To find all sprites, font, and backgrounds look in your resources folder under card game.

Pick sprites for the following:
- The Mouse
- Desired Objects
  - A disappearing animation for the desired objects
- Clutter Objects
- Menu buttons (Caption_SPR)
- Bonus animations

Add the backgrounds.

Add the font.
Create the following objects:
Modify the object that follows the mouse. (MOUSEFOLLOWER)
  
  - Select the Mouse_SPR as its sprite
  - Under its “Step Event,” add the action “Jump to a position”
    - Under the condition “x:” the value should be set to “mouse_x”
    - Under the condition “y:” the value should be set to “mouse_y”
Modify the desired object. (DESIRED OBJ)
  ○ Select Desirable_SPR as its sprite.
  ○ Under the “Create” event, set the friction to -1.
- Under the destroy event, add “create moving instance” found in 'main1' tab
- Set the object to DESIRED EFFECT
- Set the x to 0, y to 0, speed to 6, direction to 90 and check Relative
Under the “Collision with an object “FOUND” event, tell the DESIRED OBJ to destroy itself.

Here we are creating collision detection with the object that we are looking for. When we find the object that we want we destroy its instance. For future games this can be used with styles of shooters, point/click, object collection, etc. This is a popular mechanic that once said object is found, collected, picked up we no longer want this object at its location.
Under the “Mouse Left Pressed” event, tell the DESIRED OBJ to move towards the FOUND object.

Here we are making it so if you click on the required object aka the Ace it will move towards the Found location on the game screen. This is useful if you want to show the player that they have chosen the correct object(s). For example if you are planning on having an inventory of some sorts, you would want to show the object(s) that the player has collected are going to a pre-determined spot.
Under Add Event, select the “Room Start” event. Then we are going to create a variable which will tell the DESIRED OBJ to randomize its sprite frame. Variables can be found under the control tab. Make sure to use “Set Variable”. We use “image_single” to have the variable use a single image that will be randomly selected from the 4 different sprite images (the four kinds of Aces).

Variables are useful in games to help with randomization which can help make games feel less linear and pre-determined.
Next we modify the “NOT DESIRED OBJ”.

- Select Undesirable_SPR as its sprite.
- Similarly to the DESIRED OBJ we want to make the other objects randomized at the start of the game.
- Under “Add Event” select Room Start. Then create a variable that will randomize the locations of the non desired objects.
- Set the variable to “image_single” to use a single image.
- Unlike in the DESIRED OBJ we will be using “random(50)” to randomly select one of the 50 sprite images for the other objects.
- Doing these steps for DESIRED OBJ and NOT DESIRED OBJ create a randomly generated board for each game that is played.
Next we will modify the “DESIRED EFFECT” object.
- Select Desirable_Disappear_SPR as its sprite
- Under “Add Event” select the “Create” event. Next select the “Set Score” action under the Score tab. First tell it to add 100 to the score. Make sure Relative is checked.
Secondly, add the Test Instance Count action: “If the number of an instance is...” and set the instance to “10000 bonus” with a value of 0 or larger.

The Test Instance Count Action - You specify an object and a number. If the current number of instances of the object is equal to the number the question returns true. Otherwise it returns false. You can also indicate that the check should be whether the number of instances is smaller than the given value or larger than the given value. This is typically used to check whether all instances of a particular type are gone. This is often the moment to end a level or a game.
- Add a beginning bracket. Note: Make sure to add the end bracket after inserting the desired block actions. Without a end bracket Game Maker will not know where your block ends. Without a end bracket Game Maker will not know where your block ends.

- Navigate to the main1 tab and select the Create Instance action. Set the object to create a “Plus10000” object if the condition above is true.
Next, tell it to create a “10000bonus2” object. This object is just for show. It's the 'particle effect' in this game.
Because this is a visual effect, it can be duplicated.

Navigate to the main Tab and select the Destroy Action. We will set the object to destroy itself after it creates all of the 10000bonus objects, and add an end bracket.
Next, we will add the Friction Action. Set it to self and give it a value of 0.3.

