

## How to Install Zune Games/Apps.

So you want to try out some community developed games and apps on your Zune? Well, since the Zune software does not 'officially' support Games yet, you're going to have to install these games like a Zune developer would. Sounds awesome right?

Maybe not worth the trouble?

Well, it's really pretty simple.

If you can install software and open a file, than you can do this.

OK, first you're going to need to download & install two software packages (Windows Xp or Vista only):

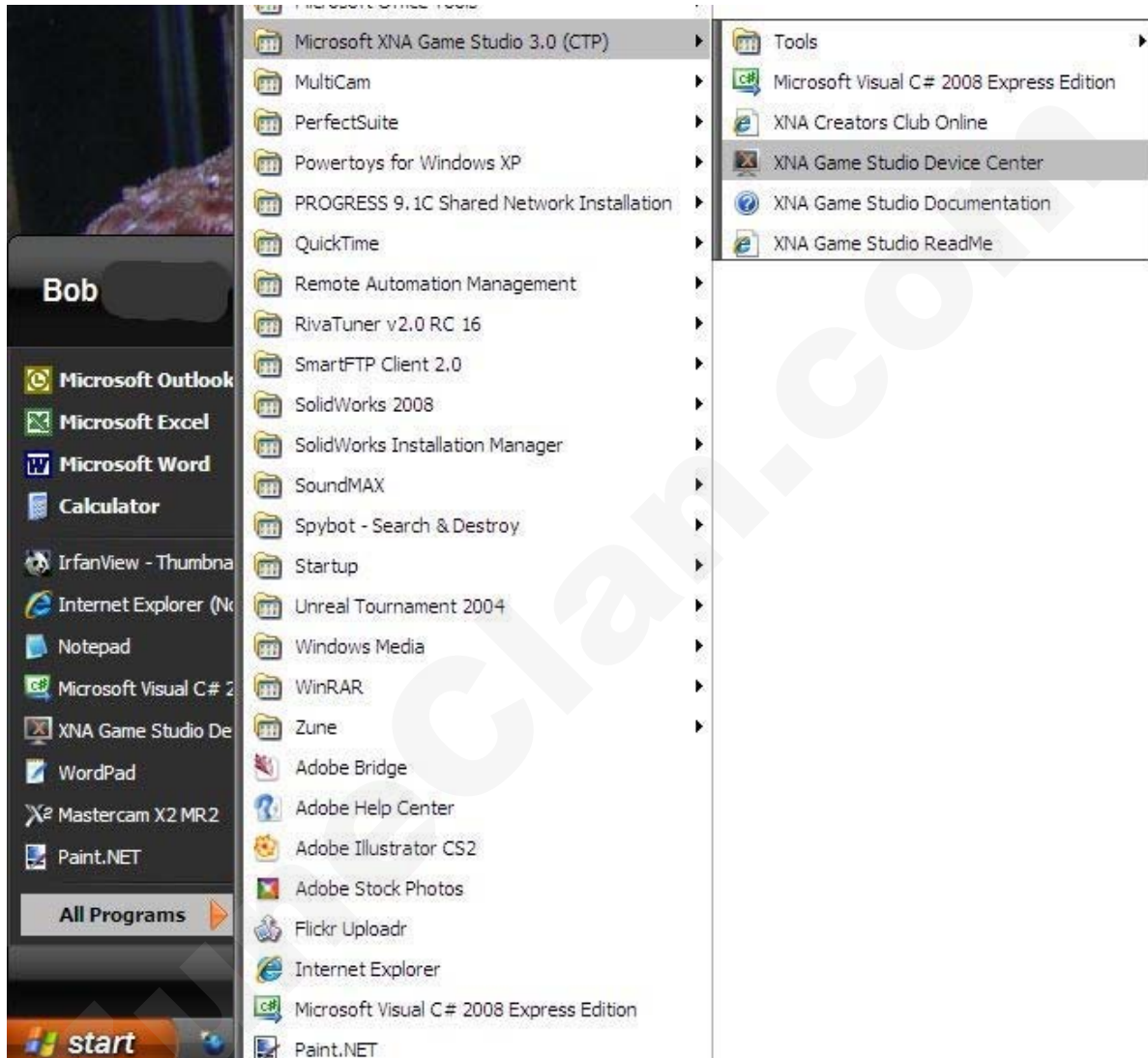
- 1) [Visual C# 2008 Express Edition](#)
- 2) [XNA Game Studio 3.0 \(Community Tech Preview\)](#)

Install the software in the same order as numbered above. Not sure if it makes a big difference or not. But that is the order I followed so that is how I will explain it.

