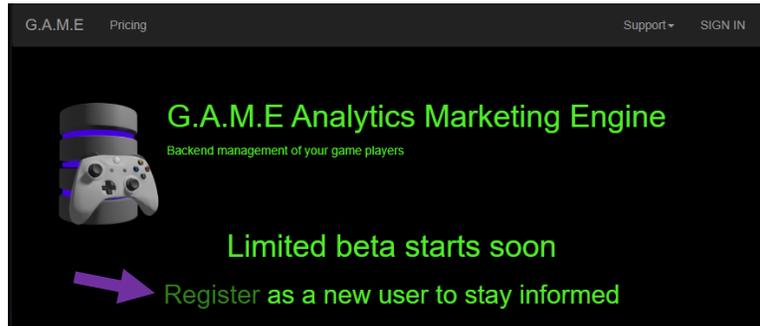


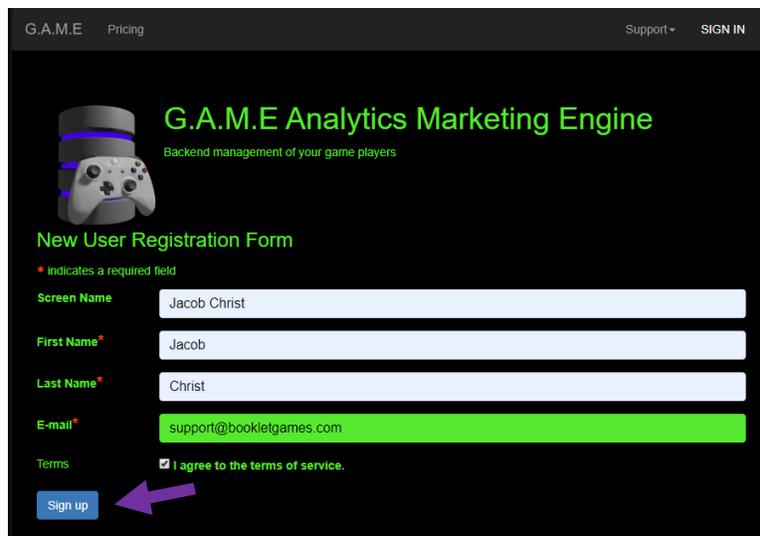


Getting Started with G.A.M.E – Account Setup

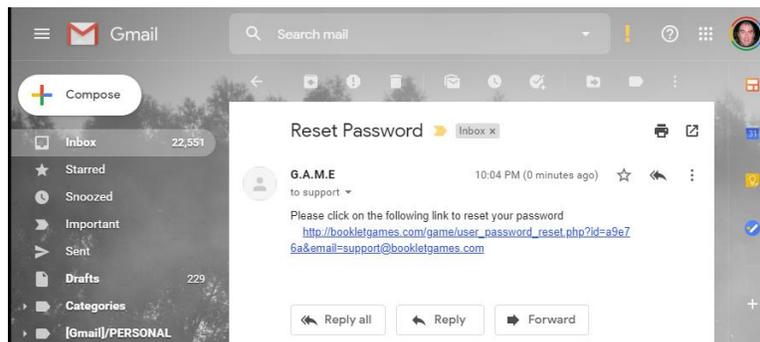
1. Register for a new account on at <https://bookletgames.com/game> by clicking on the “Register” link on the front page of the web site.



2. Fill out the registration form.



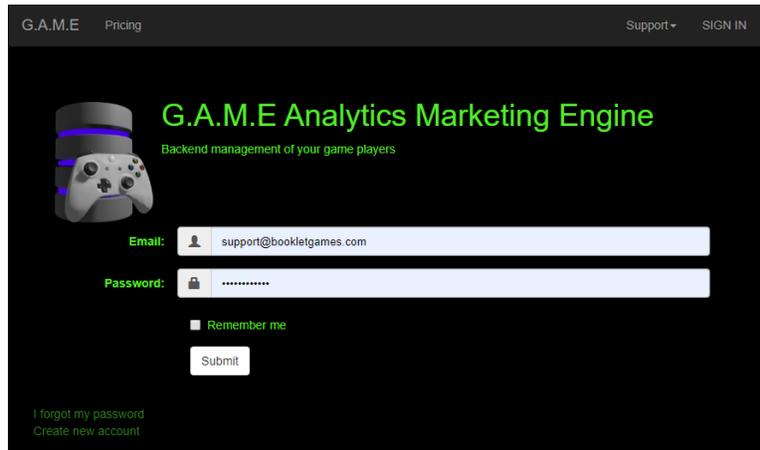
3. Check your e-mail and look for the e-mail conformation. Click on the link then choose a password.



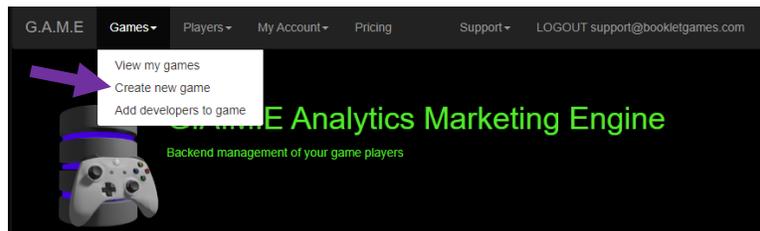


Getting Started with G.A.M.E – Account Setup

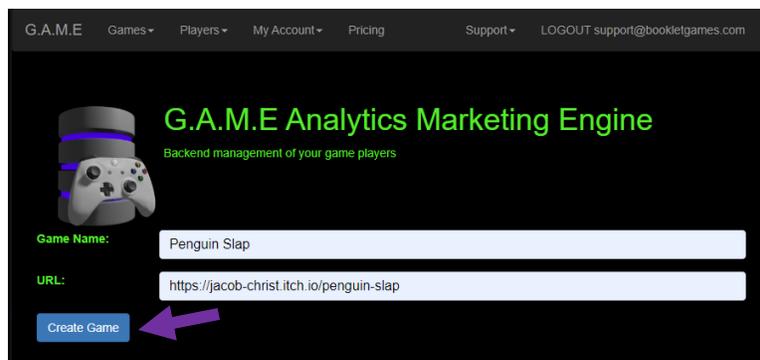
4. Sign into the G.A.M.E website.



