

Version 1.0

I. Introductions.

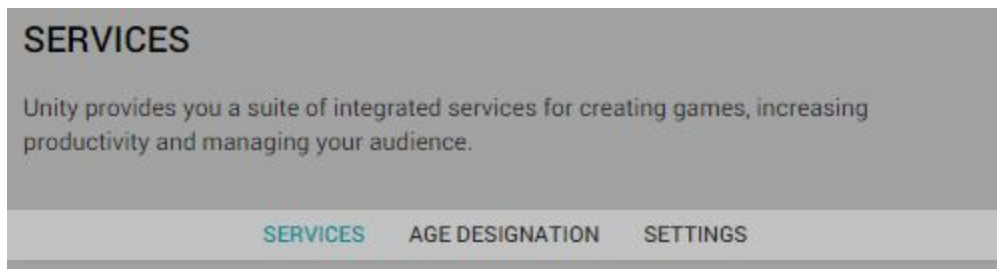
THANK YOU SO MUCH FOR YOUR SUPPORT

- Features:

- + Integrate Admobs (Banner and Interstitial).
- + Undo the moving.
- + Hint the best move.
- + Statistics of Player.
- + Easy Dialog System.
- + Optimize already and Smooth.
- + Easy to reskin.
- + 3 Games: Klondike, Tripeaks, Spider Solitaire.

- Before Starting:

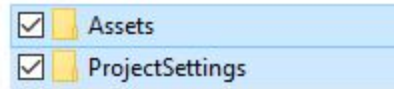
Make sure you enabled the unity service before starting. If do not, there are some error will come from unity IAP and you can not doing anything. Thank you.



II. How to reskin.

- Import the package

- + Create a new folder and export the package inside this folder.
And you can see 2 folder



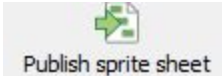
- + Open your Unity 2017.x and choose the folder where you export the package. Select File > Build Setting and choose your target platform.
- a. **Requirements.**
 - New cards.
 - New UIs.
 - TexturePacker (You can find here [TexturePacker](#) if you don't have).
 - Unity **2017.x** or **Higher**.
 - Admob Account.
 - IAP Accounts.
 - Android SDK Platform-Tools (24 or higher) and Android 7.0 (API 24 or higher) (Android Only).
 - Cocoapods (Xcode Only - MacOS Only). (**IMPORTANT**)

B. Reskin.

- There are 1 type of cards in this game. So you need to change them or you can publish all of them without reskin but you must responsible with your game.

Options A (Windows 7, 8, 10 ...)

- **Replace** your cards here `Assets > Spider Solitaire > AssetsBundle > Sprites > Card` by explorer windows (Or finder on Mac). **Do not** remove or **copy and paste** by **Unity Editor**.
- Open Card.ts from `Assets > Spider Solitaire > AssetsBundle > TexturePacker` by [TexturePacker](#) . The new cards will being automatic replaced by

TexturePacker, Please press  the system will replace the

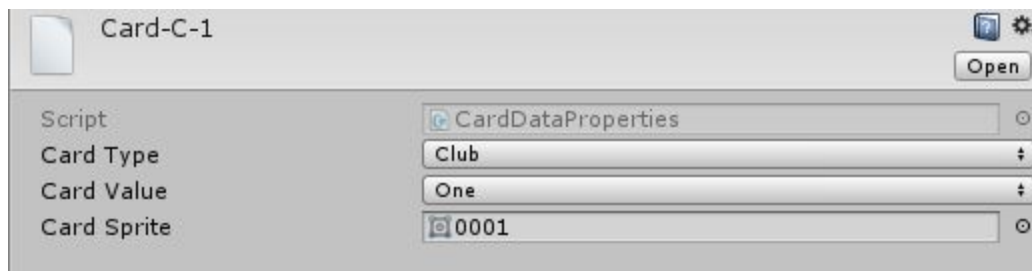
old texture by new texture. Checking the new cards here

Assets ▶ **Spider Solitaire** ▶ **AssetsBundle** ▶ **Sprites** ▶ **Packer** if you can see all new cards it means your steps were completed. Or not please check all steps again.

