
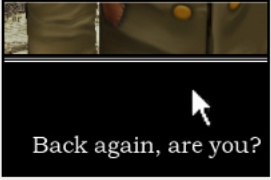



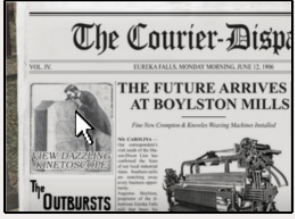









Instructions for Play



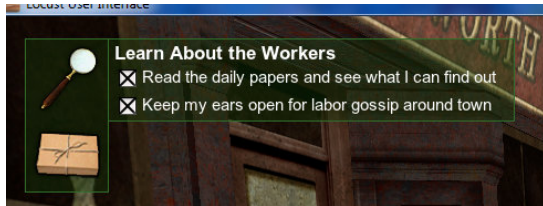
Past/Present is easy to play, with intuitive navigation and helpful in-game hints always available by clicking the **gear button** on the right side of the screen.

Basic Navigation	
<p>Click characters showing a word bubble to talk to them</p> 	<p>You need to talk to other characters in the game in order to learn things about the world you find yourself in. Look for the word bubble icon to find people with something to say.</p>
<p>Click on the Conversation Bar to talk</p> 	<p>Once you click on a character, they'll start talking to you. Move through these dialogues by clicking anywhere inside the black Conversation Bar. From time to time you'll be asked to make decisions that will affect your character's future. Click on the answer you choose.</p>
<p>Click where you want to walk to</p> 	<p>If you're not in a conversation, you can move your character around the game world. Click on a spot where you want Walter or Anna to walk to, and presto! – they'll head off to that place.</p>
<p>Adjust the camera angle by right-clicking and dragging the mouse. Use the mouse wheel to zoom in and out.</p> 	<p>You can use the mouse to zoom in and out while walking around Eureka Falls. You can also spin around your character by right-clicking and dragging the mouse until you get the angle you want. Otherwise, you'll see the default view, which is in back of your character.</p>

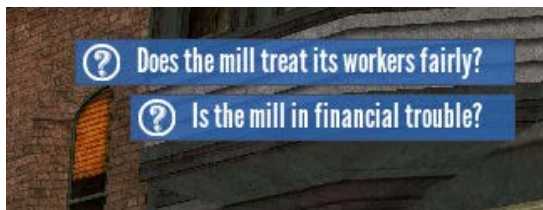
<p>Click on stores and objects to find out more</p> 	<p>Some store windows and objects on the street have hidden pictures which will be revealed when you click on the magnifying glass icon.</p>
<p>Click on an article to read it more closely</p> 	<p>Every day you will have the opportunity to buy two newspapers. They're full of interesting articles and possible Evidence for your gameplay. Click on a headline or graphic to read it more closely.</p>
<p>Sometimes characters will send you to the next scene. If they don't, look for this icon to exit</p> 	<p>When you're done with a particular scene, look for the exit hand icon to lead you to the next load. Sometimes you won't be allowed to leave until you've spoken with a key character. In Eureka Falls, the alleyway is the exit between the downtown and the milltown neighborhoods.</p> <p>If the game "hangs" between scenes, try refreshing your browser.</p>
<p>Resource Icons</p>	
<p>Click the brain icon to bring up the menu</p> 	<p>Your Brain is located in the upper right hand corner of the screen. It keeps track of your game progress and provides background information.</p> <p>Goals are tasks you need to complete as you move through the game. An example of a goal would be: "Talk to Moran about the mystery man."</p> <p>Evidence is the answers you get when you ask people about the Big Questions that are posed to you. An example would be Franz telling you that working hours used to be much longer, which would be Evidence that could be applied to the Big Question "Does the mill treat the workers fairly?"</p> <p>The People tab brings up biographies of the major characters in the game.</p> <p>The Glossary is a dictionary of words that may be unfamiliar. Key words are listed first in red.</p>

<p>Your Satchel contains items you'll need in the game and keeps track of your money</p> 	<p>Underneath the Brain you'll find the Satchel. This opens into an inventory of things you'll need in the game, such as newspapers you've purchased or food you've bought.</p>  <p>The satchel also keeps track of your money. If you play Walter, you'll also have access to a Bankbook that provides more detail on how you've spent your funds.</p> 
<p>Use the Map to find your way through Eureka Falls</p> 	<p>Below the Satchel is the Map icon. This brings up a map of the town of Eureka Falls. (Please note that the Heights is NOT on the map.) The blue diamond indicates where your character can be found, and the flashing hand shows you the exit from the scene.</p>
<p>Click on the Gear to find instructions at any time</p> 	<p>The bottom icon is the Gear, which brings up the in-game tutorial cards. These provide quick help if you get stuck in navigation.</p>

Game Systems

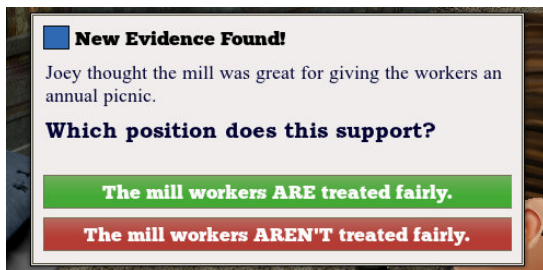


The **Goal and Objective system** creates tasks for you to complete as you move around town. For example, a character might ask you to buy something for them (eggs, a piano, a bicycle). This Goal would stay active until you bought the item. Many Goals may be active at the same time. You can check your progress by hovering your mouse over the **goal icons** in the upper left hand corner or consulting the **goal tab** in the Brain.



he **Big Question and Evidence** system asks you to learn about important issues facing Eureka Falls. Each Big Question can be have both YES and NO answers. It is up to you to collect Evidence from other characters or newspaper articles and assign each new piece to the appropriate position. Then you can decide how you feel about the issue.

You can check your progress by consulting the **Evidence Tab** in the Brain.



When you collect a new piece of Evidence, you have to decide how to **sort** it. First, you'll need to assign it to one of the active Big Questions. Then you'll be asked whether the Evidence supports a YES or NO position on the question. You can always **re-sort** the answers at any time if you change your mind. Just clock on the **Evidence Tab** in the Brain and open up the sorting screens.