

START HERE

Go to itch.io and click Register in the top right corner



You will be taken to the registration page. Add your information and wait for the confirmation email to set up your account.

The image shows the 'Create an account on itch.io' registration page. The page is divided into two main columns. The left column contains the registration form, and the right column contains informational text.
Registration Form:
- Title: 'Create an account on itch.io'
- Username: A text input field with a placeholder 'i'.
- Profile page: A grey box showing 'Your profile page will be http://username.itch.io/'.
- Password: A text input field with a placeholder 'i'.
- Repeat password: A text input field with a placeholder 'i'.
- Your email address: A text input field with a placeholder 'name@example.com'.
- About you: A section with two radio buttons. The first is checked: 'I'm interested in playing or downloading games on itch.io'. The second is 'I'm interested in distributing content on itch.io'. Below this is a note: 'You can change your responses to these questions later, they are used to hint itch.io in how it should present itself to you.'
- Newsletter: A checkbox for 'Sign me up for the bi-monthly itch.io digest newsletter'.
- Terms: A checkbox for 'I accept the Terms of Service'.
- Action: A red 'Create account' button followed by the text 'or already have an account? Log in'.
Right Column Text:
- Section: 'Who should register on itch.io?'
- Text: 'itch.io was originally created for independent video games but hosts a wide range of creative digital content. If you're buying something an account is optional, but recommended.'
- Section: 'I want to play games!'
- Text: 'Although registration isn't required, creating an account will give you the ability to create collections of your favorites and soon to be favorites. If you've bought anything on itch.io you can even link those purchases to your account to keep track of them.'
- Section: 'I'm a developer/creator!'
- Text: 'Great! itch.io is designed for creative types of all kinds to quickly distribute their work easily as possible. If you're selling your content you can start right away. An account also lets you submit games to the various game jams hosted on itch.io.'

There is a helpful set-up guide that you can also find more about [here](#). Follow the steps.

Your first itch.io page

A Project page on itch.io is how you share what you've created with the world. A unique part about itch.io that you can control how your project page looks by changing colors, fonts, and images. In this guide you'll learn how to create one.

All you need to create a page for your game, comic, soundtrack, assets, etc. is a free **itch.io** account.

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The dashboard

The itch.io dashboard is a central hub that lets you manage all your pages, sales, bundles, get both overview and in-depth analytics on views, downloads, purchases, and handle various payment-related tasks.

[↗ Open your dashboard](#)

You can access it at any time by clicking the **Dashboard** link in the top bar, or the arrow menu next to your avatar and username.

Since itch.io started as a game marketplace, most of the vocabulary is game-centric – as the platform evolves towards other types of content, we'll keep adjusting that.

To get started, hit the **Create new game** button.

BASIC INFORMATION

Basic information

The create / edit page contains most of the information essential to publishing a project on itch.io. The title, short description and cover image are used in game listings all over the site. Here's an example listing:



Fears to Fathom - Home Alone
Unsettling Home Invasion Hor...
Rayll
Adventure
Windows



Anxiety : Lost Night
Claustrophobic horror game
Circus Horse
Adventure
Windows



Froggy Pot
A cozy game with a small side ...
Cantusmori
Visual Novel
Windows Apple



Slide in the woods
Ride it, see where it takes you.
Jonny's Games
Windows Steam Apple

The project URL is generated automatically from the title. If you have a particularly long title, you might want to change it to a shorter URL.

Cover images should respect a **315:250** aspect ratio. 315x250 is a minimum, but it's best to include a larger image with the same aspect ratio, like 630x500. Screenshots can be any size, it's recommended to upload **between 3 and 5** of them.

The next step is classification: are you uploading a video game, a tabletop game, a comic, a book, soundtrack, or even some assets? If no category fits, you can always choose 'Other' and choose a custom noun lower down the form.

CONTENT

Content

Then comes the kind of project: itch.io supports HTML5, Flash, Java and Unity embeds – everything else (including comics, books, soundtracks etc.) is a downloadable.

