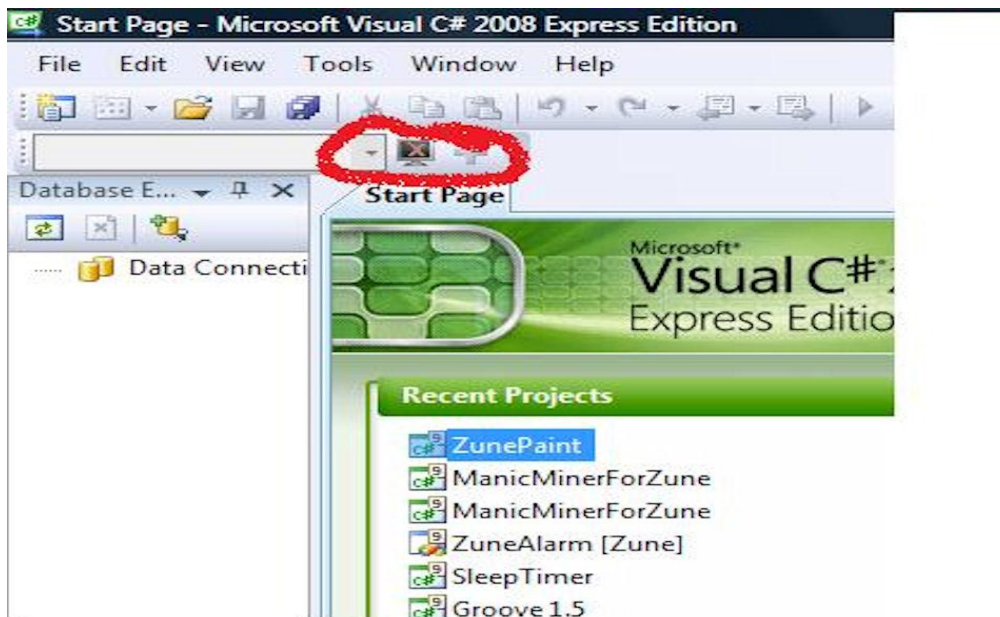


Instructions for installation of the Zune games and applications bundle

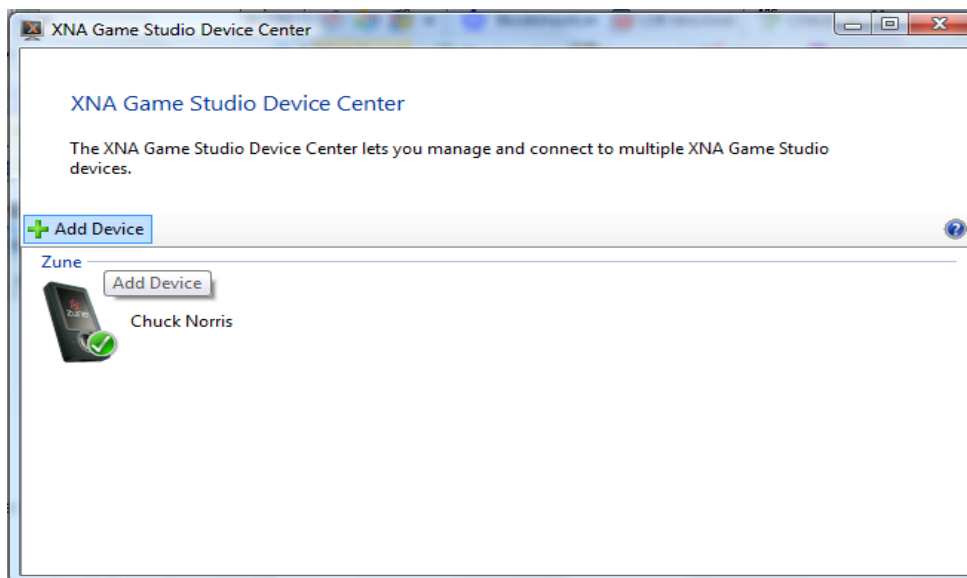
A Adding games to your Zune

All necessary software is included with the **FULL** and **TORRENT** download options. Visual C# Express 2008 and XNA Game Studio 3.0 must be downloaded separately with the **CORE** and **ALTERNATE** options.

1. Install Visual C# Express 2008 from the bundle.
2. Install XNA Game Studio 3.0 (final) from the bundle.
3. Attach your Zune to your computer.
4. **If the Zune software is set to automatically start, wait for it to do so, then close it.** This is vital to your success.
5. Launch Visual C# Express 2008 from the start menu
6. There should be a toolbar button with a monitor and an 'X', shown below. If you can't find it, start it directly by going to Start > Programs > Microsoft XNA Game Studio 3.0 > XNA Game Studio Device Center.



