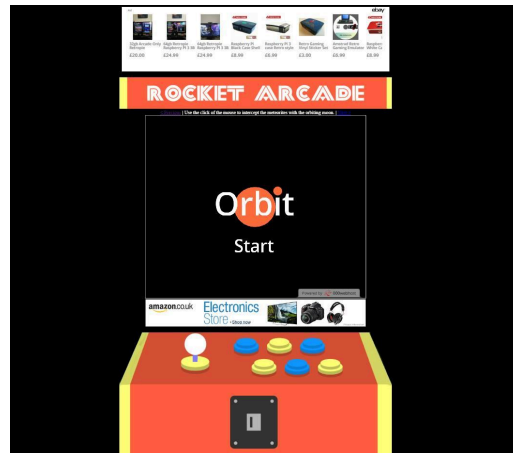


# Making Money From Your Scratch Games!

## Introduction

It's always nice to showcase a well made Scratch project and it's even nicer to receive a little reward for all the hard work that's been put in. This document explores a couple of methods that will allow you to showcase your Scratch games whilst accepting payments and revenue from ads.



It is entirely possible to give your pocket money a boost by building an online arcade with ads to showcase your Scratch games. Whether it's desktop, tablet or smartphone, anyone can play. You can play a few online Scratch games in our virtual arcade here: <http://rocketgames.co.uk> Here's how to achieve this...

There are a number of ways to embed Scratch projects into HTML pages. A service that works really well is the Turbowarp Packager (<https://packager.turbowarp.org>) that will allow your Scratch projects to be played full screen in the browser independently from the Scratch working environment. A short video tutorial on how to use the Turbowarp packers can be found here: <https://www.youtube.com/watch?v=xbxVUtxbelE>

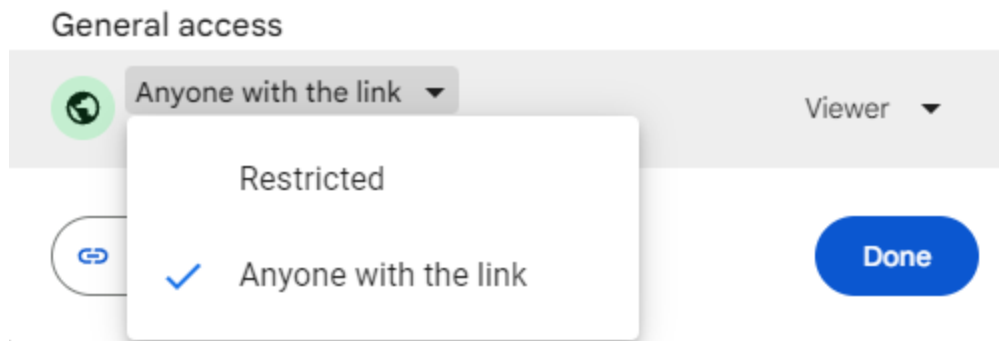
To host your game on the internet, you may be tempted to purchase hosting and a web address. There is a free method of hosting your own webpage and games that doesn't require a fee but will require a little knowledge of HTML.

To host your game for free, you will first need to create a free Google Account and whilst in Google Drive, create a free folder and upload your game's HTML file, previously generated by the Turbowarp Packager into it.

Sharing permissions need to be enabled on the whole folder. To do this, you need to right click on your game folder that contains the file you've recently uploaded and select the "Share" option from the menu.



Select "Anyone with the Link" option and click on Done.



That's the Google Drive side on things completed. Next, visit a website called Drive to Web ([www.driv.tw](http://www.driv.tw)) This site allows you to generate a URL for your Google Drive folder.

## DriveToWeb

Serverless Web Hosting

A screenshot of the DriveToWeb website interface. At the top, there is a cloud icon with a downward arrow. Below it, the text '5,404,211,511 requests served' is displayed. There are two main buttons: 'Host on Google Drive' (with the Google Drive logo) and 'Host on Microsoft OneDrive' (with the OneDrive logo). At the bottom, there is a small text: 'By signing in, you agree with the Terms.'

