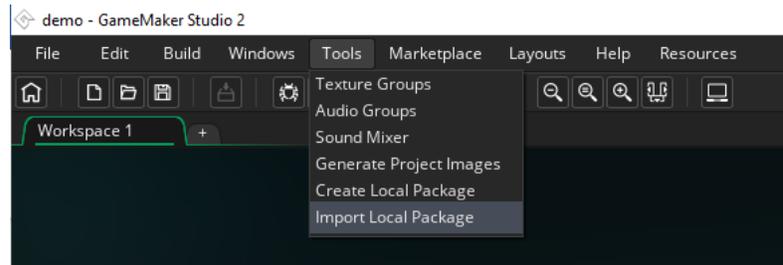


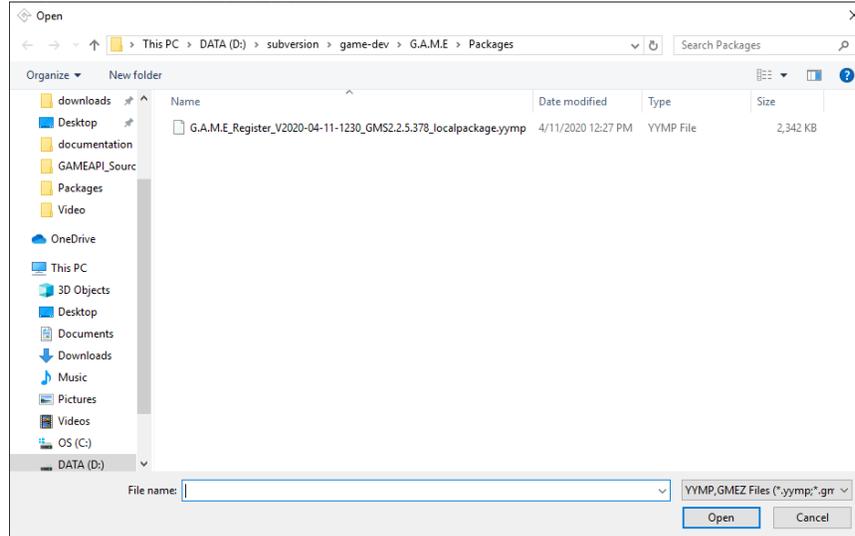


Getting Started with G.A.M.E – Integration with Game Maker Studio 2

1. If you have not already done so, set up an 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”



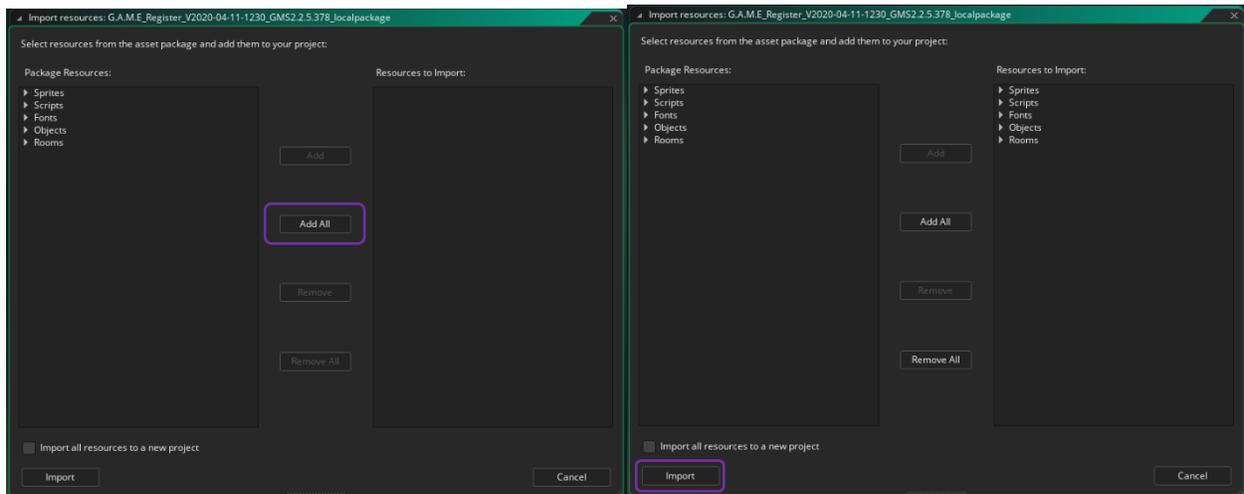
5. Select the latest package downloaded from bookletgames.com/game/downloads



