

Technical Questions & Answers

This handout answers technical questions about MAKING HISTORY and suggests steps you and your IT support should take before teaching with the game.

Playing a Multiplayer Game

Requirements

- One computer per country and one computer to host the game.
- All player computers must share a network.
- All computers must meet system requirements.
- If you want to show the game in class, you'll need:
 - A computer that meets system requirements
 - A projector that connects to the computer
 - A screen for projecting the game.

Questions & Tips

- What internal firewalls are in place? MAKING HISTORY does not need Internet access, but networked computers must be able to communicate with the game server.
- Multiplayer games need one computer to host the game. Choose your classroom or lab's "best" computer (most memory, fastest processor, cleanest systems) for this role.

Playing a Single-Player Game

Requirements if students play MAKING HISTORY as homework

- The computers they use must meet system requirements.
- If, before and after students play, you want to show the game in class, you'll need:
 - A computer that meets system requirements
 - A projector that connects to the computer
 - A screen for projecting the game.

Requirements if you play a single-driver game

- One computer that meets system requirements.
- A projector that connects to the computer.
- A screen for the projection of the game.

MAKING HISTORY System Requirements

- Windows® Vista, XP, or 2000
- Pentium III or Athlon 1.0GHz Processor
- 512 MB RAM
- 1 GB available hard drive space
- 32 MB video card

NOTE: The game requires DirectX 9.0c. If you do not have this version of DirectX installed, you can upgrade to it by clicking on "Install DirectX" in the Making History Installer menu.