# INTERACTIVE MEMORY GAME INSTRUCTIONS

**Index**

**Display Requirements**
- 16:9 Display or Zone

**Hardware/Software Requirements**
- Windows 7 Player
- Select DMP-8000s
- Software v8.4 or above

## GAME PLAY INSTRUCTIONS

1. Optional: For easier game play, quickly reveal the cards then flip them back over.
2. Have a contestant choose two cards at a time in attempt to find all four (4) matches. If contestant needs help, you can provide a 'hint' by using the Show Faces/Show Backs buttons.
3. The game is won if the contestant matches all cards within the given number of guesses.

**Notes**:

1. *The game was designed so the last two cards will reveal themselves once the third set of matches is identified.*
2. *For quick access, buttons can be pre-configured to load the various pre-defined games (DPF files).*
3. *See modification instructions for additional game play options.*

## WHAT FILES YOU WILL RECEIVE (FILES WILL BE ZIPPED)

1. Matchupgame.html - Game File
2. MG-Default.dpf - Default game settings file.
3. MG-*LogoFile-CustomName*.dpf - A custom file with requested logos and look set up. (Use this file in Show Control to display the game.)
4. Index.html - Lists all the frame select commands used by the game.
5. MatchupGame-Customizer.exe - App used to quickly customize the look of the Matchup Game.
6. Assets folder - Contains all the images that can be dynamically replaced.
   a. CardfrontframeTEMPLATE.psd - Template file for creating custom cards.
7. Images folder - Contains all the images used by the game, not dynamically updated.
   a. CardbackTEMPLATE.psd - Template file for customizing card backs.
   b. Guesses-matchesTEMPLATE.psd - Template file for customizing Guesses and Matches Card.
   c. TitlebarTEMPLATE.psd - Template file for customizing the Title Bar.
8. CSS folder - Required source files used for formatting the HTML files.
9. Fonts folder - Required font files.
10. Scripts folder - Required source files.
11. Muse_manifest.xml - Required source file.
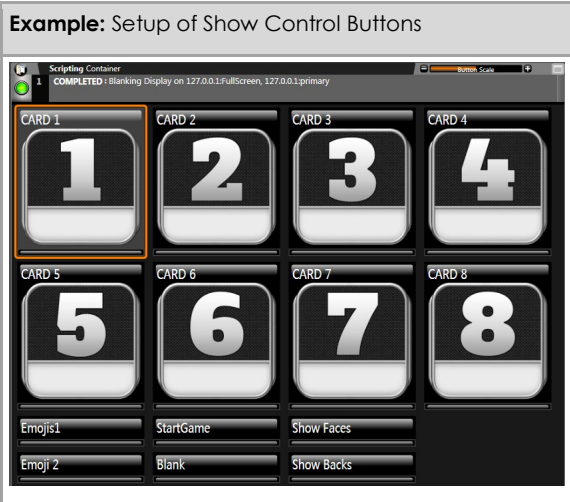12. Sitemap.xml - Required source file.

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**HOW TO SET UP THE GAME**

1. Update the DMP 8000 player to the latest version available (8.4 or newer).
2. Update the Show Control/Display Studio software to the latest version available (2.8 or newer).
3. Extract the zip file to a folder of your choice that the player has access to. We recommend:
    C:\ProgramData\Daktronics\VNet4\Content
4. Create buttons to control the game with by sending the following frame select commands. The included index.html file lists the frames as a reference as well. (Refer to Dak Knowledge Base for additional info.)
    a. Automatic Play Mode Suggested Configuration (recommended for ease of use)
        i. START BUTTON: Frame 0 - Start Game & Frame 29 – Shuffle Cards
        ii. CARD1 BUTTON: Frame 1 - Play Card 1
        iii. CARD2 BUTTON: Frame 2 - Play Card 2
        iv. CARD3 BUTTON: Frame 3 - Play Card 3
        v. CARD4 BUTTON: Frame 4 - Play Card 4
        vi. CARD5 BUTTON: Frame 5 - Play Card 5
        vii. CARD6 BUTTON: Frame 6 - Play Card 6
        viii. CARD7 BUTTON: Frame 7 - Play Card 7
        ix. CARD8 BUTTON: Frame 8 - Play Card 8
        x. SHOW FACES BUTTON: Frame 19 - Show Card Faces
        xi. SHOW BACKS BUTTON: Frame 20 - Show Card Backs

    b. Manual Play Mode (Recommended for advanced users only)
        i. See Index.html for additional frame select commands.
        ii. It's possible to flip the cards by configuring a show face and show back button for each card.
        iii. This method will ignore the built-in game logic and require the operator to control all game play.

5. Customize the buttons in Show Control by using the card images from the game, found in the images folder. (Refer to Dak Knowledge Base for additional info.)



