



FIG. 1A

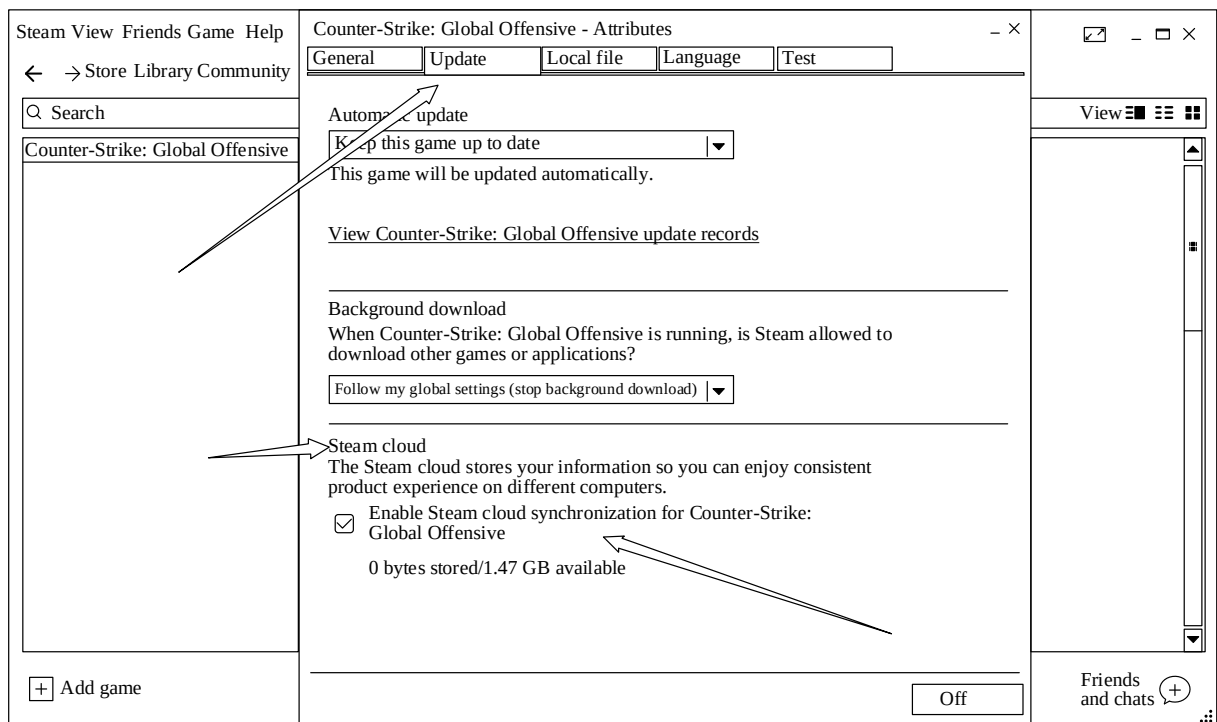


FIG. 1B

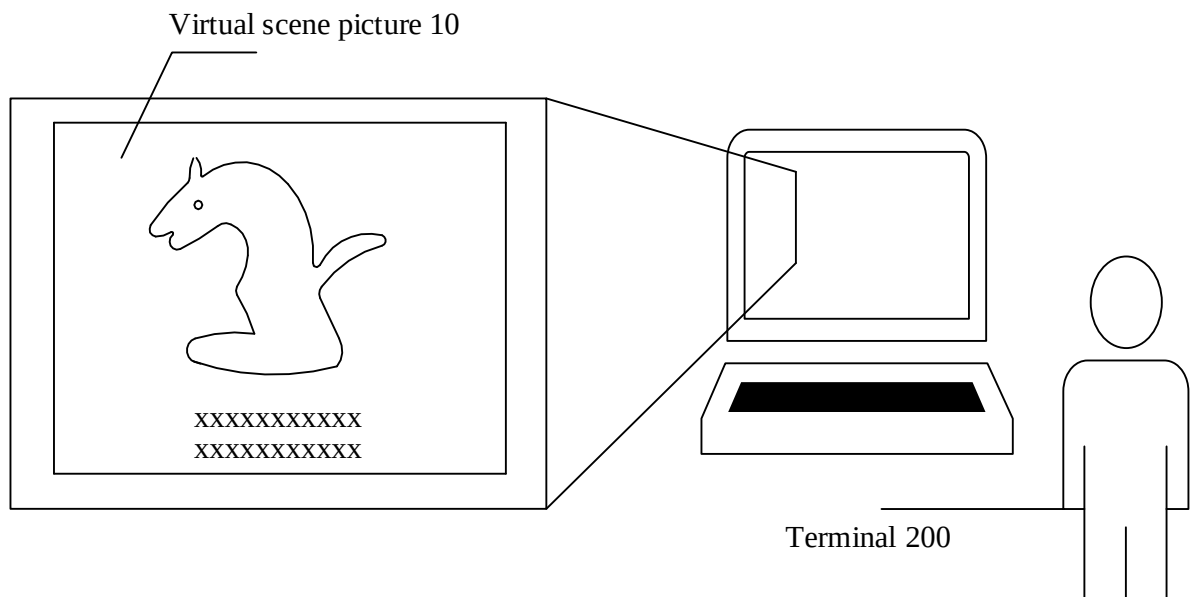


FIG. 2A

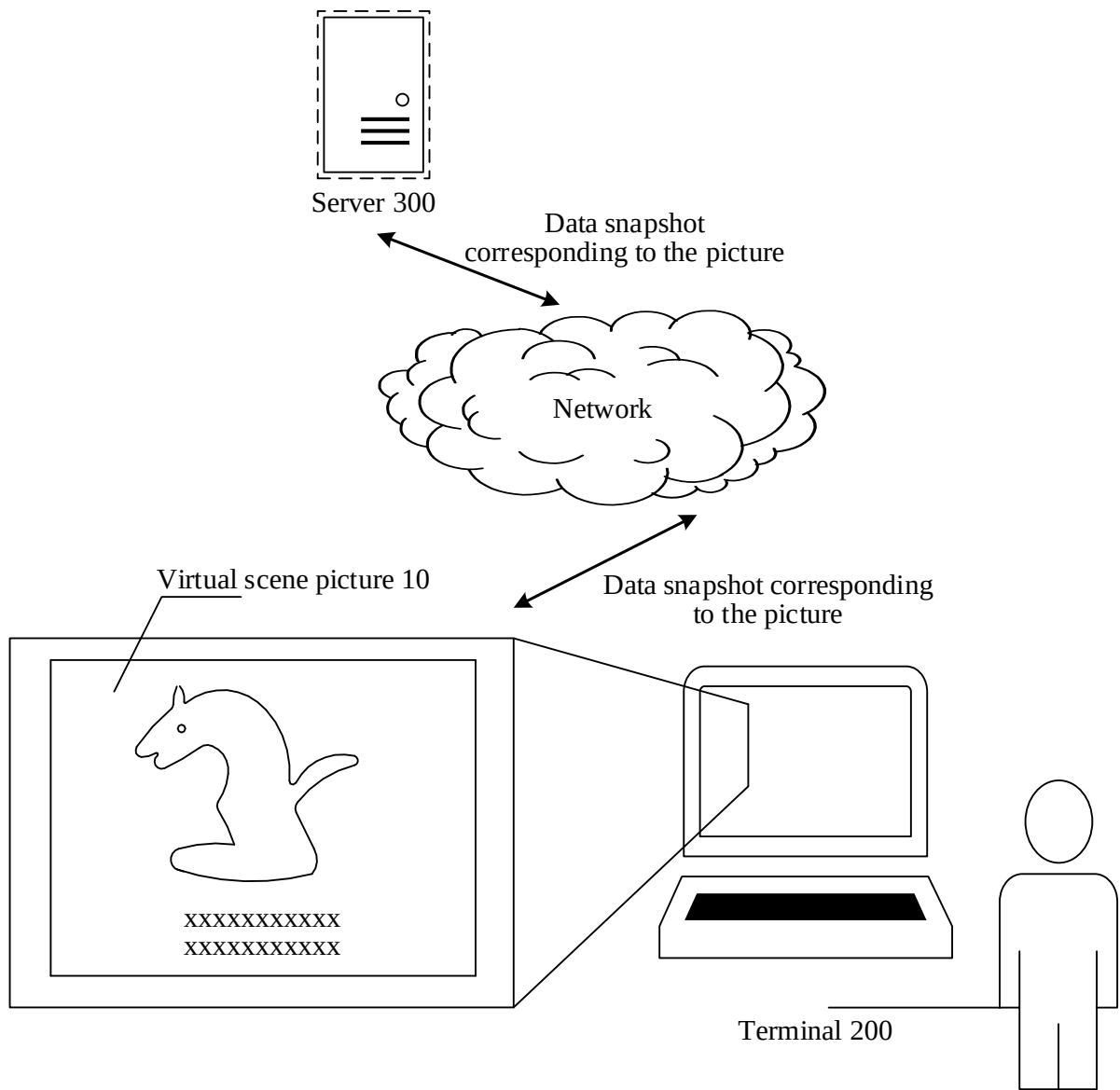


FIG. 2B

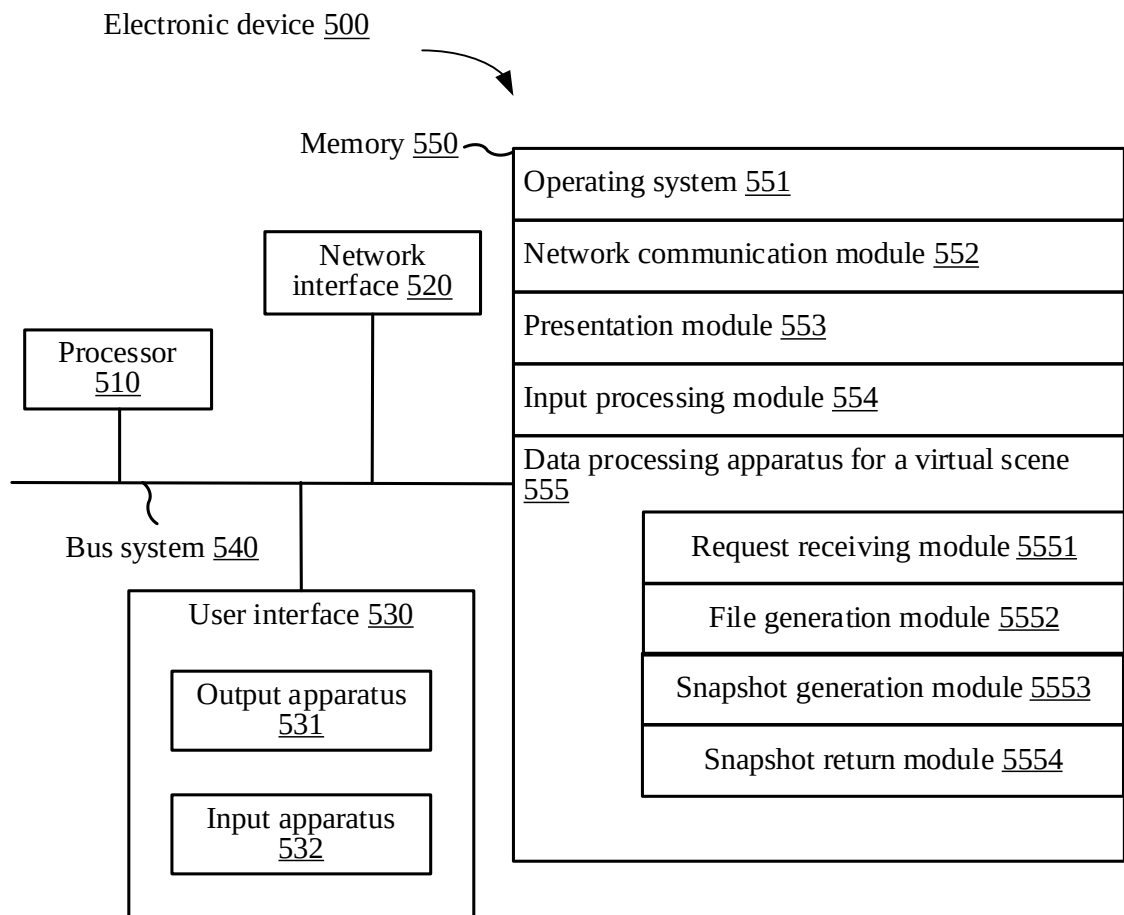


FIG. 3

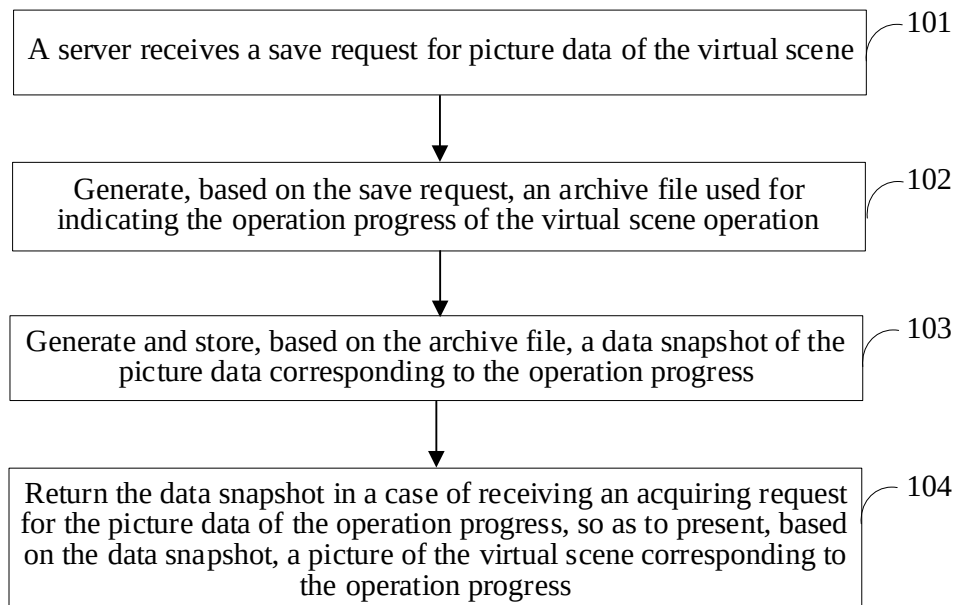


FIG. 4A

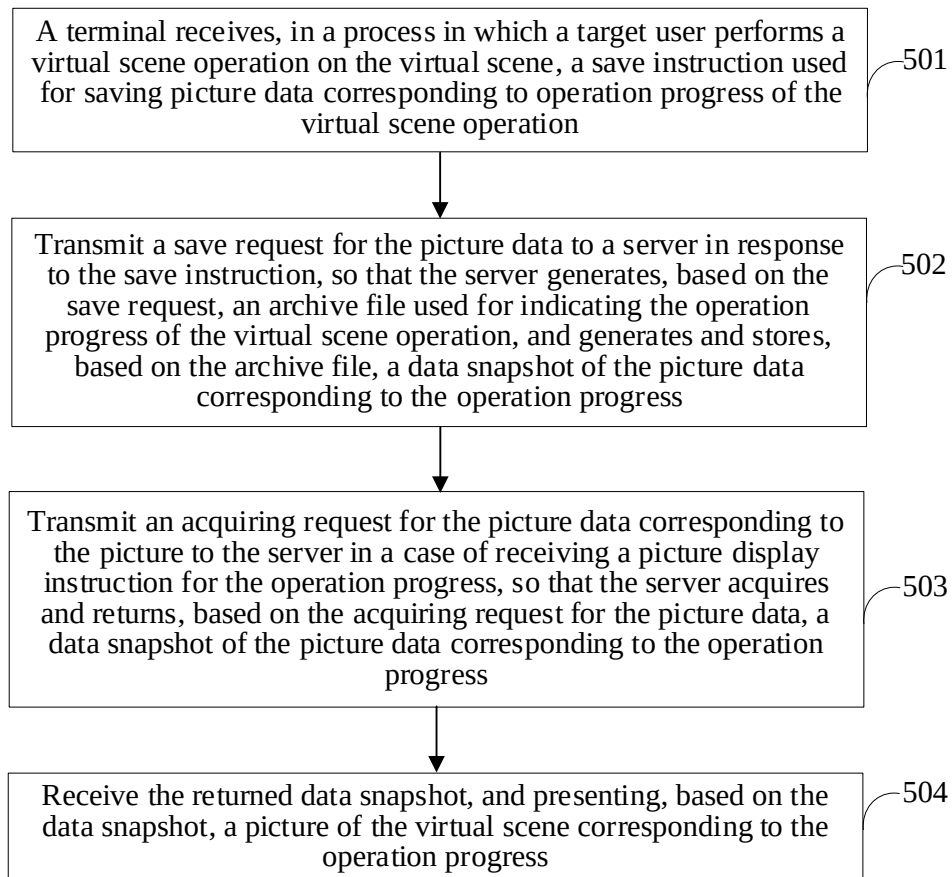


FIG. 4B

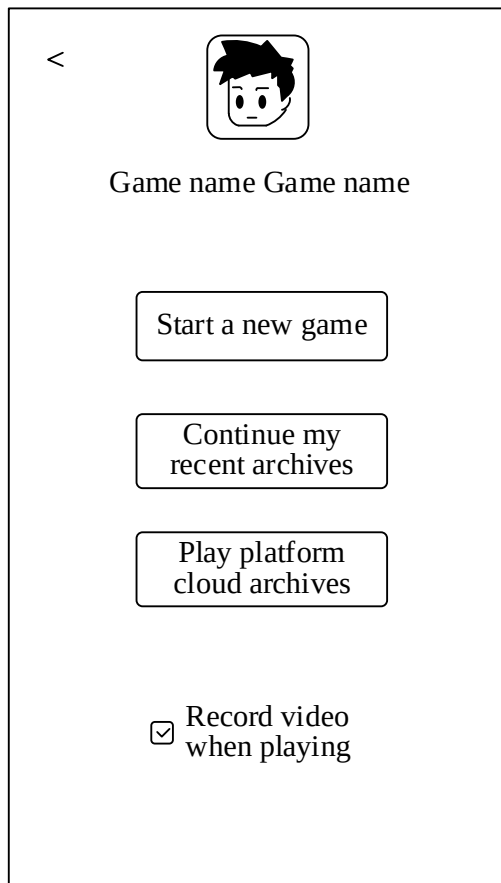


FIG. 5A

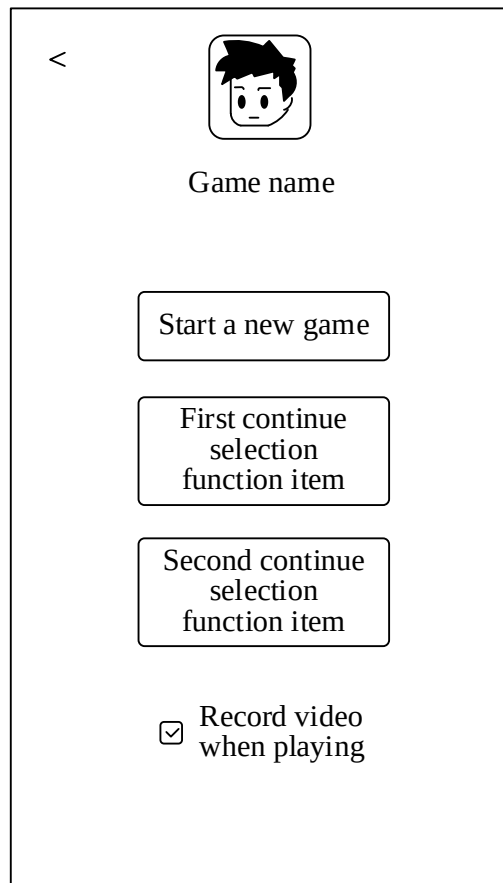


FIG. 5B

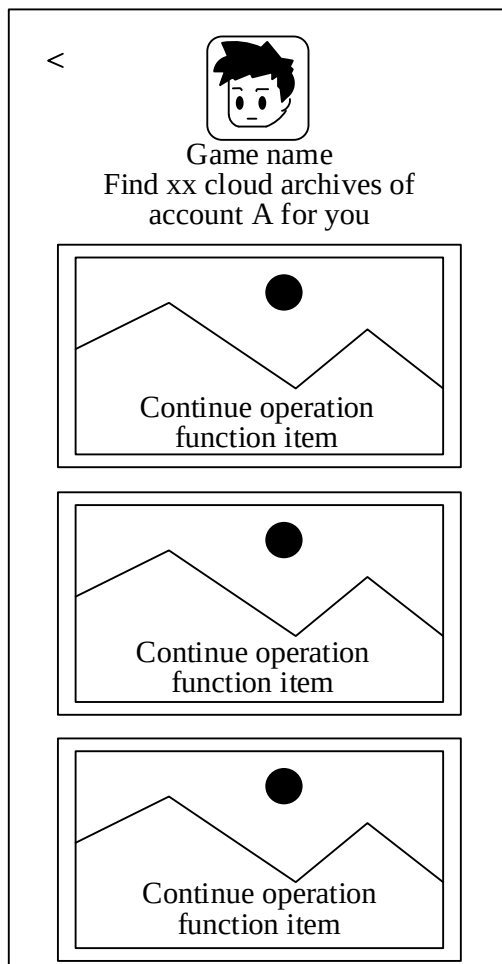


