

**Box Collider 2D**

Material: None (Physics Material 2D)

Is Trigger: ☐

Used By Effector: ☐

Offset: X: 0 Y: 0

Size: X: 0.73 Y: 0.98

**Deck (Script)**

Rules

win condition: Collect\_all\_cards

play until no more cards, then: ☐

Deck

total cards: 15

max number of useless cards: 3

undo charges: 2

chance of:

turn up a covered card at start: 0

Score

normal card: 10

gold card: 20

bottom card: 50

for each deck card spared: 100

Combo

normal multiplier: 0.25

min combo length to trigger: 2

same color multiplier: 0.5

same suit multiplier: 0.75

**Sprites**

normal

gold

**Audio sfx**

take card: None (AudioClip)

new card: None (AudioClip)

blocked card: None (AudioClip)

wrong card: None (AudioClip)

win: None (AudioClip)

lose: None (AudioClip)

**Advanced**

**Audio Source**

AudioClip: None (Audio Clip)

Output: None (Audio Mixer Group)

Mute: ☐

Bypass Effects: ☐

Bypass Listener Effects: ☐

Bypass Reverb Zones: ☐

Play On Awake: ☐

chain\_solitaire  
 Main Camera  
 ghost\_card  
 Deck  
 board  
 Canvas  
 EventSystem  
 Canvas\_bk

animations  
 Editor  
 prefabs  
 card  
 chain\_solitaire  
 deck  
 ghost\_card  
 scripts  
 sprites  
 scene

chain\_solitaire  
 Main Camera  
 ghost\_card  
 Deck  
 board  
 card1  
 Canvas  
 EventSystem  
 Canvas\_bk

1- Open a new scene and put in it chain\_solitaire

2- Click on Deck and set the rules that you like, and add your audio sfx too

3- click on board > card1 and place and rotate it where you like to add more card, just duplicate it with Ctrl+d

4- each will auto-setup itself, but if you want more control you can select Setup = manual in order to have a fine control on it

**Card (Script)**

setup: Manual

card type: Gold

suit: Spades

rank: 3

always face up: ☒

overlap detector: ☐

6- by default card under other cards will show their back when game start, if you force it face up, set "always face up". - NOT rotate the Y axis manually!

5- in order to have a card over another, the card must be over it in 3d space

**Transform under**

Position: X: 0 Y: 0 Z: 0

Rotation: X: 0 Y: 0 Z: 0

Scale: X: 1 Y: 1 Z: 1

**Transform OVER**

Position: X: 0 Y: -0.303 Z: -0.159

Rotation: X: 0 Y: 0 Z: 0

Scale: X: 1 Y: 1 Z: 1

Game Animation  
 Free Aspect

Score: 99 Target: 999



Combo: 99

99



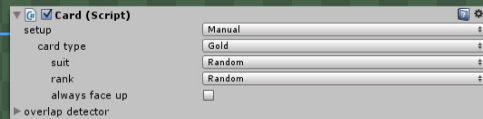
99

Score 60  
x0.5  
float score\_multiplier  
int current\_score

public bool this\_is\_a\_bottom\_card = false  
public bool face\_up = false  
public bool This\_card\_is\_free() = false

public bool this\_is\_a\_bottom\_card = false  
public bool face\_up = true  
public bool This\_card\_is\_free() = true

Gold-Card



public bool this\_is\_a\_bottom\_card = true  
public bool face\_up = true  
public bool This\_card\_is\_free() = true

public bool this\_is\_a\_bottom\_card = true  
public bool face\_up = false  
public bool This\_card\_is\_free() = false

Deck  
total cards 15  
max number of useless cards 3

public int deck\_card\_left 13

Deck

public card\_class[] deck\_cards

End  
Combo

Combo: 4

int combo-count

Target Deck

8 public card\_class[] target\_deck\_cards

8

2

public int undo\_charges  
undo charges 2