- Replace your UI as same as replace the cards.

Option B

- Find folder : **Assets** ▶ **Spider Solitaire** ▶ **Prefabs** ▶ **Cards Data** and replace sprites for all the defaults cards.
- Each cards will have:



- + Card Type: Type of cards (**Do not change**).
- + Card Value: The value of cards (**Do not change**).
- + Card Sprite: The Image of each card. (**Replace** it with your images).

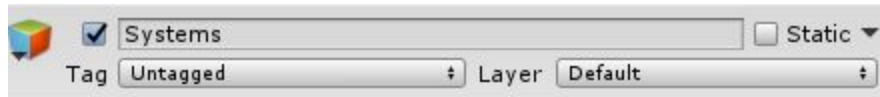
c. Ad Network - Admobs

- Using admob, you need an account of admob network. How to register it - please read this [Links](#) .
- Requirements: Android
 - + 1 Banner ID ca-app-pub- xxxxx xxxxx xxxx xxxx
 - + 1 Fullscreen ID ca-app-pub- xxxxx xxxx xxxx xxxx
- Requirements: IOS
 - + 1 Banner ID ca-app-pub- xxxxx xxxxx xxxx xxxx
 - + 1 Fullscreen ID ca-app-pub- xxxxx xxxx xxxx xxxx

After you create Banner ID and Fullscreen ID for your platforms. Find

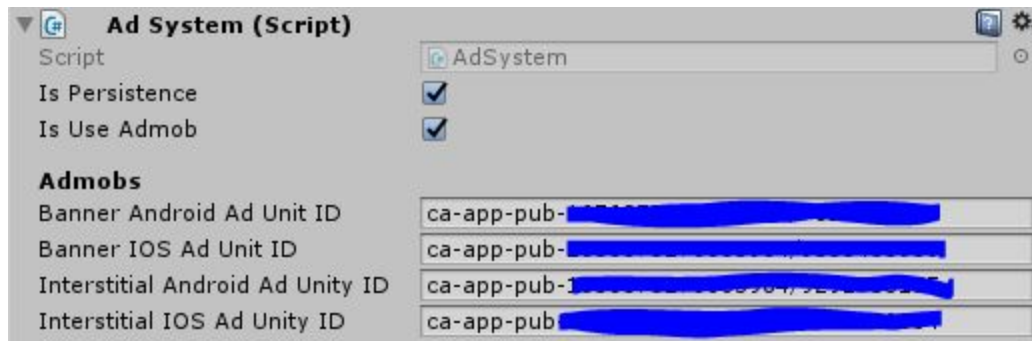


scene from **Assets > Spider Solitaire > Scenes** and open it. Find the gameobject with name



and Insert your id

into the script.



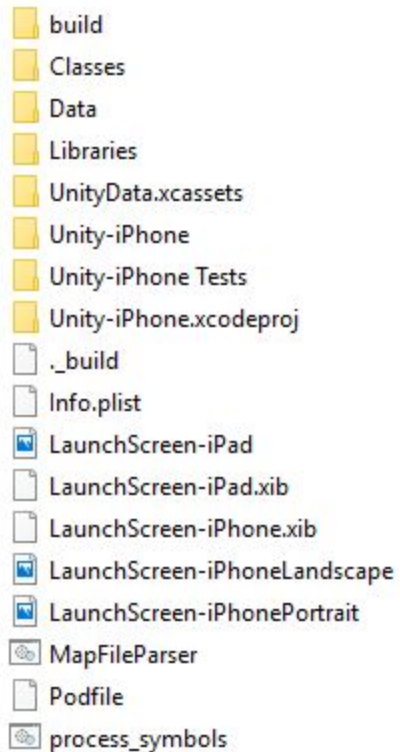
- Please make sure you insert right places of each platform. If you do not want use ads. Untick “Is Use Admob” .
- The Banner ads will show during playing time.
- The Full-Screen Ads will show before start the new game

Note for IOS:

1. After Export to Xcode please run (“**pod update**” or “**pod install**”) in the terminal at the export folder (where you can see the file **podfile**). (if you don’t have cocoapod please install this)

```
# Xcode 7 + 8
$ sudo gem install cocoapods
```

- Open the terminal from this folder. Where you can see the Podfile. (**Do not open the podfile**).



