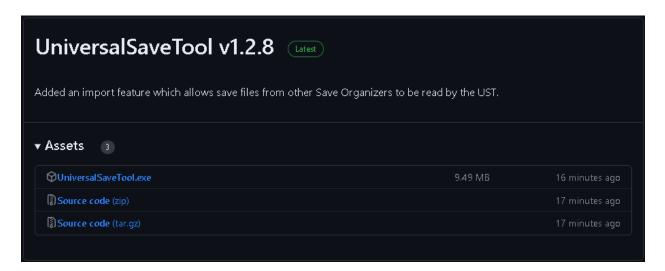
Universal Save Tool Setup Guide

Before you begin, you will need to know which game you are setting up and where the save files for that game are stored. Online search, community discords, the game's install directory, and \AppData are great places to start if you don't already know where the directory is. Once you know where the save files are for your game, proceed to the setup guide.

To configure the UST, review the screenshots and follow the instructions below:

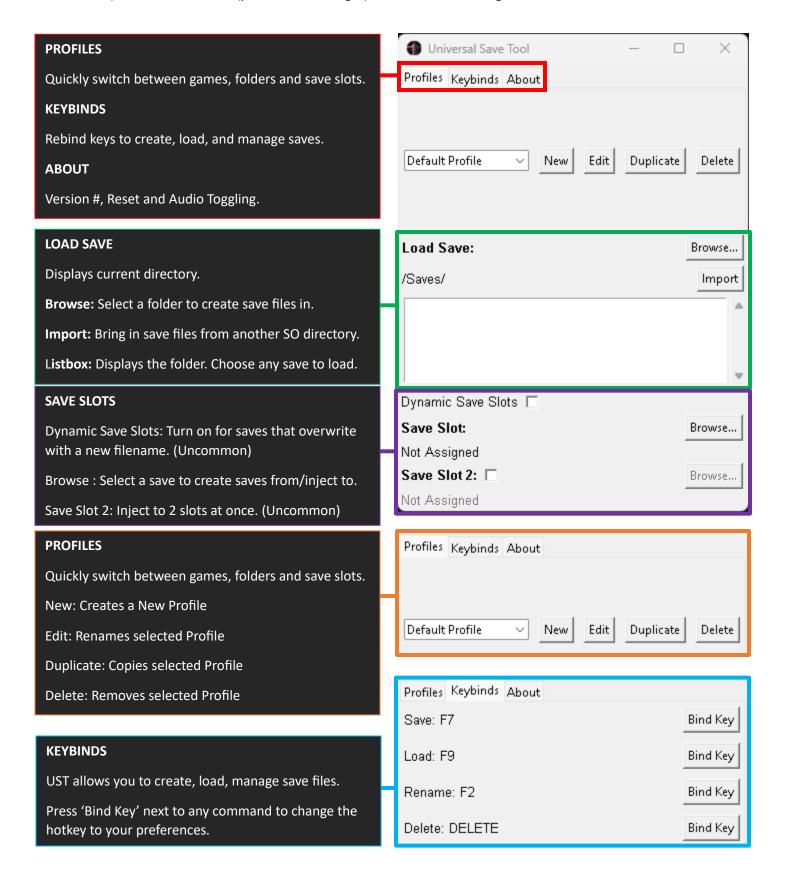
1) Download the latest version of the UST from GitHub.

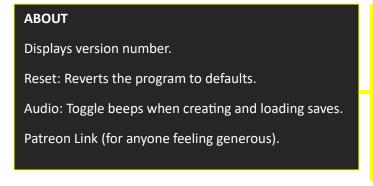


- 2) Save the .exe to any directory. It is recommended to create a separate folder (ie. Desktop\UniversalSaveTool) as the data and default Saves folders will be created in the same folder as the .exe.
- 3) Launch the .exe. At first startup you'll be prompted with a disclaimer. This only applies to Dead Space Remake right now, so feel free to opt out of seeing the message again via the checkbox if it does not apply to you.



4) The main window (pictured on the right) includes the following features:







- 5) Create a PROFILE for your game. Enter any name you see fit.
- 6) Select "BROWSE" if you would like to choose a save file directory other than the default (this is recommended if you plan to setup multiple games or folders).

OR

- If you have save files already from another Save Organizer, select "IMPORT" and choose the corresponding folder. Your existing save files will remain in their original directory and be configured for the UST.
- 7) The LISTBOX will populate with any saves currently in your chosen directory. If you're starting fresh, the listbox will be empty until you create your first save.
- 8) Assuming you know what game you're setting up for and where the save files are, click "BROWSE" beside the first save slot and select the save you want to use. This save slot will be used for both creating and loading saves.
- 9) If your game falls under unusual circumstances, such as save files being renamed when overwritten or loading from alternating save slots (ie. Lies of P, some Game Pass games), check the "DYNAMIC SAVE SLOTS" and/or "SAVE SLOT 2" checkboxes as appropriate. NOTE: These circumstances are very uncommon and you should only check these boxes if you know this applies to your game.
- 10) If "SAVE SLOT 2" is checked, browse for the secondary save slot the game is using to load from. This feature will use the save you choose in the LISTBOX and inject it into BOTH slots to ensure your save loads successfully.
- 11) Review your KEYBINDS and rebind them if necessary.
- 12) Decide if you want AUDIO confirmations and toggle the checkbox accordingly.
- 13) You're ready to play your game of choice! Use your HOTKEYS to create, load and manage your saves while you play. At any time you can go to the LISTBOX and select a new save to load. Most games will allow you to load saves directly from the main menu without having to restart the game.