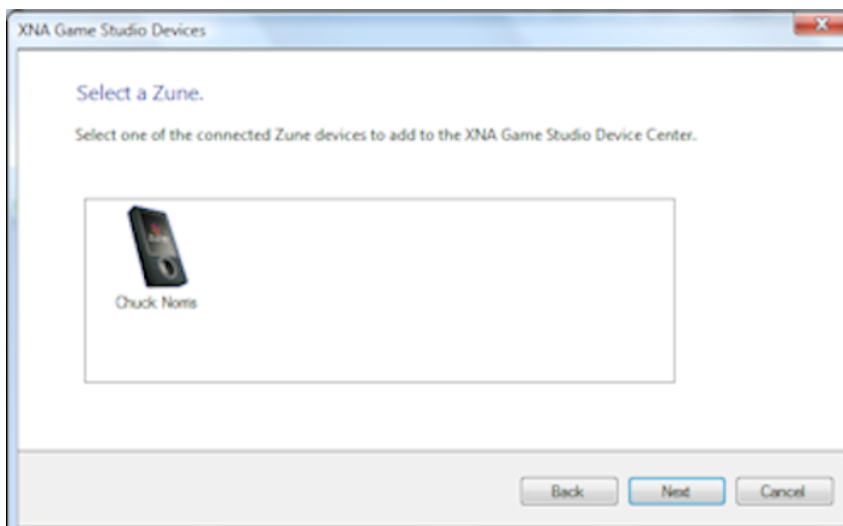
7. The window that appears should look like the following. The list of devices should be empty if XNA hasn't already been set up. Click the Add Device button (with the green plus sign).



8. Another window, illustrated below, should appear. Click on the picture of the Zune.



9. A list of Zunes connected to your computer should appear as shown below. Select the one you want to add and click Next. **If your Zune doesn't show up in the list, you must disconnect the Zune and close all software, then start over at step 3.**



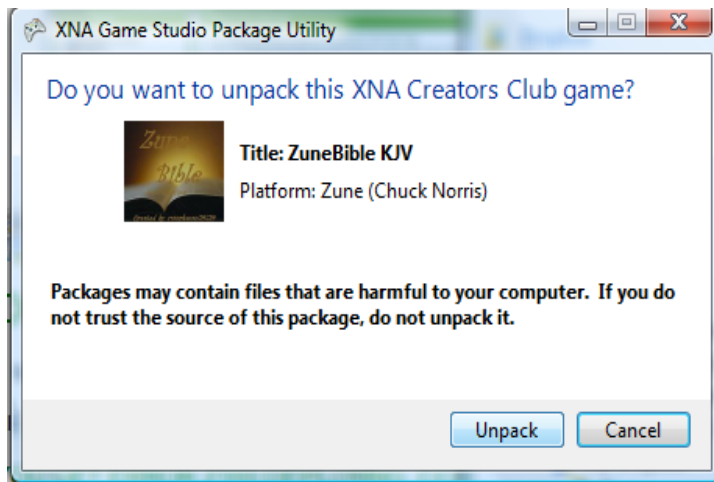
10. Click on Next. Once the connection has been tested, you will be ready to continue. Keep going for instructions on how to load games onto your newly added Zune.

B Loading games onto your Zune

Games are available in two forms: as source code, and as XNA packages. The bundle contains only XNA packages, which have a .ccgame file extension and are significantly easier to install.

To install an XNA package:

1. Attach your Zune to your computer.
2. **If the Zune software is set to automatically start, wait for it to do so, then close it.** If this is not done, you will be unable to install the game.
3. Double-click on the XNA package.
4. A window like the following should appear. Click Unpack.



5. **If you get error 2300, you must disconnect the Zune and close all software, then start over at step 1.**
6. **If you get error 2160, you are trying to load a game created using the *beta* version of XNA Game Studio. Follow the instructions in section C in order to install the game.**
7. Otherwise, congratulations – your Zune has now been enhanced through games.

C Downgrading to the XNA Game Studio 3.0 *beta*

The following steps are unnecessary unless you want to install an XNA package created using the XNA Game Studio 3.0 *beta*. These games typically have been abandoned by their developers but cannot be updated by the community, usually because source code is not available. Games in this situation include ZuneHero, Crates, and several others. The only current way to install these games is to downgrade to the beta using the following instructions:

1. Go to Start > Run, enter **appwiz.cpl**, and click OK.
2. Locate **Microsoft XNA Game Studio 3.0** in the list and uninstall it.
3. Locate **Microsoft XNA Game Studio 3.0 Platform Tools** in the list and uninstall it (if it isn't present, ignore it)
4. Locate **Microsoft XNA Framework Redistributable 3.0** in the list and uninstall it (if it isn't present, ignore it)
5. Locate **Microsoft Games for Windows – LIVE Redistributable** in the list and uninstall it (this is *critical*)
6. Download [the XNA Game Studio 3.0 beta](#) and install it.
7. Go back to section B and install the game you wanted.
8. Follow steps 1-5 to uninstall the beta.
9. Reinstall the XNA Game Studio 3.0 final from wherever you originally obtained it.

Any games you install with the beta will continue to work after you switch back to the final.