

Hello! Here are the step-by-step instructions on how to set up Save Our City on your device.

1. Find the following files in the github (They should all be in the SoC\_Game\_Files folder):
    - a. MonoBleedingEdge (folder)
    - b. Save our City\_Data (folder)
    - c. Save our City.exe
    - d. UnityCrashHandler32.exe
    - e. UnityPlayer.dll
  2. Download (or copy/paste) those files (they should be the only ones you need) to a location of your choice.github
  3. Make sure you have two displays available (for example, a laptop with an HDMI cord to a projector). Here is a helpful link to follow (set the "Multiple Displays" dropdown to extend): [Set up dual monitors on Windows \(microsoft.com\)](https://support.microsoft.com/en-us/windows/set-up-dual-monitors-on-windows) (Advanced: if you want to see both displays on the same screen, you will likely need to set up a virtual desktop.)
  4. Double click on the "Save our City.exe" file in the file folder, and the game should pop up. IMPORTANT: I forgot to make an elegant way to leave/exit the game until now (pretty big oversight, apologies). My temporary solution is for the GM to hold the Escape (ESC) key for 5-10 seconds, and the application will quit.
  5. Any data saved in the game should appear in your Downloads folder.
- Let me know if you have questions, or if any steps are not working.