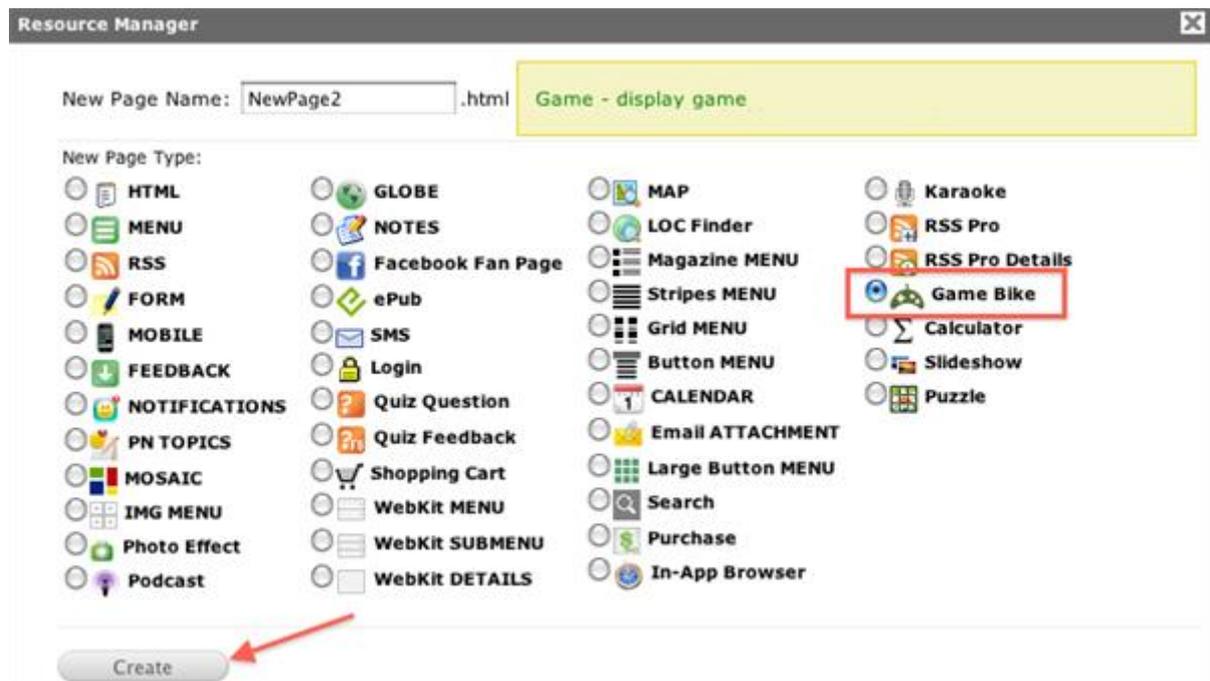


## Game Bike Page Tutorial

As you may all noticed we have recently added a new native page type called Game Bike. Below you will find some short instructions about adding and editing this page type within your app. Including this page in your app gives more interactivity to it, thus, helps you raise the chances for your app to get approved by AppStore Review Team after submission. Besides interactivity, you may also promote your logos, labels, brands by using this page within your app.

In order to add Game Bike module to your app, follow the simple steps below:

- 1) Go to your app's dashboard
- 2) Click on "+" (Add New Pages) button and select the Game Bike page type from the available list.



3) Once the page is added, you may proceed further to edit it.

4) Access the "Edit pages" link, find the newly added page and click on "Edit" button next to it.

Unfortunately, you are not able to test the game via online simulator, but you are able to test it within SC app 3.2 through your device.

The gameplay cannot be changed, however, you are able to re-design the gameplay interface, by changing background, bike, hero, wheels images, change the sounds, etc.

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**NOTE:** The page displayed in iPhone simulator on the left is for illustration purposes ONLY. It is just a combination of images and there are NO clickable areas. Please test this page through [SeattleClouds app](#).

