The most common reason why the demos and source fail to build are due to the lack of required software to build them. Ensure that you have the following before building:

* Install Microsoft Visual Studio 2008 <http://www.microsoft.com/express/Downloads/>
* Microsoft XNA Game Studio 3.1 <http://www.microsoft.com/downloads/en/details.aspx?FamilyID=80782277-d584-42d2-8024-893fcd9d3e82&displaylang=en>
* Open “BitSits Framework.csproj” press F5 to build
* For full screen mode “Game.cs” set graphics.IsFullScreen = true;