

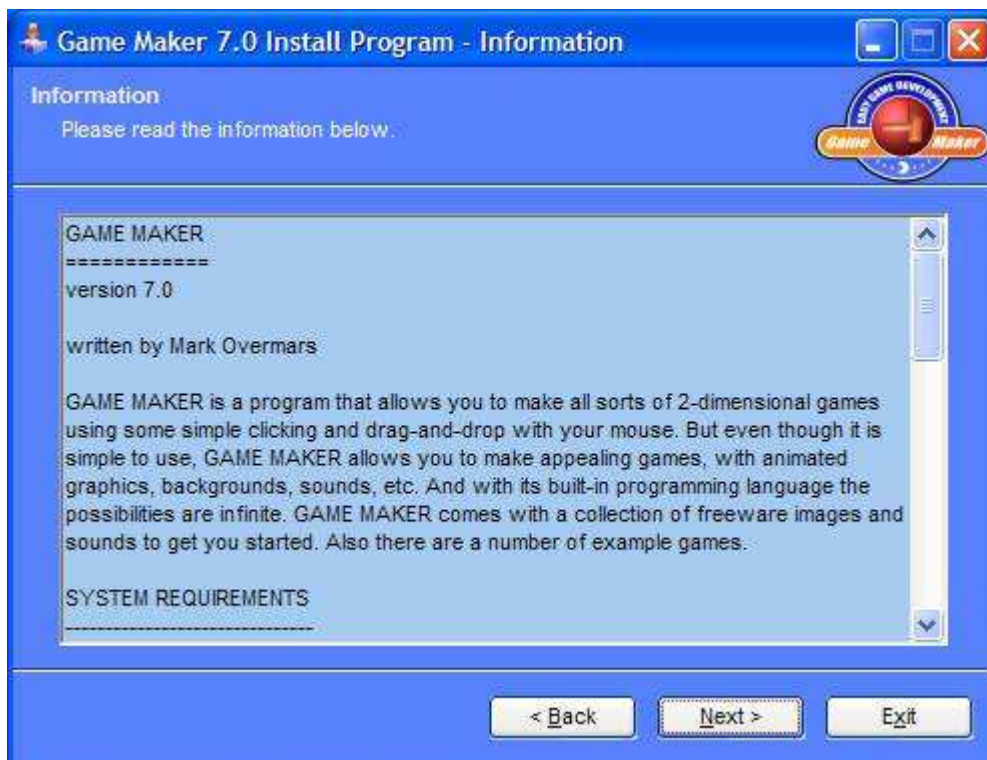
Game Maker Installation Instructions

Installing Game Maker

Double-click on the [gmaker.exe](#) program and the following screen will be displayed:

