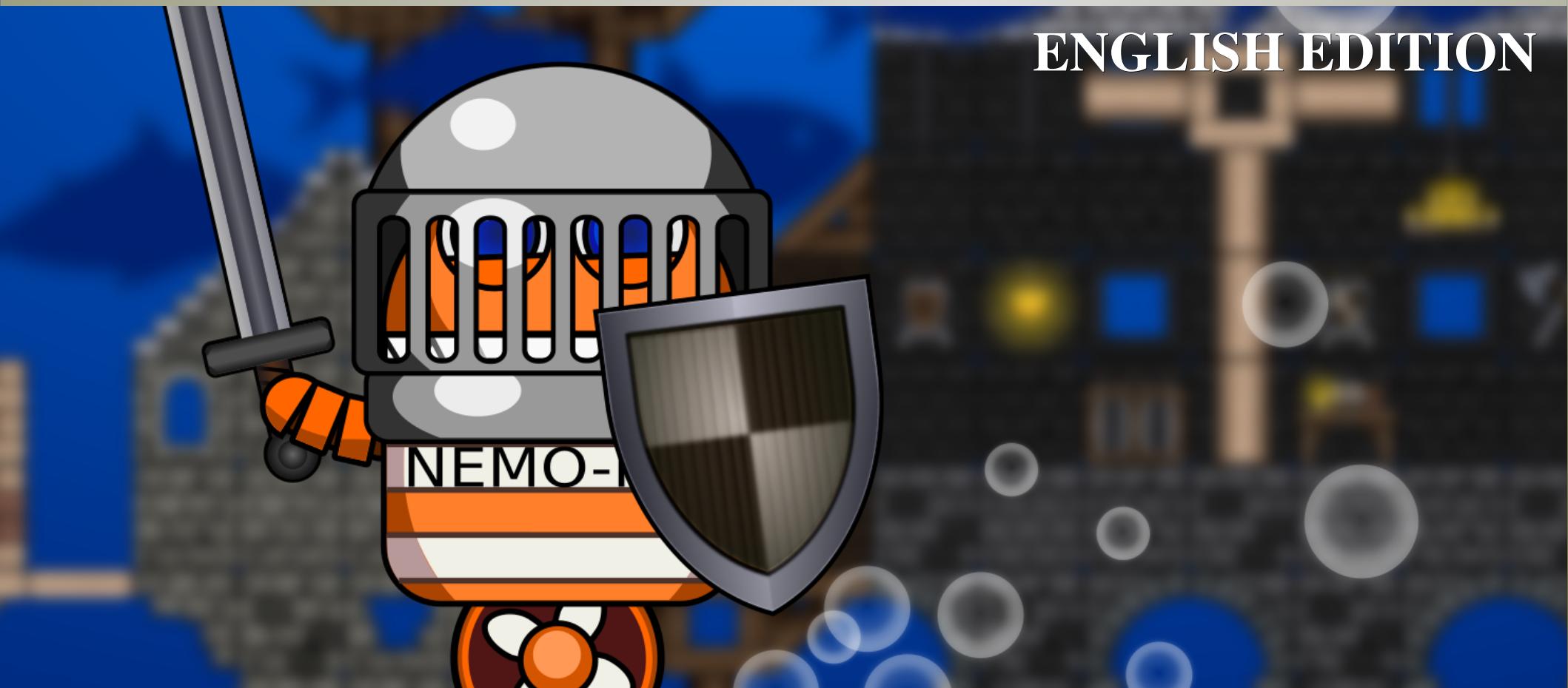


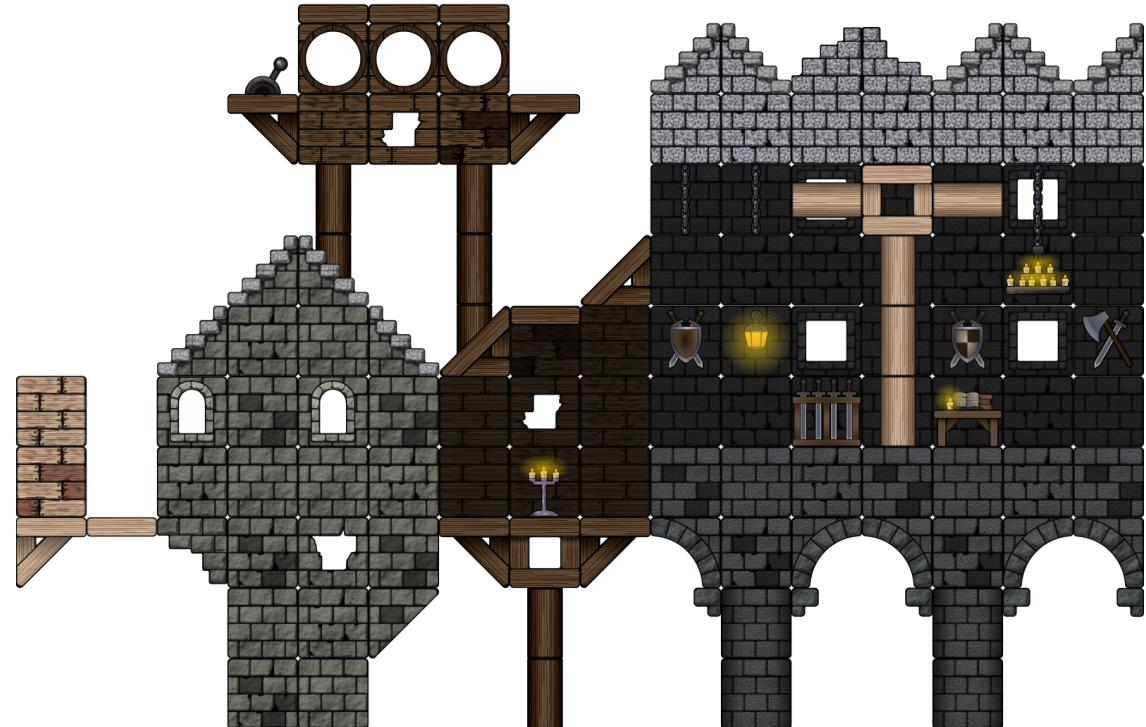
TOO CUBE CASTLE UNITY ASSET INSTRUCTIONS Ver 1.0

ENGLISH EDITION



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1. Introduction
2. Items in this asset
