

# SABRE: Getting Started

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SABRE is a simulation that is part of some sections of MKTG 613. This page explains how to access the SABRE sim if you are a student playing the game.

## Before You Start

You will need the following before you can complete this task:

- Email containing your credentials for either the SABRE Practice game, sent by the professor, OR the email containing your Team Code and instructions on how to register from the Learning Lab team.
  - You may need to search your inbox for "SABRE" or check your spam folder.

1. Follow the instructions in the correct email to register in SABRE for either the practice game or the class game.
2. Log in.
3. If you're not able to access the simulation, please attempt the following (in this order):
  1. Ensure that there are no other windows or tabs of that browser active with SABRE.
    - Beware: MacOS tends to hide other windows when one app has two windows open, so Cmd-Tab won't show you that other window. Best option is to use Cmd-Q to quit all instances of that browser, and launch it.
  2. Make sure you are using the correct URL, the URL for the practice game and the class game are different. Refer to your email for the correct URL.
  3. Disable any ad-blockers in case they are preventing you from logging in.
  4. Try another browser (Firefox, Chrome, and Safari can all be used with SABRE).
4. For more information on getting started with SABRE, you can access the SABRE student guide through the [Study.Net](#) tab in your Canvas course.

## Questions?

Contact: [Learning Lab](#)

Email: [learninglab@wharton.upenn.edu](mailto:learninglab@wharton.upenn.edu) with your class, section, and question.

More information about the simulation can be found here, <https://www.sabresim.com/>

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