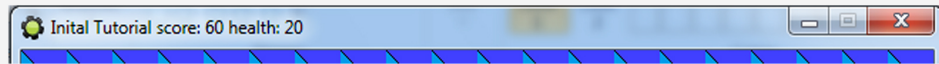# Show Score

Show the score in the game screen and/or game margins

Create a object_score, but do not make a sprite. The programming will do it for you.

Object_Score

To show the score in the margin of the game like this:

Event: Create
Action: Score Caption
   Choose Preferences

To show the score on the game screen

Event: Draw
Action: Draw Score
   x: 535
   y: 40
   Not Relative

You must place the object_score in the game room (it doesn't matter where) even though there isn't a sprite. You will see a 🔵 instead.

To change the font and color of the score on the game screen

1. In the Game Maker menu bar, find and click *Create a font*
2. Choose a font, size, bold, and italic settings
3. Click OK and reopen object_score properties

Object_Score

Event: Draw
Action: Set Font
   Choose the Font
   Align: Left

[same event]
Action: Set Color
   Choose Color

These (x,y) coordinates will put the score in the *Top Right* of the screen. For other placements, see **Coordinate Placements** card.