

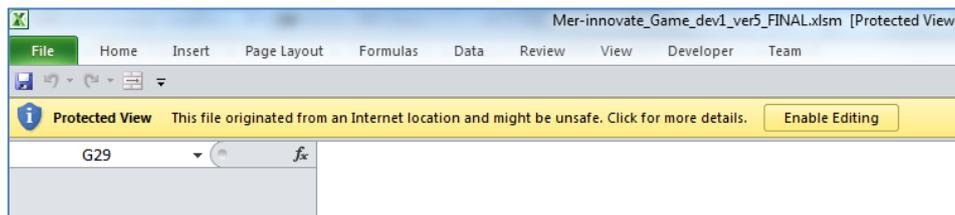
MRO Game for Off Shore Wind Farms (version 1.0)

Instructions to execute the Microsoft Excel application

The MRO game has been developed in Microsoft Excel 2010 and uses Visual Basic for Application (VBA). The game can be played in any computer which has Excel 2010 (or later version of the software). However, it may be possible to play the game in earlier versions. These instructions are for executing the game subsequent to it having been downloaded from the website. For further instructions on playing the game itself, please refer to **section 3.4.3 (page 49 onwards)** of the Mer-innovate white paper on *e-Maintenance and Augmented Reality*.

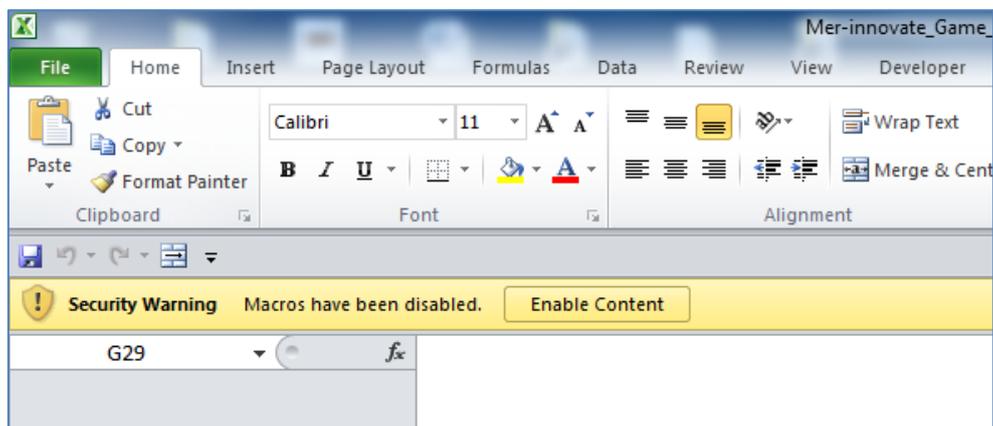
Step 1: Download the game and save it in a folder.

Step 2: As the Excel file is downloaded from an external website, the player may be presented with a message that the file originates from an Internet location (*Screenshot 1*). Please click “Enable Editing”.



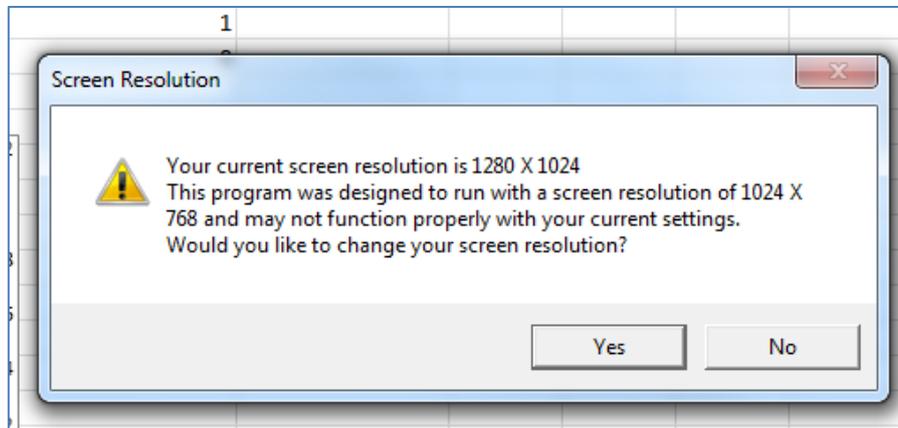
Screenshot 1: Message informing the player that further action is required – enable editing

Step 3: The Excel file requires Macro execution to be turned on (as the game is developed in VBA). The user will thus be presented with *Screenshot 2*. Please click “Enable Content”



Screenshot 2: Message informing the player that further action is required – enable Macro execution

Step 4: The player may be presented with a message regarding screen resolution if the resolution of the monitor being used to play the game is not 1024 X 768 pixels – *Screenshot 3*. The player can select ‘**Yes**’ to change the resolution or ‘**No**’ to play the game using the current configuration of the monitor.



Screenshot 3: Message informing the player that a change in screen resolution may be required

Step 5: The player is presented with the opening GUI screen, through which various game options can be input (*Screenshot 4*). Kindly note that some options are still in development and have been greyed out.



Screenshot 4: The opening screen of the MRO game

For further instructions on playing the game please refer to **section 3.4.3 (page 49 onwards)** of the Mer-innovate white paper on *e-Maintenance and Augmented Reality*.

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