

when the past was around walkthrough

when the past was around walkthrough is a detailed guide designed to help players navigate the enchanting world of the indie game "When The Past Was Around." This game is a unique blend of puzzle-solving, storytelling, and beautiful art aesthetics, centered around themes of love, loss, and nostalgia. In this article, we will provide a comprehensive walkthrough that covers the game's chapters, puzzles, and important items, ensuring you can fully enjoy the experience without getting stuck. We will also discuss gameplay mechanics and tips to enhance your journey through this emotional narrative. This guide will serve as your go-to resource for understanding the game better and achieving a fulfilling playthrough.

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Overview of "When The Past Was Around"

"When The Past Was Around" is an indie adventure game developed by Mojiken Studio. It is notable for its stunning hand-drawn art style and a hauntingly beautiful soundtrack that immerses players in its story. The game follows the journey of a young woman named Eda, as she navigates her memories and emotions tied to a mysterious figure from her past. The narrative unfolds in a dream-like fashion, inviting players to explore various environments that are rich in symbolism and emotional depth.

The game is divided into several chapters, each presenting unique puzzles that must be solved to progress the story. As players engage with the environment, they will discover various items and clues that help reveal Eda's past and the relationship she shared with the enigmatic character. The game's atmosphere is designed to evoke feelings of nostalgia and reflection, making it a poignant experience for many players.

Chapter Breakdown

The game consists of multiple chapters, each offering distinct themes and puzzles. Below is a breakdown of the chapters, highlighting their key elements.

1. Chapter 1: The Beginning

This chapter introduces players to Eda and her surroundings. Players will learn the basics of movement and interaction while uncovering the initial elements of the storyline.

2. Chapter 2: Memories

In this chapter, players delve deeper into Eda's memories. The puzzles become more intricate, requiring players to piece together clues about her past.

3. Chapter 3: The Enigma

This chapter centers around the mysterious figure in Eda's life. Players face more complex challenges that intertwine emotional storytelling with gameplay.

4. Chapter 4: Resolution

The final chapter brings closure to Eda's journey, allowing players to reflect on the narrative and the choices made throughout the game.

Puzzles and Solutions

One of the most captivating aspects of "When The Past Was Around" is its puzzles. Each chapter features unique challenges that require critical thinking and observation. Below are some notable puzzles and their solutions.

• Puzzle 1: The Clock Mechanism

In Chapter 1, players must interact with a clock to unlock a sequence. Players need to align the clock hands in a specific position based on hints provided in the environment.

• Puzzle 2: The Music Box

In Chapter 2, the music box requires players to find musical notes hidden around the area. Collecting these notes in the correct order will unlock further memories.

• Puzzle 3: The Mirror Reflection

In Chapter 3, players must manipulate a mirror to reveal hidden messages. This involves adjusting angles and lighting to uncover the truth about Eda's past.

Important Items and Their Uses

Throughout the game, players will encounter various items that are crucial for solving puzzles and advancing the narrative. Here are some important items and their uses.

- **Key Items:**

These include keys that unlock specific areas or memories. Collecting all keys is essential for progression.

- **Photographs:**

Photographs serve as visual memories that help piece together Eda's story. Interacting with them often triggers flashbacks.

- **Musical Notes:**

These are integral for solving music-related puzzles. Players must gather and arrange them to unlock further chapters.

Gameplay Mechanics

The gameplay mechanics in "When The Past Was Around" are straightforward yet engaging. Players primarily navigate through beautifully crafted environments, interact with various objects, and solve puzzles that are often tied to the emotional narrative. Here are some key gameplay mechanics:

- **Point-and-Click Interface:**

The game employs a point-and-click system, allowing players to interact with items and the environment effortlessly.

- **Inventory Management:**

Players collect items that are stored in an inventory. Understanding how to use these items is crucial for solving puzzles.

- **Storytelling Through Environment:**

The game tells a rich story not just through dialogue but also through visual cues and environmental storytelling.

Tips for a Successful Playthrough

To enhance your gaming experience and ensure a smooth playthrough, consider the following tips:

- **Take Your Time:**

Don't rush through the game. Take your time to explore each area thoroughly, as many clues are hidden in the environment.

- **Pay Attention to Details:**

Small details can often lead to significant breakthroughs in puzzles. Keep an eye out for patterns and clues.

- **Use the Inventory Wisely:**

Always check your inventory for items that could be useful in solving puzzles. Experimenting with items can lead to discovering new solutions.

Conclusion

"When The Past Was Around" is a beautifully crafted game that offers a unique blend of storytelling and puzzle-solving. This walkthrough has provided insights into the chapters, puzzles, key items, and gameplay mechanics, all aimed at enriching your gaming experience. By following this guide, players will be well-equipped to navigate Eda's emotional journey and unravel the mysteries of her past. Whether you are new to the game or revisiting it, the world of "When The Past Was Around" is sure to leave a lasting impression.

Q: What type of game is "When The Past Was Around"?

A: "When The Past Was Around" is an indie adventure puzzle game that combines storytelling with intricate puzzles, focusing on themes of love and nostalgia.

Q: How many chapters are in the game?

A: The game consists of four main chapters, each exploring different aspects of the protagonist's past and the puzzles associated with them.

Q: Are there any timed puzzles in "When The Past Was Around"?

A: No, the game does not feature timed puzzles. Players can take their time to solve challenges at their own pace.

Q: Can you replay the chapters in "When The Past Was Around"?

A: The game does not have a chapter select feature, but players can revisit the game to experience the story and puzzles again.

Q: What are some common challenges players face in the game?

A: Players often struggle with puzzle complexity and item interactions, particularly in later chapters where solutions require critical thinking.

Q: Is there a story-driven aspect to the game?

A: Yes, the narrative is a significant component of the game, with players uncovering Eda's memories and emotions as they progress through the chapters.

Q: Are there any collectibles in the game?

A: Yes, players can find various collectibles such as photographs and musical notes which enhance the storytelling and assist in puzzle-solving.

Q: Does the game have a soundtrack?

A: Yes, "When The Past Was Around" features a beautiful soundtrack that complements its emotional narrative and enhances the gaming experience.

Q: What platforms is the game available on?

A: The game is available on multiple platforms, including PC, Nintendo Switch, and various mobile devices.

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