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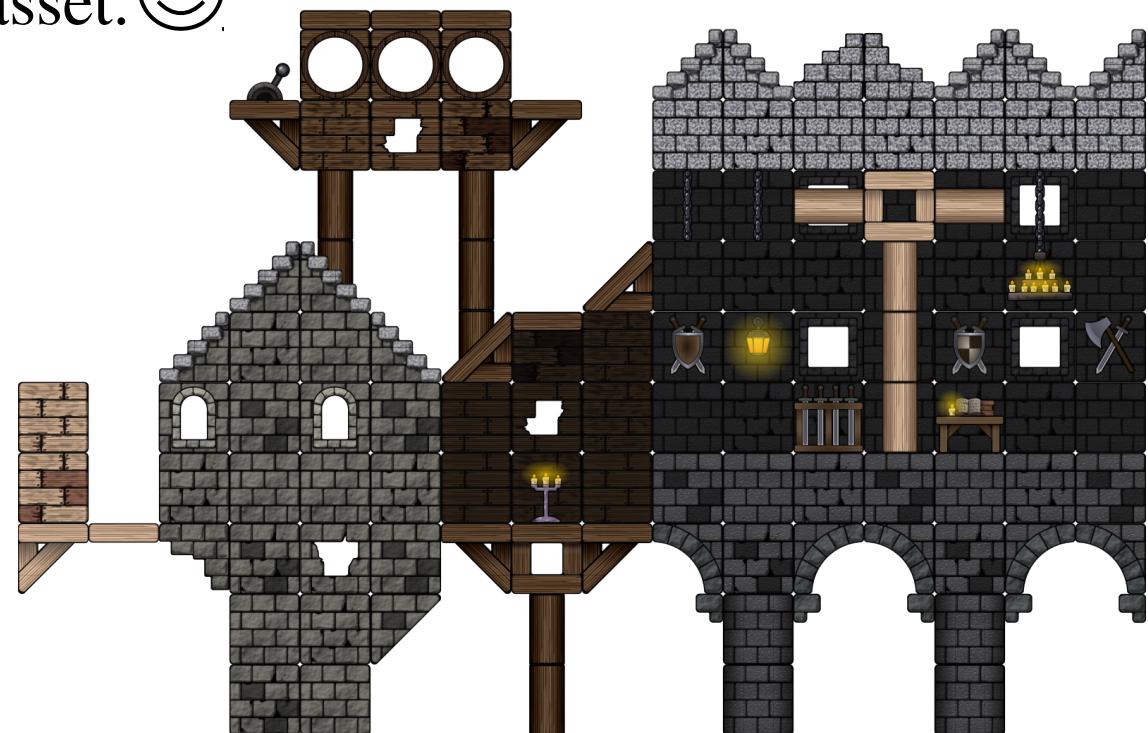


1. Introduction

Thanks for purchasing this asset. This is a second asset of mine. This asset was designed for development of casual platformer games. You may can build castles with this asset.

