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Meal Time Tileset - Fantasy Edition

■ Introduction

"Meal Time Tileset - Fantasy Edition" (hereinafter referred to as "this software") is a product created by Plummy Inc. and is a collection of assets containing graphic data that can be used in the game production support software "Maker" series.

■ About this content

This software is a collection of graphic assets suitable for "RPG Maker Unite".

It contains "Meal" map assets that are easy to use in a fantasy world.

■ System Requirements

System supporting "RPG Maker Unite".

■ How to use this software

This section explains how to use the assets in the collection.

< For the Unity Asset Store version>

- 1. Start the "RPG Maker Unite" editor and open the project to which you want to add assets.
- 2. Open the asset page in the Unity Asset Store and click the Open in Unity button.
- 3. The Package Manager window will open, displaying information about the asset. Download and click the Import button.
- 4. The Import window will appear. Click "Import" in the lower right corner of the screen to import this collection of assets in a batch.
- 5. The Import window will appear, which allows you to reference the assets as Unite assets. Follow the instructions to import.

< For the Steam version>

- 1. Start the "RPG Maker Unite" editor and open the project to which you want to add assets.
- 2. Select "Window" > "RPG Maker" > "Mode" > "RPG Maker Unite + Unity Editor" from the main menu.
- 3. In the Unity Editor, select Assets > Import Package > Custom Package.
- 4. Select "Meal Time Tileset FE.unitypackage" in the folder of this asset collection and click [Open].

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Your game must include additional documentation that clearly indicates the use of the Product and
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