielmo
Marx, Karl
Medici, Lorenzo de'
Melville, Herman
Mencius
Montezuma II
Moses
Muhammad
Mutsuhito, Meiji
Nasser, Gamal Abdel
Nebuchadnezzar II
Nefertiti
Nero Claudius
Newton, Sir Isaac
Nightingale, Florence
Nostradamus
Parks, Rosa Louise
Pasteur, Louis
Pericles
Pharaohs, Egyptian
Plato
Pocahontas
Poe, Edgar Allan
Polo, Marco
Ponce de Leon, Juan
Pope

Prehistoric Man
Pythagorus
Revere, Paul
Robin Hood
Robinson, Jackie
Rockefeller, John D.
Rommel, Erwin
Santa Claus
Satan
Scheherazade
Shakespeare, William
Siddartha, Gautama
Sitting Bull
Smith, Adam
Socrates
Squanto
Sumerians
Sun Yat-sen
Truman, Harry
Tubman, Harriet
Uncle Sam
van Gogh, Vincent
van Leeuwenhoek, Antoni
van Rijn, Rembrandt
Vespucci, Amerigo
Victoria
Vishnu
Washington, George
Watt, James
Webster, Daniel
Whitney, Eli
Witches
Wright, Orville and Wilbur
Xuanton
Yoritomo, Minamoto
Zapata, Emiliano
Zworykin, Vladimir

