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* 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*]