THE HAJJ TRAIL INSTRUCTIONS

***We hope to add an interactive tutorial for the simulation shortly, but for now here are some basic instructions – thank you for playing!***

Goal of the Simulation

The goal of this simulation is to successfully make the pilgrimage to Mecca (the Hajj). From the standard starting route, you begin as a character in seventeenth-century Ottoman Istanbul and travel to Mecca with the goal to make in time for the hajj season, which begins in 145 days. If you start from Sarajevo, you will have more time and if you choose to start from Damascus, you will have less time. The educational goal for this project is to introduce users to the cultural history of the seventeenth-century Islamic World, with this first edition focusing on the Ottoman Empire. While the hajj journey forms the central focus of the simulation - the stories, routes, objectives, and historical narratives aim to present the hajj as a multifaceted experience which saw pilgrims traveling along the road to Mecca for a multitude of reasons.

Making Decisions

In this simulation, your decisions will help determine your journey through the early modern Ottoman Empire. You will have to balance factors like your finances, health, and how you spend your time in different locations – by going to religious sites, coffeehouses, or markets (etc.). Each of these factors will impact the choices available to you and your ability to complete the journey. Your decisions in the simulation (choice of role, shrines visited, wealth, choices in events between locations) will all impact your score at the end of the simulation. Users should think of the ‘score’ as something not about ‘winning’ but rather as a reflection of what they chose to focus on and discover while traveling along the hajj road.

After you choose your role, you will have the option of three character-specific secondary challenges to choose from. You do not need to complete these challenges but doing so will provide you with some extra points at the end of the simulation. This is meant to provide students with specific goals outside of reaching Mecca and encourage them to explore the Ottoman world as represented in the simulation.

After you choose your role and your secondary challenge you will also have the option to turn off the water quality warning. This will make the simulation much more difficult and require you to heavily utilize the coffeehouse advice or hire a caravan member to find good water. You will also see a checkbox which allows you to turn off the decay of water and food as you travel. This will make the simulation much easier and as such you will not earn points while using this option. However, this may be an ideal option for students who wish to see the world of the simulation without as many of the pressures.
The Pilgrim’s Path [TPP*]

The Pilgrim’s Path is a scoring system meant to encourage students to visit sites of religious importance along the road to Mecca which follow the practices of historical pilgrim itineraries from the seventeenth century. Your level on TPP is increased by visiting sites of religious importance but will also decrease over time. In no way is The Pilgrim’s Path meant to reflect lived Muslim devotion and the everyday practice of Islam, but it is to show students what other sites make up both the itineraries of early modern Muslim pilgrims and the varied sacred geography of the Muslim world.

Health System

On your journey, you are likely to encounter several challenges that could lead to your death. It is important therefore to keep a healthy supply of food and water for your journey. Food can be purchased at any market, as well as found for free at imarets (soup kitchens) in specific locations. Water can be found at wells of varying quality spread along the route. As you travel and explore each of the stops along the way, your supply of food and water will begin to dwindle. If you run out of either, your hunger and/or thirst will begin to deteriorate. The higher these get, the more your health (and the health of your traveling companions) will be impacted. You can decrease your hunger and thirst by getting more food and water, respectively. If you see either your hunger or thirst meter with any color filled in, you should try to remedy your food or water situation immediately.

Protection from Events

In between each stop you will usually run into an event, some positive and some negative. Some of these can be attacks by bandits or raiders on your caravan. However, you can prevent losses in these instances by hiring new traveling companions for your caravan from the coffeehouses in different locations. However, these traveling companions may perish during raids or at times turn on you. You may also get a Letter of Safe Conduct in some instances which will protect you at sea. Similarly, you can pay a ‘Bedouin Tribute’ in the desert to avoid being raided by Bedouin tribes in the area – both go away after one use and can be purchased in select markets.

Caravan Members

Each member of your caravan (max 3) can give you bonuses to help you along your journey. There are 45 different characters that you can come across while traveling along the road to Mecca. You can recruit members to your caravan by visiting the coffeehouses in each location.
The Sidebar

***If you are playing on a mobile device you will have to press the carrot in the top left corner of the screen to access the sidebar***

As you journey, the decisions you make will begin to affect your health, wealth (*akçe*), and your TPP* meter. You can keep track of these in the sidebar.

![Sidebar Image]

It is up to you to decide what you value most. Do you want to use the hajj journey to find new markets for your goods and increase your wealth? Do you want to focus on the hajj journey’s spiritual benefits and complete the hajj journey as many seventeenth-century pilgrims did? Is your goal to reach Mecca as fast as possible, using all the tools at your disposal? Do you just wish to explore the world as much as you can? Or do you wish to focus on a mix of these factors? Whichever facet of the simulation you focus on you will earn points to contribute to your final score. The variety of choices is meant to reflect the variety of historical experiences of pilgrims – some pilgrims in the seventeenth century traveled to Mecca as part of a spiritual journey, while others explicitly went so they could trade in the marketplaces of the Holy Cities, while others used the hajj as a reason to travel and visit friends and families.

**Time System**

Time in this simulation is represented by the traditional five hours of prayer in Islam based around the position of the sun. This is to reflect how pilgrims in the seventeenth century wrote about the passage of time and understood the parts of the day. The name for the time of prayer that the sun corresponds with is at the bottom of the box below. The position of the sun will move as the hours of the day increase. The day counter below it keeps track of days and counts down the days until the Hajj of that year (in the Islamic Hijri Calendar – ‘H’) – showing the number of days you have left to make it to Mecca.
The speed of travel on the slowest route is based on an early eighteenth-century Bosnian pilgrimage itinerary by Yusuf Rumi. The hours of travel to your next destination based off this historical account is noted with the continue button for each destination. The time system gives you 12 hours in a day – with the assumption for the simulation that there would be another 12 hours in which a traveler would need to sleep, set up camp, eat, etc.

