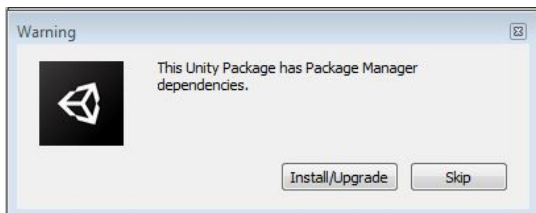


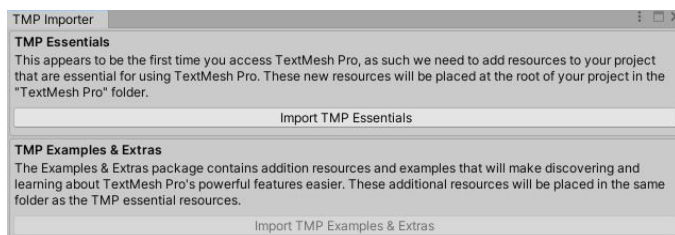
Thank you for purchasing the Scratch and Win Game Complete Project.  
Please read carefully through this document to know how to use it.

## Installation and setup

Create a new 2D project inside Unity  
Import Scratch and Win Game Package



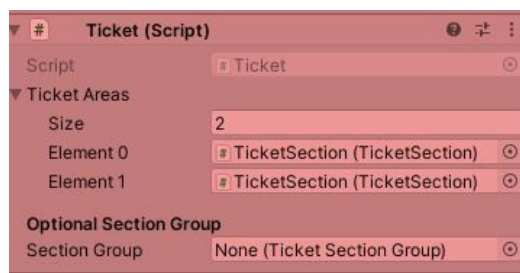
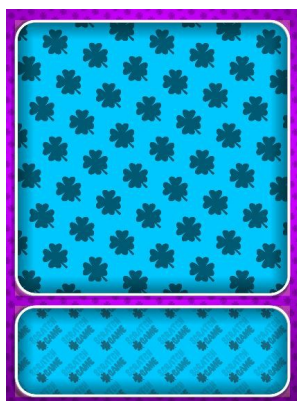
This package needs some Unity packages so after this window show up you need to press Install/Upgrade button



When you open the package scene, Text mesh Pro imported window will show up, just click on Import TMP Essentials  
Reopen the scene

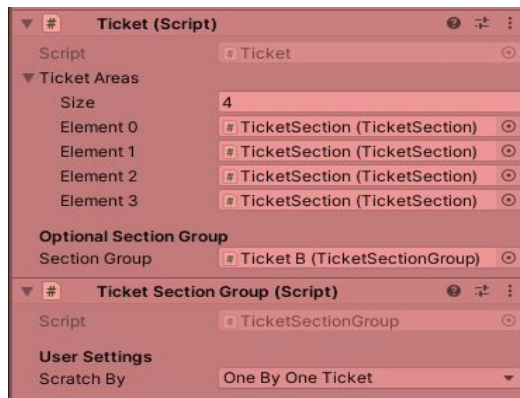
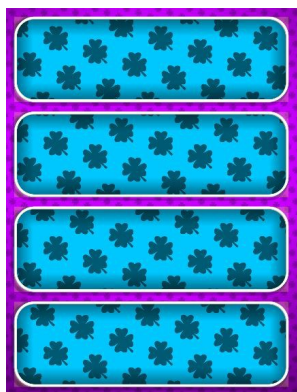
## Ticket types:

**Ticket A with 2 ticket areas - money and bonus**



You can scratch the first area then you second one  
Each of the areas represents a separate winning part

**Ticket B with 5 ticket areas, with Ticket Section Group assigned**



Scratch by is set to **One by One Ticket**

You can scratch from the first area to the last one,  
All areas represent one winning part

## Ticket C with 5 ticket areas, with Ticket Section Group assigned



Scratch by is set to **All at Once Ticket**

You can start to scratch all scratch areas at once

All areas represent one winning part

## Settings Database:

To modify game sprites, Money Bonus and Any sprite symbols. winning options a probabilities and colors, select Database game object which has a Settings Database component

### Win Board Images Count:

<b>Win BoardImagesCount Default</b>	
▼ Win Board Images Count Default	
Size	1
Element 0	3
<b>Win OneByOneTicketCount</b>	
▼ Win Count One By One Ticket	
Size	2
Element 0	4
Element 1	5
<b>Win AllAtOnceTicketCount</b>	
▼ Win Count All At Once Ticket	
Size	2
Element 0	1
Element 1	3

To change how many winning sprites you need to find for **TicketA** you can add a new member to the **Win Board Images Count Default**. The final value will be added from this list randomly

To change how many winning sprites you need to find for **TicketB** you can add a new member to the **Win Count One By One Ticket**. The final value will be added from this list randomly

To change how many winning sprites you need to find for **TicketC** you can add a new member to the **Win Count All At Once Ticket**. The final value will be added from this list randomly

### Money and Bonus prices and probabilities:

<b>Money Prices</b>	
▼ Money Price List	
Size	3
▼ Element 0	
Price	10
Probability	0.5
▼ Element 1	
Price	50
Probability	0.25
▼ Element 2	
Price	100
Probability	0.1
<b>Bonus Prices</b>	
▼ Bonus Price List	
Size	3
▼ Element 0	
Price	3
Probability	0.5
▼ Element 1	
Price	10
Probability	0.25
▼ Element 2	
Price	50
Probability	0.1

To set prices and probabilities for Money Ticket Area add a new element to Money Price List variable and set Price amount and Probability values

To set prices and probabilities for Bonus Ticket Area add a new element to Bonus Price List variable and set Price amount and Probability values

### Bonus, Money and Any Sprites:

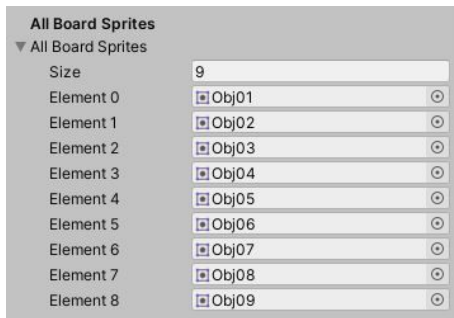


To set sprite for Bonus icon change Bonus Sprite variable

To set sprite for Money icon change Money Sprite variable

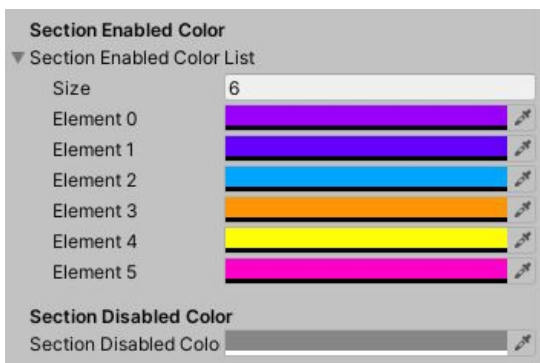
To set sprite for Any icon change Any Sprite variable

### All Board Sprites:



To set all sprites for the ticket you can fill All Board Sprites array

### Enabled and Disabled Area Colors:



To set the colors for Enabled Ticket Areas you can fill Section Enabled Color List Array

To set the color for Disabled Ticket Area you can fill Section Disabled Color variable

### UPGRADE GUIDE:

- Remove old ScratchAndWinGame folder
- Import the Scratch And Win Game package

Get more assets at: <http://u3d.as/1ef8>

If you need any help: [profxtools@gmail.com](mailto:profxtools@gmail.com)