Image format must be PNG and transparent, sound format WAV or MP3.

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### Text

Game Name:

### Images

Background Menu (480x320):  ...

Background Shop (480x320):  ...

Background Level (960x320):  ...

Slingshot (210x210):  ...

Sling (16x8):  ...

Hero (50x60):  ...

Springboard (480x103):  ...

Box (24x24):  ...

Target (24x24):  ...

Bonus (24x24):  ...

Money icon (40x40):  ...

Bike (60x75):  ...

Bike wheel (19x19):  ...

### Sounds

Sound bonus:  ...

Sound target:  ...

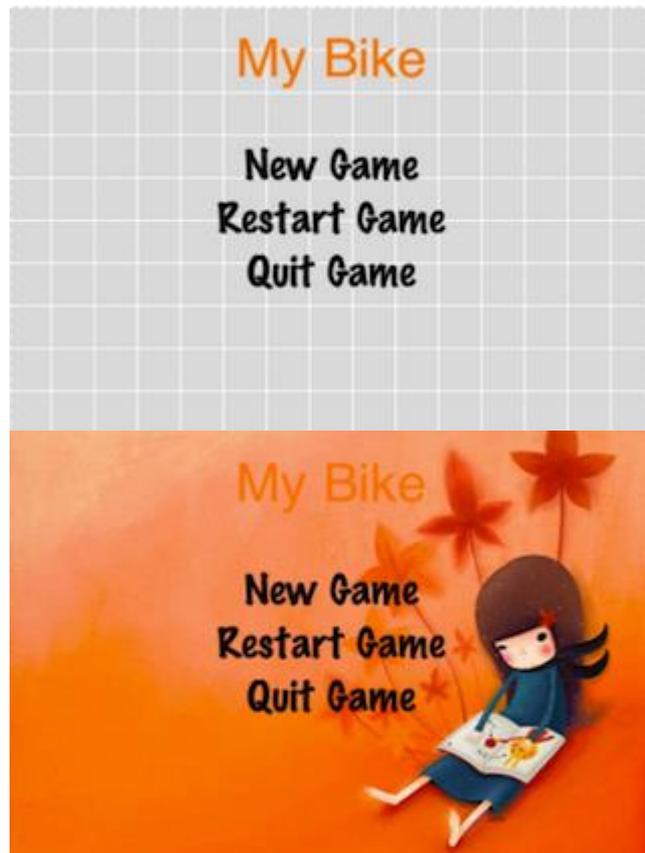
Background sound of menu:  ...

Background sound of game:  ...