- Insert “pod install” or “pod update” like the picture bellow.

```
$ pod install
```

After that if you can see something like this, it means your work is correct.

```
Analyzing dependencies
Downloading dependencies
Installing Firebase 3.3.0 (was 3.3.0)
Using FirebaseAnalytics (3.2.1)
Using FirebaseInstanceID (1.0.7)
Installing Google-Mobile-Ads-SDK 7.9.1 (was 7.8.1)
Using GoogleInterchangeUtilities (1.2.1)
Using GoogleSymbolUtilities (1.1.1)
Using GoogleUtilities (1.3.1)
Generating Pods project
Integrating client project
Sending stats
Pod installation complete! There are 2 dependencies from the Podfile and 7 total
pods installed.
```

If don't please do the step 1 agains.

2. Make sure you had set Enable Modules (C and Objective-C) to yes in Build Settings of Xcode.

1. If you are running Unity 4 you need to make the following changes:

IOS ANDROID

Modify the following build settings within the Xcode project exported by Unity:

- Set Enable Modules (C and Objective-C) to Yes in **Build Settings**.
- Add \$(inherited) to Other Linker Flags in **Build Settings**.

2. Import the Google Mobile Ads SDK into your project.

IOS ANDROID

- Navigate to **File > Build Settings**, select the iOS platform, and choose **Build** to export an Xcode project and a corresponding CocoaPods xcworkspace.
- Open up the exported xcworkspace and navigate to **Product > Run** in Xcode to run your project.

