**Tiny Soccer Game Kit Guide**



Welcome to Tokegameart Game Kit. This document contains Tiny Soccer Game Kit information files.

**Original main files version**

* All character animatoin files .scml (Brashmonkey Spriter b10)
* Editable game background .psd (Adobe photoshop CS4)

**Main PNG files**

* Character body parts
* Character animation sequence images
* Gui & Objects

**Features**

* You can edit or add more characters animation with brashmonkey spriter
* High resolution PNG files

**Character animations**

* Idle
* Move Forward
* Move Backward
* Kick
* Jump
* Falling Down
* Sliding

**How to edit the game background?**

There is two .psd files (“Stadium.psd” & “Out Door.psd”) in PSD folder. The .psd file have some “group” are shown in figure below.



In a group named “5 Banners” have 6 layers consisting of 5 “smart objects” of banner image and 1 “banner light”. To edit the banner image just double click on the “smart object” and then replace put your own 400x78 banner image. See the figure below.



**The goal (wricket) parts guide**

The goal parts consisting of 3 .png files are shown on figure below.

**Back side**



**Top Side**



**Back Side**



You can assemble the goal parts on your game engine, this allow you to make the ball entered between two poles.



**Font needed :**

* Kraash Black (<http://www.dafont.com/kraash.font>)
* Skater Girls Rock (<http://www.dafont.com/skater-girls-rock.font>)
* MassiveHeadache3 (<http://www.dafont.com/massive-headachell.font>)
* FlyingLeatherneckRotate (<http://www.dafont.com/flying-leatherneck.font>)