 [Learn more about HTML5 embeds](#)

Uploading is relatively straight-forward – you can upload several files at the same time, and tag them by platform. Uploads can either be direct, from Dropbox, or even just links to external websites.

There is a upload size limit applied on all new itch.io accounts, which we can increase to on request. All you have to do is to [get in touch!](#)

A typical game release on itch.io includes one .zip file per platform, and optionally, some bonus content such as artwork, the game's soundtrack, that can be unlocked when a buyer pays more than a given price.

Do you want to distribute a free demo? No need to make a separate page! Simply upload them to the project page and tick the *This file is a demo and can be downloaded for free* checkbox.

itch.io supports early access models, pre-orders, and crowdfunding campaigns via project goals.

 [Learn more about pricing](#)

A project can only be purchased if it has at least one upload available.

For example, if you're *only* selling external keys (which is discouraged, but not disallowed), you'll have to add a placeholder upload – maybe a PDF file with instructions on how to redeem the external key.

While the files are uploading, you can start filling out the project description. It will appear directly on the project page. Feel free to take full advantage of the formatting options given by our editor such as bold, italic, underline, lists and links.

To break down your project description into multiple sections like Features, Credits, or Links, format your titles by selecting them, then selecting **Header 2** under ¶ (Formatting).

Those will appear like other, site-generated sections like 'Download', 'Purchase', and 'Also available on'.

Make sure to add contact information to the instructions, so that your fans know how to reach you, should they need to.

TAGGING & PUBLISHING

Tagging

Make sure your project is sorted in the right categories by picking a 'Genre' and adding up to 10 tags. For more in-depth classification, check out the **Metadata** tab by editing your project after it's been saved once.

Not all metadata options necessarily apply to your project if it's not a game. Feel free to ignore the ones that don't make sense for what you're uploading.

We're still in the process of adjusting the platform for non-game content. You can participate to the [existing discussion about table-top games](#) or [open a new issue](#) for the type of content you'd like itch.io to support better.

Publishing

To preview your project page, hit **Save & view page**. Newly created pages are private by default to give you a chance to adjust the design of it until you're satisfied with it.

 [Learn how to design pages](#)

To publish your page, simply edit it again, and set its visibility to 'Public'.

There is a third visibility option, **Public restricted**, lets you publish your page but prevents anyone from buying or purchasing any files on it. You should use this for projects that aren't released yet, or old projects that you'd like to restrict access to.

Unless you've disabled payments entirely, you'll have to choose a payment option for your project to accept purchases or donations. You can do so in your [User settings](#), under **Seller settings**.

 [Learn more about payment options](#)

UPDATING YOUR PROJECT AND EXTRAS (You can follow itch.io on [Twitter](#) and [Facebook](#))

Updating your project

Anyone who has purchased your project once owns a copy of it. It shows up in their purchase list, and they can download any future files you upload to that same page, except if those uploads have a minimum price higher than what the buyer paid originally.

Updating your project is simply a matter of uploading the new version, and deleting the old version.

You can let buyers know about a major new release of your project by writing an e-mail from the *Interact* tab. Additionally, everyone who follows you on itch.io will see public updates to all your projects in their feed. Encourage your fans to follow you on itch.io to make sure they don't miss a thing!

 [Learn more about interacting with your fans](#)

Extras

You can provide external keys (e.g. Steam keys) with every purchase by editing your game and navigating to the *Distribute* tab, then *External keys*.

 [Learn more about download keys](#)

To make your project available at no cost to press outlets and get more coverage, you can opt your projects into the *itch.io* press system. You can do so from the [User settings](#) page.

If you'd rather handle press copies on a case-by-case basis, you can simply generate as many download keys as needed from the *Distribute* tab and send them directly.

♡ Follow itch.io on [Twitter](#) or [Facebook](#) for new games and site features.