FIG. 5C

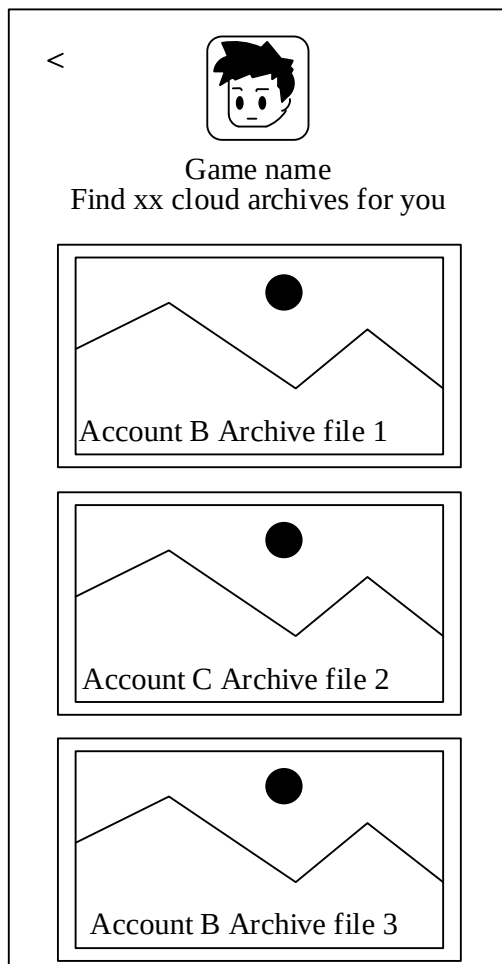


FIG. 5D

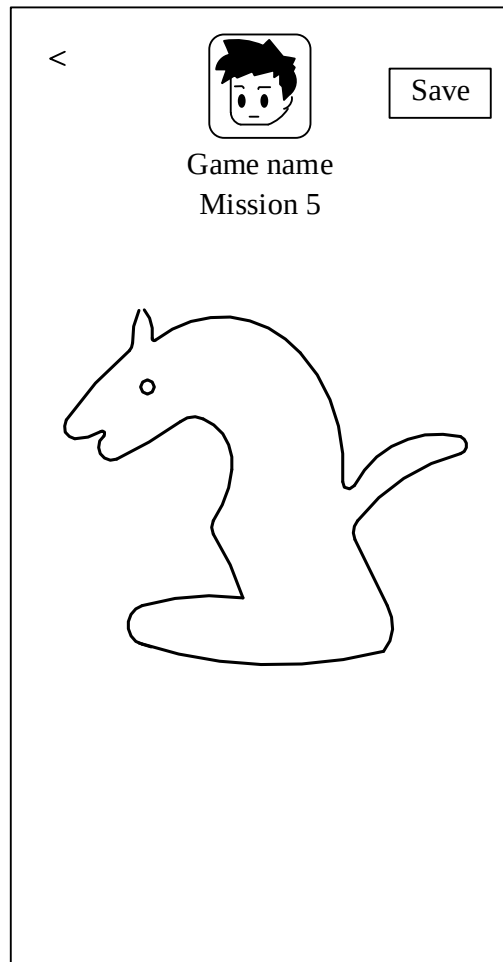


FIG. 6A

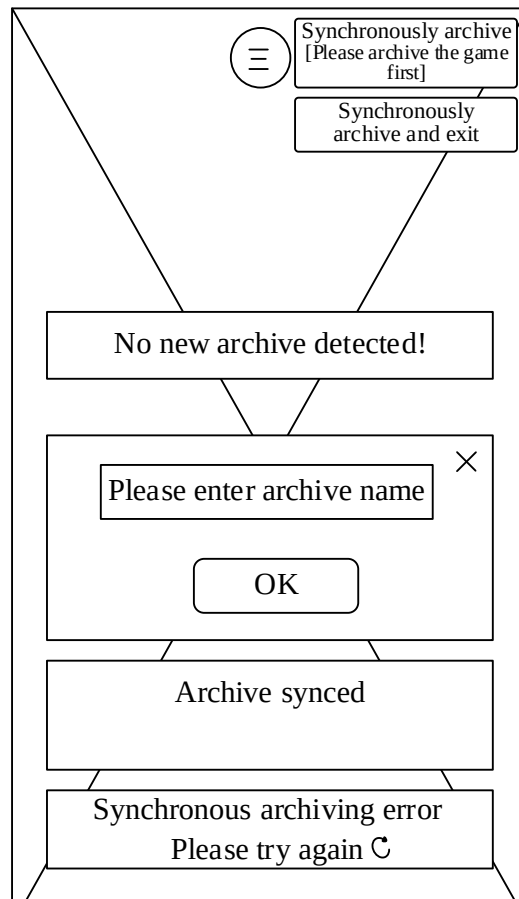


FIG. 6B

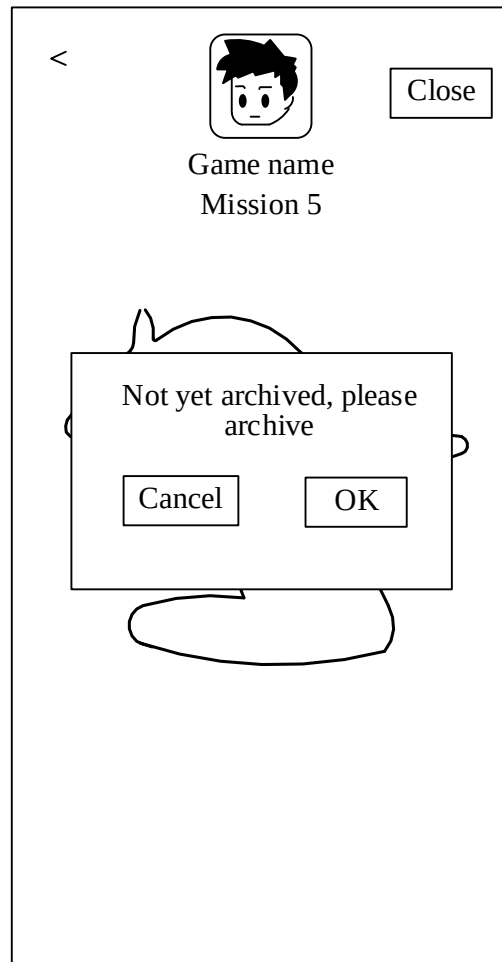


FIG. 6C

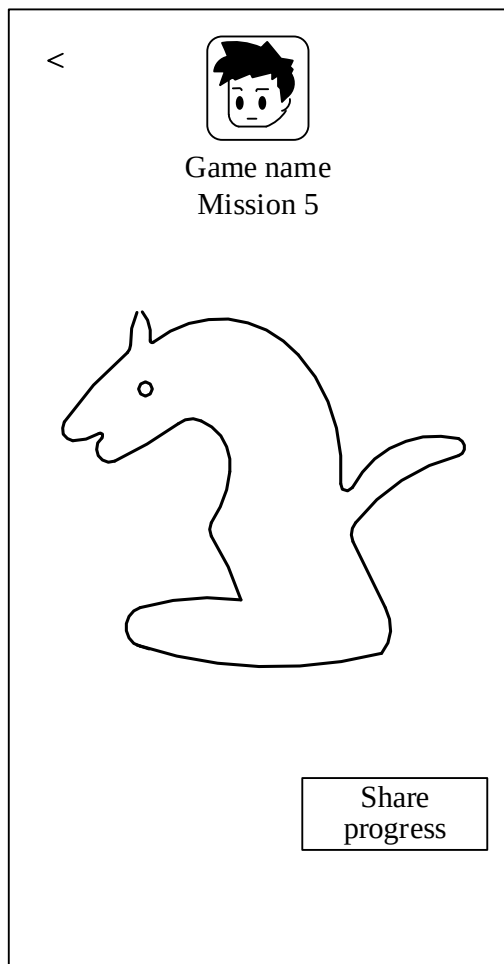


FIG. 7

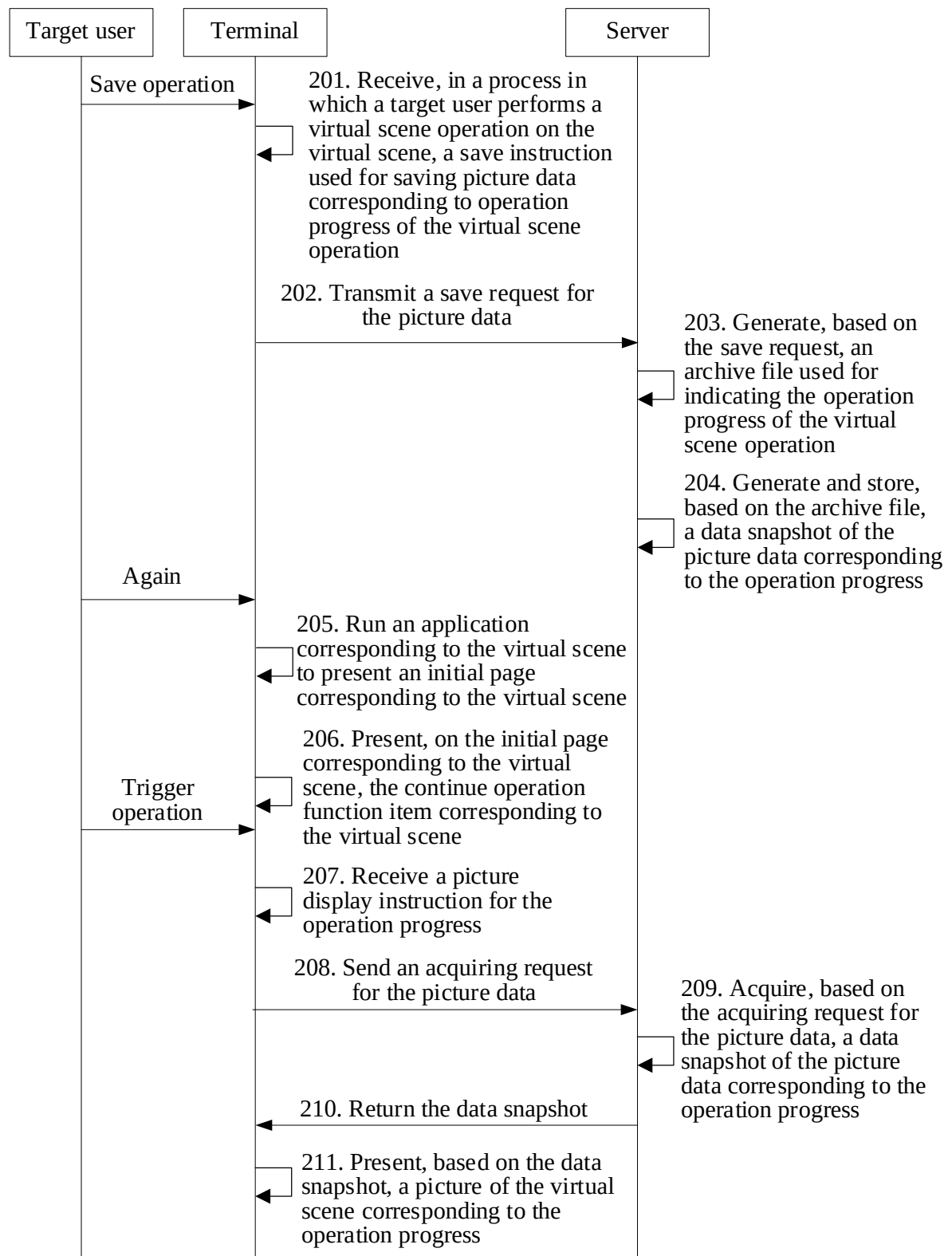


FIG. 8

New archive

*Archive name

Please enter archive name

*Game

Enter the name of the game to search

*Archive file

Upload

Android archive path

The archive path of the game in an Android phone, such as :/data/com.and.games505/file

*Archive description

Describe the archive file, for example, whether the playbook is required, whether the archive file belongs to all-mission archive files, or how the archive file is used, up to 150 words

Cancel

OK

FIG. 9A

Add a snapshot

*Snapshot name

Please enter the snapshot name, for example, xx game - xx mission - xx snapshot.

*Game

FIFA Football World--Experience

*Snapshot description

Please enter a snapshot description (it is recommended to give a simple name for distinction, up to 30 words)

*Snapshot policy

Types	Entity	Operation
Playbook ▾	Enter the playbook name to search	▲ ▾ 🗑
Archive ▾	Enter the archive name to search	▲ ▾ 🗑

New

Cancel

OK

FIG. 9B

Game publishing

✓

Select a game

✓

Select a scene

✓

User experience solution

④

Pre-loading policy

⑤

Install the game

⑥

User interface

⑦

Confirm

⑧

Publishing complete

Pre-loading: It is used for starting the game in the cloud in advance, and skipping the game startup stage and game account login, so that a user can more quickly experience the game content. It can even allow a game to be run to a specific game picture according to a pre-recorded playbook, so that the user can more quickly experience a core play mode of the game.