Once you have selected the “Host on Google Drive” option, you will then be asked to grant permissions to your Google account. Once permission has been granted, the Drive to Web website will then present you with the web addresses for your shared folders. Copy the one that is for your game folder and paste it into a new browser to test that it is loading correctly.

If your game loads in your web browser, then everything is working great! This is the web address for your game(s) site.

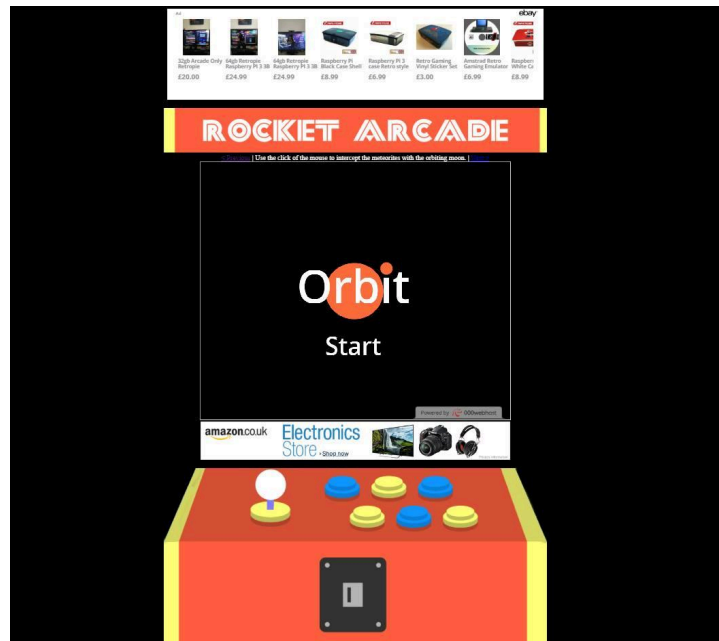
## Monetisation

### Method One

We used a couple of different ad services and you can see the two different banners in the screenshot provided. The first banner located at the top is generated using the eBay Partner network: <https://partnernetwork.ebay.co.uk/> and is free to subscribe to as long as you have an eBay account.

The second banner originating from the Amazon Affiliates Program: <https://affiliate-program.amazon.co.uk/> and again it's free to sign up with an existing Amazon account.

Both services provide you with options to cherry pick products to display in the banners but also offer an automatic selection if you wish. These services reward you with a small percentage of any sales made as a result of the banners being clicked on.



## Method Two

In addition to the Scratch gallery of shared projects, there are also other platforms that will allow you to showcase your work whilst allowing you to sell or accept donations in recognition of your hard work.

One such site is called **Itch.io** (<https://itch.io>) that nicely allows you to embed your Scratch game to make it playable within their site but they also make it possible for you to ask for money for people to play your game. The Scratch license will permit this commercial use.