All tiles in this asset is designed in separated square. It may looks unnatural, but easy to build and edit. Furthermore, these tiles can be used for developing sandbox games, since of their simple design.

Please build fun with this asset. 😊

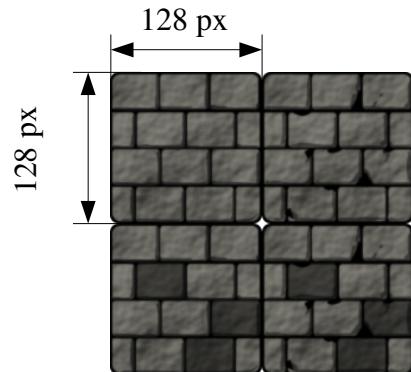


2. Items in this asset

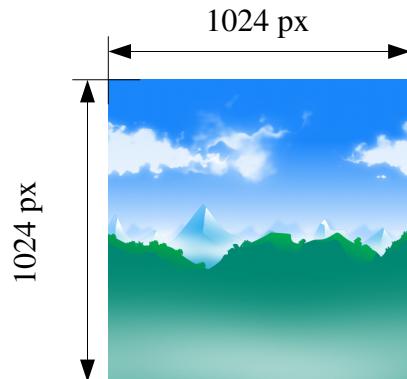
Specification :

The size of all tiles and decorations is 128*128 pixels per unit.

(A,B and C)



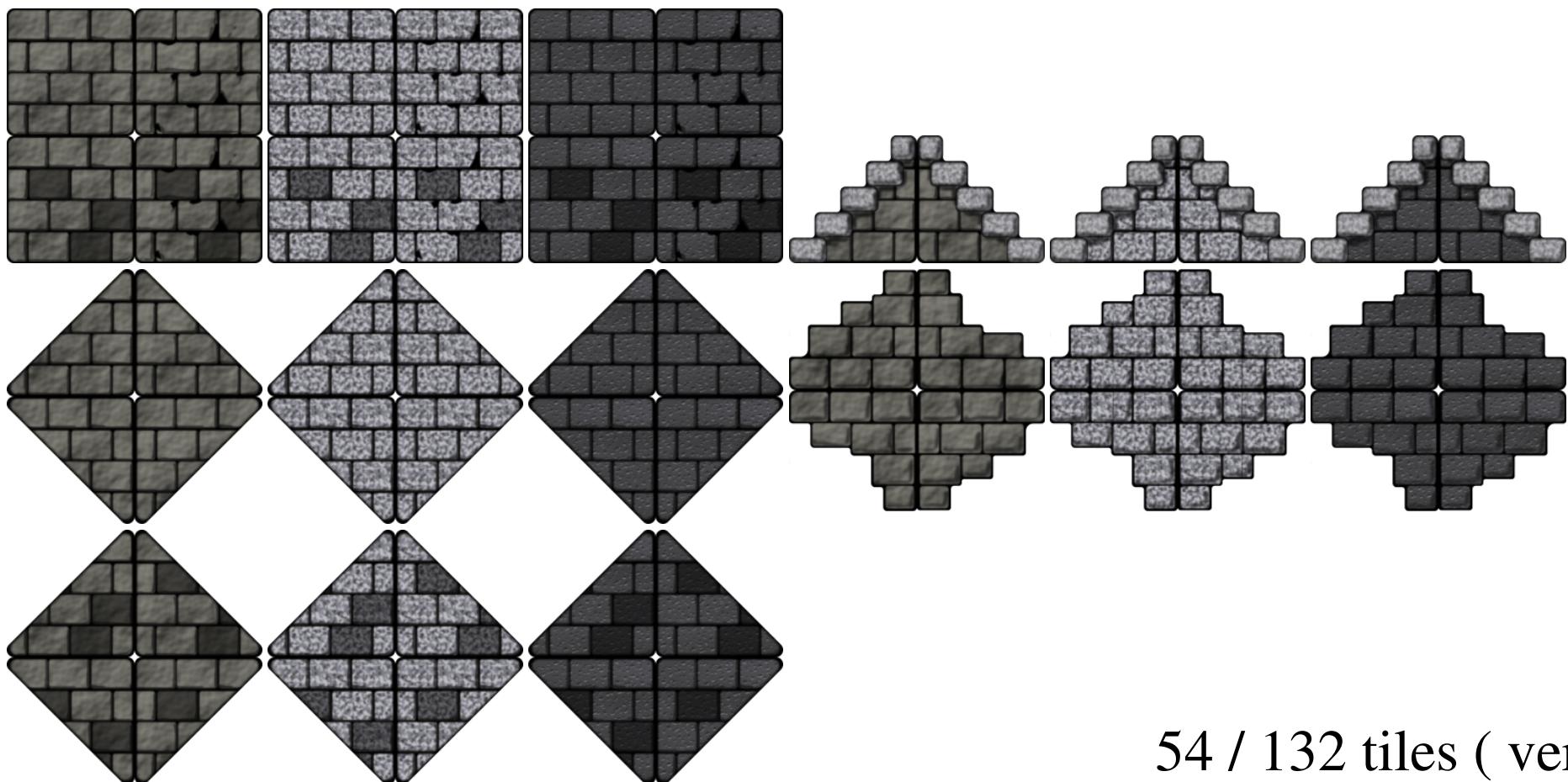
The size of far background images is 1024*1024 pixels. (D)



