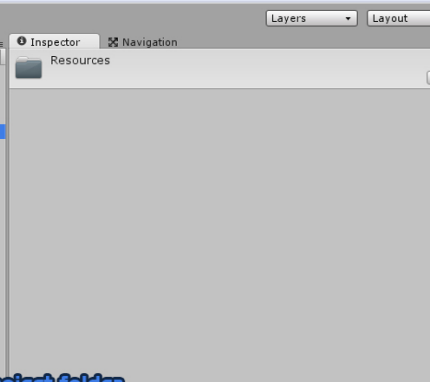
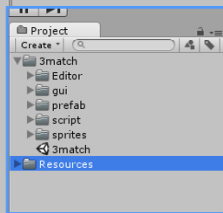
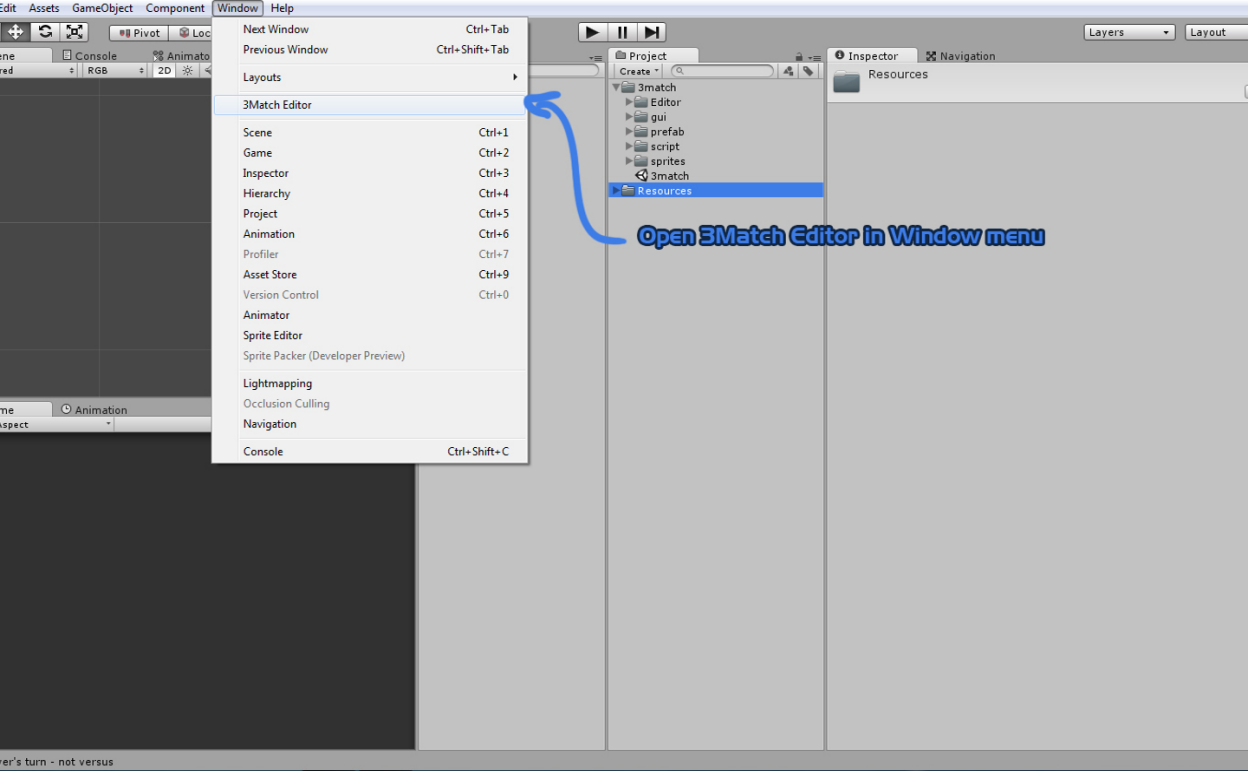


