

A big **thank you** for purchasing our



We hope you find this kit useful to create a great game!

You can find the online documentation [here](#).

If you have any support questions, please contact us [here](#).
Please make sure to include your **invoice number**.

©game**vanilla**

License

Puzzle Match Kit can only be used under the standard Unity Asset Store End User License Agreement. A Copy of the Asset Store EULA is available [here](#).

The copyright of Puzzle Match Kit and all of its contents belongs to gamevanilla ©. After purchasing Puzzle Match Kit, you have the right to use it only for the purposes of developing and publishing a game.

You are NOT allowed to redistribute or resale Puzzle Match Kit or any of its contents for any purpose (not even after a complete re-skin). To distribute or resale this product is NOT permitted under any circumstances and is strictly prohibited.

Please note that digital stores like the App Store or Google Play may reject your game if it contains very similar artwork to already published games. You may need to re-skin your game as appropriate.

Thank you for respecting our work.

Installation instructions

In order to install Puzzle Match Kit, please follow these steps:

- Open Unity (you will need to use **Unity 2022.3.0 LTS** or higher) and create a new 2D project.
- Download and import the Puzzle Match Kit asset into your project. If all goes well, you should not have any errors on the console. Make sure you have added all the scenes of the kit (located in the *PuzzleMatchKit/Scenes* folder) to your build settings. The first scene should be *HomeScene*.

You should now be able to run the game from the editor by opening the scene named *HomeScene* and clicking on the Play button. Please make sure you select a portrait aspect ratio in the Game tab of your Unity editor, as the game is designed around a portrait orientation. You can also generate new builds for your desired platforms.

You can find the complete, online documentation of the kit [here](#).