2. Items in this asset

A. Walls and Structures – Basic #1

- These tiles can be used for building basic Background of games that interact with characters.
- Setting crash zone is recommended.

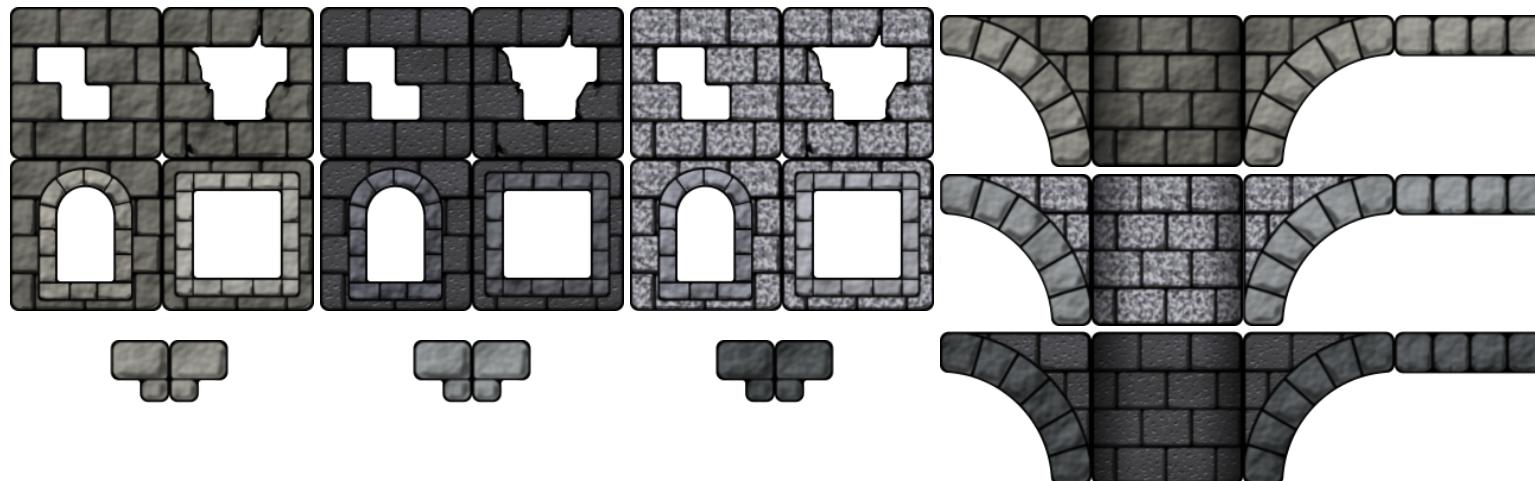


54 / 132 tiles (ver1.0)