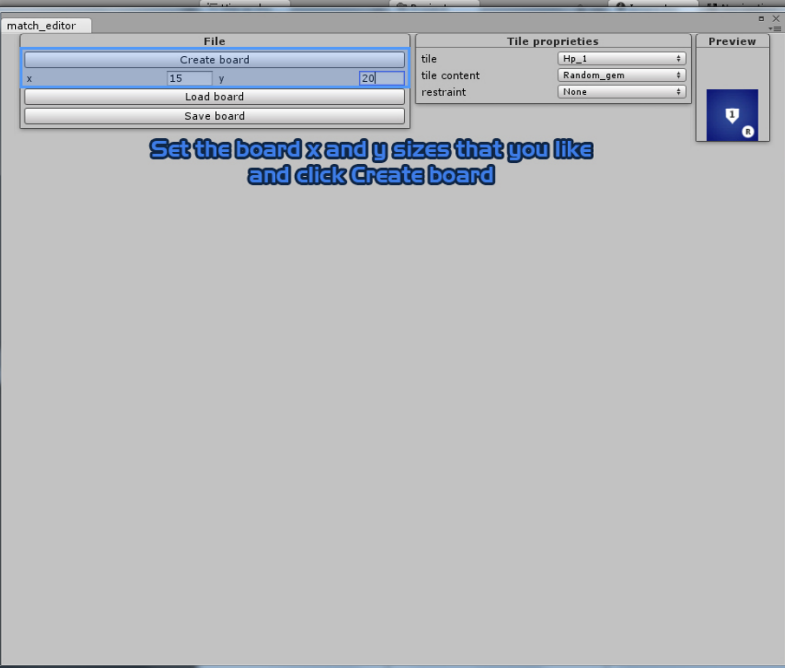
Move Resources folder in main project folder

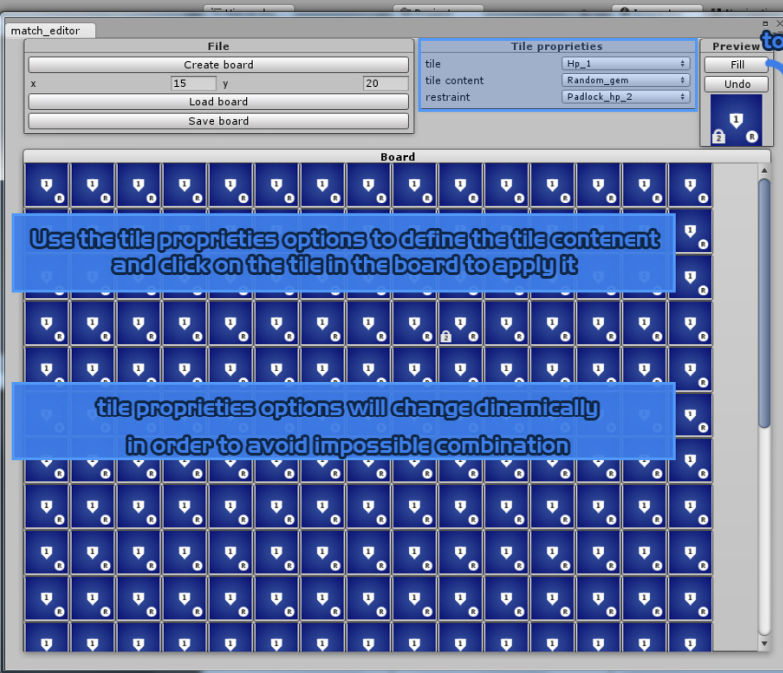




- Next Window Ctrl+Tab
- Previous Window Ctrl+Shift+Tab
- Layouts
- 3Match Editor**
- Scene Ctrl+1
- Game Ctrl+2
- Inspector Ctrl+3
- Hierarchy Ctrl+4
- Project Ctrl+5
- Animation Ctrl+6
- Profiler Ctrl+7
- Asset Store Ctrl+9
- Version Control Ctrl+0
- Animator
- Sprite Editor
- Sprite Packer (Developer Preview)
- Lightmapping
- Occlusion Culling
- Navigation
- Console Ctrl+Shift+C

