



Beta Build | Nov 22, 2011

We're pleased that you are trying out Past/Present, our new immersive history game. Because the game is still being created, there are a few things you need to know in order to have a smooth playing experience.

Tech Notes

- The game is played over the internet on either a PC or a Mac. It won't work on tablets or other devices. Your machine will need to have enough power to make the game work; older and less powerful machines may choke.
- The game should be played on the CHROME browser if it at all possible, but if you don't have Chrome you can try another recently-updated browser.
- Go to pastpresent.muzzylane.com and set up a login using your email and a password of your choice. If you leave the game at any point, your progress will be remembered when you return.
- Before you can play you will have to download the Sandstone game engine using the link provided and install it from your download folder. Please make sure Chrome is COMPLETELY closed out – some apps keep it running in the background and the engine will not fully install.
- Login and play! If for some reason the game freezes or the Sandstone plugin crashes, first try refreshing the browser (F5 on Windows machines). This sometimes happens when scenes in the game change. If that doesn't work, try closing and reopening the browser. Using your browser's back button will bring you to the homepage.

Content Caveats

Past/Present has two halves, each of which tells a full story. You may play Anna Caruso, an Italian immigrant working in a New England mill in 1906, or Walter Armbruster, a native manager of the same mill. The choice you make will affect your life experiences in the game.

The game will bring you through four eventful days in the life of the mill town. You will have tasks to complete, people to talk to, and issues to investigate. You will also have to go to work every day in order to earn money to support your family. There are a variety of features that will let you know what you need to do.

Because the game is still in beta form, the current version is incomplete. Here are some elements which may be missing in the build you are playing:

- Anna's game can be played all the way through. Walter's game works through Day Two; after that you are liable to run into various bugs and errors.
- There is only partial audio in the game at this time.
- The prologue videos use old character models that have been changed.
- Various graphical elements and other things may be missing.
- Art, dialogue, plot, choices, and story arc are all under construction and are not meant to be final. Things like facial expressions, lip movements and character navigation are still being worked on.
- Epilogues are provisional and will be more tightly integrated with gameplay.
- The town map does not have any labels yet.

On the other hand, because we're still working on Past/Present, we welcome any and all of your comments, great and small. We'd love to hear about any issues you may have with technical problems, navigation, content or game structure.

You can contact us at pastpresent@cnam.com with any questions. Thanks for testing PastPresent.