*Select a snapshot

Play from zero ▾

⌵

🔗

🔔

*Whether to use pre-loading

☒

Previous

Next

FIG. 9C

16 / 22

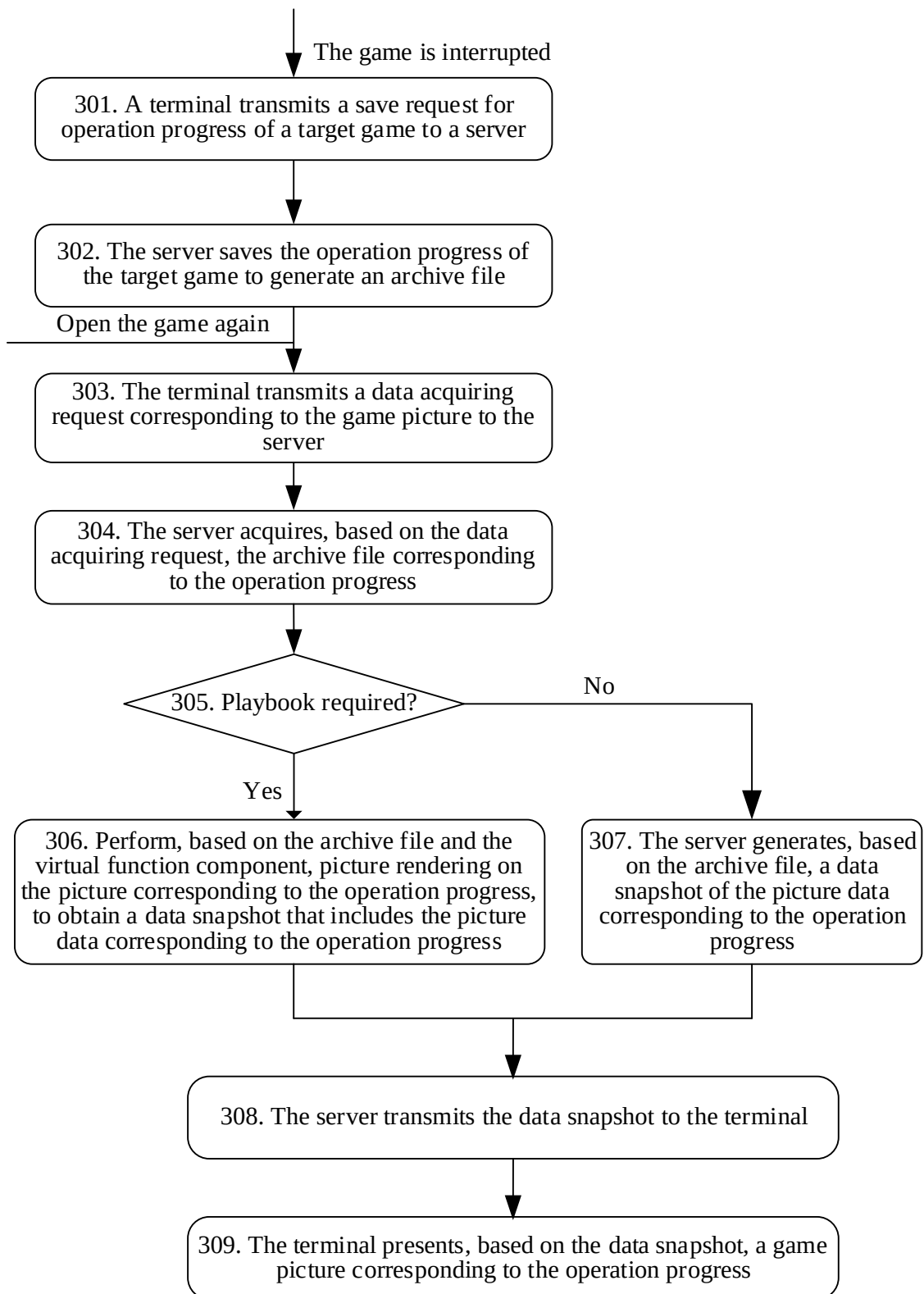


FIG. 10A