Open 3Match Editor in Window menu

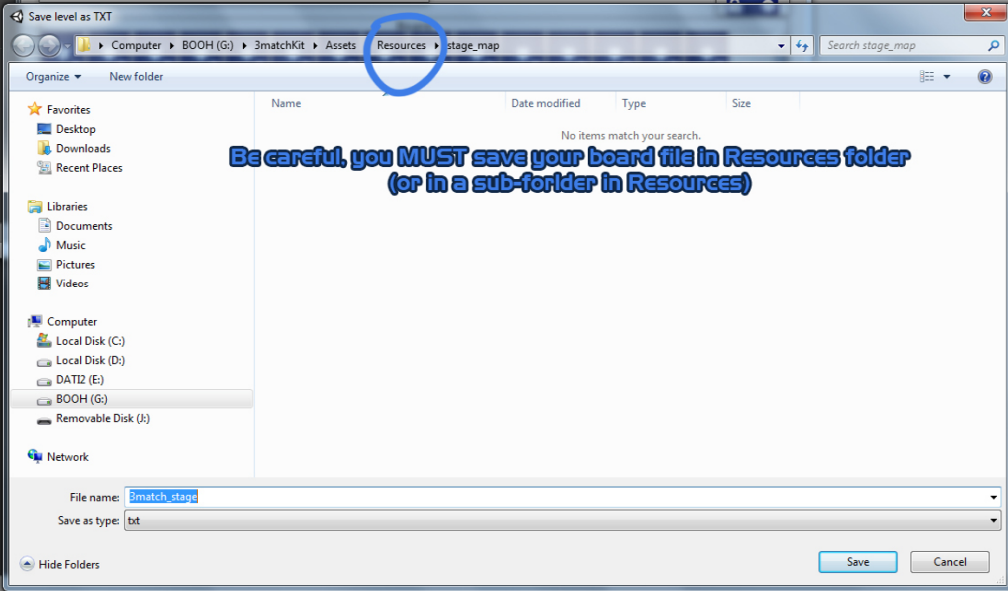
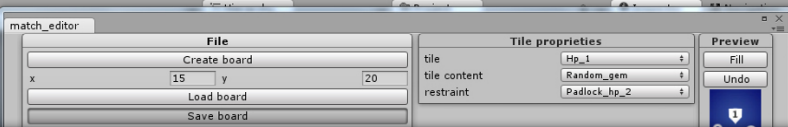