You have three speeds of travel in the simulation (slow, medium, fast). On the slowest speed you will land on every stop on the road and have easier events. However, the faster you go the less stops you will land on and thus save time as you make your way to Mecca (only landing on larger cities and important locations). However, the tradeoff is that you will be at a greater risk for danger since you would be traveling without the protection of the main caravan.

**Sidebar Buttons**
You can also keep track of many aspects of your journey in the sidebar.
• **Status:** Here you can see the health of you and your party, as well as your personal biography if you choose to write one. If any traveling companions die along the route, their deaths will be recorded here as well.

• **Inventory:** Here is where you can keep track of your akçe, the goods you purchase along the way, your horses/camels, your current travelling speed, and your max carrying amount of food and water (increase this with more horses/camels).

• **Progress:** Here you can see a map of your journey so far, as well as a list of the shrines you have visited. This page also has a button to see the scoring guide so you can focus on certain tasks or challenges to complete during your journey and increase your total score.

• **Notes:** Here you can keep track of any notes you wish to write. Added if you wish to keep notes of what you paid for items so you can know if you will make a profit selling them elsewhere.

• **Music Controls:** Play – Stop – Louder – Softer

• **Toggle Fullscreen:** Switch to Fullscreen mode.

• **Save/Load:** Here you can save and load your simulation state. Note that the simulation will autosave, so when you open it again, you will be given the option to continue from your current save point.

• **Full Map:** This newly added feature, shows the full map and routes available to you for reference. While it is a bit crowded to look at right now, you can utilize it to plan out which forks in the road to take.

• **Resign & Restart:** Here you can restart your simulation and resign which will give you a summary screen of your journey and total your score to that point.

• **Instructions:** Opens these instructions.
Locations Along the Route

In each location, you may see several options available to you. Visiting these in a location will add a couple to several hours to your overall time.

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<th>Visit Religious Shrine</th>
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- **Visit the Market**: Here is where you can buy and sell goods. Each location has a unique market with different items for sale and prices. Prices also vary in price from one location to another. Buying goods in one city and selling them for a higher price in a later city is one way to increase your wealth. Regional goods will fetch a higher price when you bring them to another region to sell, the further the region is from the original purchase location the higher profit you will get. Also, smaller markets will usually have better prices for basic goods when compared to large markets, so a good way to make money quick is to buy goods in small villages and sell them in nearby big cities.

- **Visit Religious Site**: (Changed from ‘Shrine’ to reflect the variety of sites included) Many locations have religious sites that pilgrims would often visit. Visiting these will increase your level on The Pilgrim’s Path. You can visit each religious site once.

- **Gather Water**: Most locations will have a well from which draw water from for your journey. Be aware that some wells are more likely to have tainted water compared to others. Tainted water will make you or a member of your traveling party sick. You also can only take water from a well in one location only once. The ‘Nomad’ character will give you the ability to see the water quality of the well before you take water from it.

- **Visit Bath**: If you or members of your party lose health along the way, you can heal at the medicinal baths along the route. Some of these cost *akçe*. 

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[Image of options and travel times]
• **Visit Stables:** Your speed of travel, as well as the places you can stop at, is determined by the number of horses/camels you have. You begin with zero horses, but can purchase more at the stables. Having three or more horses will allow you to travel at the fastest speed, skipping many of the stops that other pilgrims would make along the way. One or two horses, will allow you to travel at a slightly faster pace, but stop at more locations along the road. Having no horses means you will be traveling with a caravan by foot at the slowest pace but stopping at every location along the road. The faster your travel, the more risks you face along the road.

• **Visit Coffeehouse:** All locations will have a coffeehouse where you can eavesdrop on fellow travelers and pick-up valuable bits of information. The information you learn here will give you advice on what to do in the simulation (i.e. if the water is good here, what is a good price for an item, which way to go, where you can find x, etc.). There are at least three pieces of unique advice to be overheard at each location. *This is also where you can recruit new members to your caravan traveling party (max 3).*

• **Visit Imaret:** This button is in a few select stops and allows you to receive free food from the local soup kitchen (*imaret*) — This is called *Surre Distribution* in the Arabia Region.

• **Petition the Pasha:** This button is in a few select stops and allows you to petition the local governor for aid on your journey. If you do this, you will take a large time penalty, but you will be given significant gifts and have your health restored.

• **Continue to [next destination]:** You may also choose to simply press ahead to your next destination. Some locations will have an option to go to multiple destinations. The main destination on the most direct way to Mecca is always blue, while the alternate destinations are purple. You will also see that this button will show you how many hours of travel it is to the next destination (these options will change if you change your speed in town) — the greater number of hours to travel the harsher the penalty on your food and water supplies.

A few additional notes:

• Each of these actions in town takes time, so be aware of the tradeoffs you are making in terms of trying to make it to Mecca on time.

• You are free to do as many activities as you wish in each location.

• Some options aren’t available in certain locations, so be sure to take advantage of markets/wells/religious sites/etc. when they are available.

• The notepad is included to give you a space to write down prices and know what you paid for items to ensure you get a profit when you sell goods. Buying in a smaller market and selling in a large city will usually net you a reasonable profit, while buying unique items or goods from large cities and selling them in different regions will usually net you a large profit.

• Note that you can butcher your horses for food in your inventory screen if you are desperate. You can also butcher your camels for some food and water in the desert on the inventory screen, this is a useful last resort if you are without water in the desert.