2. Items in this asset

A. Walls and Structures – Basic #2

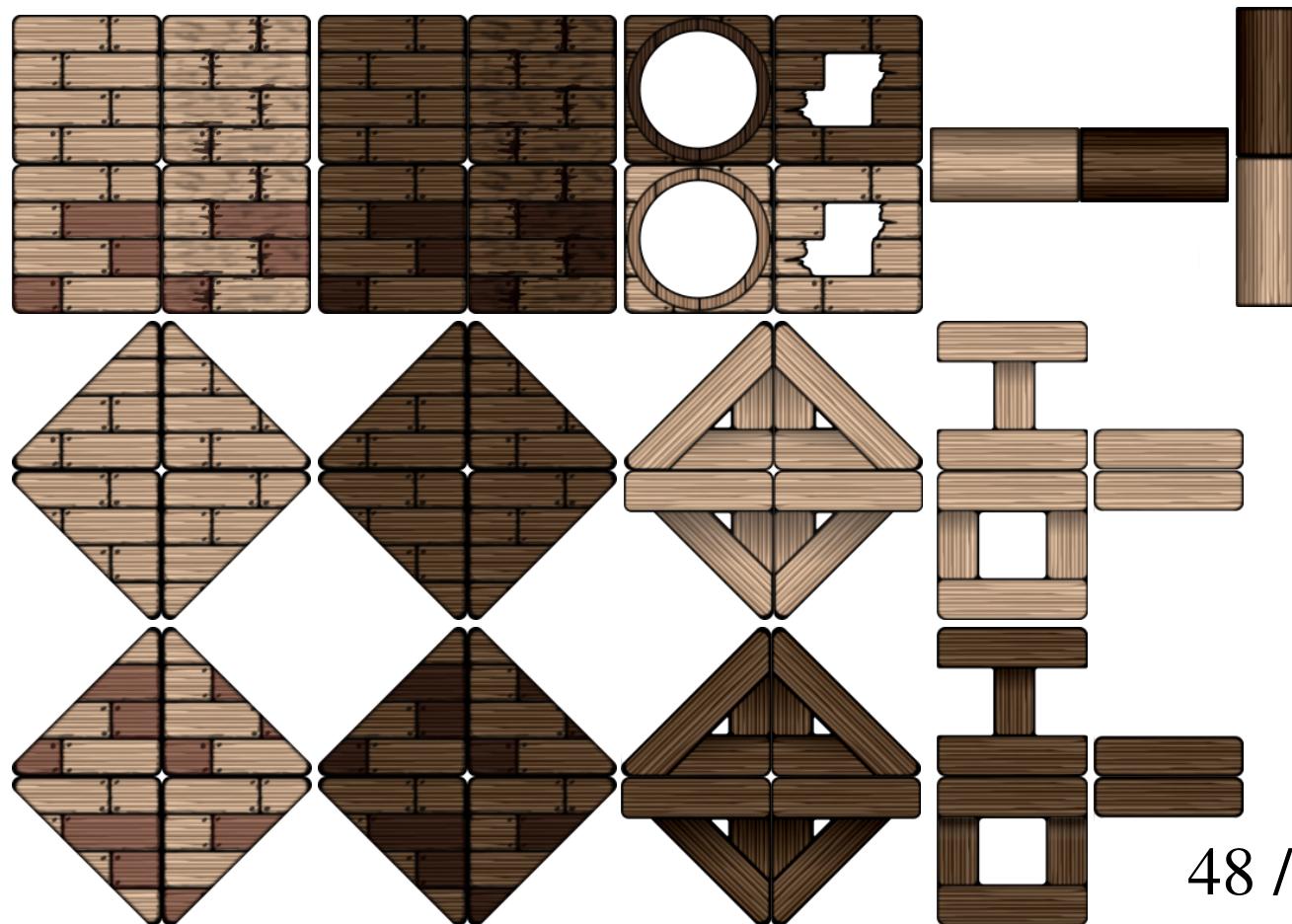
- These tiles can be used for building basic Background of games that interact with characters.
- Setting crash zone is recommended.



2. Items in this asset

A. Walls and Structures – Basic #3

- These tiles can be used for building basic Background of games that interact with characters.
- Setting crash zone is recommended.