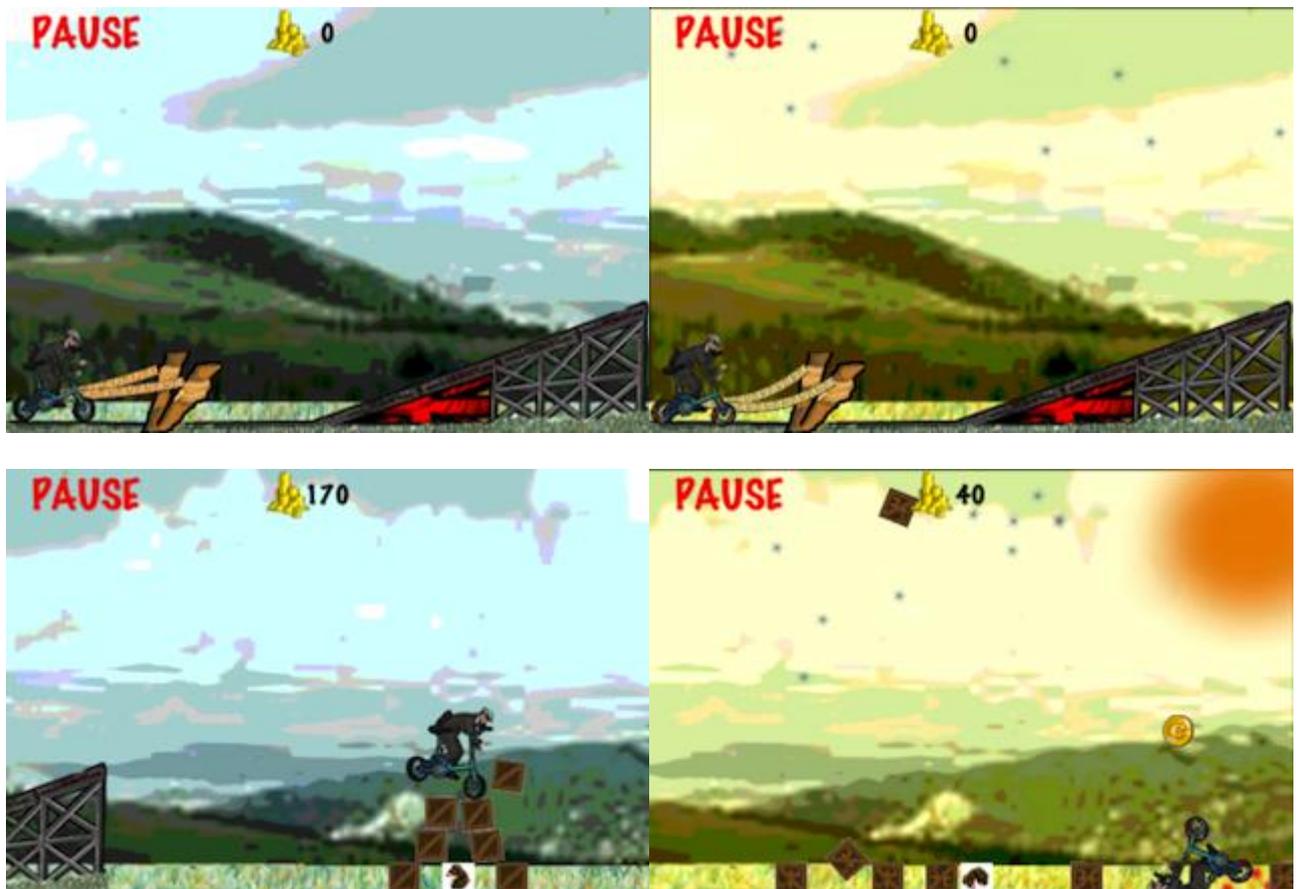
Personally I have used an online Photo redactor (pixlr.com) in order to edit some of the images, and then I have replaced the initial images with the ones I have re-designed. You may use whatever backgrounds, change the bike to something different, change the hero appearance, but make sure to maintain the same sizes for proper functionality.

Below I will show you how the game looks like initially, and how it looks after a bit changes. Remember, there is no limit to your imagination.

Menu interface:



Gameplay interface:





In order to upload your own images to be used for the game's appearance, please, find the step-by-step instructions below:

1) Click on "Select file" (...) button next to the item line.

