

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**.

License

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](#).

The copyright of CCG Kit and all of its contents belongs to gamevanilla ©. After purchasing CCG Kit, you have the right to use it only for the purposes of developing and publishing a game.

You are NOT allowed to redistribute or resale CCG Kit or any of its contents for any purpose (not even after a complete re-skin). To distribute or resale this product is NOT permitted under any circumstances and is strictly prohibited.

Thank you for respecting our work.

Installation instructions

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

- Open the Unity Hub and create a new, empty 2D project with **Unity 6**. Please make sure you are using a stable version of Unity; pre-release versions are not supported.
- Download and import the free DOTween and Mirror assets into your project using Unity's Package Manager.
- Download and import the CCG Kit asset into your project using Unity's Package Manager.

At this point, you should not have any errors on the console and you should be able to run the kit's accompanying demo in LAN mode (you will need to generate a build to act as the second player). Make sure you have added all the demo scenes (located in the *CCGKit/Demo/Scenes* folder) to your build settings, with the *Home* scene being the first one.

If you want to be able to create and join online games via your own dedicated server, you will need to follow the relevant section of the complete, online documentation of the kit available [here](#).