The installs are straight forward, typical software installs. Just click on the 'exe' file and allow Windows to do its thing.

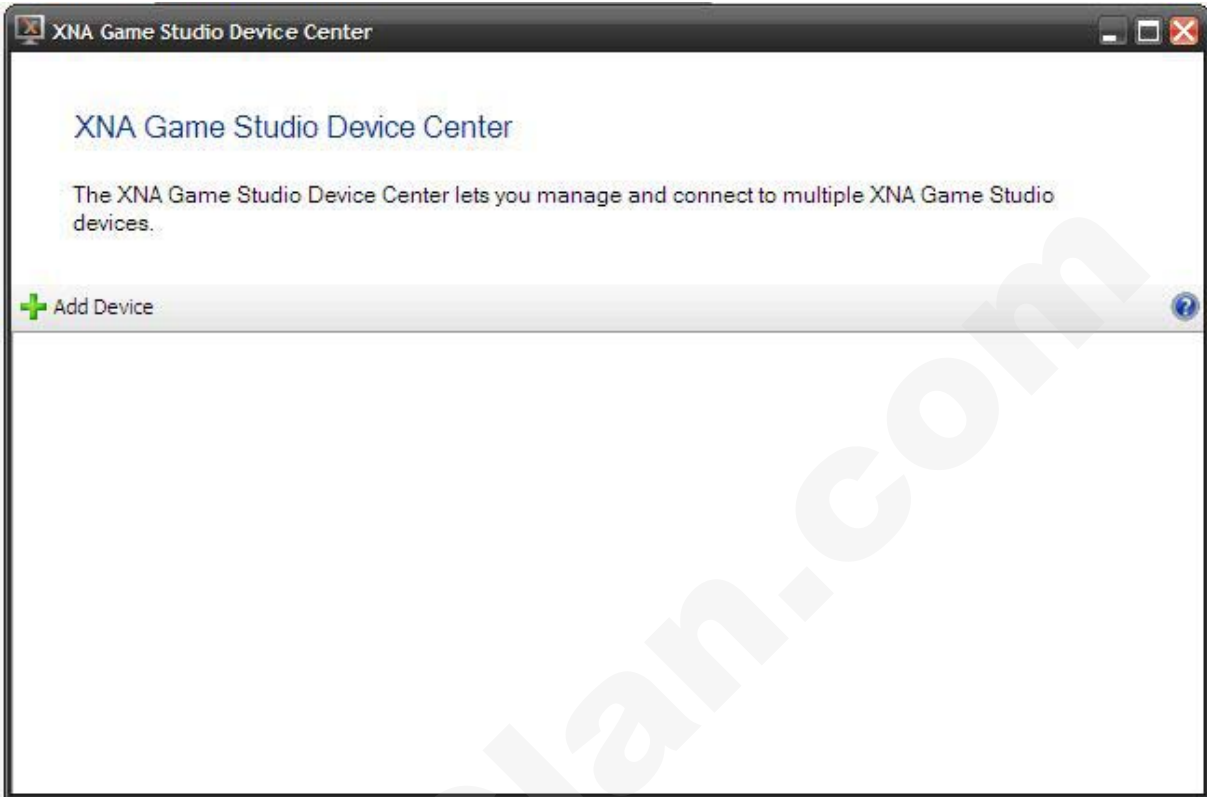
Once you have installed the software packages, we need to associate your Zune device to the software. This will NOT work if you have the Zune software running. So close it now. Then make sure your Zune device is plugged into your sync cable. OK, to associate your Zune device we need to run a program called XNA Game Studio Device Center.

