* **Red text means I don’t quite understand the original meaning, so I marked them both in original texts and translated texts.**
* **Underline means I changed the translation which I think the best way to describe the meanings, there may be a better way to describe, as I said earlier, I’m not expert.**
* **Underline and Bold means the original translation has a critical error, it must be corrected.**
* **For the Soomla Store, I translated it anew, too many problems. But still, there should be a better translation version than mine.**

LevelUp - Design Levels

LevelUp -关卡设计:

Requires Unity 4.5.0 or higher.

要求Unity 4.5.0 或更高版本。

Design and Control your games better! **SOOMLA LevelUp** is a free and open-source plugin that empowers you to build your game's scheme of worlds and levels, while incorporating progression, difficulty curve and game state management. Our free and open-source Unity LevelUp plugin is here to help you design your game and control its state. Leaderboards and more 3rd party integrations are coming soon!

更好地设计和控制您的游戏！ SOOMLA的LevelUp是一个**免费**和开放源代码的插件，它能让您更方便地建立游戏世界和关卡，同时它还融入游戏进程、难度曲线以及游戏状态管理功能。 我们的**免费**和开放源代码的Unity LevelUp插件可以帮助你设计游戏和控制游戏状态。很快我们将推出排行榜和其他第三方集成功能！

\*\* Thousands of games already use SOOMLA \*\*   
[Website](http://soom.la) | [Docs](http://know.soom.la/unity/levelup/) | [Videos](http://know.soom.la/docs/university/videos/) | [Forum](http://answers.soom.la)

\*\*成千上万的游戏已经使用SOOMLA \*\*

网站 | 文档 | 视频 | 论坛

LevelUp encourages better game design with a rich object domain of:  
- Worlds  
- Levels  
- Scores  
- Records  
- Gates  
- Missions  
- Rewards

LevelUp插件会使用以下元素来帮助您设计更好的游戏:

- 世界

- 关卡

- 积分

- 记录

- 大门

- 任务

- 奖励

Use our simple events API to get notified when the player has passed a level, reached a high score, completed a mission, earned a reward, etc. Also, an encrypted on-device storage will keep the user's game state even after closing the game. SOOMLA for Unity is available for **iOS and Android**.

使用我们的简单的事件API，你可以在玩家完成关卡、达到最高分、完成任务和赢得奖励等情况时通知玩家。 此外，我们使用加密的设备存储内容，即使用户退出了游戏，游戏状态仍然能被保存。Unity的SOOMLA插件适用于iOS和Android。

Make sure to go over the integration instructions and to check out our example game tutorial

确保查看整合说明和示例游戏教程

开源项目: http://github.com/soomla/unity3d-levelup

更多的文档和文章: http://know.soom.la

论坛: <http://answers.soom.la>

Profile - Facebook, Twitter, Google+ Social SDK

Profile - Facebook，Twitter，Google+ 社交SDK

Requires Unity 4.5.0 or higher.

要求Unity 4.5.0 或更高版本。

Socialize your games! Our Unity Profile plugin is the best tool to integrate Social networks into your game. We support Facebook, Twitter and Google+ ! All major social networks in one plugin with the same API!

让您的游戏参与社交吧！我们的Unity Profile插件是将社交网络整合到你的游戏中的最佳工具。 我们支持Facebook，Twitter和Google+！使用一款插件及同样的API即可整合所有主要社交网络。

\*\* Thousands of games already use SOOMLA \*\*   
[Website](http://soom.la) | [Docs](http://know.soom.la/unity/profile/) | [Videos](http://know.soom.la/docs/university/videos/) | [Forum](http://answers.soom.la)

\*\*成千上万的游戏已经使用SOOMLA \*\*

网站 | 文档 | 视频 | 论坛

With this plugin you can boost your game with:  
- Social Login  
- Like  
- Rate App  
- Invite Friends  
- Share Status  
- Upload Image  
- Get Contacts  
- Get Feed

有了这个插件，你可以通过以下功能加强你的游戏:

- 社交登录

- 点赞

- **评价应用**

- 邀请好友

- 共享状态

- 上传图片

- 获取通讯录

- 获取**新闻**

All with one unified API for all social networks.

使用统一的API即可整合所有的社交网络。

In addition to easy integration with multiple social providers, this library will provide you with encrypted on-device storage that will keep the user's data after closing the game. SOOMLA for Unity is available for iOS and Android.

除了能够轻松整合多个社交媒体之外，这个库还能为您加密设备存储内容，并在游戏结束之后保存用户数据。Unity的SOOMLA插件适用于iOS和Android。

Make sure to go over the integration instructions and how to integrate social providers

确保查看一下整合说明以及如何整合社交媒体供应商

开源项目: http://github.com/soomla/unity3d-profile

更多的文档和文章: http://know.soom.la

论坛: <http://answers.soom.la>

Store - In App Purchase

Store- 应用程序内购

Requires Unity 4.3.3 or higher.

Easily add in app purchase to your game. SOOMLA Store lets you build anything from a simple "Remove Ads" button to elaborate virtual economies with coins, goods, upgrades and coin packs.

在你的游戏中轻松添加应用内购功能。无论是简单的“移除广告”按钮，还是功能多样的整合虚拟货币、物品、升级以及货币包的虚拟经济系统，SOOMLA Store插件都能轻松让你制作这些功能。(I have to say this sentence is really hard to translate, I think there are better translation than this.)

With this plugin you get:

- A rich economy model

- Simple management of user balances

- Encrypted on-device storage

- One API for all platforms

- Supported billing: Apple App Store, Google Play & Amazon

- Supported by the excellent Simple IAP plugin

使用这个插件您能使用以下功能：

- 一个完整丰富的经济模型

- 轻松地管理用户的虚拟财产

- 加密的设备存储内容

- 所有平台只需一个API

- 支持内购付费的应用商店平台：苹果App Store，谷歌Google Play 和亚马逊应用商店

- 整合了优秀的“Simple IAP”插件

Website | Docs | Videos | Forum

\*\* Thousands of games already use SOOMLA \*\*

[网站](http://soom.la) | [文档](http://know.soom.la/unity/store/) | [视频](http://know.soom.la/docs/university/videos/) | [论坛](http://answers.soom.la)  
\*\*成千上万的游戏已经使用SOOMLA \*\*

Instructional Videos

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\* Getting Started - Android

\* Getting Started - iOS

\* Remove Ads Example - Android

\* Remove Ads Example- iOS

\* 60 Second Checklist (it’s 90 seconds, and I don’t know how to translate Checklist here)

\* Market Items 101 (it’s the same video as above. No idea what it is.)

介绍和教学视频（英文版）

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\* 入门 - Android

\* 入门 - iOS

\* 移除广告 功能示例- Android

\* 移除广告 功能示例- iOS

\* 60秒快速教学 (it means “60 seconds quick tutorial”)

\* 应用市场内购项目101

Not sure which IAP plugin to use? We've compared SOOMLA, Unibill, Prime31 & Codiwans in this blog post.

不确定该使用哪个内购插件？在这个博客中我们比较了SOOMLA，Unibill，Prime31以及Codiwans这些插件。

Open Source Project: https://github.com/soomla/unity3d-store

More docs and articles at: http://know.soom.la

Forums at: <http://answers.soom.la>

开源项目: http://github.com/soomla/unity3d-profile

更多的文档和文章: http://know.soom.la

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