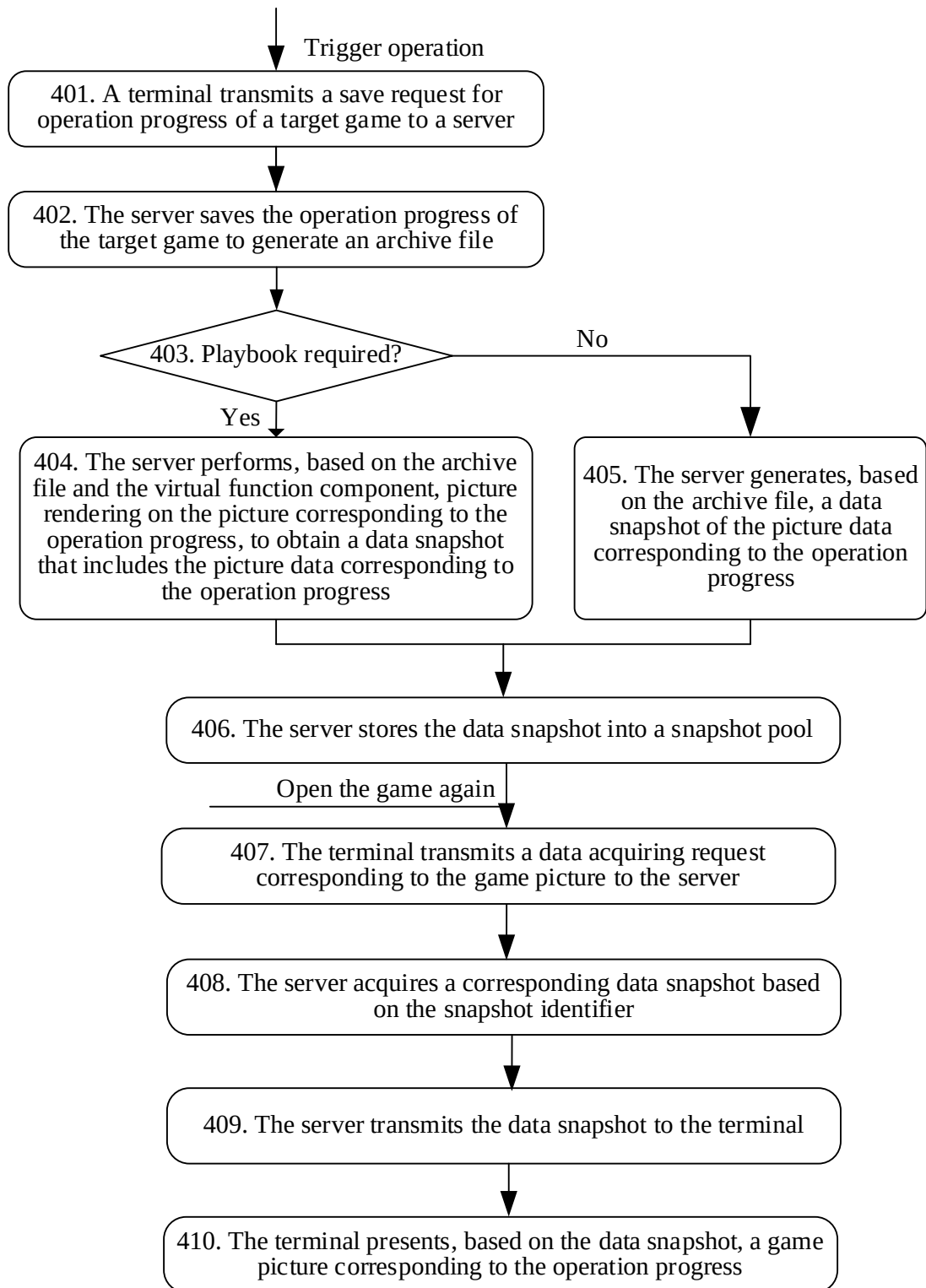


FIG. 10B

Configuration structure after snapshot information is added

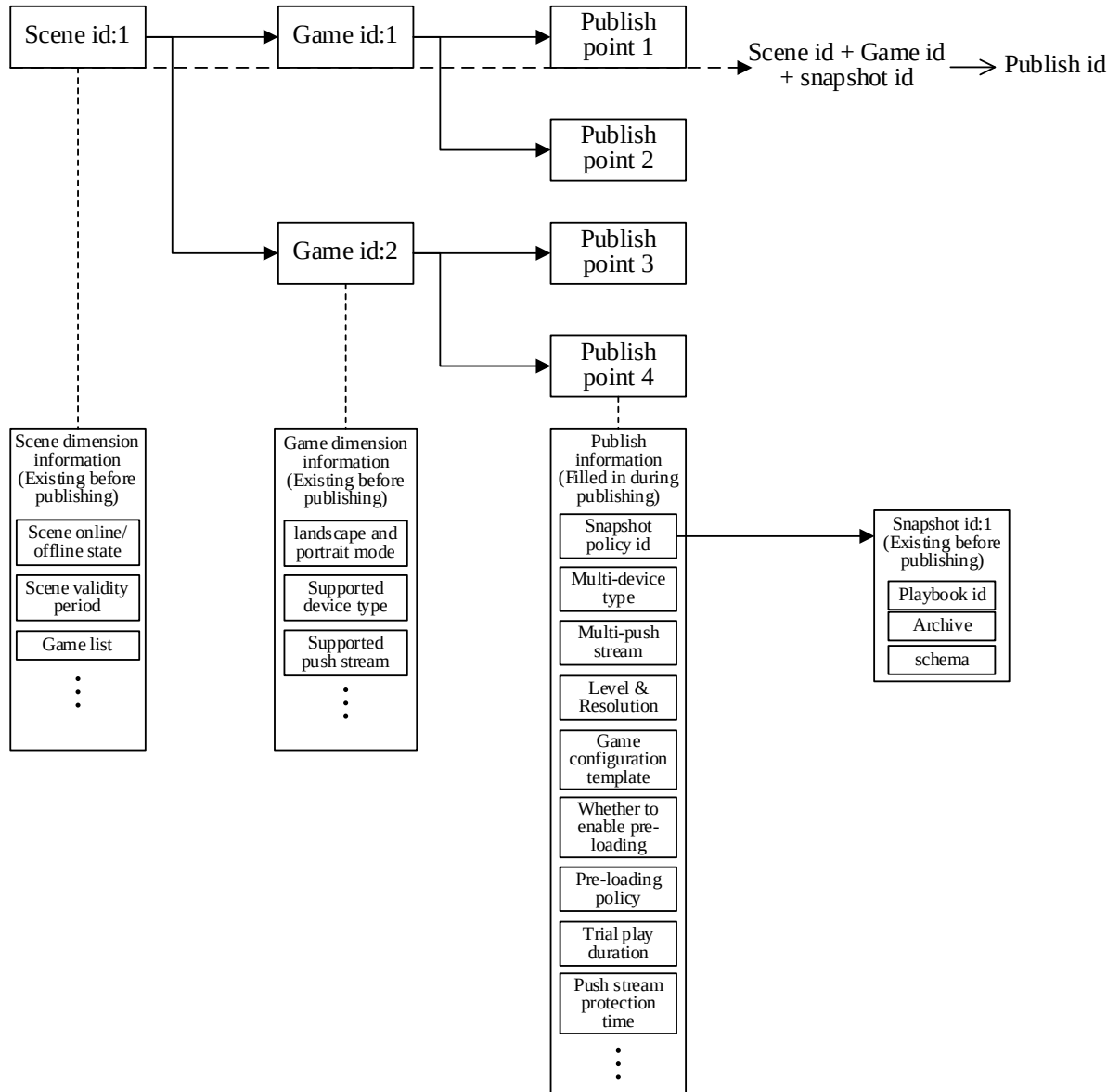