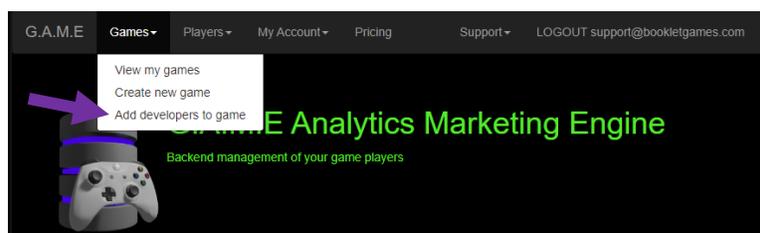
5. Create a new game.



6. Assign a name to the game and optionally a URL.



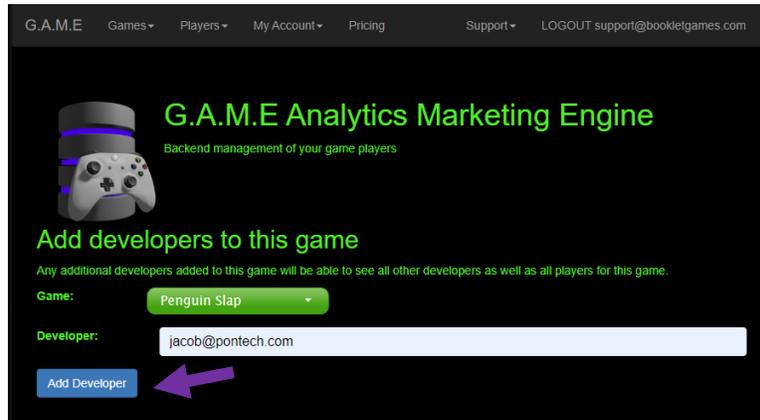
7. [Optional] Add additional developers that you want to access this data.



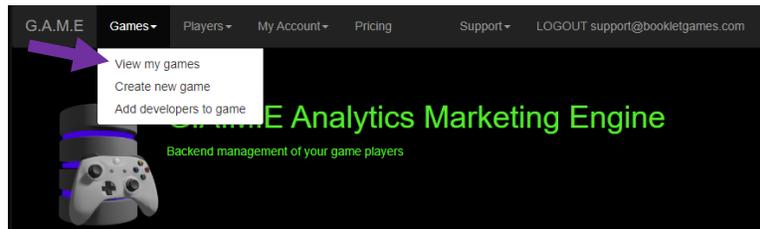


Getting Started with G.A.M.E – Account Setup

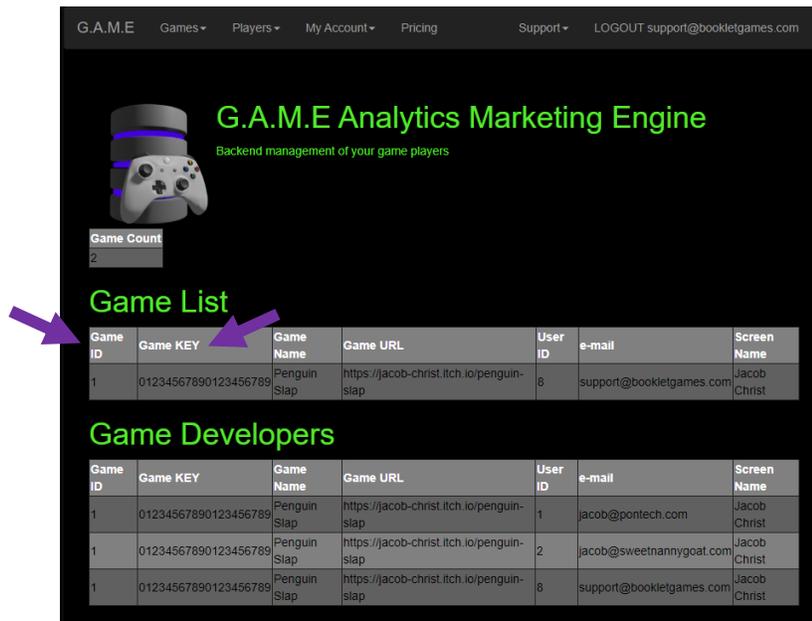
8. Select the game you want to add them to and enter their e-mail address. If they do not have an account, one will be created for them. They will be sent an e-mail notification to retrieve their account.



9. View your games.



10. Look here to find the Game ID and Game KEY (Check documentation for current Game API).



11. Proceed to documentation for integrating the G.A.M.E into your development environment.



Getting Started with G.A.M.E – Account Setup

I'm Jacob Christ, please let me know how this works for you. I can be reached using the e-mail address jacob@bookletgames.com