Follow me here.....go to:  
Start-->  
All Programs-->  
Microsoft XNA Game Studio 3.0 (CTP)-->  
XNA Game Studio Device Center

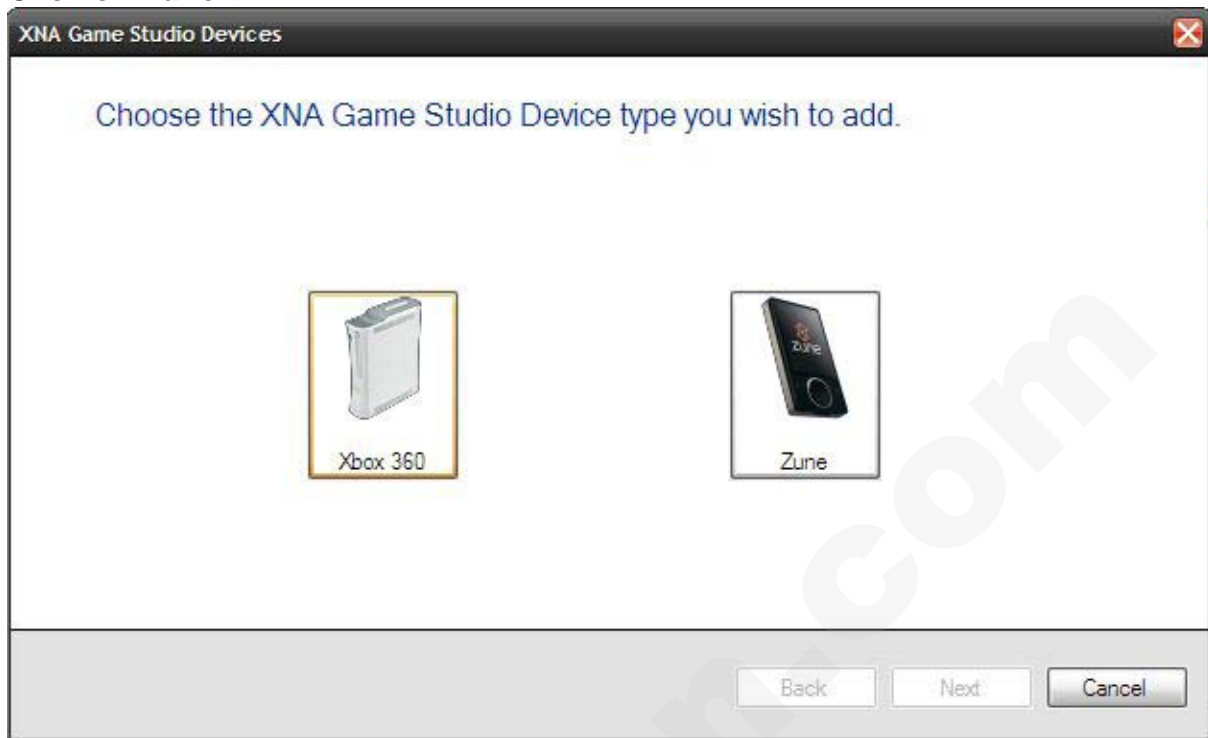


Open that and you will see this:

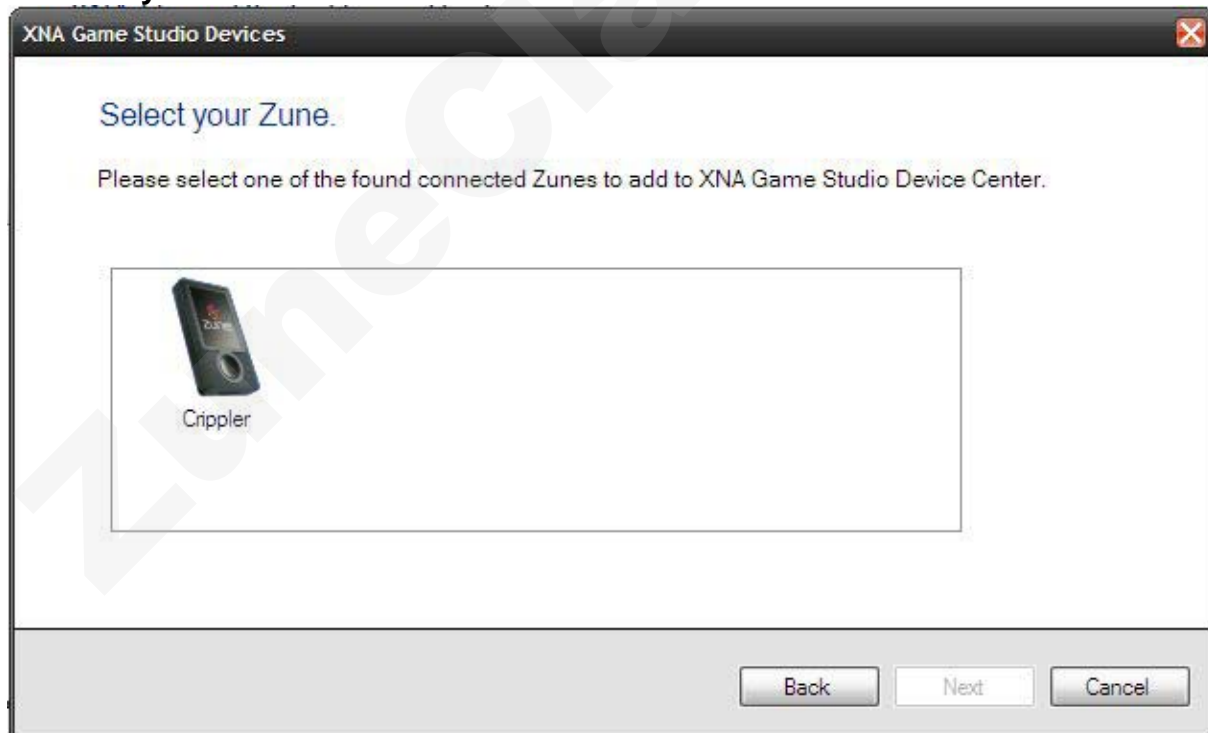
Click on Add Device->



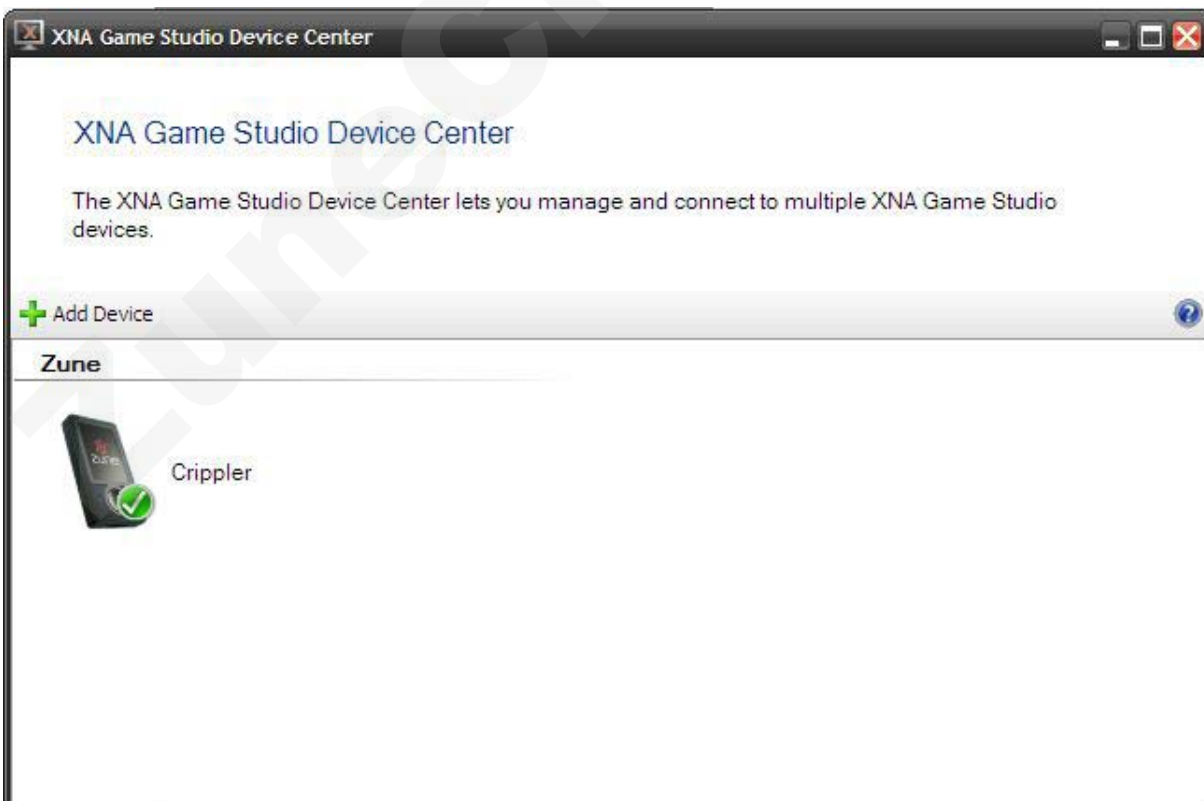
**Click on Zune ->**



**Click on your 'Zune Device name' and then click NEXT.**



At this point, the XNA Studio Connect will test your Zune's connection.....then you should see the screen below.