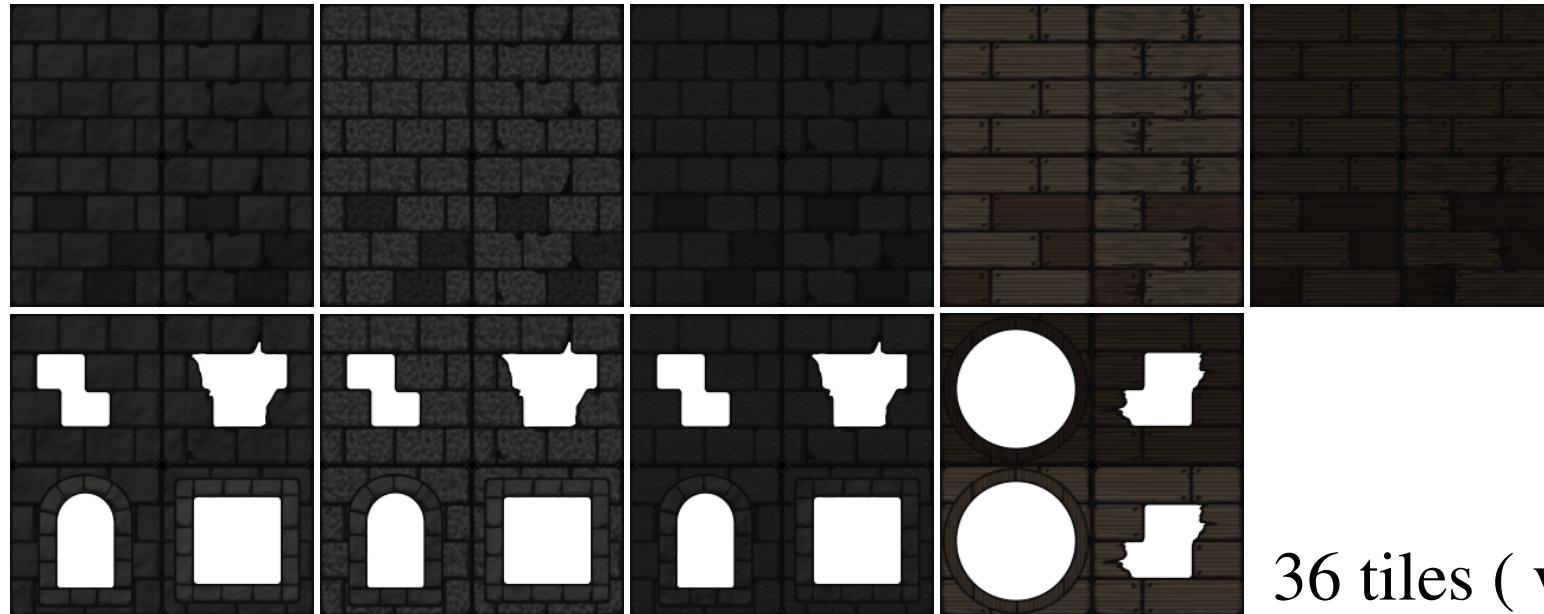


48 / 132 tiles (ver1.0)

2. Items in this asset

B. Indoor Walls

- These tiles can be used for build indoor backgrounds.
- The major difference between Walls(A) and Indoor walls(B) is that
 1. Indoor walls are DARKER.
 2. Indoor walls have NO ROUND VERTEX.



36 tiles (ver1.0)

2. Items in this asset

C. Decorations

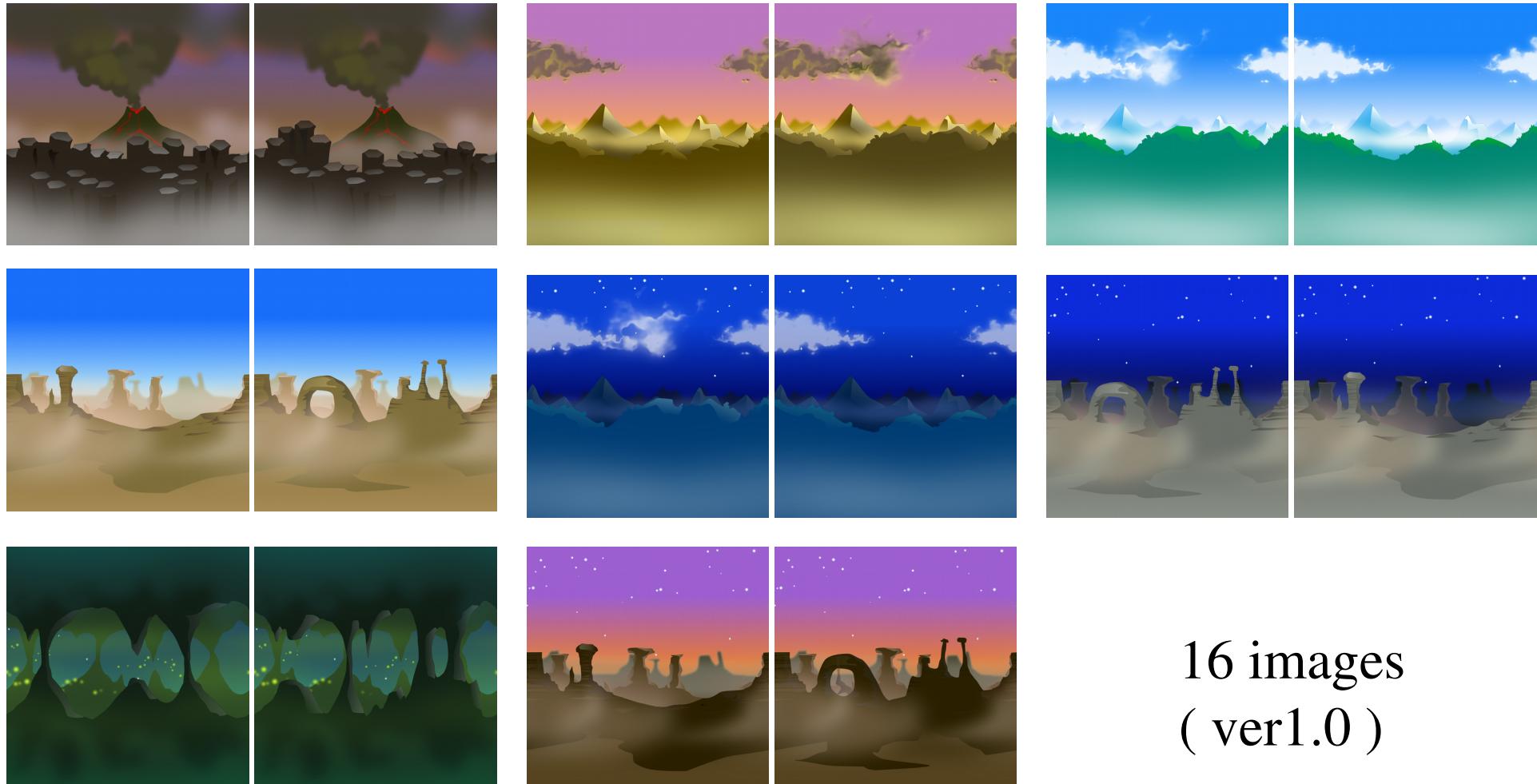
- These tiles are decorations.
- Setting crash zone is not needed.



