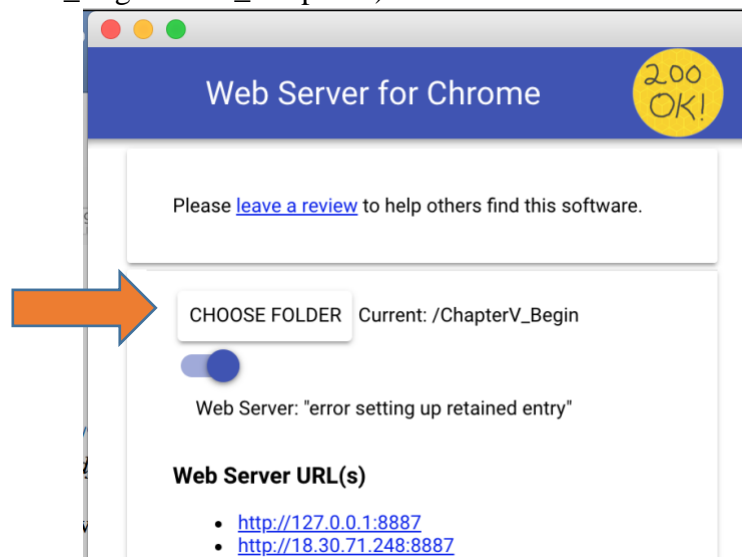


# Chapter V Initial Set Up

## Windows

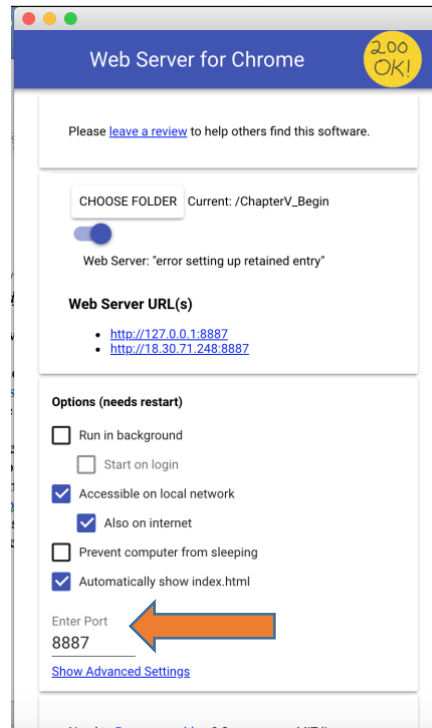
1. Download the game from <https://github.com/TSL-Playground/ChapterV> and unzip it.
2. Print the tokens in the file *printable\_token.pdf* and follow the instruction inside the file to make them.
3. Set up web server using the PC/laptop that will be used for the main screen. To make the set up easier, use Chrome as the browser, and install [Web Server For Chrome](#) extension. The detailed instruction to set up web server can be read in [this website](#).
4. In the extension – Choose Folder, change the directory to the folder of the game (ChapterV\_Begin or Re\_ChapterV).



5. Search the current Wi-Fi IP address. Do one of the following:
  - In Windows 8.1, select the **Start** button, start typing **View network connections**, and then select it in the list.
  - In Windows 7, open Network Connections by selecting the **Start** button and then selecting **Control Panel**. In the search box, type **adapter**, and then, under **Network and Sharing Center**, select **View network connections**.

Select an active network connection, and then, in the toolbar, select **View status of this connection**. (You might need to select the chevron icon to find this command.) Select **Details**. Your PC's IP address appears in the **Value** column, next to **IPv4 Address**. It is usually in the form of numbers separated by dots. (For example, 18.30.71.248)

6. To open the game, go to <http://www.airconsole.com/#http://xxx.xxx.x.x:yyyy/> . Substitute the xxx.xxx.x.x with the IP address you found in step number 5. You can find yyyy from *Web Server for Chrome*, under the *Enter Port* section; it is usually 8887.

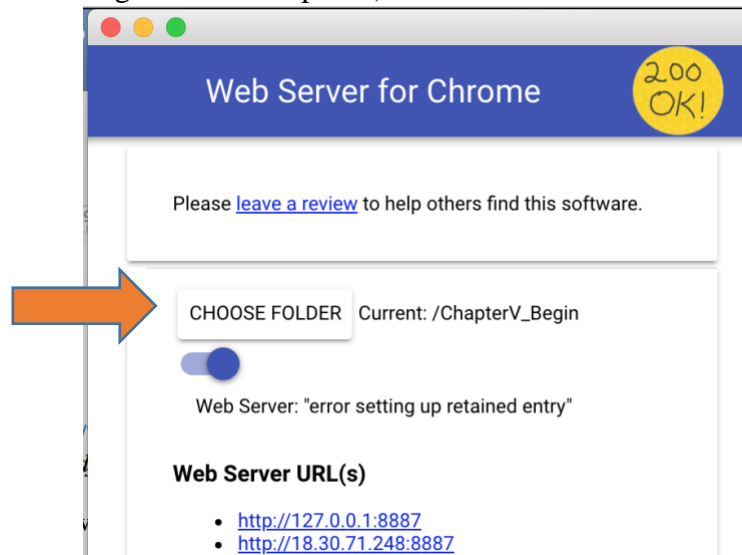


7. Make sure all the smartphones that will be used as controllers are connected to the same Wi-Fi network as the PC/laptop. Then, go to [airconsole.com](http://airconsole.com) and follow the instructions on Chapter V Instruction booklet.

