1. Download the ZIP File
2. Download Godot v4.3.x
3. Extract the contents of the ZIP File and put them all into one directory
4. Open the Godot engine
5. Click the "Import" button and select the directory that you extracted the files into
6. The project should load and launch, if it did not launch, double click on the project in the engine menu
7. The project editor should open
8. In the top right, there is a toolbar with a play, pause, stop, and a few other icons
9. To run the game, click the play button
10. A new window should pop up with the game running
11. To quit the game (assuming there is no working menu) click the red X in the top right to close the game
12. To reopen the game, click the play button again