Next, we set the variable “COUNTER.Accounted” to 1. Check Relative. This changes the value of the variable “Accounted” for the “COUNTER” object to 1. Typically variables are declared first, but the “COUNTER” object declares it later in the tutorial. We will get to that.
Finally, set “Alarm 0” to 66 for the “COUNTER” object. The COUNTER object is the object that keeps track of how many “DESIRED” objects are found. In this tutorial, we are modifying the COUNTER object within the “DESIRED EFFECT” object's code. Unfortunately there is no other way to go about doing that.
Next go to Add Event, Other and select the “Animation End” event. Then add a Test Instance Count action. If there is more than 1 “DESIRED EFFECT” object, then...
... create a block that holds a create an instance: “5000bonus”
Then, outside of the bracket, tell the DESIRED EFFECT object to destroy itself.
Next we are going to modify the “5000bonus” object.

- Select Quick_Find_SPR as its sprite
- Click on Add Event and select the “Create” event, give it a Test Instance Count action. If the number of objects “5000bonus” is larger than 1,
- then, create an object “10000bonus.” Think of a “Start of a block” as a “then” statement.
Next we apply the destroy action to the 5000bonus object so it will delete itself and all duplicates if they exist. Also put in an end bracket.
Outside of the bracket, navigate to the move tab and select the Move Fixed action. Select the up arrow and set the speed to 6.
Next, navigate to the score tab, Add the Set Score action, give it a value of 5000 and check relative.
Now, give the object friction of 1.
Next we will add an Alarm. Navigate to the tab main2, pick the Set Alarm action. Set the number of steps to 66 “frames” in alarm 0.
Now, click on Add Event, select Alarm, and make sure it is the Alarm 0 event. We will want to add the Destroy the Instance action. This will make it disappear after 66 frames.
Now we will work with the “10000bonus2” object.
  - Select Particle1_SPR as its sprite
  - Click on Add Event, select Create. Under the Create event, select the Move Free action. We will set the direction to 360+random(360) to create a random direction. Then we will set the speed to 8+random(4) to give it a random speed between 8 and 12.
Next select to Set Friction action and give it a value of 0.5
Next click on Add Event, select go to Other and choose Animation End. Under the animation end event, we will give it the Destroy the Instance action, which will destroy itself once the animation has ended.
Next we modify the “Plus10000” object.
- Select the 10000_Bonus_SPR as its sprite
- Click on Add Event and select Create. Under the Create event, we will add the Move Fixed action. Click the up arrow and we will give it a random speed between 8 and 12 with “8+random(4).”
We will then add the Set Friction action and give it a friction value of 1.
Next navigate to the Score tab and pick the Set Score action. We will give it a value of 10,000.
Now we head to the main2 tab, select the Set Alarm action. The number of steps/"frames" is 66 and this is in Alarm 0.
Click on Add Event and select alarm. Make sure it is Alarm 0. Under the Alarm 0 event, we add the Destroy the Instance action, which will destroy the instance after 66 steps.
Next we modify the “10000bonus” object.

- Select the Ultra_Queck_SPR for its sprite
- Click on Add Event and select Create. Under the Create Event, select the Move Fixed action, click the up arrow and give it a speed of 6.
Navigate to the Score tab, select the Set Score action and give it a value of 10,000. Check Relative.
Navigate to the move tab and select the Set Friction action. We give it a value of 1.
- Click on Add Event and select alarm. Make sure it is Alarm 0. Under the Alarm 0 event, we add the Destroy the Instance action, which will destroy the instance after 66 steps.
Click on Add Event and select alarm. Make sure it is Alarm 0. Under the Alarm 0 event, we add the Destroy the Instance action, which will destroy the instance after 66 steps.
Lastly we modify the COUNTER object.
- Select the Caption_SPR for its sprite.
- Click on Add Event, select Create. Under the Create Event, navigate to the main2 tab, select the Display Message action and have its message be “Find 7 aces as quickly as possible.”
Now, we declare the “Accounted” variable that we mentioned earlier.
Now, add 10,000 to the score.
Now, under the Alarm 0 event, make a condition for said variable. If the number of found objects is equal to 7, and start a bracket. IMPORTANT NOTE! If you add more hidden objects to the room, be sure to adjust this condition match the number of hidden objects in the room.
Display a message: “WELL DONE!”
Show the highscore table.
Now, tell it to ask a question: “Retry?”
Now tell it to restart the game if the answer is yes.
- Add an “Else” qualifier in case the answer is “No”
Tell it to end the game if the answer is “No.”

Now, under the “Step” event, tell the Counter to subtract 10 points every frame. Be sure to set the value to negative.
New add the “Draw” event.
Now, draw a body of text: “Aces Found:” at x:0, y:0
Now, draw a variable: “Accounted” at x:72, y:0
Now create a Room. Insert the objects roughly as shown in the diagram below.
○ Now add a background:
Now add the second background: