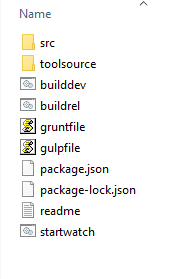
Steps for a new scratch

* Important note - the scratch card was built as a template. Meaning CTV sizes + massages are not changeable.

Set up your work environment:

1) make sure you have Node.js v 6.10.0 or above installed

2) duplicate all the files from the main-scratch-files folder to a new folder



3) Open the command line. Navigate to the root folder

4) Set up npm proxy by running the following from the command line (replace username (yours) and password)

For the first time you build RICH Game:

a. npm config set proxy <http://username:password@10.20.5.226:8080>

b. npm config set https-proxy <http://username:password@10.20.5.226:8080>

For each RICH:

5) Run **npm install** from the command line

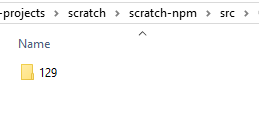
6) Run **npm install grunt –g** (mandatory only for the first time)

7)Run **npm install glup -g** (mandatory only for the first time)

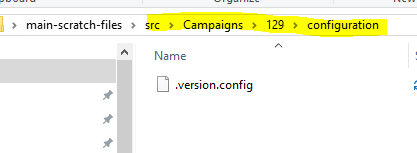
**For more info:** <https://confluence/display/RICH/Dev+Build+Tool+-+User+Manual>

Create new scratch:

1) change the campaign number (folder name) inside "src/Campaigns" to the correct campaign number (CM will provide)



2) open the .version.config file and make sure it’s on “0”



**Options to implement Game images + config file**:

1. Using the images tool - <http://promo.888.com/yaniv_t/scratch-generator/>

1. Follow the guidelines below steps 3a + 3b

**3A) Game images:**

CTV should provide:

1. Background image - size: 894\*674 (type:jpg)

Example:



1. Prizes images - size: 530\*326 (type:jpg)

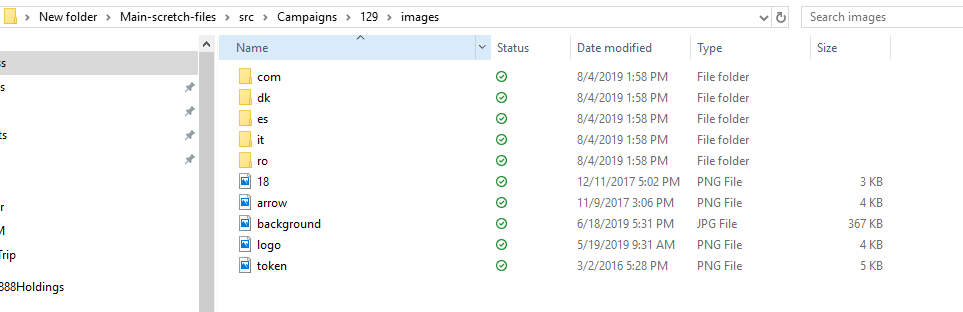


1. Scratch image - size: 530\*326 (type:jpg)



* Background image must be saved as: **background.jpeg** (under images)
* Prizes image must be saved with the name of the prizes = example: “10$bonus” (under the relevant market)
* Scratch image - in .com with the lang before: example: ru-scratch

In reg markets: “scratch”



**3B)** **JS Update**:



* Change the T&C URL for each country/market – in the “configpromo” file.



* Change the prizes list.

**Must be exactly like the list of CM or PM**

Should be equal to the prize’s images.

cid:image002.png@01D54AD1.E25C0780

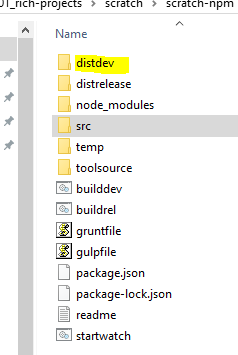
CHECK IMAGES BY YOUR SELF:

Run node check-images

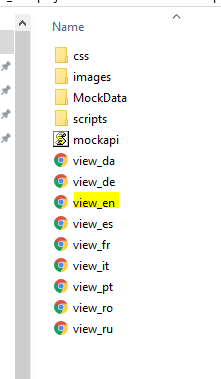
Continue the scratch -

4) Run **builddev with the campaign ID** from the command line

It should create for you a new folder “distdev”, This is the scratch for local.



Inside you will find the html files



6) Run **buildrel with the campaign ID** from the command line

New scratch is done!!

Last phase - upload to “Nolio”

Please follow instructions in **“Deploy Rich-Campaigns user manual”** Doc.

**Game massages: FYI**

“technical error”

“unavailable scratch”