Installing PyGame

Windows:

- **Download and install Python 3.x** Get the latest stable release. Don’t go for the alpha or beta releases. It’s usually best to *install for all users*, if you have the privileges to do so. Also, setting the PATH variable in Windows is a good idea. Also, be sure to *install pip and set environment variables*. (As of March 22, 2019 the latest release is 3.7.2)
- Open a command prompt as administrator. Search for [cmd], right click and [Run as administrator].
- Navigate (using cd) to where Python is installed on your computer. For example “C:\Program Files\Python37”, or “C:\Users\username\AppData\Local\Python\Python37-32”.
- Check the version of python to make sure it is Python 3 *[python --version]*
- If you get an error saying *python is not recognized as an internal or external command* try using *[py version]* instead of *[python]* for each of the following commands. If you get a similar error after trying *[py version]* you need to reinstall python 3 making sure to select the “Environment Variables” option under the installer options.
- Update the pip installer *[python -m pip install --upgrade pip]*
- If you get an error saying *No module named pip*, then you need to re install python 3 making sure to install the pip module.
- Install PyGame with *[python -m pip install pygame]*
- Test by launching [IDLE 3] and doing an *[import pygame]*. If that doesn’t produce an error, you should be good to go.

OS X:

- Install *[brew]*, using [these instructions]. This is a package manager. It is capable of installing all sorts of programs.
- If you need Python 3 installed: *[brew install python3]*
- Link applications to Python3: *[brew linkapps python3]*
- Install Pygame Dependencies: *[brew install --with-python3 sdl sdl_image sdl_mixer sdl_ttf portmidi]*
- Install Pygame: *[pip3 install pygame]*

Ubuntu 16.04:

- *[sudo apt-get install python3-pip]*
- *[sudo pip3 install pygame]*