2. Items in this asset

D. Far distance background images

- These images are not a tile set.
- They can be used for far background.
- 2 images in each set and their both sides are connectable.

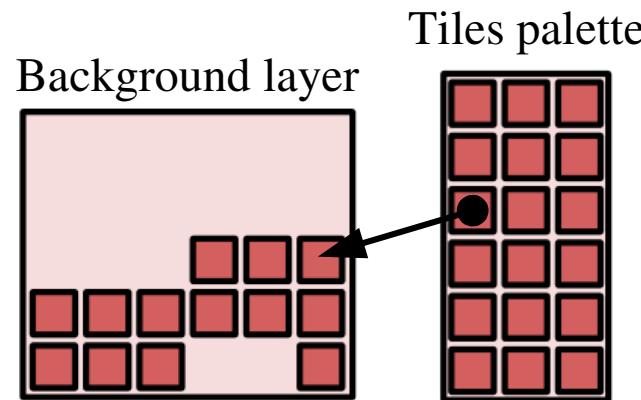


16 images
(ver1.0)

3. How to use

A. Make interactive background layers

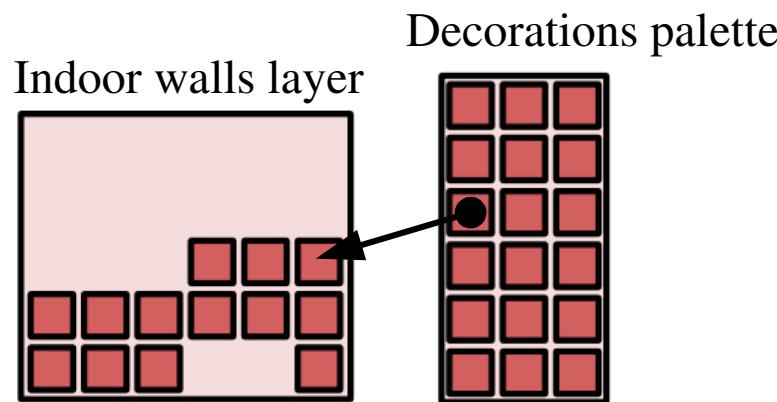
- Items in this layer will support characters or block movements of characters.
- Make your game map with Walls and Structures(2-A) [in Tiles palette](#).
- Set scroll effect.
- Scripts for crash zone and scrolling tiles are not included in this asset.



3. How to use

B. Make Indoor walls layers

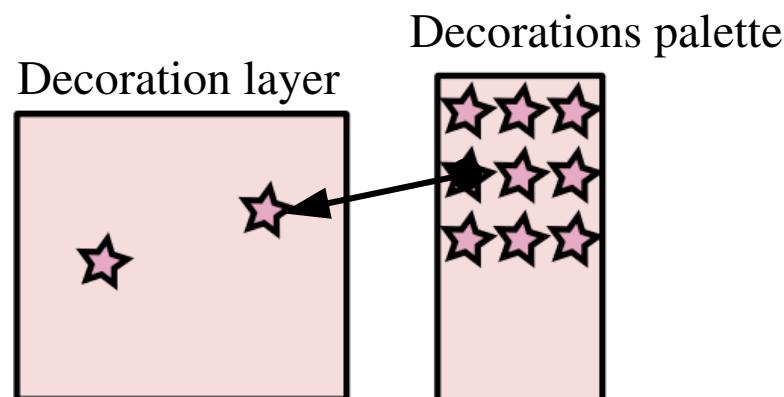
- Items in this layer will not affect movements of characters.
- This layer is NOT ESSENTIAL. But if you want to express indoor place in your game, use these tiles.
- Make your game map with Indoor walls(2-B) in [Decorations palette](#).
- Set scroll effect.
- Scripts for crash zone and scrolling tiles are not included in this asset.



