

Filename

Make sure that all files start with the name of your game, and an underscore -- ie [gamename]_game.xml. This is required to upload them properly to the iPad. References to the filenames inside of [gamename]_game.xml should also include the game name.

Rules

To make your game extra polished, there are a few final steps you can perform. Create a PDF file called [game_name]_rules.pdf, and store it in your game's directory. If you have a Mac, this is often easy to do from the Print window. The [game_name]_rules.pdf file will automatically be loaded when somebody taps the Rules button in the menu.

Install

When you're done, load your game onto you iPad, and start playing. Also if you like, email your game to Eggy.EveryGame@gmail.com. Well might include it on our website, or in a future version of EveryGame!

- * Plug your iPad into you computer
- * First, make sure all of the files start with "[gamename]_"
- * Open iTunes (on the computer)
- * Click on your iPad in the left hand column of iTunes
- * Click on the Apps tab in the right hand window
- * Scroll to the File Sharing Section at the bottom
- * Select EveryGame from the Apps menu on the left
- * Click the Add... button below the EveryGame Documents window
- * The "Choose a file" dialog box will appear
- * Select all your files (the shift / command key helps here!)
- * Click the "Choose" button on the dialog box
- * The files will now be copied into EveryGame
- * The next time that you start EveryGame from the Home Screen, your game files will be automatically moved into their own folder, and your game should be ready to play!