

Much like patching, porting over saves basically just requires you to move your save folder from your current version of the game into the new version, merging the folders and overwriting them if you are asked to do so. Be sure you move the entire folder, or at least also move the "global.rpgsave" file, as that is required to use the old save files. If you are using an html5 version, you'll instead need your game to be in the exact same location and have the same name as your prior version. So if you had the game folder "CiC Anime" on your desktop, you have to put the new version on your desktop and rename it to "CiC Anime" as well. You'll need to change the old folders name first for it to let you do this, or at least that's how it works on windows. You may want to create a copy of your current folder before doing this just in case something goes wrong, to ensure you're saves are backed up, but there shouldn't be any issues.