

A big **thank you** for purchasing our



We hope you find this kit useful to create a great game!

You can find the online documentation [here](#).

If you have any support questions, please contact us [here](#).

Please make sure to include your **invoice number**.

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Installation instructions

In order to install Single-Player CCG Kit, please follow these steps:

- Open Unity (you will need to use Unity 2019.3.0f6 or higher) and create a new 2D project.
- Download and import the free [DOTween](#) asset from the Asset Store into your project.
- Select the *TextMeshPro/Import TMP Essential Resources* option in the *Window* menu. This will make sure you can use TextMeshPro in your project.
- Download and import the Single-Player CCG Kit asset into your project. **Make sure you import the kit as a complete project and that you answer "yes" when asked if you want to include the package dependencies. This will automatically install the package dependencies required: 2D Animation, 2D PSD Importer, Addressables and Entities.**
- The kit uses the new *Addressables* package in Unity to manage its dynamic resources. In order to be able to use the kit without any issues, you need to build the content before playing for the first time as follows:
 - Open the *Window/Asset Management/Addressables/Groups* window and click on the *Create Addressables Settings* button.
 - Select the *Tools/Single-Player CCG Kit/Build content* menu option.

And that is it! You should now be able to run the game from the editor by opening the scene named *Game* and clicking on the Play button.

You can find the complete, online documentation of the kit [here](#).

License

Single-Player CCG Kit can only be used under the standard Unity Asset Store End User License Agreement. A Copy of the Asset Store EULA is available [here](#).

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Please note that digital stores like the App Store or Google Play may reject your game if it contains very similar artwork to already published games. You may need to re-skin your game as appropriate.

Thank you for respecting our work.

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