You have just associated your Zune device to the XNA Studio software.

You can associate more than one device too.

Before we get to the Visual C# software, go download some [games/apps](#).

Here is a list of all the games and apps available at this time:

### [Games and Applications List](#)

Some of the games may not support the Zune 30 at this time.

I use a 30GB and I haven't had too many issues.

Most support it or plan to in the future.

Now that you have a game downloaded, we can deploy (install) that to your Zune device using the Visual C# software.

But first, let's unzip that file onto your desktop.

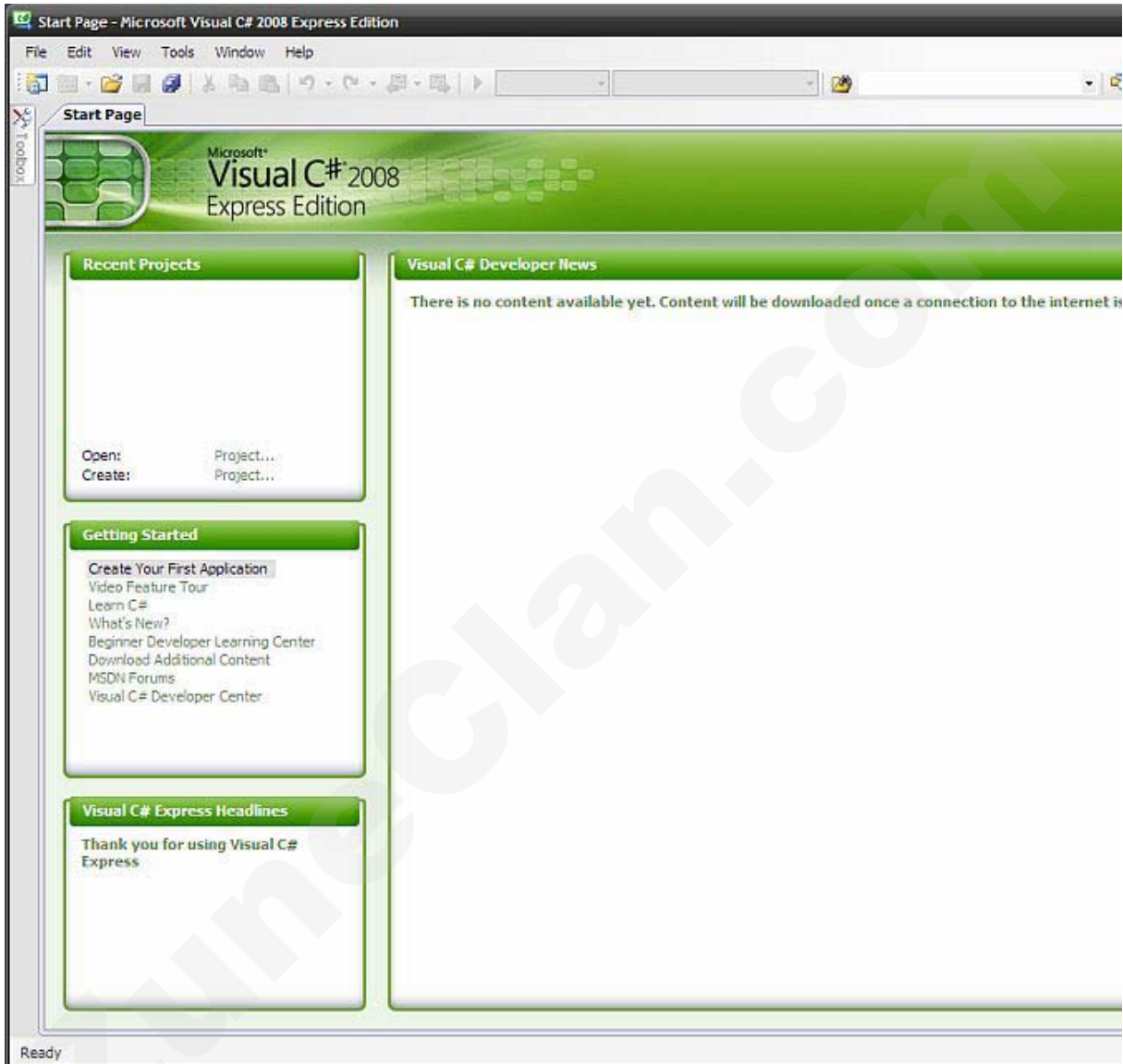
Open the zip file of whatever you may have downloaded and follow the steps to extract the contents into a folder onto your desktop.

