

How Do I Purchase The Video Games?

All of the geovisualization (games) are available for purchase. The total cost is equivalent to what an on ground student would pay for a physical lab manual. This was explicitly indicated in the syllabus link on ASUs registration site. There are no other costs for GPH 111 or GPH 112 other than these geovisualizations. *[If you are using a game downloaded by a friend, this is a violation of the law; besides, an older version of the game could result in you having wrong answers since these labs are periodically updated to match game updates.]*

You can view a video version of the written process below on How to: Purchase the Geovisualizations:

PART I: [112 BuyingGame Part1](https://youtu.be/HE1WT6kl6ic) (<https://youtu.be/HE1WT6kl6ic>) and PART II: [112 BuyingGame2](https://youtu.be/X9_FxiSrwU) (https://youtu.be/X9_FxiSrwU)

1. Once you purchase (\$15) and download the geovisualization to your computer, you are good to play. **You don't need any special code to get it to run.**
2. Jump to the bottom of this page if you want to see suggestions for students using windows and Mac Computers.
3. The different games are available at the following links:

Hawai'i (Big island) Physical Geography: https://gamejolt.com/games/2BC_bigIslandofhawaii/469026
(https://gamejolt.com/games/2BC_bigIslandofhawaii/469026)

Lightning in the (San Francisco) Peaks: https://gamejolt.com/games/2BC_LightningLabSFP/506498
(https://gamejolt.com/games/2BC_LightningLabSFP/506498)

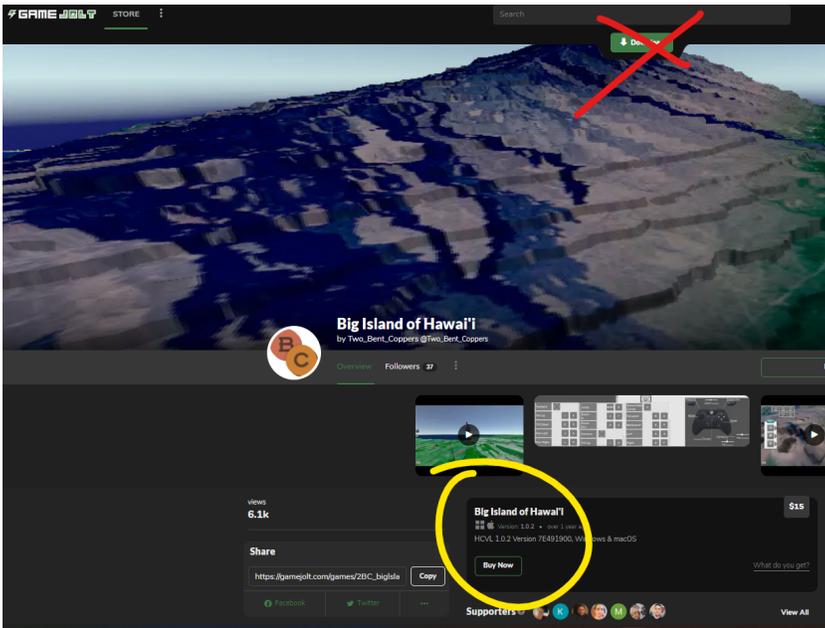
The Microclimatology of the Grand Canyon:
https://gamejolt.com/games/2BC_GrandCanyonMicroclimates/465635
(https://gamejolt.com/games/2BC_GrandCanyonMicroclimates/465635)

Topography and Rocks of the Grand Canyon:
https://gamejolt.com/games/2BC_GrandCanyonRocksAndTopo/461813
(https://gamejolt.com/games/2BC_GrandCanyonRocksAndTopo/461813)

You do not need to register with Gamejolt to obtain the geovisualization.

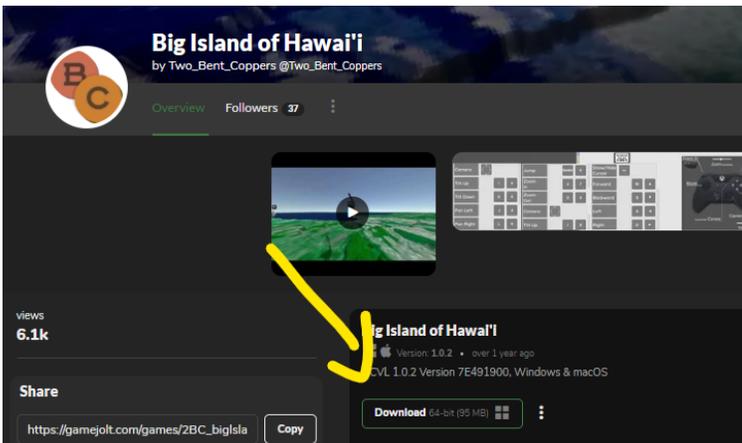
The geovisualization does not do anything special when it installs on your computer. It can be removed simply by trashing it. The geovisualization does not gather any data from your computer, and you do not have to be connected to the internet when you "play" it. The idea is that there is zero security risk associated with running the program on your computer. The geovisualization program is equivalent to a map with physical geography data where you use the avatar and in-game camera to explore those data to interpret physical geography.

The first thing you'll need to do is click on the "Buy Now" button below the title picture. The "Download" button at the top won't work until that has been done - you'll get an error message until then.

