

- 1. If you have not already done so, set up and account and a game at by following the instructions in the "Getting Started with G.A.M.E Account Setup" instructions.
- 2. Download the latest G.A.M.E_Register Game Maker Studio 2 "Local Package" from https://bookletgames.com/game/downloads.
- 3. Open your Game Maker Studio 2 project.
- 4. From the menu select: "Tools" -> "Import Local Package"



5. Select the latest package downloaded from bookletgames.com/game/downloads

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6. Click the "Add All" button then click the "Import" button.

Import resources: G.A.M.E_Register_V2020-04-11-12	30_GMS2.2.5.378_localpackage ×	Import resources: G.A.M.E_Register_V2020-04-11-1230_GMS2.2.5.378_localpackage		
Select resources from the asset package and add them to your project:		Select resources from the asset package and add them to your project.		
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Import all resources to a new project		Import all resources to a new project		
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7. Navigate to the imported G.A.M.E_OBJECTS group in the "Object" pain and double click to open the GAMEAPI_DEMO object.



8. Double click on the Create Event in the Events window to open the "GAMEAPI_DEMO:Create" GML code.





- 9. Update the Game ID and Game Key with the values obtained from the G.A.M.E (bookletgames.com/game) web site.
- 10. Make the "G.A.M.E_ROOMS" group the first item in the Rooms tab.



11. Launch your game and test connectivity.



12. If the connection is working you will get a message back from the web server.



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