Now we have something we can read from within the Visual C# software.

(For this demo, I will be installing the Zune calendar.)

Let's open the Visual C# program. Again follow me here:  
**Start--> All Programs--> Microsoft Visual C# 2008 Express Edition**

Start that bad boy up and let's get to installing. Here's what you'll see when you run the Visual C# software:

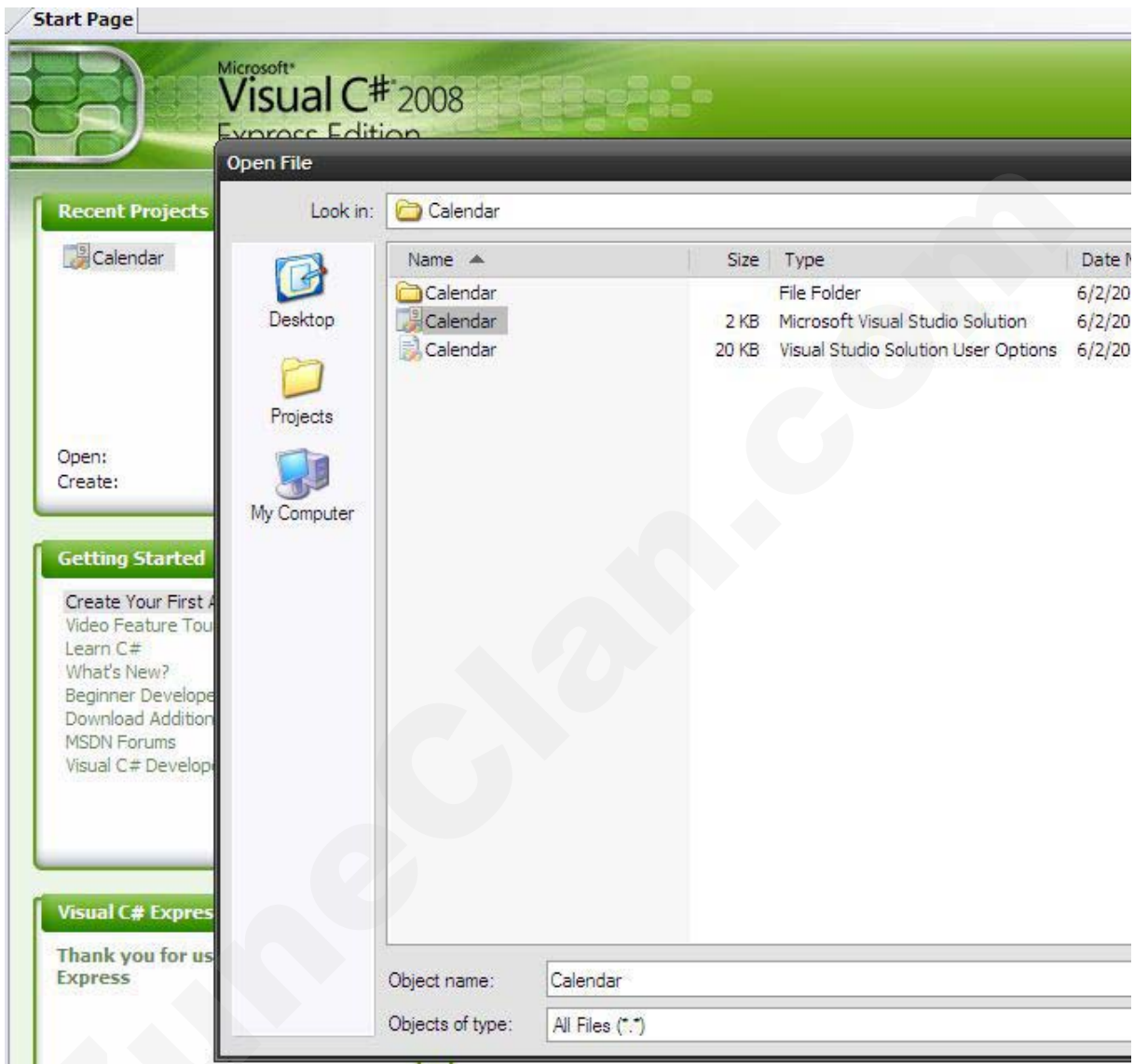


You may also notice that the screen on your Zune now says "XNA Game Studio Connect...Connected....Exit.