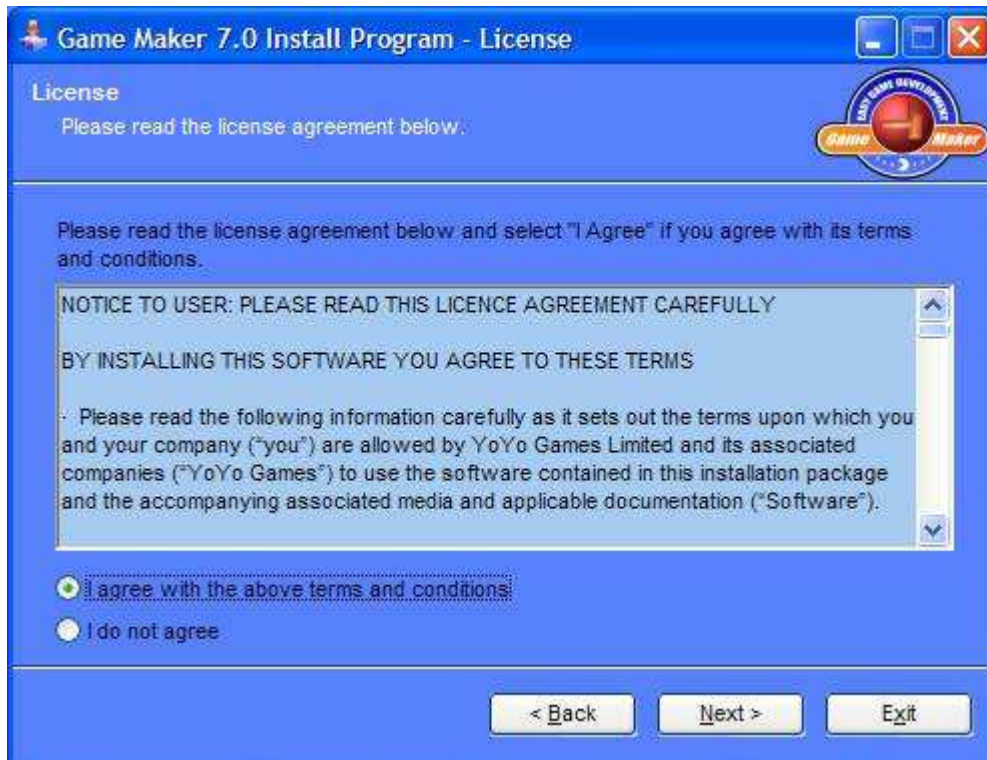


Click the **Next >** button to continue:

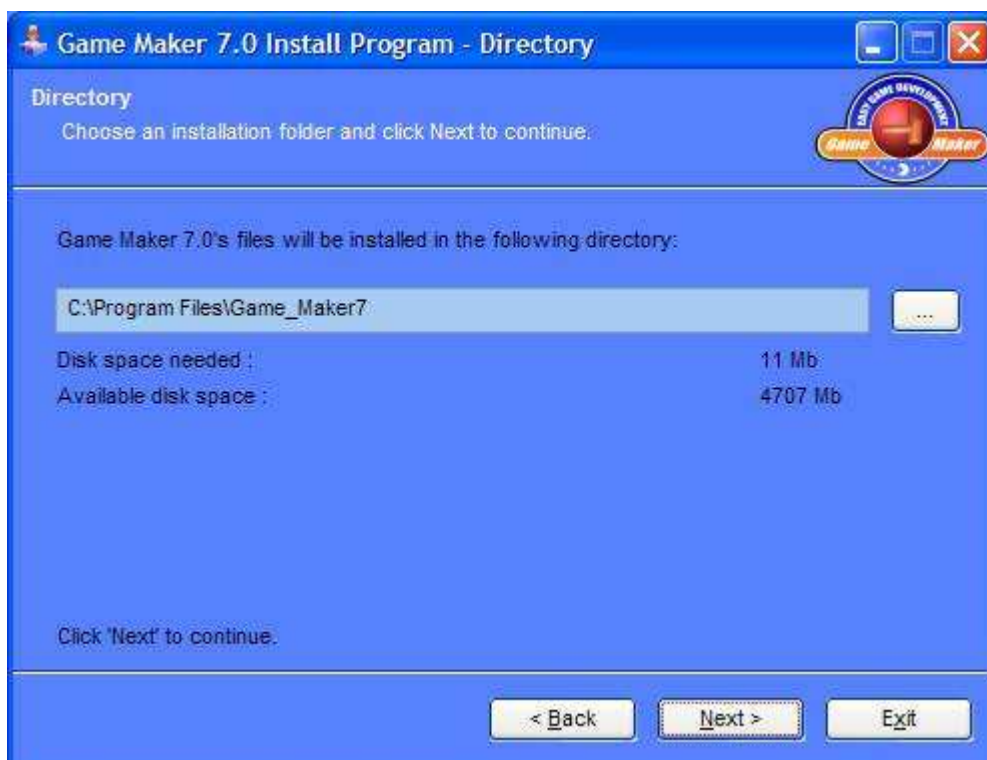


Read the information about the program and the System Requirements and then click the **Next**

