**First things first**

You must have [emu8086](http://www.emu8086.com/) and [DOSBox](https://www.dosbox.com/) installed.

**Compiling and running it**

To compile it, you don't even need to understand assembly. To make things *easy* for you, we really recommend that you create a directory inside **C:\** partition. In this example, let's call it *"temp"*. Then, just open main.asm using emu8086 and click in that nice button called "compile". After that, you just need to wait a little bit and a window will pop up. Choose the directory you created and save inside of it.

Since this game is **graphics mode only**, you'll need to run it using DOSBox - but you can also execute it on Command Prompt (CMD), for example. It won't run in any version after Microsoft Windows XP, though. Considering you're using DOSBox, follow the next steps accordingly:

* **Mounting C:\ partition**

Z:\> mount c: c:\temp

* **Entering C:\**

Z:\> c:

* **Running the game**

Z:\> main

That's it