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Disclaimer

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Labachi Game Designer

Welcome to the Labachi' Game designer(LGD). LGD is used to design games for the Labachi' Gaming System. Games designed with LGD can be 16 or 256 color bitmaps.

To design a new game. There are two steps:

- 1- Cut and paste, or draw a new picture for each card on the master card template.
- 2- Assign card values to each card, or import values from a different game.

For More information:

[Design Rules](#)

Design Rules

Before designing your card game there are a few rules to keep in mind.

- There can be no more than nine different groups in a card set.
- Make sure there are cards that can be played against each card you design.
- Any cards in group zero will be considered a wild card.
- There may be a total of 78 different cards.(One must be the back of the card set).

[Setting the bitmap](#)

Setting the Card Bitmap

To draw a new set of cards follow these steps:

- Using a bitmap editor of your choice(Not LGD), load the template.bmp file found in the default directory of LGS.
- Each blank box represents a card in the file. Draw or paste a picture to the box where you choose to place a card.
- When all cards are drawn , save the bitmap with a new name. The name does not matter, as long as it is saved in bmp format.

[Applying Values to cards](#)

Applying values to cards

Once a bitmap has been drawn, the next step in designing a game is as follows:

- Select File | New from the main menu. Select the bitmap to use as the card templates. (Note: this bitmap must have been derived from template.bmp)
- Left mouse click on the card you wish to define. The picture of the card will appear in the upper left of the screen.
- Set the appropriate values for the card.(Note: you may import previous values from a different game by using Tools | Import card Values.This will apply values to all cards.)
- Do the same for all cards you wish to define.
- Ensure all cards not used are set to NOT USED in the card action area.
- When all card are defined , save the file or choose a sound file for the game and save.

[Assigning sound to a game](#)

Assigning sound to a game

Wave files may be attached to a game using LGD. This wave file will be played when the game is first loaded in the gaming system. To load a file do the following:

- Click the Choose Wave button at the bottom of the screen.
- Select the appropriate file
- Click the play button on the wave controls to hear the wave file.
- Save the game

The current loaded wave file will be saved with the game. You will not have to redistribute the original file.

System Requirements

Requirements:

- 386 or better CPU
- Mouse
- Windows 3.1 or better

Recommended

- Sound Card (To hear the Players comments)

Disclaimer

In no event shall the Author be liable to you for any damages, including any lost profits, lost savings, or other incidental or consequential damages arising out of the use of or inability to use this program, even if the Author has been advised of the possibility of such damages, or for any claim by any other party.

All card games and players designed for the Labachi's Gaming system must be in the public domain. Only a distribution charge may be charged for game and player disks.

The author of Labachi's Gaming system is not responsible for the contents or performance of any games or player file.

