Minimum System requirements:

Windows 2000, XP, or Vista
2GHz CPU
64Mb Graphics memory (128Mb Recommended)
1Gb System memory (2 Gb Recommended)
DSL or Cable Internet connection (Required for Online Multi-User)
OpenAL compatible sound hardware

Latest hardware drivers must be installed for optimum performance.

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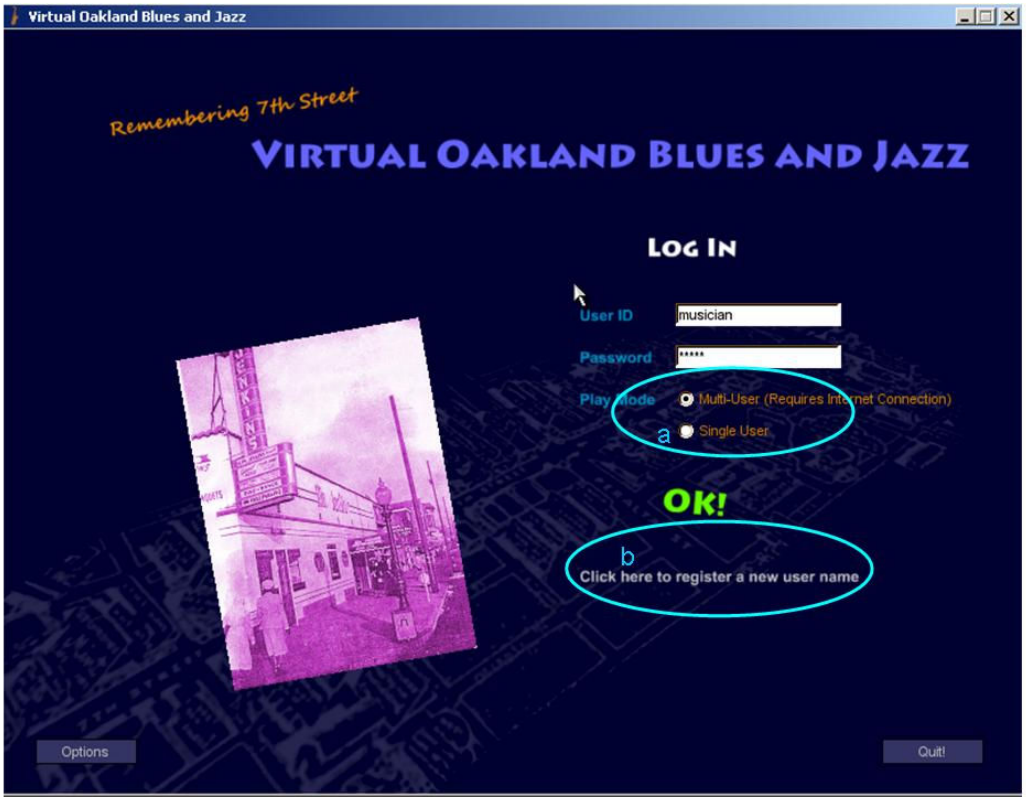
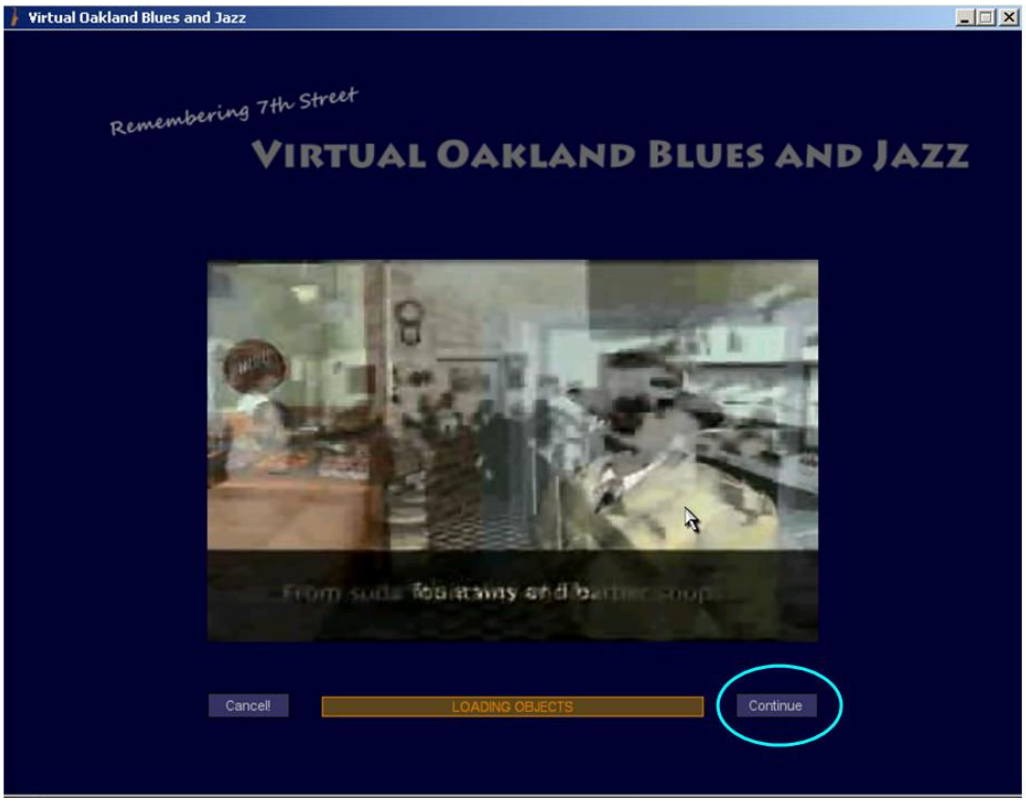
Hi, aspiring musician! Welcome to the jazz paradise! Do you want your music to be known? This is the place! Meet the locals on the 7th Street and they will help you find the road to success.

