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`