Installing Python + Pygame (on Windows[1])

1. Get python from www.python.org
   a. Take note as to whether you get the 32-bit (x86) or 64-bit (x64) version *and* the version number – you'll need these later.
   b. During the installer, I would recommend these changes:
      i. "Customize Installation" and "Add Python 3.6 to PATH" on the first page.
      ii. On the 3rd page, add "Install for all users" and customize the install location (I'd suggest c:\python36)
2. Get the pygame whl file from http://www.lfd.uci.edu/~gohlke/pythonlibs/
   a. Ctrl+F to find "pygame" (the page is a bit un-organized)
   b. Look for the file that contains your pygame version number of 32/64 bit
   c. For me, I had the 32-bit version of python 36, so I chose this file:

   `pygame-1.9.2-cp36-cp36m-win32.whl`

   Name of package   Python version

   Package version   32 or 64 bit

   d. Save this file somewhere easy to type (e.g. c:\temp)
3. Open a command prompt (type "cmd" in Cortana search box in Windows 10)
   a. Type **c:\python36\scripts\pip install c:\temp\pygame-1.9.2-cp36-cp36m-win32.whl**
   b. If you installed python somewhere else or downloaded the whl file somewhere else, modify the command appropriately.
   c. There should be a bunch of text in the command prompt (as long as it's not an error message, you're good)
4. Test it!
   a. Open an existing pygame program (or just make a new script with "import pygame" at the top)
   b. If it runs, you're good to go.
   c. Note: you can now use Idle / Pycharm / etc. to use python / pygame
5. (optional) I'd recommend not using IDLE. My personal preference is PyCharm (the community edition)

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[1] On Linux, I'd recommend using a package manager. On OSX, I'd recommend boot-camp (you can install it using manually or using homebrew, but it's tedious). I can do my best to help if you're using one of these OS's.