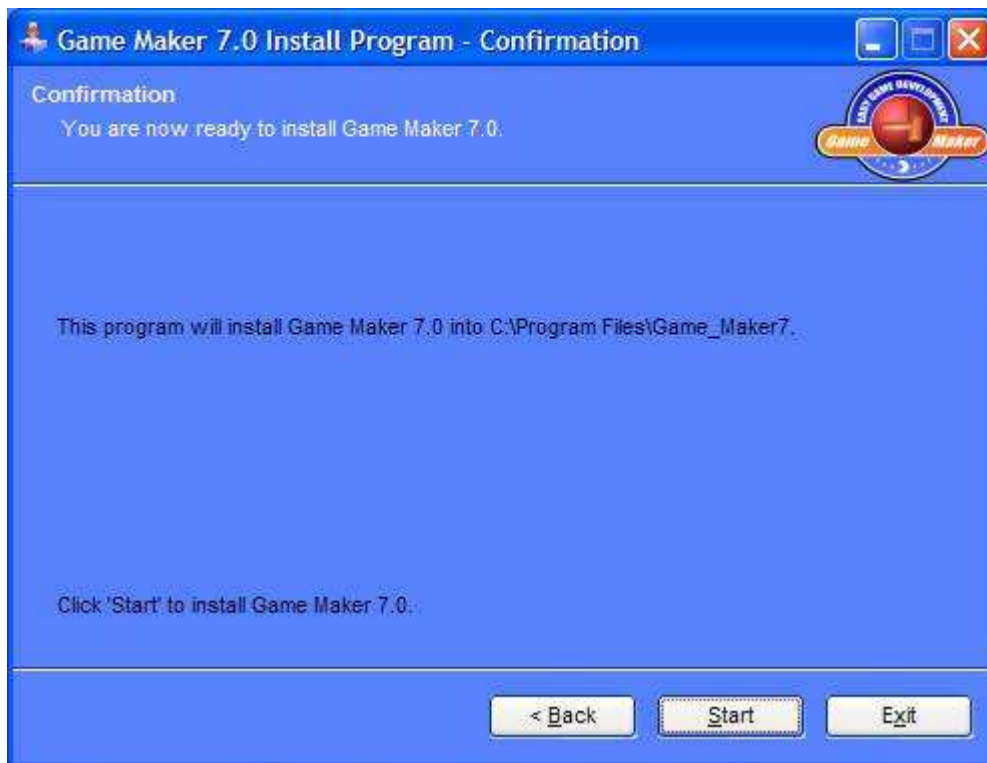
> button:



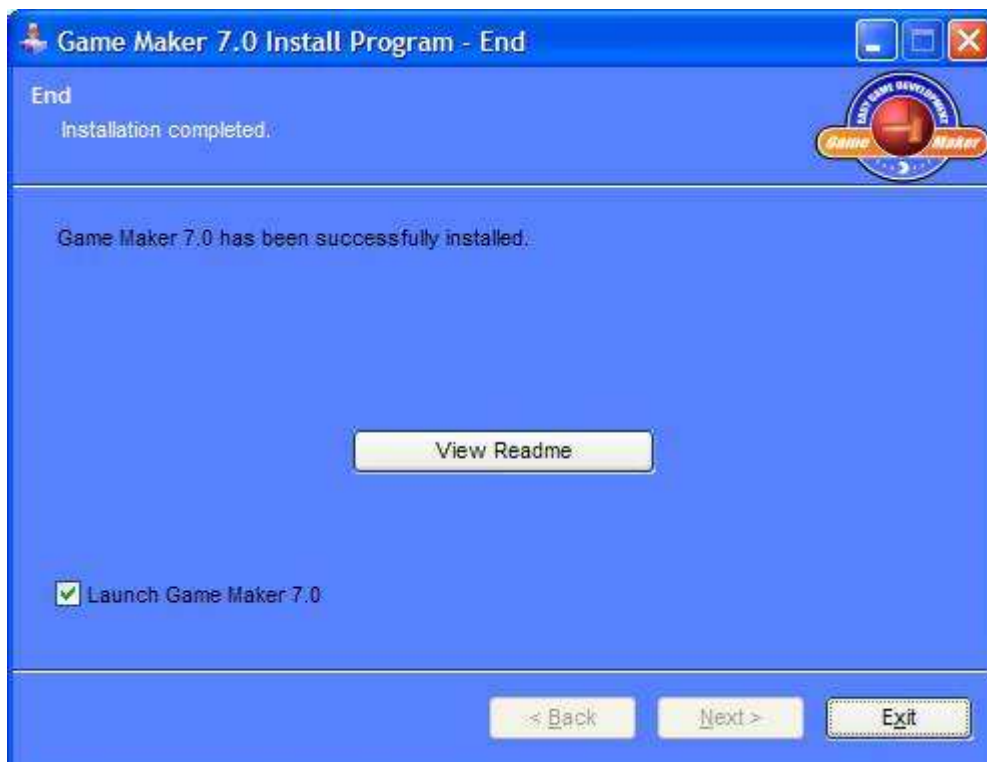
If you agree to the License Agreement select the 'I agree' option and then click the **Next >** button. The following screen will be displayed:



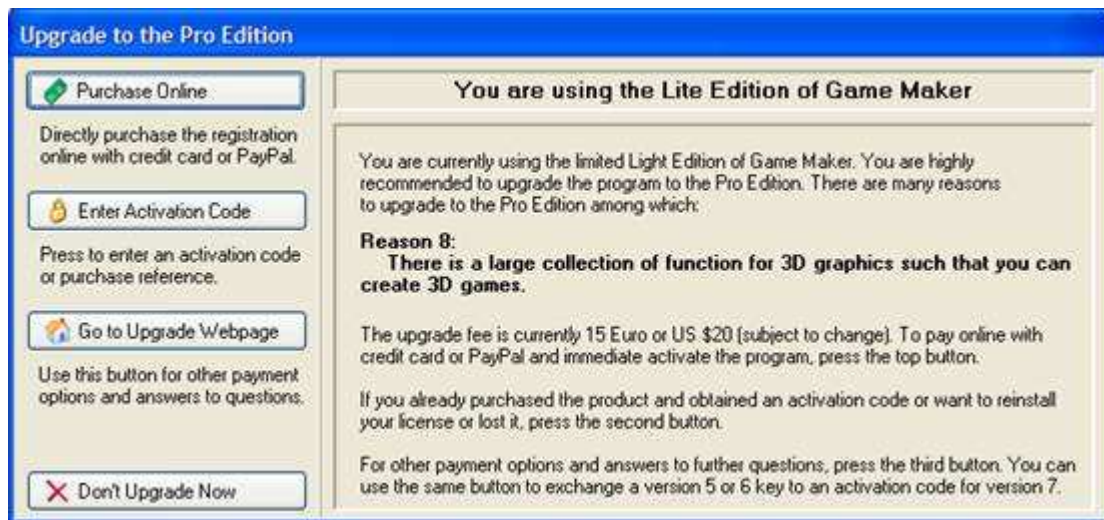
Select the program folder where you want Game Maker to be installed - the default location as shown above is probably best.