FIG. 11

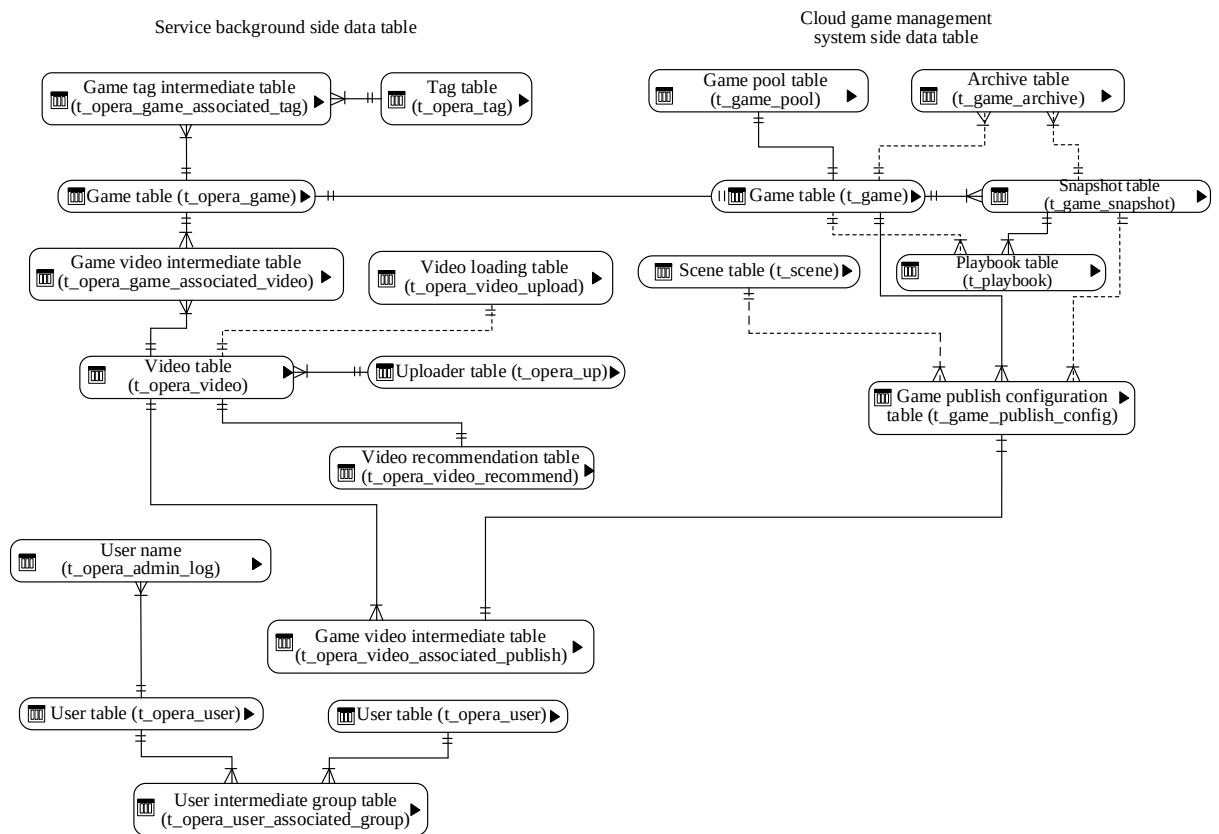


FIG. 12

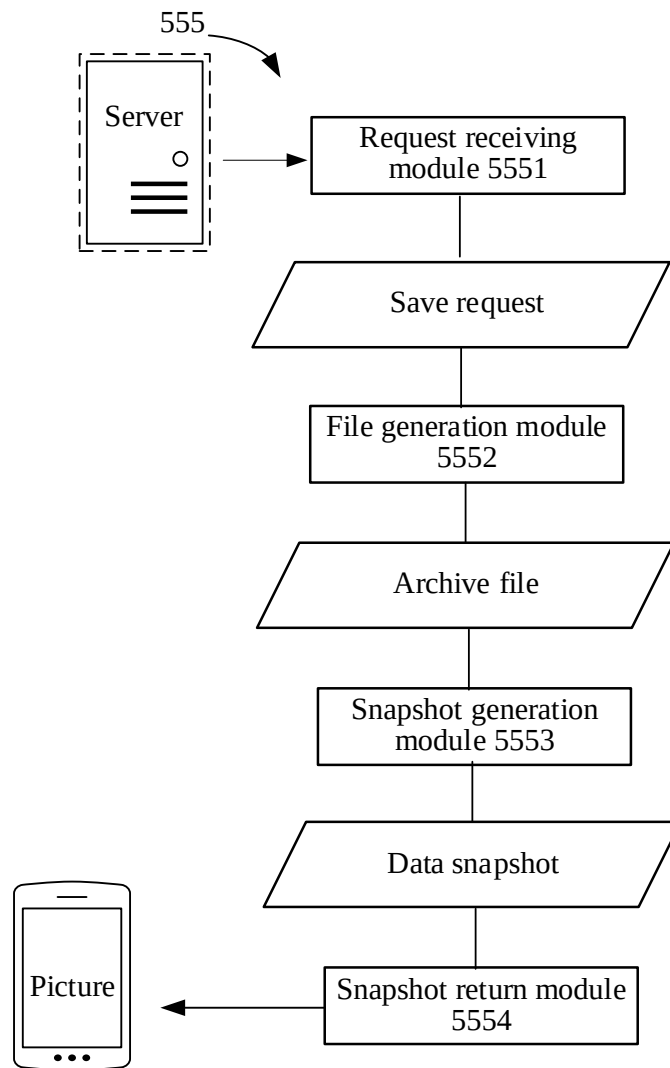


FIG. 13

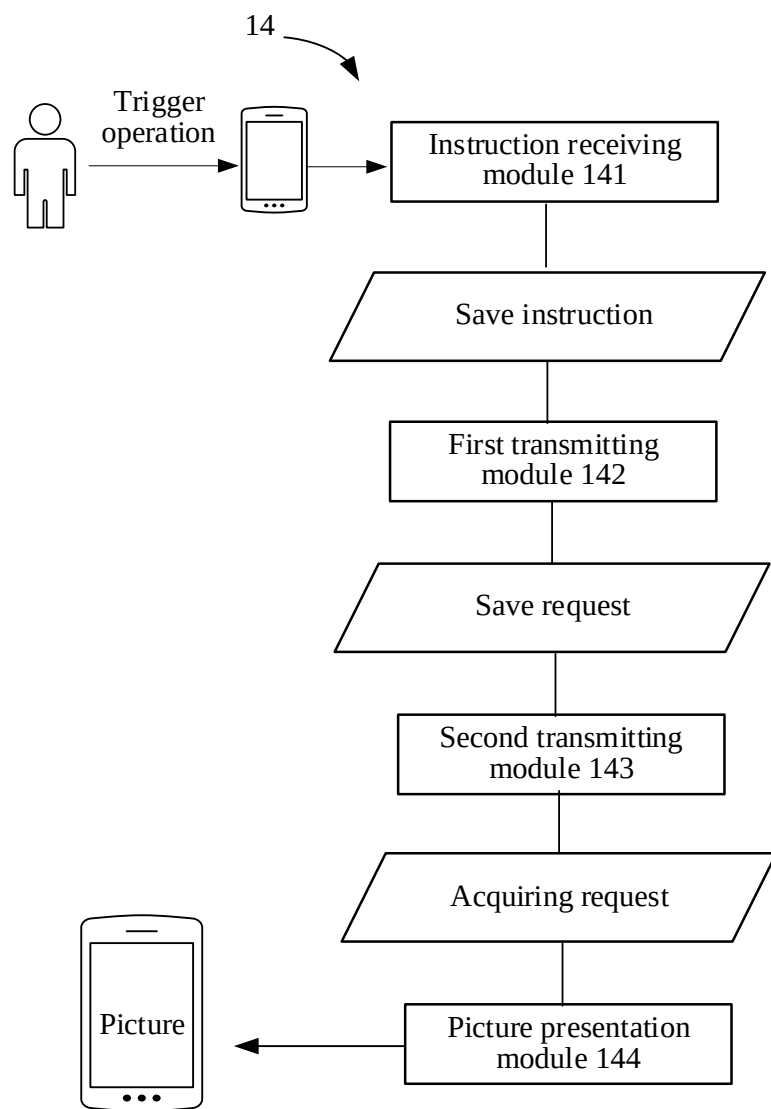


FIG. 14