

- 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.
- Download the latest G.A.M.E_Register Unity package from <u>https://bookletgames.com/game/downloads</u>.
- 3. Open your Unity project.
- 4. From the menu select: "Assets" -> "Import Package" -> "Custom Package..."



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

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6. Make sure all objects are selected and click the "Import" button.



Getting Started with G.A.M.E – Integration with Unity

Import Unity Package	×
G.A.M.E_V1.0_Unity2019.2.0f1	
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All None	Cancel Import

7. Navigate to the imported scene in the "Project" pain (G.A.M.E -> Scenes -> G.A.M.E_Register) and double click to load the scene.

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8. The G.A.M.E_Register scene uses Text Mesh Pro objects and you will be prompted to "Import TMP Essentials", please do so. You do NOT need to "Import TMP Examples & Extras". Close the dialog box when importing has completed:

TMP Importer	-= □ ×
TMP Essential	s
This appears to that are essenti the "TextMesh F	be the first time you access TextMesh Pro, as such we need to add resources to your project al for using TextMesh Pro. These new resources will be placed at the root of your project in ro" folder.
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TMP Example:	s & Extras
The Examples 8 learning about 1 same folder as	Extras package contains addition resources and examples that will make discovering and 'extMesh Pro's powerful features easier. These additional resources will be placed in the the TMP essential resources.
	Import TMP Examples & Extras

9. Double click on the scene in the Project hierarchy to reload the scene. This is necessary so that the TMP object are refreshed in the scene.



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10. Navigate to the "G.A.M.E_Panel" in the scene hierarchy and click on it to open it in the inspector.

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- 11. Update the Game ID, Game Key and Game API field with the values obtained from the G.A.M.E web site.
- 12. Launch your game and test connectivity.

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