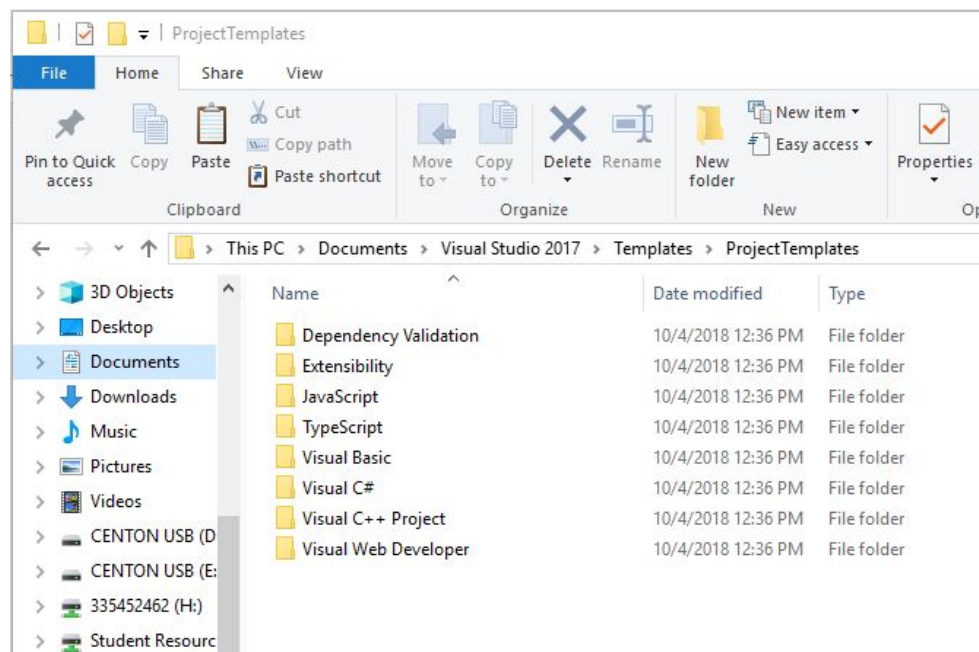


# eMonoGame Installation Instructions

Follow the steps below to install the *MonoGame* project *template* along with the content pipeline build tool (MGCB).

1. Close Visual Studio if it is currently open
2. Download the files “**MGCB\_ContentPipeline.zip**” and “**MonoGameDesktopTemplate.zip**”
3. Move the “**MonoGameDesktopTemplate.zip**” file to the “**Visual Studio 2017/Templates/ProjectTemplates**” folder located in Documents. Do **NOT** unzip the archive file. Simply place it inside the “**Project Templates**” folder.



4. To install the content pipeline build tool, extract the “**MGCB\_ContentPipeline.zip**” file onto a USB drive

