

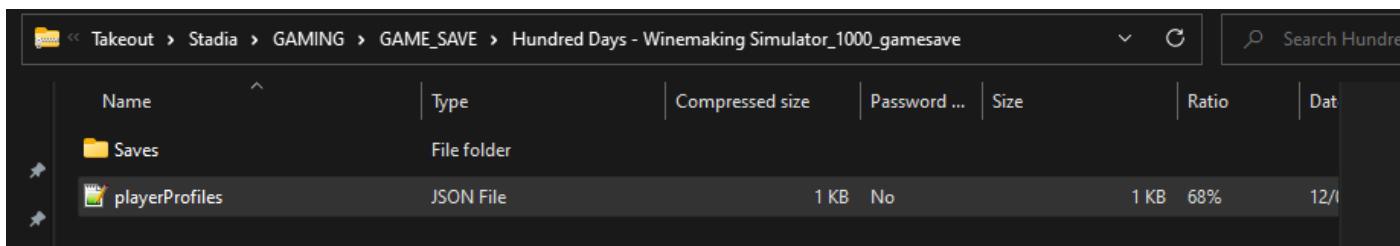
Hundred Days save files: from Google Stadia to PC

To all of you reading here, first of all thank you for buying and committing yourself to play our game “Hundred Days - Winemaking Simulator”, this means the world to us.

With this guide we want to help you move your save files and your progression from Google Stadia to PC, so that you can keep playing without losing any progression/content you made on the other platform.

This will work for any PC version that you will buy on Steam, Epic Games Store, GOG and Itch.io

1. You need to do a Google Takeout to download your Stadia save games first, in order to do that follow the guide you can find here (until step 7):
<https://twitter.com/9to5Google/status/1575903298862960642?s=20&t=5YNG-8-a90MVSHGd5EyciA>
2. then you should find “Hundred Days” save files in this folder:
D:\Downloads\Takeout\Stadia\GAMING\GAME_SAVE\Hundred Days - Winemaking Simulator_1000_gamesave.zip



(keep a backup of this file in case any procedure goes wrong so you can always come back to this step and repeat)

3. Locate "Hundred Days" PC save folder, you can usually find it at this address:
C:\Users\YOUR_USER_NAME\AppData\LocalLow\Broken Arms Games Srls\Hundred Days - Winemaking Simulator\Saves
4. You copy the playerProfiles.json and the saves within the "Saves" folder into the appdata folder, then run the game.
5. You need to copy the FILES WITHIN the "Saves" folder, and the playerProfiles.json for it to work. It won't work if you copy the folder over

Achievements Steam

To unlock the achievements on Steam you need to trigger an Achievement and then it will grant all the achievements you have completed.

If you have 100% I would suggest making a new winery, story mode, just rush through the office and then it will trigger all the achievements.

In case you have any issue feel free to contact us on Twitter (<https://twitter.com/brokenarmsgames>) or through our Discord server (<https://discord.com/invite/jr3DwU3>)

CREDITS: This was possible thanks to the amazing help of OriginalPenguin (<https://twitter.com/OriginalPenguin>)

Broken Arms Games Team