

# QUICK INSTRUCTIONS

1. Set the 'Game Window' to 'Free Aspect' before you press play;
2. Select the suitable armour and body parts by mouse clicking (left-button) on the green icons;

**B** BODY ARMOUR **G** GAUNTLETS **L** LEGS/WAIST  
**F** FOOTWEAR **H** HELMET **●** FULL SET

3. Click on the Weapons Button to select a weapon;
  4. Click on Ready when you finish and then drag and drop the Orc Game Object into your designated Prefabs folder.
- \*Alternatively, from the hierarchy tab, edit the prefab manually by activating, de-activating, or deleting the 'children game objects' from inside the Orc 'game object'.