**Example:** Setup of Show Control Buttons

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**MODIFICATION INSTRUCTIONS**

The following items can be customized by the user:

1. Color (one color)
2. Logo in Intro (2048 pixels wide x 1016 pixels high)
3. Logos on Card Backs (399 pixels wide x 198 pixels high)
4. Imagery on the Face of the Cards (650 pixels wide x 650 pixels high)

| **Sample Frame:** Default Look | **Sample Frame:** Customized Look |
|---|---|
|  |  |
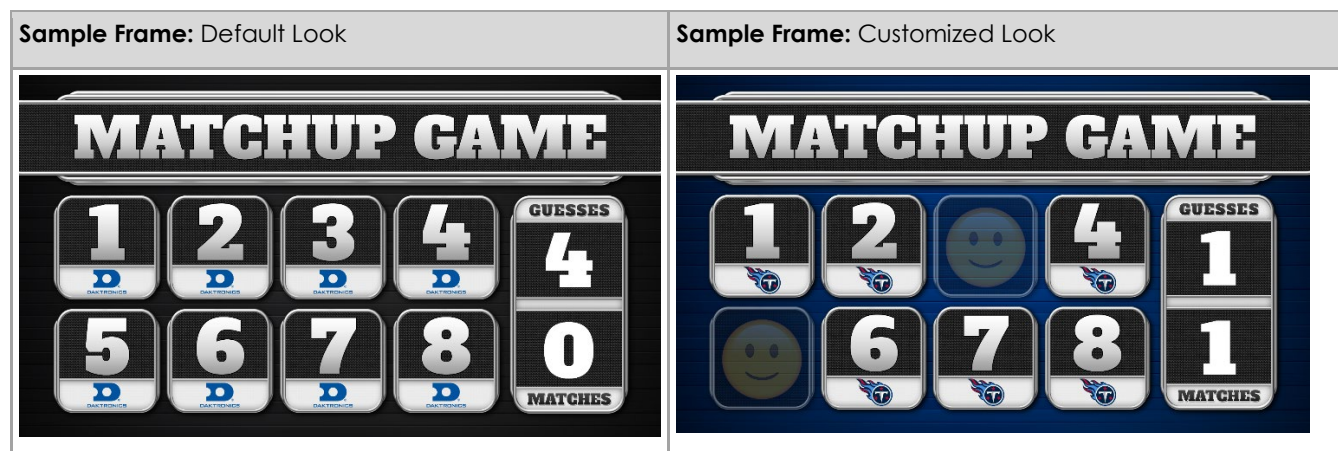
**To modify the game, follow the instructions below:**

1. Open Windows Explorer and locate the HTML folder for the game to be modified.

2. Create and save new images or logos to the assets folder.
   a. The cards can be adjusted in photoshop using the template files provided in the assets and images folders.
      - cardbackTEMPLATE.psd
      - guesses-matchesTEMPLATE.psd
      - titlebarTEMPLATE.psd
      - CardfrontframeTEMPLATE.psd
   b. Assets can be organized into folders.
   c. SVG is the recommended file format for vector files (i.e. logos).
   d. PNG files are recommended, for images (i.e. photos).
   e. Other images may be edited but must remain the same size as the original.
   f. Make sure to save an un-edited version of the game before modifying any of the images.

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3. Locate and double click the Matchup Game Customizer App.exe to launch. This is the tool that will be used to modify the color and assets included in the game.

   a. When running the EXE from the same directory as the game, the app will try to automatically set the HTML file, so the user doesn't have to select it. If for some reason that doesn't work, the HTML can be selected manually with the HTML icon in the upper left (First Icon).

   b. Import existing DPF files with the second icon in the list. Clicking this button will populate the customizer with the settings from the selected DPF file making it easier to tweak settings for creating several DPF variations.

   c. If desired, set the card flip delay (in seconds) with the number below the disk in the top left corner, a lower number flips the card sooner.

   d. Optional: Set the number of turns by clicking in the guesses box on the right.
      i. If you choose 4 guesses, even if they get their first guess wrong they could still win as the last two cards remaining will automatically be revealed.
      ii. Setting the guesses to 0 will change the guesses behavior. Instead of counting down until the contestant runs out of turns, the guesses will just count up and keep track of the number of guesses made. Contestant can play until all cards are matched.
      iii. Setting the guesses to –1 will change the game mode to a "Lotto/Scratch off type of game. The user gets one chance to make a match. Suggested game play: The cards could be a picture of a prize, if they make a match they win the pictured prize.

   e. Click any of the logos on the back of the cards to set to the desired image. This only needs to be done once as all logos are linked to the same file. (Although SVG images do not display correctly in the app, they still work with the content.)

   f. Click on the face of the cards to set the desired image for each. (Although SVG images do not display correctly in the app, they still work with the content.)

   g. Adjust the background and shadow colors by clicking the corresponding color swatch in the colors menu.
      • Once a swatch is activated right clicking on any of the images or the color wheel will set the selected color.
      • Optionally, right click a swatch to paste/type in a specific HEX color.

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h.  Click the Save Disk icon in the upper left to save a .DPF file with the new settings.
- The file name will auto populate with MG-LogoName-Descriptor.dpf
- A dialog will pop up prompting the user to provide a descriptor to add to the file name. This is used to differentiate between different game versions you create.



