**How to make a level**  
In $English/img/level[1..9] folder you can find 8 folders 1..8 and Background.jpg file.  
Background.jpg - it is a background for this group of levels.

$English/img/level[1..9] /[1..8] folder you can find 1..15.png and 3 config files: Config.txt Config2.txt Config3.txt.

These files are describing the level.

**Config.txt**

Parameters are separated by "|" symbol.  
First 2 parameters are not used (1200|90|).

Next 5 parameters are:

img/level1/1/1| - path to an image of i'th object, where i is number of object encoded (5 params for each object, 15 objects)

111| - width in pixels

97| - height in pixels

711.00| - position of left corner on gameplay map;

370.00| - position of top corner on gameplay map;  
img/level1/1/1\_1| - path to an image that describes this object (there are two types of level. First is find item by an image-description and second is form a word-description. So when first type of level, it uses this parameter, and when second time, it uses Config3.txt file).

**Config2.txt**  
Format is the same as for Config.txt but this config describes positions of selected items (when you find an object, item selects and flies from map)

**Config3.txt**

Parameters are separated by "|" symbol.  
i'th parameter is a text - the name of i'th object.

There is no images in $Russian folders because it uses same images as $English.

**Config files are not used in Runtime code** - there is a bug in Unity on some android phones when Resources.Load txt file returns null. So to remove this bug all config file are built-in to LevelsHolder.cs. You can change config files, but to make changes come true, you should uncomment code in LevelsHolder and run once LoadLevelsToOneFile () (before this, set string path to the value you need). But the best way is to change it directly in code.