**Blackjack Game Flow**

[Open 1](#_Toc318461897)

[General Settings 2](#_Toc318461898)

[Interface Tool 2](#_Toc318461899)

[Table Editor 3](#_Toc318461900)

[CPU Player Tool 4](#_Toc318461901)

[CPU Strategy Tool 4](#_Toc318461902)

[Deck Editor 4](#_Toc318461903)

[Save and Publish 5](#_Toc318461904)

# Open

1. Double Click on Template Icon on Template Select
   1. Prompt will appear asking you to name your Game
   2. Once name is entered, click on Create
2. The Level Select Scene will load
3. Click on the **Asset Library** button
   1. You will need to upload all images and sounds to your project, except GUI and card part images
   2. Click on Static on the left, then click on a Create New box
   3. This will open up the Image Constructor
   4. Type a name to the Image Name text field
   5. Click on **Browse** to find where you image is on your computer
   6. If the image has frames use the dropdown for Image Type and change to cells
      1. If cells add how many Rows and Columns in the fields below
   7. Give image a tag from the Template Tag dropdown
      1. Once you have picked a Tag, click on the Plus Icon next to the dropdown
      2. If you want to remove a Tag from the Image, click on the X icon in the Tag container that appeared to the right of the dropdown
   8. Click on Save
   9. Repeat as needed until all images are uploaded, you will need to switch to Fonts and Levels in the **Asset Library** (you will not need any animations in Blackjack)
4. Close the **Asset Library** when finished

# General Settings

1. Click on the **General Settings** button
   1. Items to change
      1. Font Sheet
      2. Player Starting Bank
      3. Number of Tables for Menu
      4. Table Mapping
         * Will be setup by default but can change later if you want to reorder
      5. Table Image for Menu
2. Switch to the **Sound** tab in **General Settings**
   1. Click on Select to search the **Asset Library** for the sounds/music you want to use
3. Click on **Save** at the top when finished, then **Close**

# Interface Tool

1. Click on the **Interface Tool** button
2. Click on the **Select** buttons and search the **Asset Library** and add the following
   1. Casino Carpet (background for the whole game)
   2. Bottom Info Bar Image
   3. CPU Bank Image
   4. Player Avatar
   5. Indication Arrow
3. Switch to the **Buttons** tab
   1. On all the buttons, click on the **Browse** button to find the image on your computer
   2. Use the dropdown to switch between the different button states
      1. You will need to add a different image for each button state
4. Switch to the **Icons** tab
   1. Click on the **Browse** button to find the image on your computer for each icon
5. Switch to the **How to Play Screens** tab
   1. Use the dropdown to determine how many Help Screens you want to appear in game
   2. Click on the **Browse** button to find the image on your computer for each Help Screen
   3. On all the buttons, click on the **Browse** button to find the image on your computer
      1. Use the dropdown to switch between the different button states
      2. You will need to add a different image for each button state
6. Switch to the **Credits** tab
   1. Click on the checkbox to determine if you want the credits button to be visible on the menu screen or not
   2. Click on the **Select** button to find the image on your computer for the credits background
   3. Click on the **Select** button to find the image on your computer for the credits background
   4. On the button, click on the **Browse** button to find the image on your computer
      1. Use the dropdown to switch between the different button states
      2. You will need to add a different image for each button state
7. Click on **Save** at the top when finished, then **Close**

# Table Editor

1. Click on the **Table Editor** button
2. Under the **Table** tab
   1. Give the Table a name
   2. Click on the **Select** buttons and search the **Asset Library** and add the following
      1. Table Image
      2. Betting Circle Image
      3. Card Box Image
      4. Dealer Chip Rack Image
      5. Table Music
   3. Choose how many seats for the table to have
   4. Enable/Disable the hand count visibility
3. Click on the **Shoe** tab
   1. Click on the **Select** buttons and search the **Asset Library** and add the following
      1. Shoe Body Image
      2. Shoe Face Image
      3. Penetration Image
      4. Discard Holder
   2. Use the dropdown to choose a deck to add to the shoe
      1. If a deck has not been created yet, choose the first deck in the list
   3. Use the sliders to set the value for the following
      1. Number of Decks
      2. Penetration Percent
   4. Enter in a value for how long the system will spend shuffling the cards when the penetration has been reached
4. Click on the **Currency** tab
   1. Click on the **Select** buttons and search the **Asset Library** and add an image for each of the currencies you want to have on the table
   2. Make sure all the currencies you want on the table have the Visible checkbox selected and the remaining unchecked
   3. Set the value for each visible currency
5. Click on the **Rules and Payouts** tab
   1. Click on the **Select** buttons and search the **Asset Library** and add an image for the Tale Rules Image you want to have on the table
   2. Use either enter a value or use the up and down arrows to set the payouts for Standard and Blackjack
   3. Use either enter a value or use the up and down arrows to set the Min and Max bets
   4. Click the checkbox to enable or disable Splits and Double Downs
      1. If you click on the checkbox and enable either, a second option will appear
      2. From there you can enable or disable additional rules for Splits and Double Downs
6. Click on the **Players** tab
   1. Enable/Disable each of the 8 AI players you want to be added to the AI Pool by clicking on the AI players name
7. Click on **Save** at the top when finished, then **Close**

# CPU Player Tool

1. Click on the **AI Personality Editor** button
2. Choose an AI Player from the dropdown
3. Give the player a name or change an existing name
4. Click on the **Select** buttons and search the **Asset Library** and add an image for the player
   1. If the image is part of a celled image, you can use the arrows or text entry field to select the cell you want
5. Use the dropdown to choose a AI Strategy Style
   1. If you want to customize a style or create a new style, click on the Edit button on the right of the dropdown and follow the steps in the AI Playing Style Editor
6. Determine how much will be in the AI players bank
7. Click on **Save** at the top when finished, then **Close**

# CPU Strategy Tool

1. Use the dropdown to pick a style to edit
2. If you want to copy an existing style, use the dropdown to pick a style, then click on the Copy button on the right of the dropdown
3. Give the style a name or change an existing name
4. Click between each of the tabs to change each part of the style
5. For Soft, Hard, and Splits, click in the box to change between the 4 types (Hit, Stand, Split, Double Down)
6. On the Betting tab, change or add a value to the fields to determine how many chips the player will use to bet with
7. Click on **Save** at the top when finished, then **Close**

# Deck Editor

1. Click on the **Deck Editor** button
2. Choose a deck from the dropdown, if no deck has been created yet the first deck will be selected
3. Give the deck a name
4. Under each of the tabs you will need to click on the **Browse** buttons to find the image you want for that part of the card
5. Under the Faces & Backs tab, choose between *Standard Fit* or *Full* card for how much of the face image will cover on the card
6. Also under the Faces & Backs tab, choose between *Royals* and *All Cards* for which cards will contain an image on the face of the card
7. Under the Card Values tab, choose between *Same for Both* or *Different* for if the top and bottom value will have the same image or be different
8. Under the Pips tab, choose between *Standard*, *Face* *Different*, and *All* *Different* to have the pips either all match, only the ones on the face of the card be different from the two under the card values, or have all 3 different
9. Under the Preview tab, click through all the radio buttons to make sure every card is visible and looks how you want
10. Click on **Generate** when finished (this will start to render out the cards, depending on your art this may take a while)

# Save and Publish

1. Now that you have everything filled out, go to File and Save the current state of your game
2. In the File Menu, click on Test Game
   1. If everything works and is how you want it, continue to step 3
3. In the File Menu, click on Publish
4. A dialog will appear for the available platforms, follow the steps then click on Publish
   1. If publishing to iOS, the Publish button will open Xcode