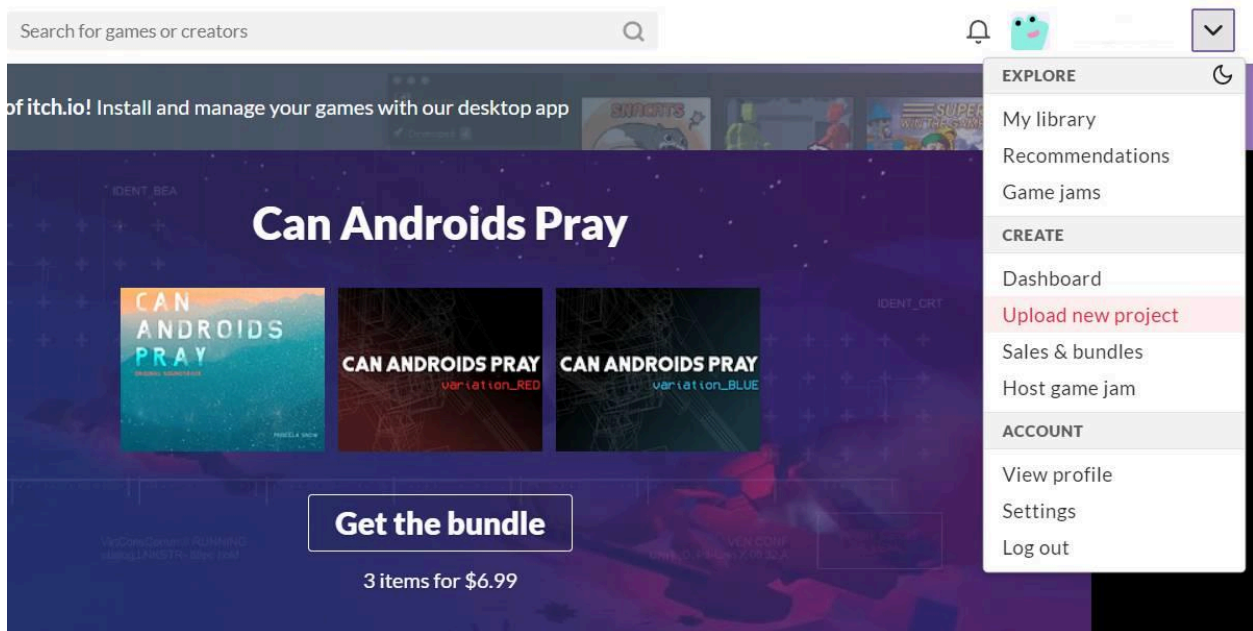
## Preparing the Game

The Scratch game is packaged up using the same process as earlier, using the Turbowarp Packager to produce a single HTML game file. It's this file that will be uploaded to the Itch platform.

## Uploading to Itch.io

Itch.io is a popular platform to discover, download and distribute indie games.

In order to showcase your game in the Itch.io platform you will first need to register with them for a free account.



When completing the online form to submit your game you will need to select HTML from the **Kind of Project** dropdown field.

The **Pricing** section is further down the form and this is where you can set a price for your game. As most games on Itch.io are free, you would be better off selecting the **\$0 or Donate** option in this case. You can then set a suggested donation amount.

## Kind of project

HTML – You have a ZIP or HTML file that will be played in the browser ▼

**TIP** You can add additional downloadable files for any of the types above

## Release status

Released – Project is complete, but might receive some updates ▼

## Pricing



\$0 or donate



Paid



No payments

Someone downloading your project will be asked for a donation before getting access. They can skip to download for free.

**Suggested donation** – Default donation amount

\$1.00

## Uploading the Game

When you come to the **Upload** section of the form, you will need to ensure that the **This file will be played in the browser** option box is **ticked** when the html file has been uploaded.

It is also recommended that the viewport dimensions be amended to match that of the dimensions stated earlier in your HTML file. Amend them to a width of 640px and a height of 480px.

## Uploads

Upload a ZIP file containing your game. There must be an `index.html` file in the ZIP. Or upload a `.html` file that contains your entire game. [Learn more](#) →

Any additional files you upload will be made available for download. You can apply a minimum price to the project after uploading additional downloadable files.

<b>index.html</b>	<a href="#">More...</a>	<a href="#">Delete file</a>
304 bytes · <a href="#">Change display name</a>		
<input checked="" type="checkbox"/> This file will be played in the browser		

**TIP** Use **butler** to upload game files: it only uploads what's changed, generates patches for the [itch.io app](#), and you can automate it. [Get started!](#)

[Upload files](#) or [Choose from Dropbox](#) [Add External file](#) ?

File size limit: 1 GB. [Contact us](#) if you need more space

## Embed options

How should your project be run in your page?

[Embed in page](#) ▾ [Manually set size](#) ▾

### Viewport dimensions

Width  px × Height  px

The rest of the online form is simple to complete. Make sure you give a great deal of thought to the description of your game. Notice that you can format the writing to make it eye-catching and really stand out.

Finally, don't forget to make your game's page public so everyone can view it. This setting can be found under the **Visibility & Access** section of the form.