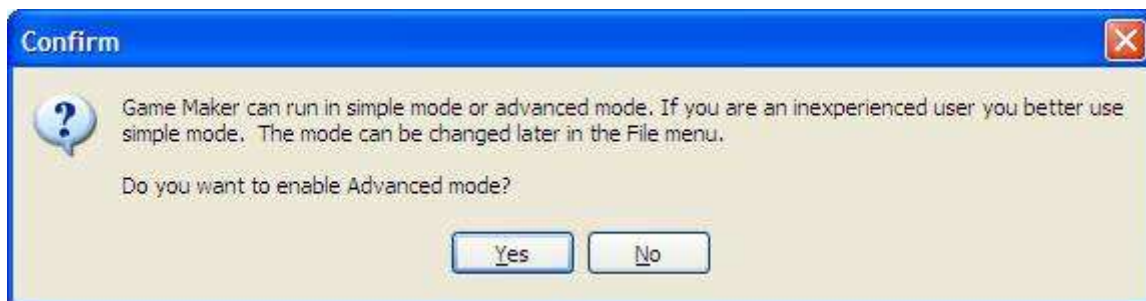
Click the **Start** button to confirm and start the installation. If the installation is successful the following screen will be displayed:



If you wish, click the **View Readme** button to see the latest information about the version of Game Maker being installed. Make sure that the Launch Game Maker checkbox is ticked and then click the **Exit** button to launch the Game Maker program. The first thing you will see is this splash screen:

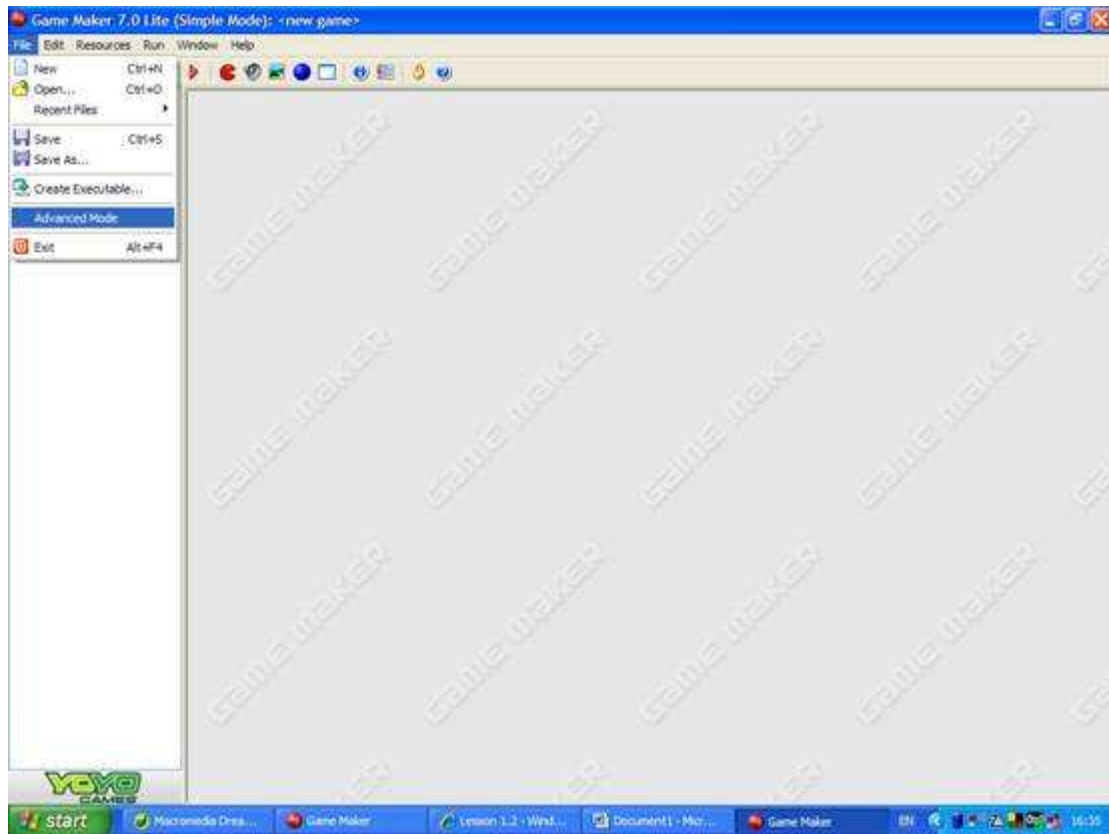


Click the **Don't Upgrade Now** button to run Game Maker Lite (the free version of Game Maker). You will see this form pop up if Game Maker has not been installed before:

