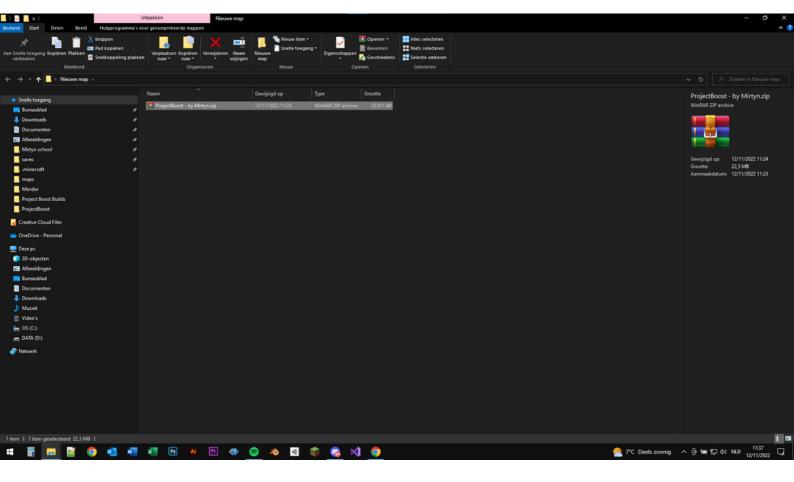
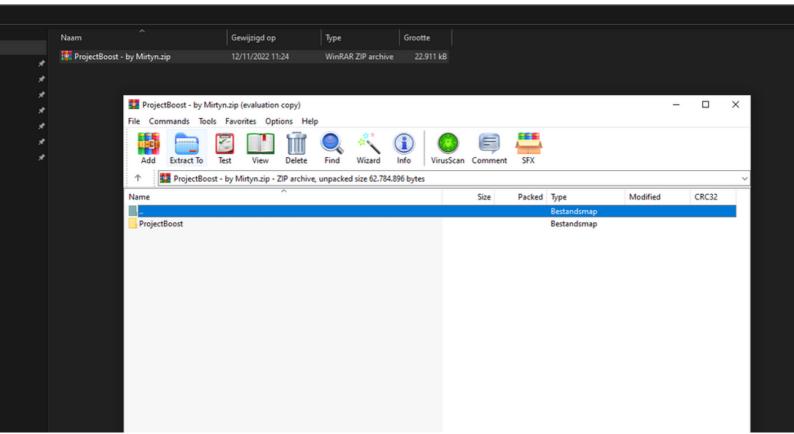
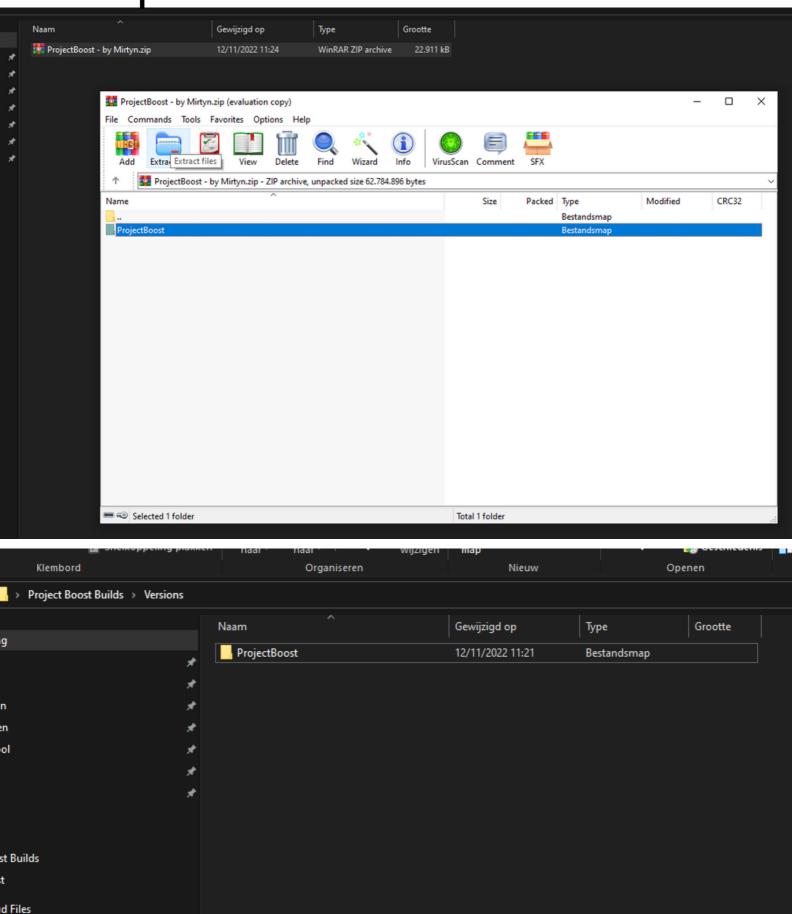
Place download some where



Open the .zip



Extract or unzip the fille and place it somewhere



Open "ProjectBoost"
Then go to "Beta 0.0.1" and then you can find the game's executeable ("Project Boost.exe")

Eigenschapper H Selectie omkeren Selecteren Organiseren Nieuw Openen > Project Boost Builds > Versions > ProjectBoost > Beta 0.0.1 > Gewijzigd op MonoBleedingEdge 12/11/2022 11:01 Bestandsmap aublad Project Boost_Data 12/11/2022 11:01 Bestandsmap UnityCrashHandler64.exe 31/08/2021 3:48 1,222 kB Toepassing UnityPlayer.dll 31/08/2021 3:48 Toepassingsuitbrei... 27.464 kB ct Boost Builds ctBoost

I suggest you to take a look at the .txt files within "ProjectBoost"