

1. Please, use applied **example_en.html** as an example of setting correct parameters when adding the game to your site.

Within example file you can see the following piece of code:

```
<embed name="game" src="game_eng.swf?link=http://www.yoursite.com"
quality="high" ...
```

Replace marked text with *your own* link if needed. Or remove link variable at all as shown below:

```
<embed name="game" src="game_eng.swf" quality="high" ...
```

Note that example_en.html only illustrates how to change download link to your own, what the original values of games' width and height (better to keep the original values to avoid image distortion) and may contain external localization variables (e.g. "?language=de&country=DE", you should keep them unchanged if present). You can add the game to your site with any other approach applicable for the flash content.

2. Use **test_en.html** only for test purposes as it enables cheats in the game.

Within the file you can find following:

```
<embed name="game" src="game_eng.swf?use_cheats=true" quality="high" ...
```

Marked text enables cheats. **cheats.pdf** describes how to use cheats in detail.

3. Full list of acceptable parameters of the game.

Use "game_eng.swf?link=http://www.yoursite.com" to set your own download URL.

Use "game_eng.swf?link=http://www.yoursite.com&target=yourtarget" to manually set the target window parameter. You can specify "_blank", "_self" or any particular target. "_blank" is used by default.

Use "game_eng.swf?use_cheats=true" to enable cheats.

If example contains something like "language=de&country=DE", you should keep it as is. These variables set proper external localization resources.

4. Remove **logos/logo.png** at all if it is not needed, or replace with **your own logo**. Your logo must have the same name and location.