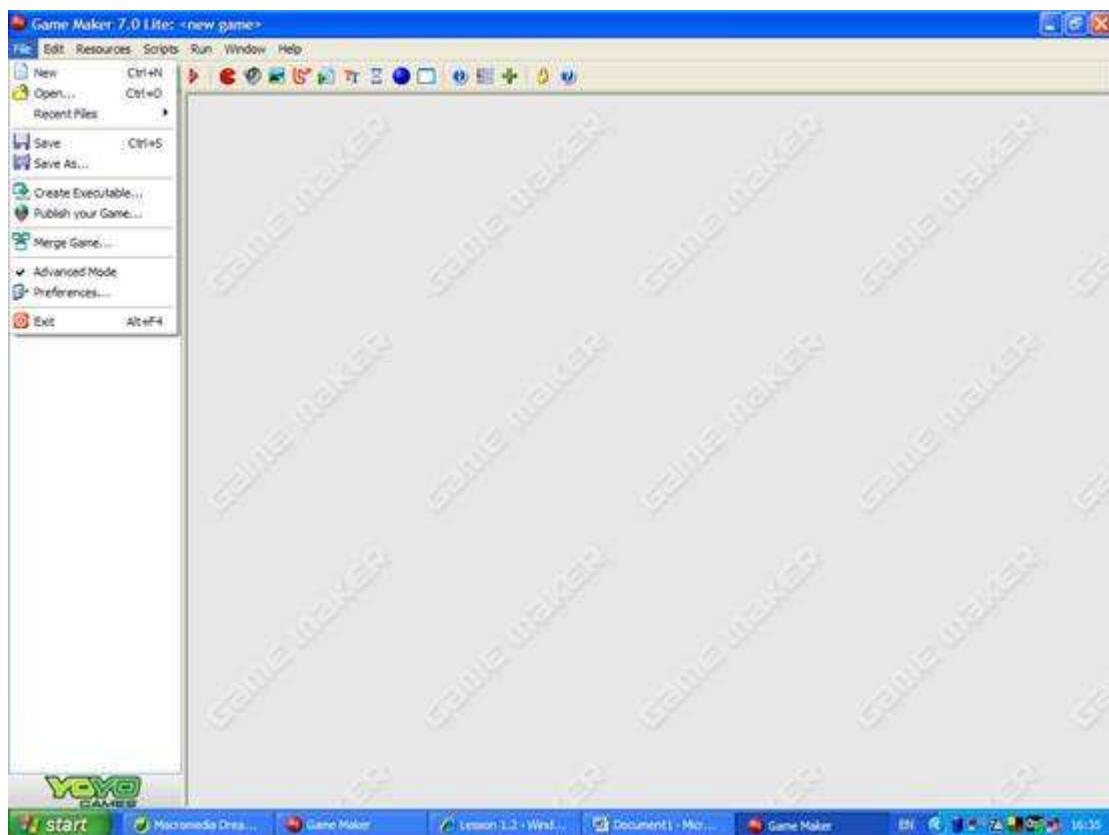


There are two modes of using Game Maker: **Normal** mode and **Advanced** Mode, which gives you more options when using the program. In these tutorials you will be using **Advanced** Mode, so click the **Yes** button if you see this form.

To select **Advanced** mode once Game Maker is running, click on **File** in the top menu bar and select **Advanced** in the dropdown menu like this:



This will put a **tick** next to the word **Advanced** in the **File** dropdown menu, showing that **Advanced** mode is in use:



That's it! Game Maker Lite is now ready for use in these tutorials.