ADDING YOUR WORK TO THE BUNDLE

First, you need to upload your work to your page. At the bottom of your dashboard, you will see a button that says Create New Project. After clicking it you will come to a page like this:

Create a new project

Make sure everyone can find your page
Review our [quality guidelines](#) before posting your project

Title

Project URL

Short description or tagline
Shown when we link to your project. Avoid duplicating your project's title

Classification
What are you uploading?

Kind of project

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

Release status

Upload Cover Image

The cover image is used whenever itch.io wants to link to your project from another part of the site. Required (Minimum: 315x250, Recommended: 630x500)

Gameplay video or trailer
Provide a link to YouTube or Vimeo.

Screenshots
Screenshots will appear on your game's page. Optional but highly recommended. Upload 3 to 5 for best results.

Add screenshots

Add your title, which will be the end part of your new website (ex. I am wenotfreeyet.itch.io, if I had a project named A New Peace, it would automatically update to: wenotfreeyet.itch.io/a-new-peace). Add a cover image (a screenshot of your work (with parts blurred out) is good! You can also go old school, hit up canva, put the title of your piece in there and just hit some filters). Though the default under Classification is Games if you click the down button you can choose from: Games, Game assets, Game mods, Physical games, Soundtracks, Tools, Comics, Books, Other. Each has a description of what these categories mean, next to their titles.

Uploads

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

[Add External file](#) ?

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

Details

Description – This will make up the content of your game page.

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Genre

Select the category that best describes your game. You can pick additional genres with tags below

No genre ▼

Tags – [Tips for choosing tags](#)

Any other keywords someone might search to find your game. Max of 10.

Avoid using the genre or platforms provided above.

Click to view options, type to filter or enter custom tag

You can tag your art so that it's easier to find, especially after the bundle. Please use Bundle For Black Trans Women as a tag if you decide to use that system.

Genre

Select the category that best describes your game. You can pick additional genres with tags below

Tags— [Tips for choosing tags](#)

Any other keywords someone might search to find your game. Max of 10.

Avoid using the genre or platforms provided above.

App store links

If your project is available on any other stores we'll link to it.

 Steam Apple App Store Google Play Amazon App Store
 Windows Store

Custom noun

You can change how itch.io refers to your project by providing a custom noun.

Leave blank to default to: 'game'.

Community

Build a community for your project by letting people post to your page.

- Disabled
- Comments — Add a nested comment thread to the bottom of the project page
- Discussion board — Add a dedicated community page with categories, threads, replies & more

Visibility & access

Use Draft to review your page before making it public. [Learn more about access modes](#)