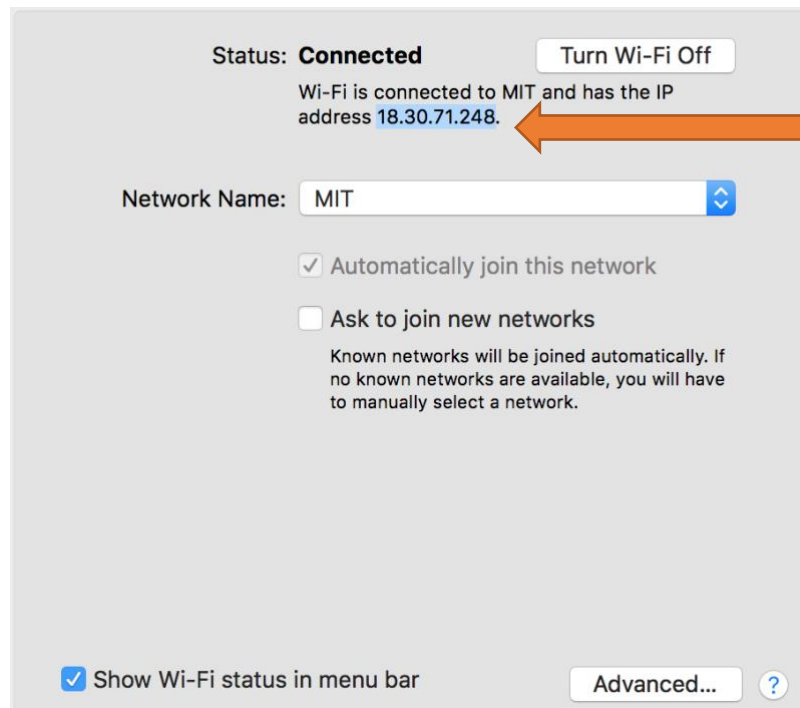
For the next game and onwards, go directly to step 4 after opening the *Web Server for Chrome* extension.

## Mac

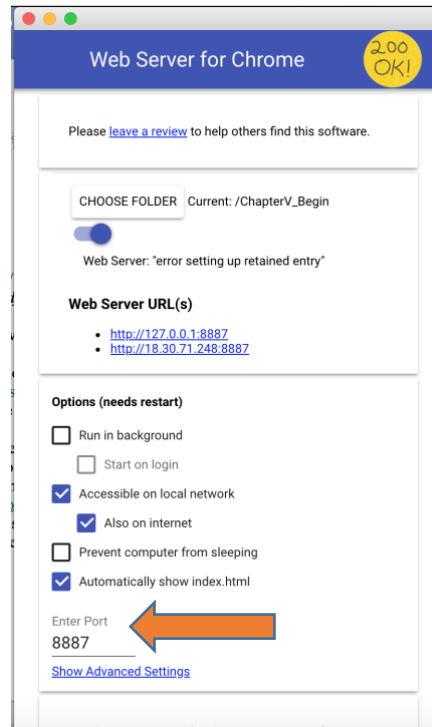
1. Download the game from <https://github.com/TSL-Playground/ChapterV> and unzip it.
2. Print the tokens in the file *printable\_token.pdf* and follow the instruction inside the file to make them.
3. Set up web server using the PC/laptop that will be used for the main screen. To make the set up easier, use Chrome as the browser, and install [Web Server For Chrome](#) extension. The detailed instruction to set up web server can be read in [this website](#).
4. In the extension – Choose Folder, change the directory to the folder of the game (ChapterV\_Begin or Re\_ChapterV).



5. Search the current Wi-Fi IP address. It can be seen from System Preferences → Network → Under the *Status* section and above *Network Name*. It is usually in the form of numbers separated by dots. (For example, 18.30.71.248)



6. To open the game, go to <http://www.airconsole.com/#http://xxx.xxx.x.x:yyyy/> . Substitute the xxx.xxx.x.x with the IP address you found in step number 5. You can find yyyy from *Web Server for Chrome*, under the *Enter Port* section; it is usually 8887.



7. Make sure all the smartphones that will be used as controllers connected to the same Wi-Fi network as the PC/laptop. Then, go to [airconsole.com](http://airconsole.com) and follow the instructions on the website.

For the next game and onwards, directly to step 4 after opening the *Web Server for Chrome* extension.