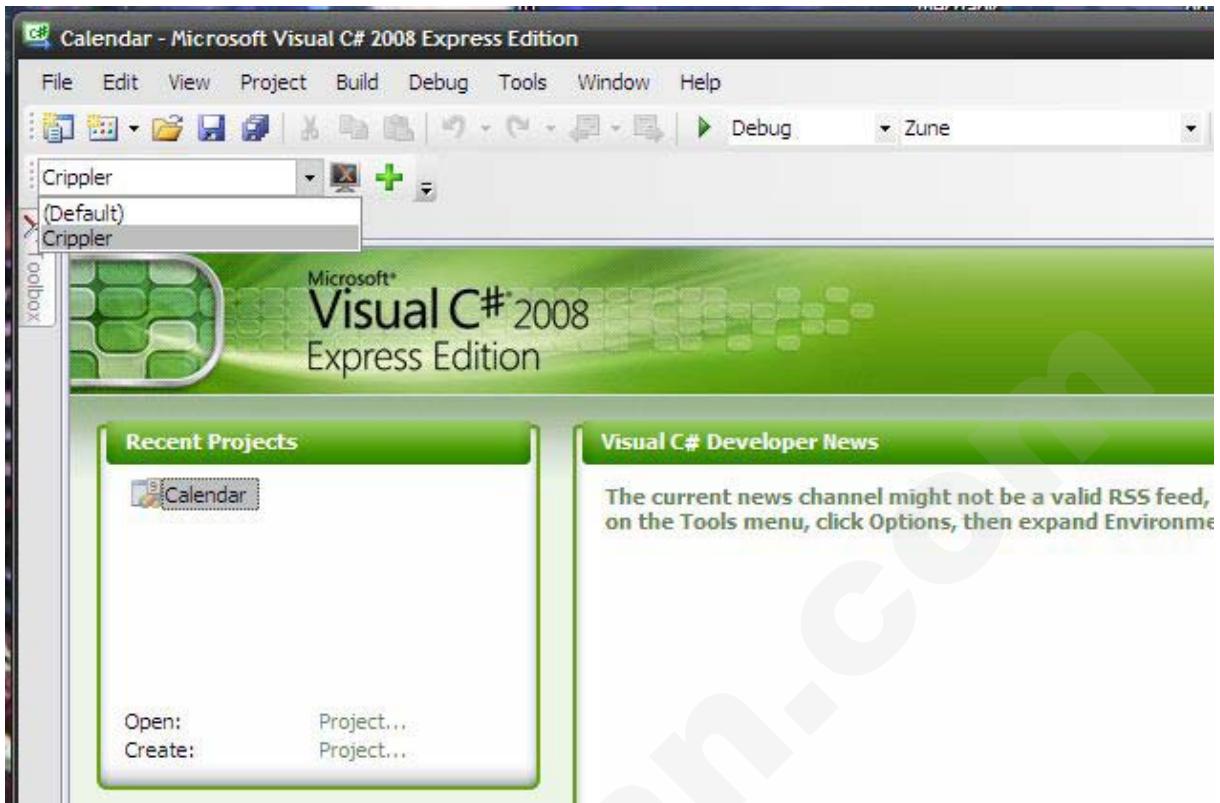
If not, don't worry...the software will connect and install the game/app. when we deploy it.

Remember, the Zune software can not be running while we do this. The Visual C# software will connect with your Zune much like the Zune software itself does.

Go ahead and open the MS Visual Studio Solution file within the folder you had extracted for the Game or App.