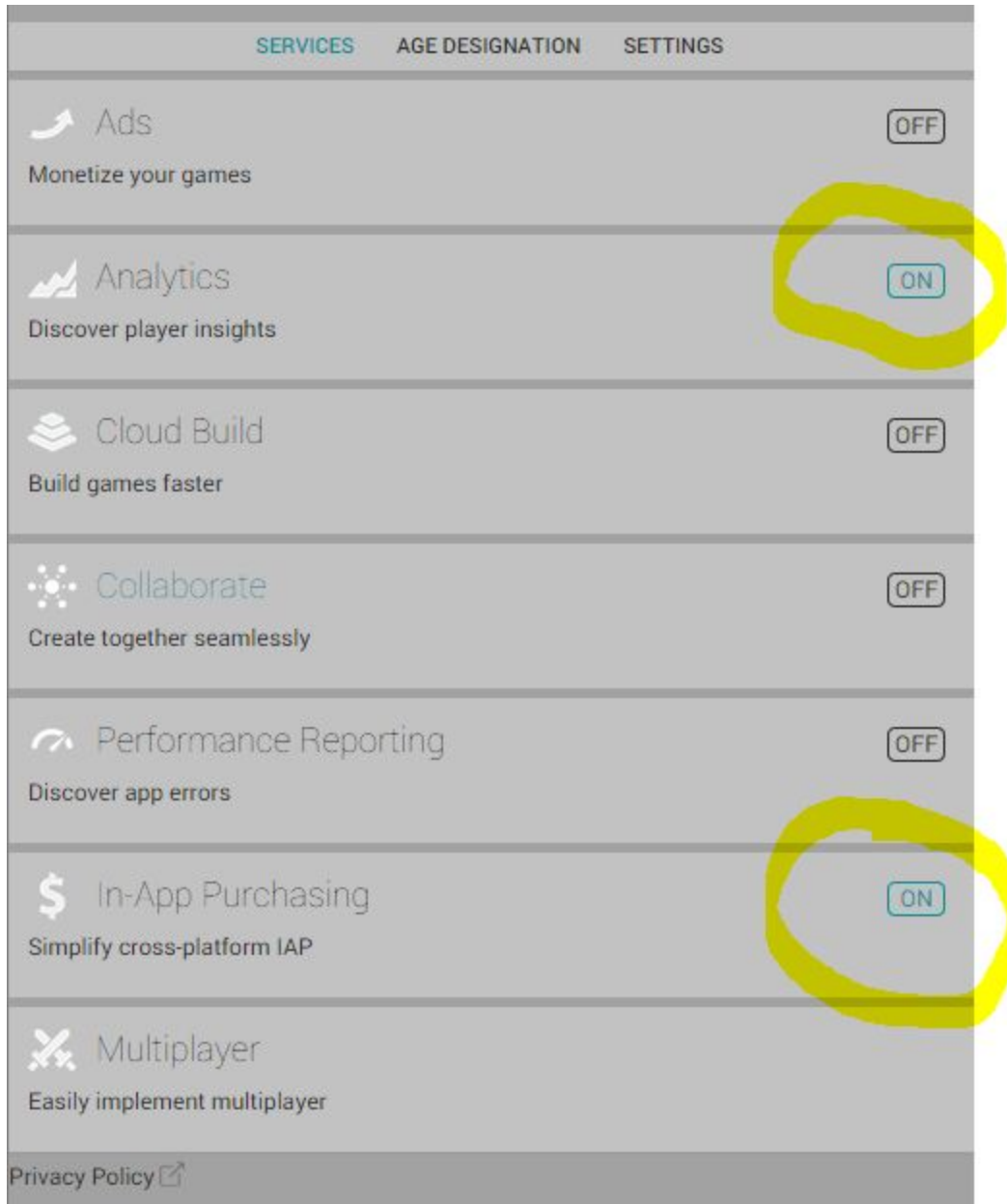
You've just imported the plugin for iOS!

D. IAP for remove ads.

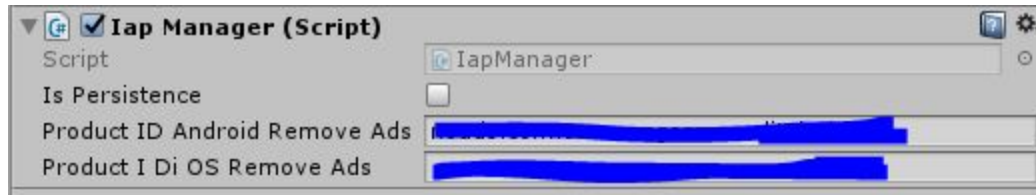
- Requirements:

- + 1 Publisher Google Play account or iTunes Connect Account.
 - + IAP id for your app. (it must active or publish).
- Setup:

Open your service window in Unity Editor (Window > Services). Link your project with your account unity. Enable there services like bellow.



Find The gameObject “GameManager” and insert you IAP Id into the script



- Please make sure you insert right places of each platform.

III. Q&A

1. How to change new cards if i don't have TexturePacker?
 - The [TexturePacker](#) is free trial for 7 days. So you can feel free to use it. If you don't want packing the new cards, you can change all of them in the folder `Assets > Spider Solitaire > Prefabs > Cards Data` and change backcard for `Assets > Spider Solitaire > Prefabs > Cards UI`.
2. What differences between option A and option B?
 - With Option A: we are already optimizing the game. So you just apply your sprites like what I did.
 - With Option B: You need to optimize your game by yourself.
3. Can I publish this without doing anything?

Yes, you can.

IV. Support.

If the package is good for you, please rate this package, it will help us improve my service.. Please feel free to ask me anything about **Solitaire - Free Cards Games**. Your question will being answered about **2 - 5** business days. Thank you!

The version just started with 1.0, so there some bugs you can find during playing the game. Contact us and We will fix it as soon as possible.