3. How to use

C. Make decoration layers

- Decorate your map with decorations(2-C) in [Decorations palette](#).
- Many of decorations(2-C) are designed for just decorating map.
- Set scroll effect.
- Scripts for scrolling tiles are not included in this asset.
- Items in this map will not affect game play.



3. How to use

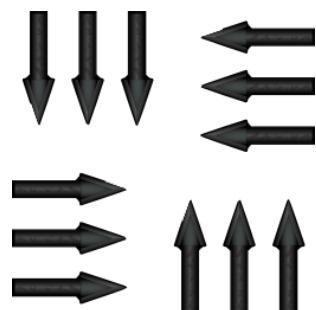
C Make interactive decoration layers

- Some decorations(2-C) were designed in possibility of making interactive or moving background items.
- Scripts for interaction or action are not included in this asset.

Moving platforms



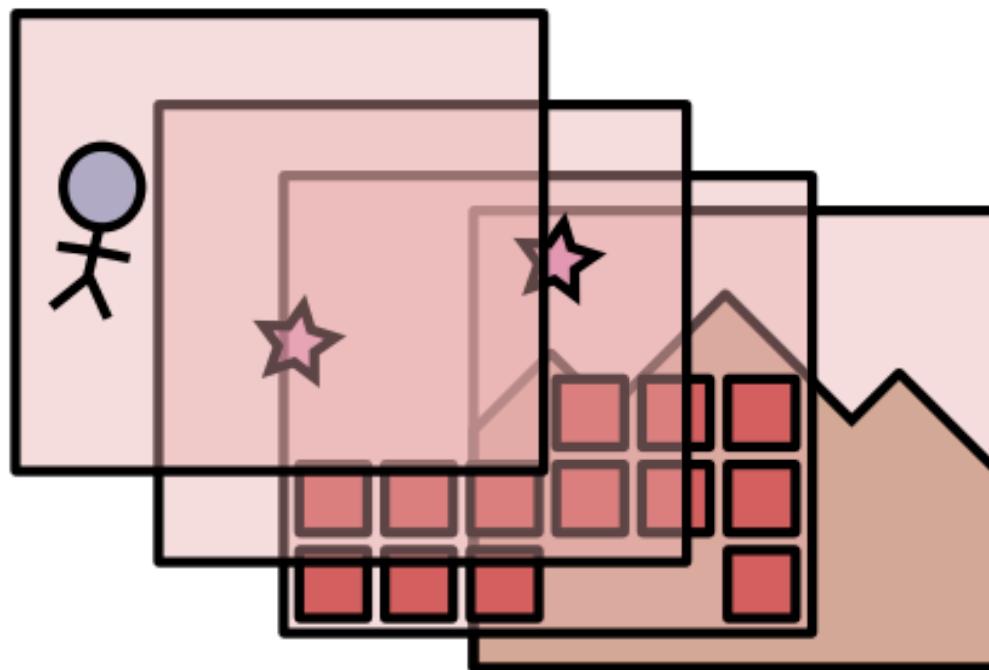
Spikes giving damages



3. How to use

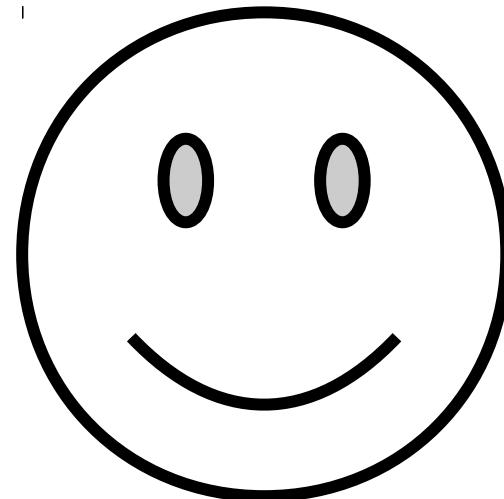
D. Make far background

- Place far background images(2-D) in this layer.
- Set scroll effect.
- Scripts for scrolling images are not included in this asset.
- Sort orders of layers.



4. Q&A

This section will be updated in further version.



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