**Advanced Modification Instructions:**

1.  Locate the files by opening a Windows Explorer window to open the .DPF file for the game to be modified.
    a.  Right click the .DPF file and select edit or open the file with notepad.
    b.  Save the file with a new file name.

- Do NOT edit the first four lines:
    a.  **matchupgame.html** (HTML file launched when the .DPF is loaded on the player.)
    b.  **viewport_width**=3840 (Width the content was designed at.)
    c.  **viewport_height**=2160 (Height the content was designed at.)
    d.  **fitmode**=stretch (How the content is fit to the zone it is playing in.)

- To Update the Cards:
    a.  **logo** – File name of the logo to use on the backs of the cards
    b.  **cards -** a comma separated list that should have four entries:
        - Include only the name of the image to be used, do <u>not</u> include the file type. (Example: ImageName1,ImageName2,ImageName3,ImageName4)
        - If the images are stored in a folder, include the folder name along with the file name. (Example: FolderName/ImageName1,FolderName/ImageName2,FolderName/ImageName3,etc...)
        - **DO NOT USE** spaces or special characters in the folder name or the image name.

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4. **Other Modifications:**

    a. **flipback** – Number in seconds before the cards flip back over between turns.

    b. **Turns –** Nuber guesses allowed before game ends.

        **Game Modes:**

- **-1 :** Allows one guess it it's a match the winning screen is displayed. If it's not a match, the Thanks for Playing screen is displayed.
- **0 :** Unlimited turns, game just keeps track of the number of guesses made. Only displays the winning screen once all matches are made.
- **3 or More :** Game counts down from the set value. Displays winning screen if all matches are made before the turns run out. Thanks for Playing is displayed if the turns run out before all matches are made.

    c. **GeneralPrimaryColor** – HEX color used to change the color of the cards. Ie. #FFFFFF

    d. **GeneralSecondaryColor** – HEX color used to change the color of the background.

    e. **GeneralTextShadowColor** – HEX color used to change the color of the shadows.

    f. **GeneralLineColor** – HEX color used to change the color of the title lines.

5. **Things to Note:**

    a. If a color property isn't included in the .DPF the default grey setting will be used.

    b. Transparency can be added to the shadow color by adding a number from 00-99 at the end of the HEX number ie. #00000075 would result in a black shadow that is 75% opaque.

    c. If other settings are missing, the game may not function as expected.

| **Sample DPF File:** Simple |
| --- |
| matchupgame.html<br>viewport_width=3840<br>viewport_height=2160<br>fitmode=best<br>cards=Face_With_Rolling_Eyes_Emoji,Heart_Eyes_Emoji,Sleeping_Emoji,Slightly_Smiling_Face_Emoji<br>turns=4<br>flipback=1<br>logo=sponsorlogo<br>GeneralPrimaryColor=#000000<br>GeneralTextShadowColor=#000000 |
| **Sample DPF File:** Advanced |
| matchupgame.html<br>viewport_width=3840<br>viewport_height=2160 |

```
fitmode=best
cards=Emojis/Face_With_Rolling_Eyes_Emoji,Emojis/Heart_Eyes_Emoji,Emojis/Sleeping_Emoji,Emojis/Slightly_Smiling_Face_Emoji
turns=4
flipback=1
logo=Logos2/Tennessee_Titans
GeneralPrimaryColor=#003D80
GeneralTextShadowColor=#000000
```

6. **Hidden Feature: (Advanced Users)**

    a. It is possible to have two different images that are technically a match. (Example: Players baby photo and Players current photo.)

    b. This makes game play a little more difficult but could add a layer of fun to the standard matching game.

    c. Currently this isn't supported in the customizer app and will need to be done by editing the DPF.

    d. The max number of cards is 8, but all eight are not required. If one set only lists one image it will have a duplicate file generated as it's match automatically.

    e. Match two unique cards by adding the + between the two file names. Ie. BabyPic + CurrentPic

    f. The list is still comma separated the + modifier just links the two unique cards. Only two cards can be listed as a match. (Example: Pic1+Pic2+Pic3, this will not work, and isn't supported.

    g. To make game play more difficult the cards could match but the background color of the cards could be a different color.

    b. File names can be custom to the user and do not need to match, the below names are used to demonstrate the concept.

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**Sample DPF File:** Hidden Feature – Mismatched Background Colors.

```
matchupgame.html
viewport_width=3840
viewport_height=2160
fitmode=best
cards=Card1Red+Card1Green,Card2Blue+Card2Yellow,Card3Red+Card3Blue,Card4Green+Card4Yellow
turns=4
flipback=1
logo=sponsorlogo
GeneralPrimaryColor=#000000
GeneralTextShadowColor=#000000
```

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**Sample DPF File:** Hidden Feature – Baby Photo and Current Photo.

matchupgame.html

viewport_width=3840

viewport_height=2160

fitmode=best

cards=Player1CurrentPic+Player1BabyPic,Player2CurrentPic+Player2BabyPic,Player3CurrentPic+Player3Baby

Pic,Player4CurrentPic+Player4BabyPic

turns=4

flipback=1

logo=sponsorlogo

GeneralPrimaryColor=#000000

GeneralTextShadowColor=#000000

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