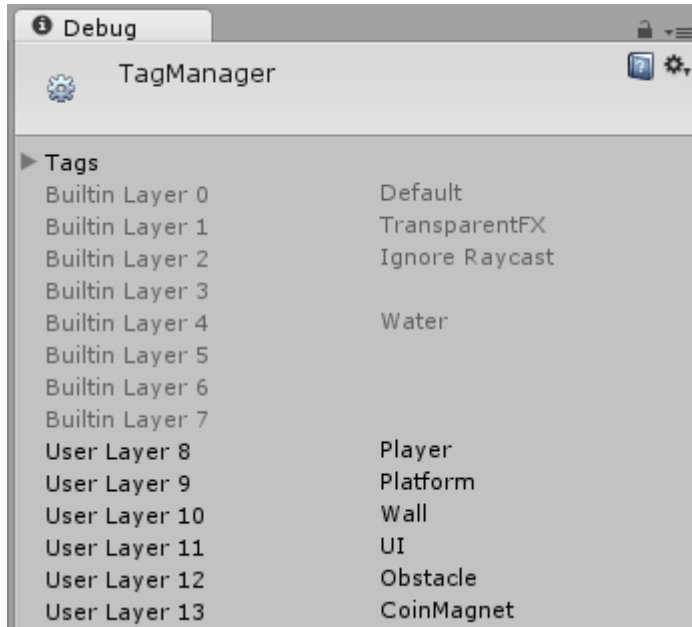


Thanks for purchasing the Infinite Runner Starter Pack!

The only setup required is to verify the correct layers have been added. Go to **Edit -> Project Settings -> Tags** and make sure you have the **Player, Platform, Wall, UI, Obstacle** and **CoinMagnet** layers in positions 8-13.



Note: Unity has changed the way lightmaps are implemented across the various releases of Unity 4. The lightmaps included in this package are created with Unity 3 and may show up blocky depending on what version of Unity you are using. To create correct lightmaps for your version, drag in all of the scenery objects into the main scene within the **Prefabs -> Scenery** folder and making sure they are spaced far enough apart that the lights don't overlap. Bake the lights within **Window -> Lightmapping -> Bake Scene**. Finally, move the scenes back to their starting position and hit Apply within the inspector pane. When positioning the scenes, I have found that it is fastest to space the scenes by an increment of 50 along the z axis. This method allows you to set the z value back to 0 for every scene when you are done baking the lightmap. Alternatively, send us which version of Unity you are running and we'll send you the correct files.

Overview videos have been created and are available on [YouTube](#). Script documentation is also [online](#). If you have any questions you can either use the [Unity forums](#) or email support@opsive.com.

We'd like to show off any games that you've finished using the starter pack— contact support@opsive.com for more details.

This package uses the third party package NGUI to display its GUI. More information about NGUI can be found inside the Infinite Runner/Third Party/NGUI folder.