



Pre-Installing *Past/Present* on multiple Windows machines

These instructions are for teachers and IT facilitators who will be setting up *Past/Present* on more than one Windows computer for classroom or computer lab use. Teachers installing on Mac OS X computers should [click here for Mac instructions](#).

Because the files needed to run *Past/Present* are quite large, you should download them only once, and then use these downloaded files to install the game on as many computers as you need.

Prepare your computers in the following order:

1. Check the System Requirements to make sure the game will play on your computers.

The computers that will be used to run the game will need to meet these minimum requirements:

- Operating system: Windows 7, Vista, or XP
- Processor: 2 GHz Dual-Core Processor
- RAM: 2GB Available System Memory
- DirectX: 9.0c (note that DirectX 10 and 11 don't necessarily support DirectX 9.0c)
- GPU: Shader Model 2.0 support
- Video Memory: 256 MB
- Hard Drive Space: 1GB Available Hard Disk Space
- Browser: Firefox and Internet Explorer are the suggested Browsers. The game will not run on Google Chrome.
- 32-bit browser (64 bit browser will not work)
- **You will need to be signed in with Administrator access to do the initial installation of the Sandstone plugin.**

2. Download the Sandstone Player Game Engine Plugin.

- Go the [Play > Pre-Install](#) page at pastpresent.org and find the link to begin downloading the **Sandstone Player** plugin file.
- Save this file to your desktop.

3. Download the Past/Present Full Game Installer

- Go to [Play > Pre-Install](#) page at pastpresent.org and find the link to begin downloading the **Past/Present Full Game Installer** file. This is a large (650MB) file, so make sure your Internet connection is fast enough.
- Save this file to your desktop.

4. Copy both installation files onto a thumb drive

- Copy both the Sandstone Installer and the Full Game Installer from the desktop to a removable drive. You will need this to pre-install the game on additional machines.

5. Copy both files to ALL computers you plan to play the game on.

- Copy the two files to the desktop of each machine you plan to play *Past/Present* on.
- Install the game on each computer using the instructions below.

6. Install the Sandstone Game Engine Plugin.

- Find the Sandstone Plugin installer (an .exe file) on each desktop and double click it to run the installer. (Check that you are signed in to your Mac with Administrator Access. If not, you'll need an administrator to sign you in.)

7. Install the Full Game Content.

- Find the Full Game installer file (an .exe file) on each desktop and double click it to run the installer. Follow all prompts.
- The game is now installed on the computer. Repeat on other computers as needed.

8. Create your Teacher account.

- Open your browser and go to <http://www.pastpresent.org> and click on LOGIN.
- Make sure you are using an approved browser (Firefox or Internet Explorer). Google Chrome will not work.
- If you don't have a user account you will need to create one.
 - Click on the "Create Account" link to the right of the login fields.
 - Select the Teacher account tab.
 - Fill in all the fields.
 - Once you finish filling in the fields, click "Submit"
 - An email will be sent to the provided email address.
 - Click the link in the email. This will activate your account and log you in.

9. Manage your classes.

As a teacher, you will be able to create subaccounts for each of your students by using the Classes tool.

- Once logged in you should see the "Your Classes" section.
- Click the "Create your first Class" button. You will be brought to the Class Creation page
- Give your Class a name and click "Submit"
- You will be then be shown a confirmation that the class was created, and which Class Code it was assigned.
- Give this Class Code to each of your students to use when creating their student login accounts. You can always find your Class Code by checking your class page after you've logged in.

Useful information:

The game will remember each student's progress automatically. As long as each student has their own unique login account, she can pick up where she left off in a previous session, regardless of whether she is playing on the same computer. However, students will need to download or pre-install the game files once on any machine they plan to play the game on.

For more information, FAQ's, and updates, go to pastpresent.org.