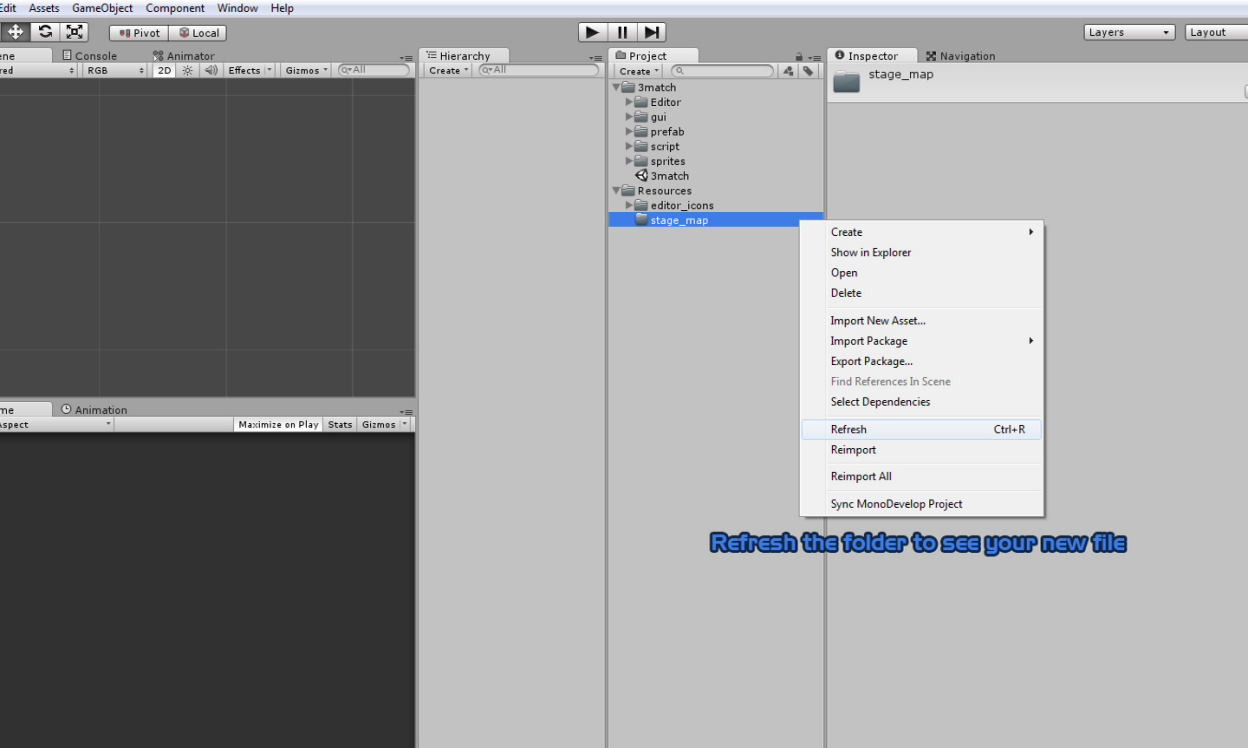


You can also click Fill to give the same propriety to all tiles in the board



restraint hp tile cont



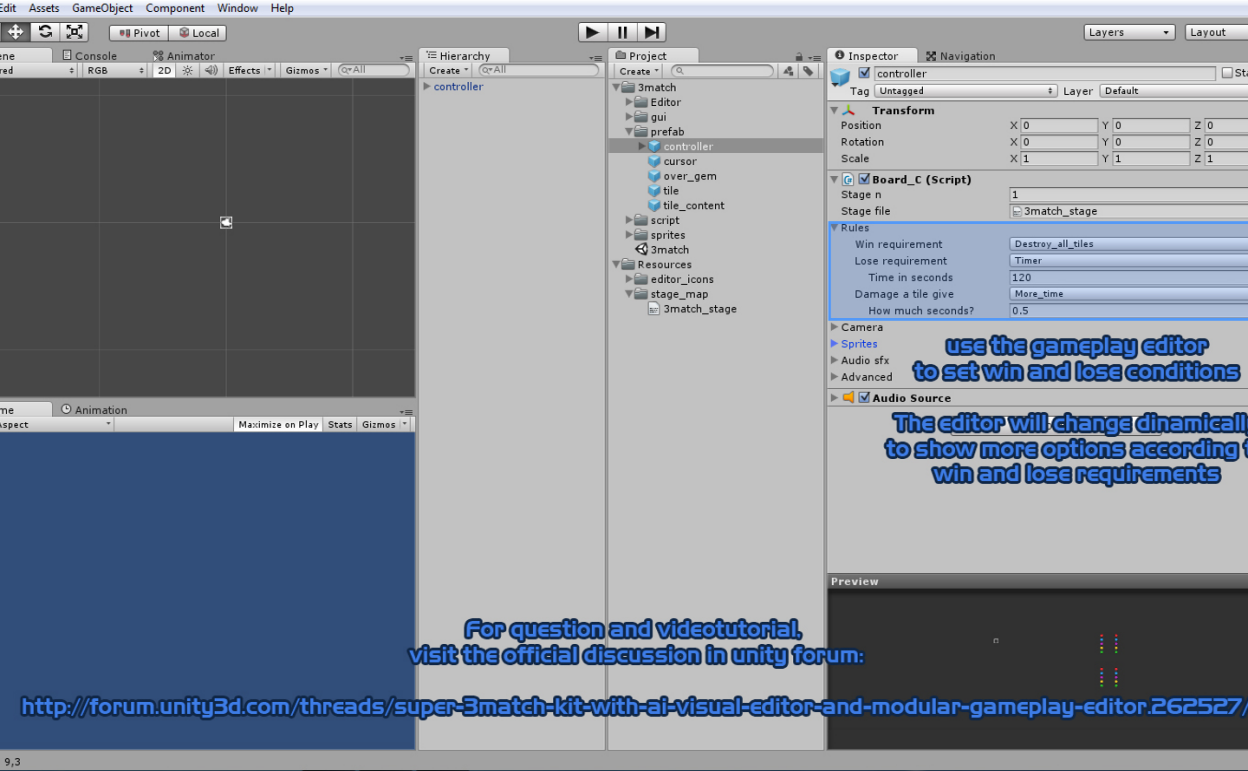


Refresh the folder to see your new file

Put controller prefab in your scene

Put your stage file here

Add Component



For question and videotutorial,
visit the official discussion in unity forum:

<http://forum.unity3d.com/threads/super-3match-kit-with-ai-visual-editor-and-modular-gameplay-editor.262527/>