We are aware of an issue with running DIKUArcade on ARM Macs, when attempting to run your game with `dotnet run` you will see the following error:

```
Unhandled exception. System.DllNotFoundException: Unable to load
shared library 'glwf' or one of its dependencies. (...)
```

Luckily this can be fixed!

First you must install a few libraries using homebrew:

```
$ brew install glfw
$ brew install mono-libgdiplus
```

Then you must update your .zprofile with the following command:

```
$ echo 'export DYLD\_LIBRARY\_PATH=:/opt/homebrew/lib' >> ~/.zprofile
```

Restart your terminal, and you should be able to play your game using `dotnet run`.

If the error persist after restart, navigate to your user folder, show hidden files by pressing CMD+SHIT+. and open your .zprofile.
This files hould contain at least these two lines:
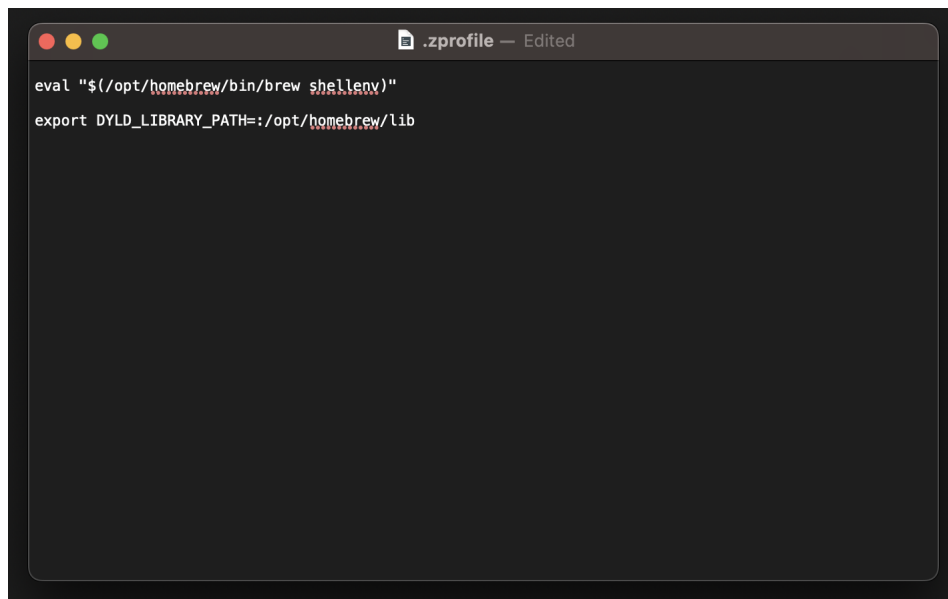
The line "export ...." may have be enclosed by a set of " if you copied directly from this guide. Simply delete them, save your .zprofile, restart your terminal again and try playing your game using `dotnet run`.