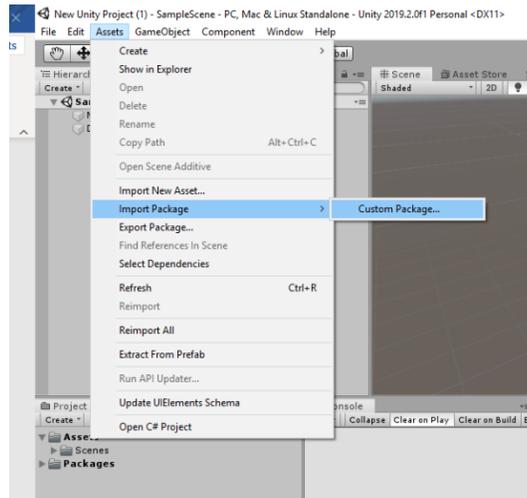


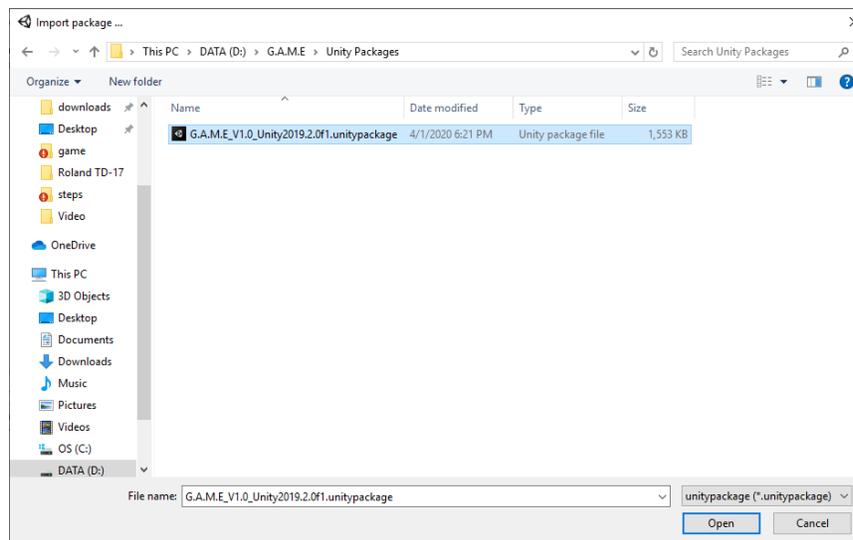


Getting Started with G.A.M.E – Integration with Unity

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 Unity package from <https://bookletgames.com/game/downloads>.
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



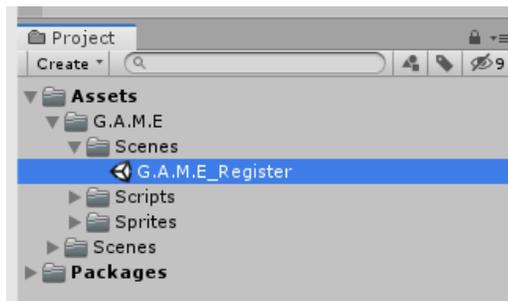
6. Make sure all objects are selected and click the “Import” button.



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



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.



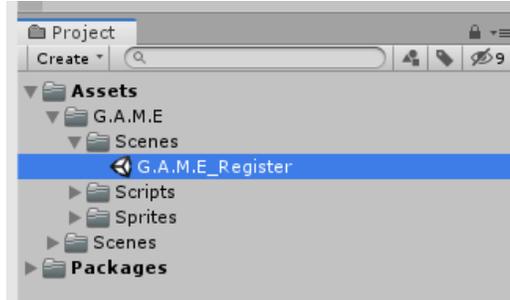
8. The G.A.M.E_Register scene uses Text Mesh Pro objects and you will be prompted to “Import TMP Essentials”, please do so. You do NOT need to “Import TMP Examples & Extras”. Close the dialog box when importing has completed:



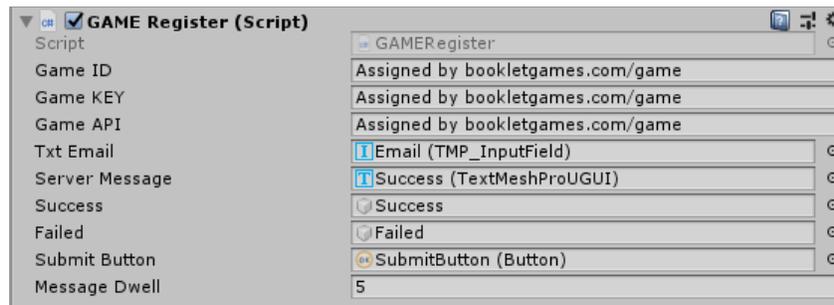
9. Double click on the scene in the Project hierarchy to reload the scene. This is necessary so that the TMP object are refreshed in the scene.



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



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



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