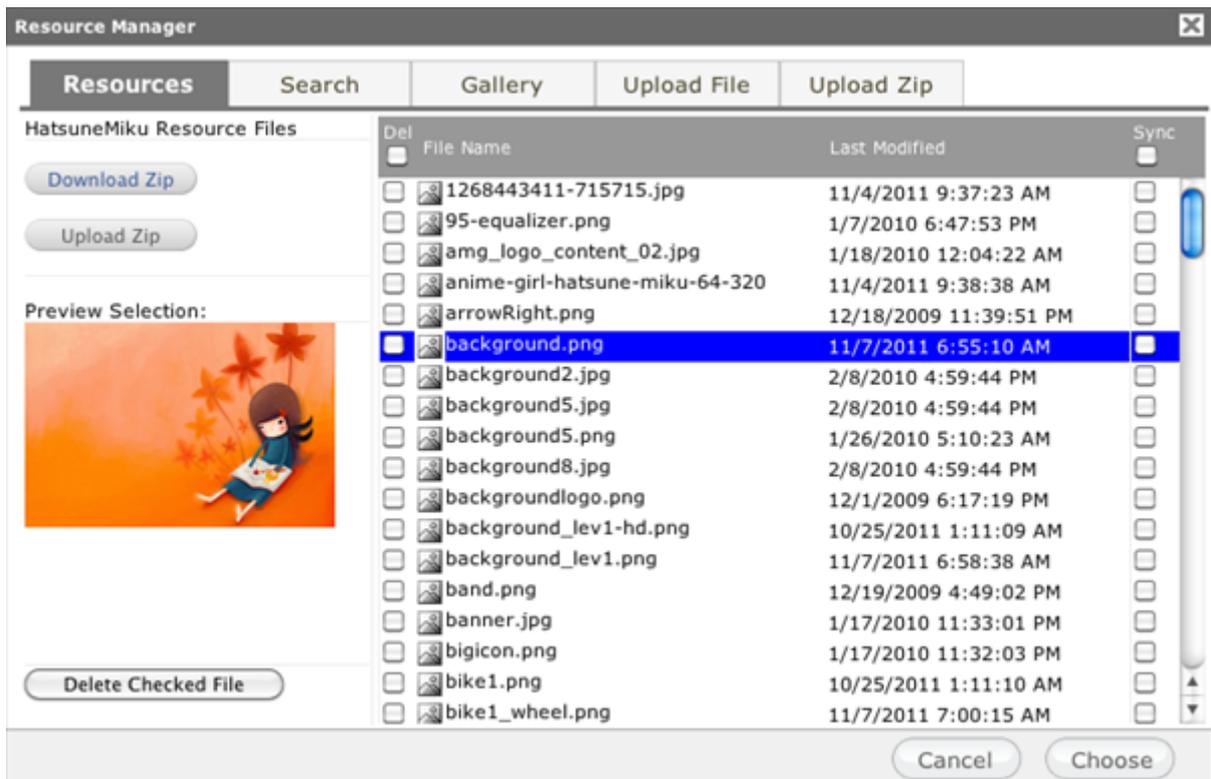
<b>Text</b>	
Game Name:	<input type="text" value="My Bike"/>
<b>Images</b>	
Background Menu (480x320):	<input type="text" value="background.png"/> <input type="button" value="..."/>
Background Shop (480x320):	<input type="text" value="background.png"/> <input type="button" value="..."/>
Background Level (960x320):	<input type="text" value="background_lev1.png"/> <input type="button" value="..."/>
Slingshot (210x210):	<input type="text" value="slingshot.png"/> <input type="button" value="..."/>
Sling (16x8):	<input type="text" value="sling.png"/> <input type="button" value="..."/>
Hero (50x60):	<input type="text" value="hero.png"/> <input type="button" value="..."/>

The Resource Manager window will appear. You need to switch to "Upload File" tab now. In order to add a different file click "Choose file" button and show the directory to it.

Once the file is selected, click "Upload" button and wait for the confirmation to be displayed and then click "Choose" button to pick the file.



After you upload the new file to the Resource manager, you need to select it from the list with all the files stored within the current app.



Thus, select (highlight) the file you want to be displayed, let's say as the backgrounds, and click "Choose".

For the time being, you need to make sure that all the new files you insert in the game to set up the backgrounds, have the same file names as the initial ones (the files to be replaced).

We are going to make some adjustments for this page type, so that you will be able to leave the files names the way you want them to be called, but, for now, it is crucial to re-name your custom images the way they are named in the "Images" section of the page editor.

Also, please, make sure to upload some mp3/wav audio files for the "Background Sound of Menu" and "Background Sound of Game". For now, if these 2 fields are left to be empty, the game will not run. However, as mentioned before, we are still making some adjustments, to give you the possibility both to name the image files the way you want and to leave the background sounds null.