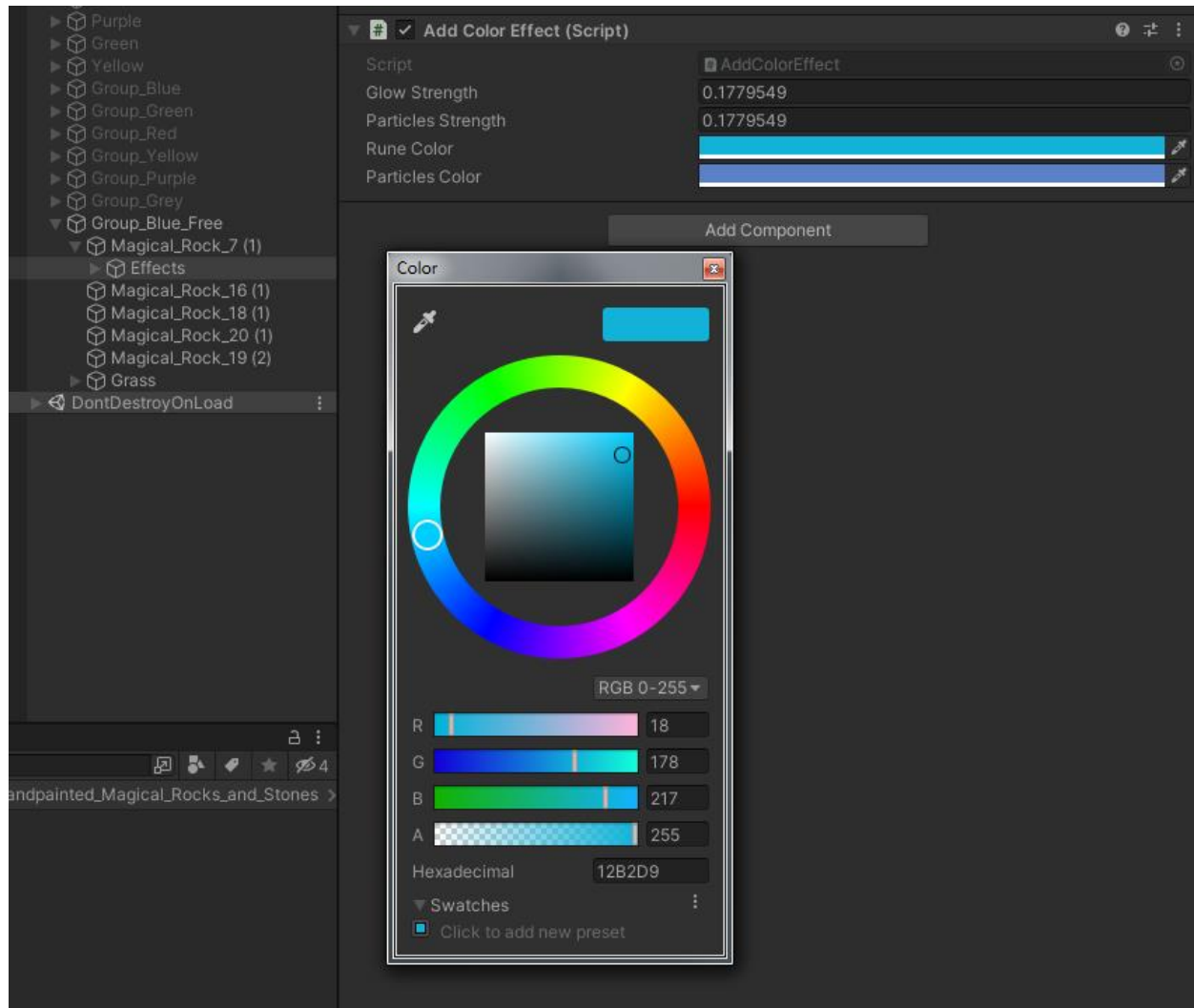


Thank you for purchasing 2D Hand-Painted Magical Rocks and Stones. The best way to change the Stones, runes and particle colors is by using the "Add Color Effect" script, as shown below:



Rune Color applies to all child object renderers (Rune and Glow).

Particle Color applies to all particles (Sparks_Particles).

The Lighting_On_Off animation included in the package, changes the color strengths in the "Add Color Effect" script, so that it can be used with any color you select.

Stone and rune sprites are interchangeable.

Don't forget to rate our package, that would help us to improve it.