GETTING STARTED

1. Download the installer by clicking on this link.
2. Run the installer and follow the instructions.
3. Run the game by double clicking on your desktop.
4. (a) Log in as a "Single User" if you want to visit *Virtual Oakland* by yourself. If you are visiting with others, check the "Multi-User" button. Press "OK" when the option is set. (b) Be sure to register if you have not visited *Virtual Oakland* before.



5. Watch the introductory video while the game loads. Press “Continue” when you are ready for your journey!

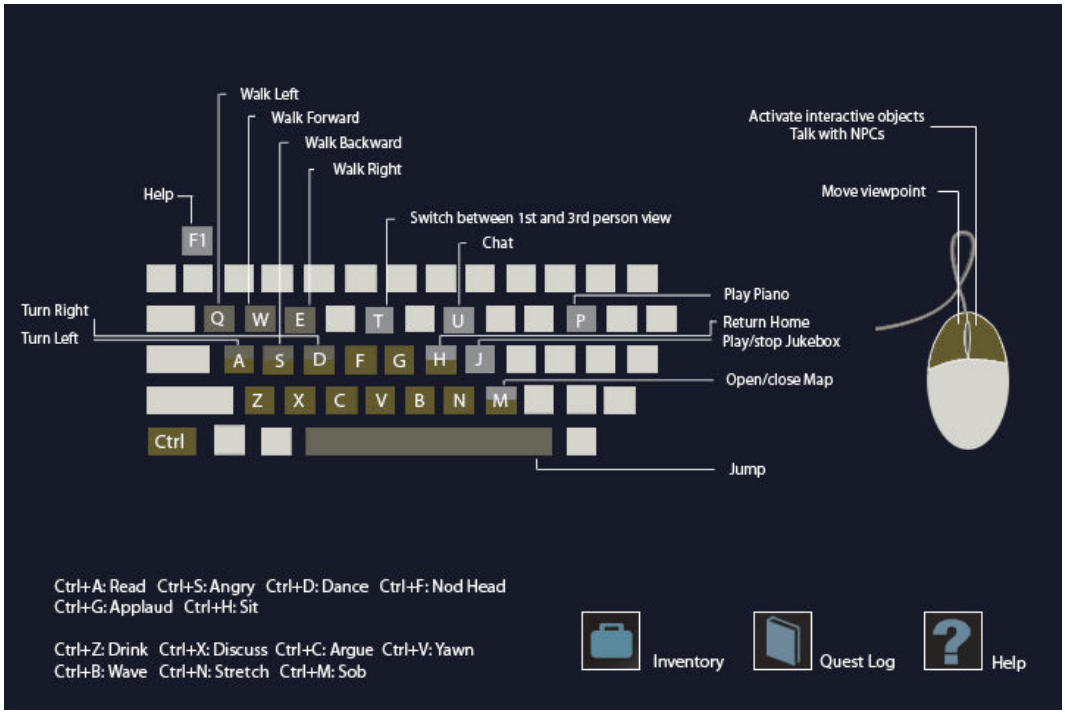


6. As you land in *Virtual Oakland*, feel free to get your favorite outfit in the Burton’s clothing store on your left.

7. The clothing interface appears every time you enter Burton's Clothing Store. Change your hair style, skin, and outfit by pressing the appropriate buttons on the "Clothes" window. Be sure to close the "Clothes" window by pressing "X" on the upper left corner before getting out of the store or your activity will be hindered.

CONTROLS AND GAME INTERFACE

8. The game is controlled through the keyboard and the mouse. You can check out the keyboard mapping by pressing [F1] or on the lower right corner. You can move your camera by holding the left-click and dragging the mouse cursor. Right-click is used for interacting with objects and non playing characters (NPCs). Check the keyboard mapping for different actions of avatars.



9. You can interact with in-game objects (Jukebox, piano or NPCs) by right-clicking on them. Make sure they are not obstructed by other objects in view, otherwise, the right-click may not work.
10. If you get lost, check out where you are in the map by pressing [M]. Press [M] again will close the map.
11. If you get lost, or if your avatar gets stuck, you can go back to the Burton's Store by pressing [H].