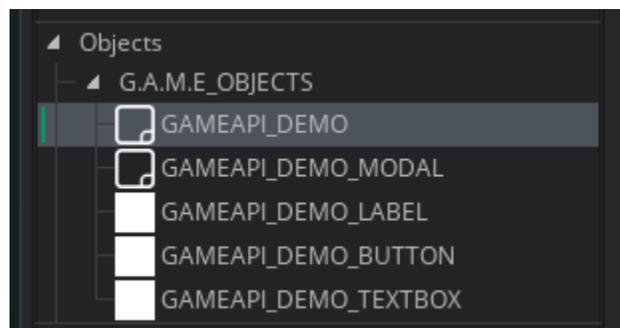


Getting Started with G.A.M.E – Integration with Game Maker Studio 2

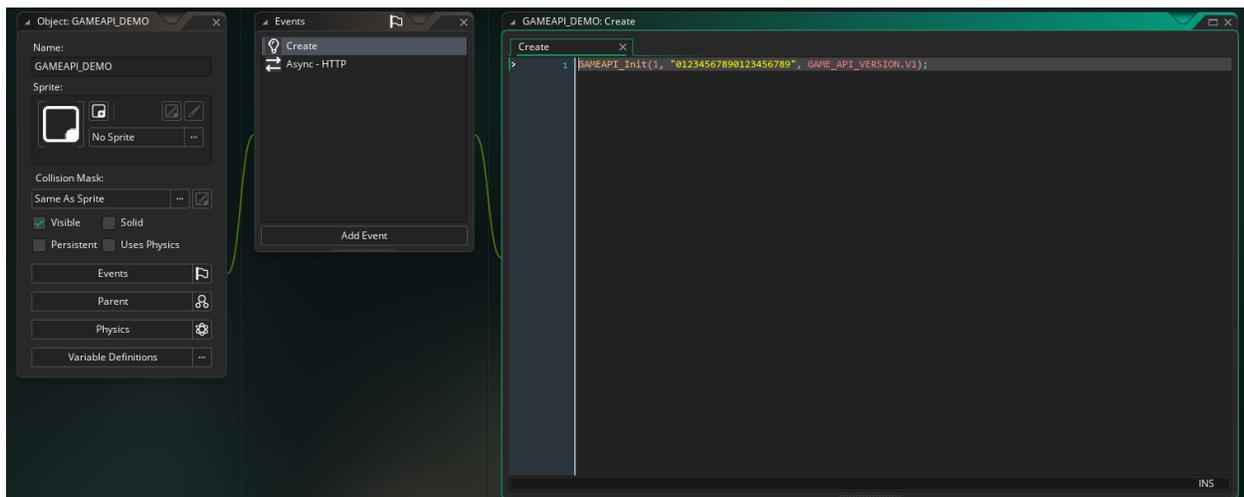
- Click the “Add All” button then click the “Import” button.



- Navigate to the imported G.A.M.E_OBJECTS group in the “Object” pain and double click to open the GAMEAPI_DEMO object.



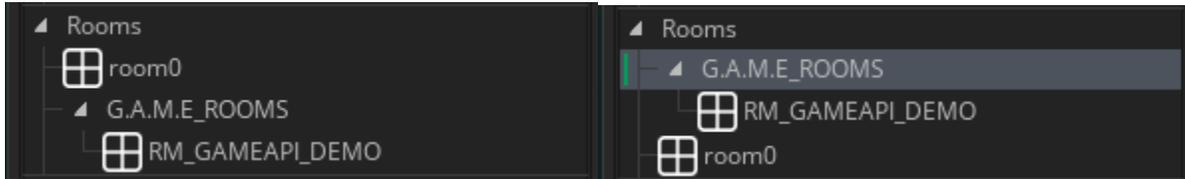
- Double click on the Create Event in the Events window to open the “GAMEAPI_DEMO:Create” GML code.





Getting Started with G.A.M.E – Integration with Game Maker Studio 2

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