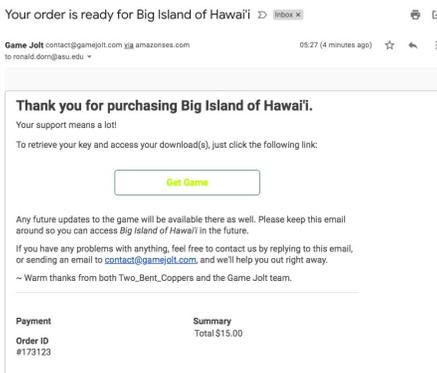


Then, once purchased, BE SURE THAT YOU SCROLL DOWN AND CLICK ON THE DOWNLOAD LINK. SOMETIMES, STUDENTS STOP WITH THE SITE REGISTRATION LINK - AND NEVER SCROLL DOWN TO DOWNLOAD.

Look carefully at the bottom of this image. Hit that download button! After you download, please SAVE THE ZIPPED FILE. Do not trash it. Keep it safe in case you need to do the installation all over again.



After you purchase, you will be sent an email like this one. Please do not delete that email. It has important information in case you need to download again.



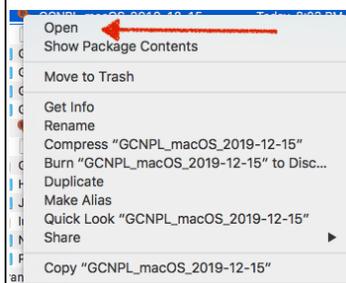
IF YOU ARE USING A MAC with the M1 processors chips, **you will need to follow these installation instructions.** (<https://asu.instructure.com/courses/120009/files/49106623/download?wrap=1>)

If you need to redownload a game, please [read this guidance from Two Bent Coppers](https://asu.instructure.com/courses/120009/files/49106670?wrap=1) (<https://asu.instructure.com/courses/120009/files/49106670?wrap=1>).

FOR MAC

Sometimes, students with Macs will get an error saying that the "geovisualization game" is from an unidentified developer. The developer is authorized to develop for Mac, but this error sometimes pops up. There are a few ways to figure this out. On the .exe file for the game in question, try using the Apple Command Key and the letter O at the same time to open.

Opening for the first time a geovisualization video game on Mac: the biggest issue most will face will be for Mac users will be if your computer says the the application is from an unidentified developer. To solve this problem, just "control-click' the app icon.



That means, you hold down the control button on the keyboard, and you double click on the icon. Then, simply choose Open from the shortcut menu.



Then, when you open the game again, you won't have any problems.

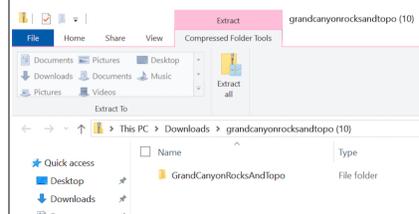
You can also try following the instructions here: <https://support.apple.com/guide/mac-help/open-a-mac-app-from-an-unidentified-developer-mh40616/mac> (<https://support.apple.com/guide/mac-help/open-a-mac-app-from-an-unidentified-developer-mh40616/mac>).

A geography peer mentor in our class created [this PDF file](https://asu.instructure.com/courses/120009/files/49106560/download?wrap=1) (<https://asu.instructure.com/courses/120009/files/49106560/download?wrap=1>) that is a flow of what he did to purchase the Mac version.

FOR WINDOWS:

If you are not used to downloading programs, here are some hints:

- 1) You don't need any code. Just double click on the zipped file.
- 2) After you double click on the zipped file, you still need to extract ALL:



- 3) Then, you should see the real folder in your downloads, and inside the real extracted folder, you should see the .exe file with the Two Bent Coppers logo:



Now, the game should play. But if you get a message **"Windows protected your PC. Windows SmartScreen Prevented an unrecognized app from starting. Running this app might put your PC at Risk"** - the solution is easy. Click on More Info Link, and click run anyway button.

- 4) If you want to move your Windows game on your computer, you will need to move the entire folder. So if you move it from downloads to a GPH 112 folder on your computer, just move EVERYTHING in the folder.

Other issues might arise. If so, please post your issue to the [discussion board](https://asu.instructure.com/courses/120009/discussion_topics/3426354) (https://asu.instructure.com/courses/120009/discussion_topics/3426354) and contact your instructor. When you post your issue to the discussion board on troubleshooting game issues - make sure you indicate (a) your computer type; (b) your operating system; (c) your RAM; (d) space available on your computer Also, it is very helpful to take a screenshot of what you are experiencing (ideally, not with your phone). By posting your issue

(ideally with a screenshot of what you are seeing) -- everybody can learn from your experiences and also of the solution.

PHONES AND TABLETS

These games will not run on phones or tablets. They will not run on chrome books. They will not run on ARM-based processors (even if the computers says its Windows). They will only run on Mac OS (El Capitan and more recent) and Windows OS (8 and more recent) desktop or laptop computers that run regular applications called X64 Apps.

MINIMUM COMPUTER REQUIREMENTS:

A few students try to use computers that are below the minimum specifications for ASU online courses for Windows and Mac machines. The geovisualization video games were designed specifically so that all minimum-spec Windows and Mac laptop & desktops are compatible with them.

HAWAII GAME STARTUP WARNING: It might take 3-7 minutes to load once you hit the start button.

There is nothing wrong with the game or your computer. It is just a very big game so be patient. Walk away. Get a drink of water and come back.