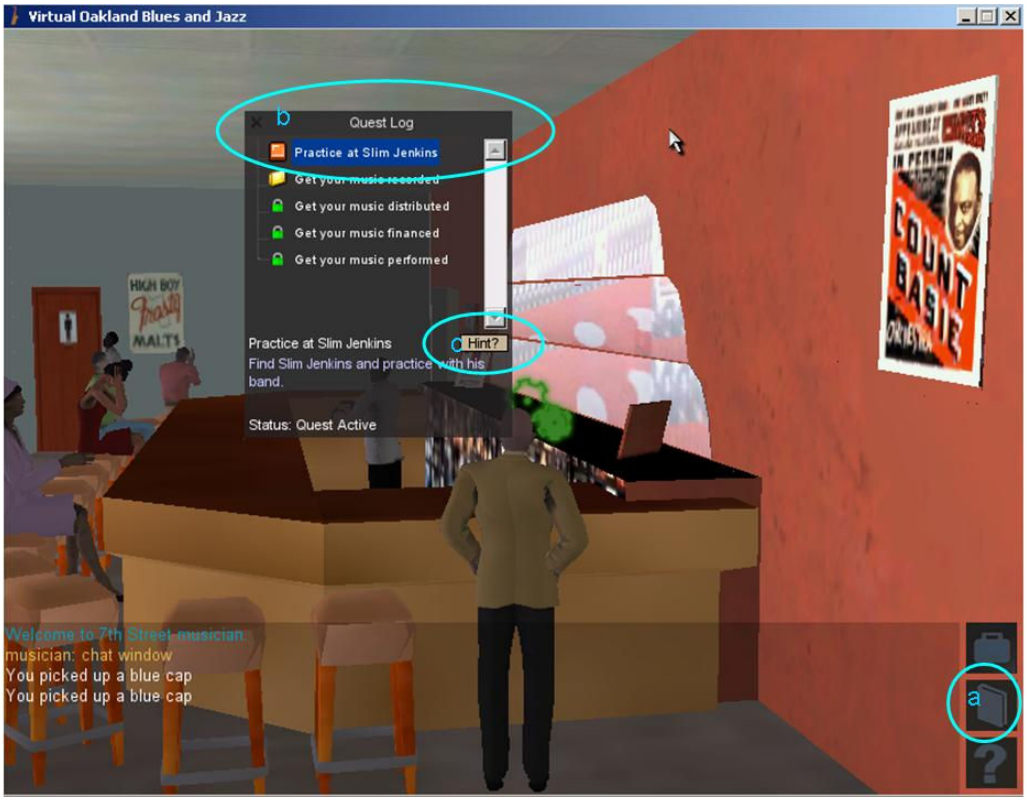
12. You can find updates of your status in the transparent window on the lower portion of the window. This window is also used to chat with other players. Press [U] to type a line and press [Enter] to send.

INVENTORY

13. You will collect different items during your journey. (a) Check your *Inventory* by clicking on the lower right corner to see the items that you have collected. (b) Highlighting the item and (c) click “Look” to see the detail of it.
14. Be sure to close the pop-up windows when you are done using them or your game control will be limited.

QUEST LOG

15. (a) Check out what you need to do in the game by clicking . This will (b) bring up the *Quest Log* which will show you the tasks that you need to complete on the road to success. (c) Check "Hint" to get the details of the tasks.
16. Be sure to close the pop-up windows when you are ready to proceed or your game control will be limited.



CONVERSATIONS

17. Be sure to close all pop-up windows or conversations cannot be initiated.
18. Talk with NPCs with above their heads to get information to proceed. Right click on them to initiate dialogue.
19. Press [T] to switch back and forth between first-person view and the shoulder view. Conversation with NPC is only available in the first-person view.

20. Enjoy your journey!

Disclaimer

We have tried to make the facts presented about people and places in Remembering 7th Street as historically accurate as possible, drawing on scores of interviews with people who remembered 7th Street and hundreds of news articles and other documents from various archives.

While the facts presented in the conversations that players have with individual characters in the game are based on our research, the actual dialogs are fictional. These exchanges were created for the sake of interactive game play, and are not the actual words the characters spoke. In some cases we made up fictional characters as part of game play. Characters with full names are based on actual people, while characters with only first names are fictional.

In some cases we also lacked photographs or descriptions of particular places, such as buildings or businesses. In those cases we had to rely on generic representations of what the exteriors of buildings or the insides of stores and offices were like in Oakland during the period of the 1940s and 1950s.

There also were instances where biographical facts about particular characters or details about specific places were in conflict. In those instances we tried to rely on the most credible information available, or we presented the conflicting information as part of game play.

We are constantly striving to improve the historical accuracy of the game. We welcome input from people who have memories or photographs of the characters and places of 7th Street, so we can update the game and make the experience of playing Remembering 7th Street as true to life as possible.

A note on copyright and likenesses: We received permission from various libraries, museums, news organizations and individuals to use photographs and other materials in the game, although in some cases we were unable to trace the origin of photographs to determine who might have owned the rights to them. Similarly, where characters in the game were representations of real people, we received permission to use the likenesses of people still alive or from the heirs of famous people who are deceased.

If you have any information about 7th Street you would like to share with us, or have any other suggestions or questions about the game, please contact us at 7thstreet@journalism.berkeley.edu.