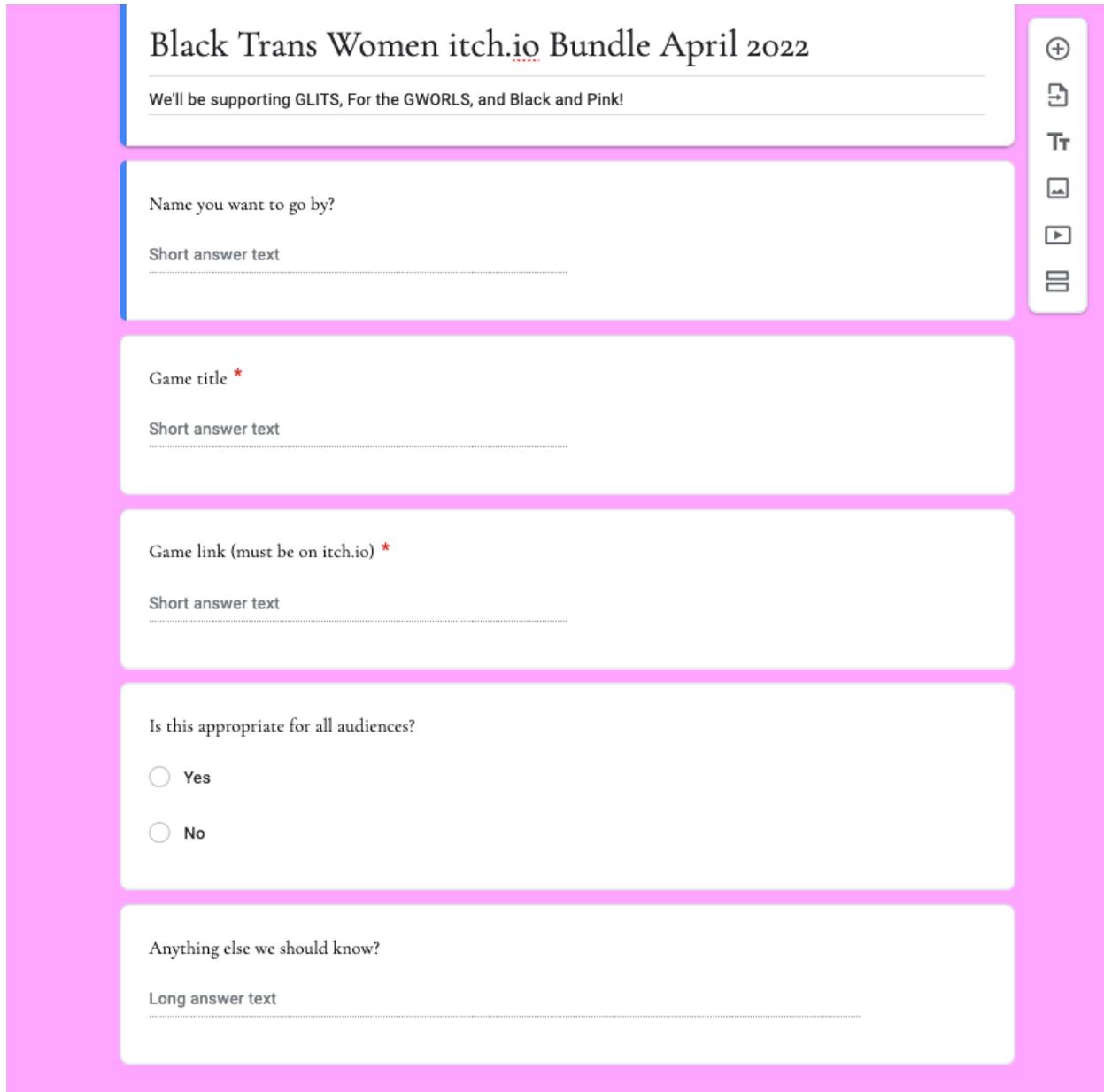
- Draft — Only those who can edit the project can view the page
- Restricted — Only owners & authorized people can view the page
- Public — Anyone can view the page, **you can enable this after you've saved**

[Save & view page](#)

You can add app store links, use a custom noun for your piece (ex: instead of game you can say play), and enable or disable comments. Use draft to preview your page. Please remember to go back and click Public to make the page visible for the bundle.

After you've set up an itch.io page and have uploaded your content, you're ready to add to the bundle!

Go to this link and fill out the Google Form, which should look like this (if you have any problems with this form, please email heretoworkandgrow@gmail.com):



The image shows a Google Form titled "Black Trans Women itch.io Bundle April 2022". The form is set against a pink background. It contains the following sections:

- Title:** Black Trans Women itch.io Bundle April 2022
- Description:** We'll be supporting GLITS, For the GWORLS, and Black and Pink!
- Question 1:** Name you want to go by? (Short answer text)
- Question 2:** Game title * (Short answer text)
- Question 3:** Game link (must be on itch.io) * (Short answer text)
- Question 4:** Is this appropriate for all audiences? (Radio buttons for Yes and No)
- Question 5:** Anything else we should know? (Long answer text)

On the right side of the form, there is a sidebar with icons for: Add (+), Duplicate, Translate (Tr), Image, Video, and Print.

Fill out the form and you're done! We appreciate you donating your work for this cause!

*If you would like to help spread the word, [click here for social media templates](#)