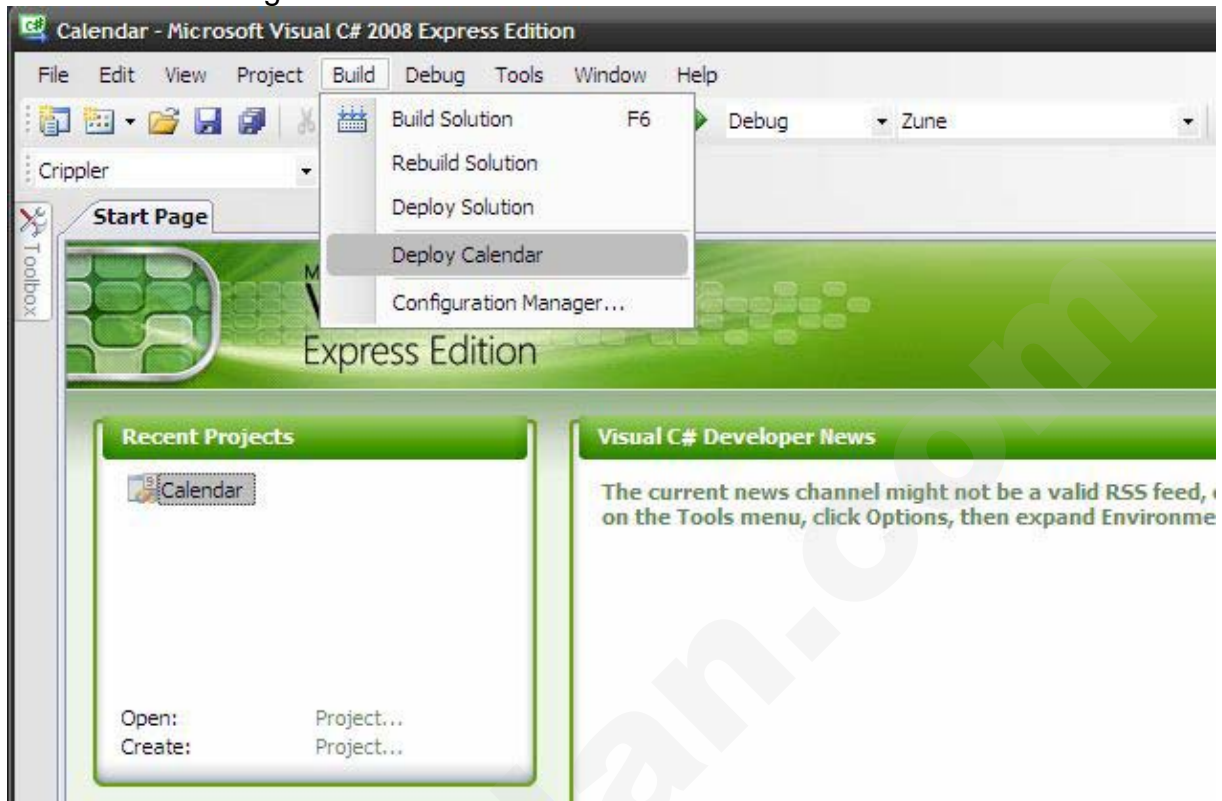
Click on that file and it will be loaded into the Visual C# software. Select which Zune device you would like to install the game/app to if you have more than one device associated to the XNA software.



You can leave this set to default if you only have one Zune device associated (it is your Default then.) Now let's deploy the game/app to your device.

Go to **Build--> Deploy**

Here I am installing the Calendar.



Once you click that, the software will begin to deploy the game/app to your Zune device.

You can watch the files being installed onto your Zune on the Zune screen. (If you happen to get a 'can't connect to device' error within the Visual C# software.

Disconnect your Zune (unplug the sync cable) and it will reboot. Once it has rebooted, deploy the game/app again.

It should work this time.) When the software has completed the install, your Zune device screen will just show "connected".

You can now unplug your Zune device. It will reboot and you will now see a new menu option titled games direct under podcasts.

Drill down into that menu and you will see your game/app. that we just installed. Select it and click play.

The game/app will now load.

Here is the new menu:



And my currently installed games/apps:



That's it. Not too bad. Now that you have the software installed and the knowledge, you can continue to install games/apps in the same manner we just followed. More than one Zune device can be associated to the XNA software too.

So you can install on multiple devices. Just remember to select which Zune you would like to install on within the Visual C# software.

Deleting apps is as simple as selecting - delete **on your Zune** for each game/app.

If you need any further help. Why not ask the question on [http://www.zuneclan.com/Zune\\_add\\_question.php](http://www.zuneclan.com/Zune_add_question.php)

ZuneClan.com