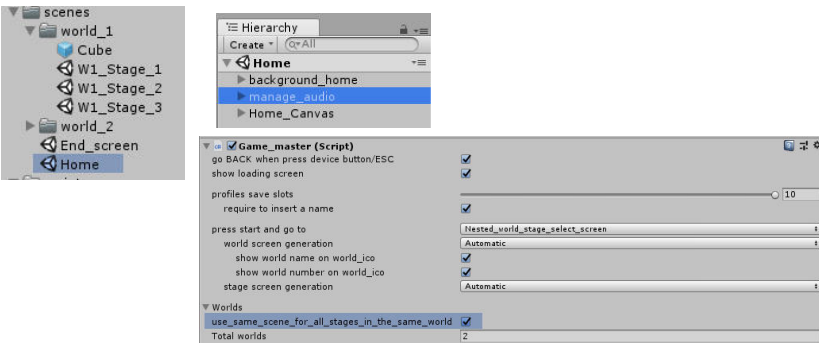
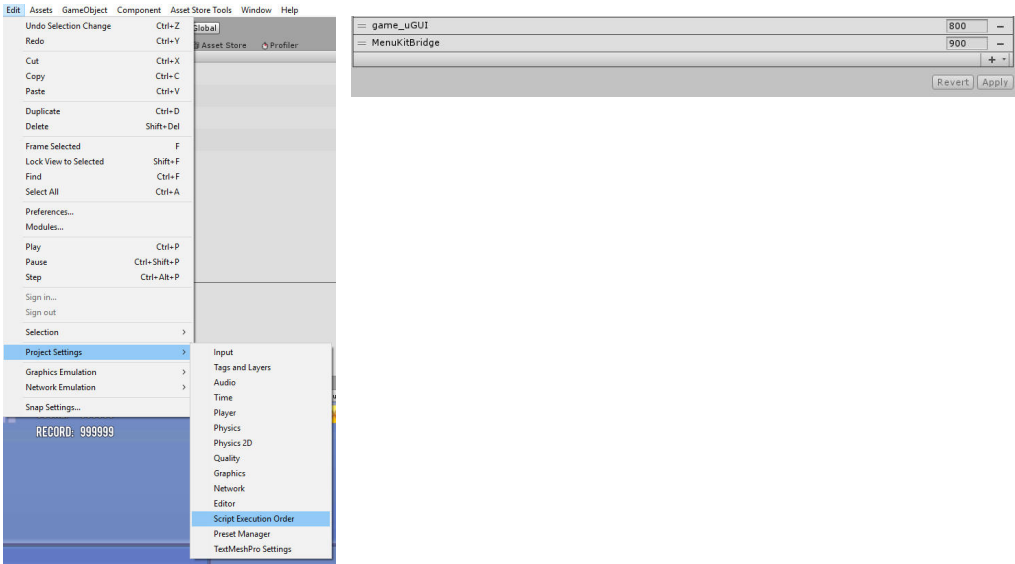


1- Open Home scene (mobile game menu kit > scenes > Home)
Select manage_audio, and in Game_master > World
set "use_same_scene_for_all_stages_in_the_same_wolrd" TRUE

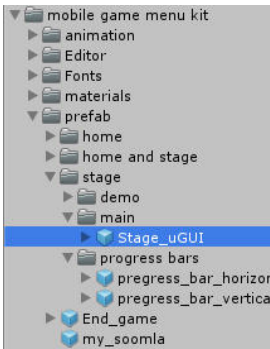
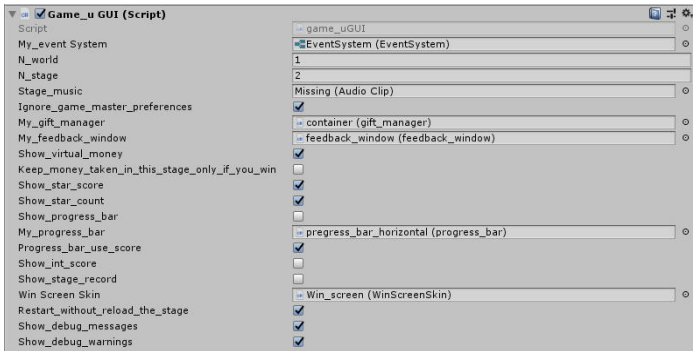


2- Open Script Execution Order (Edit > Project Settings > Open Script Execution Order)
and add MenuKitBridge under game_uGUI

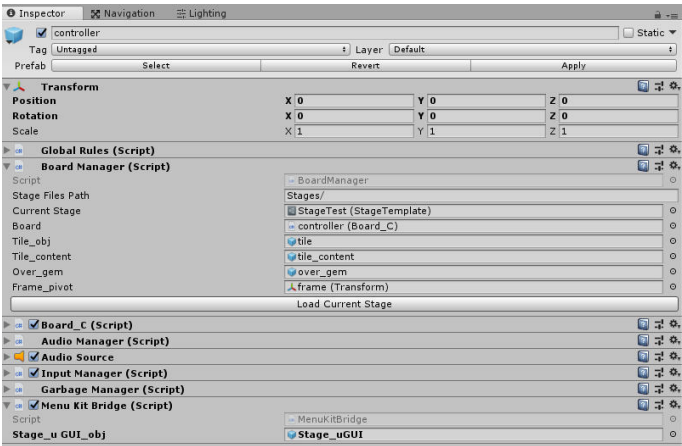


3- Duplicate the 3match (Ctrl+d) scene and rename it as "W1_Stage_1"
Then open that scene and add in in the Stage_uGUI prefab

Setup it like that:



Feed it into Menu Kit Bridge:



4- Open MenuKitBridge.cs and uncomment all the code (remove all "/*" and "*/")

5- In 3match > Resources > Stages
Be sure that all your stage files, follow this name format:
W1_Stage_1
W1_Stage_2
W1_Stage_3
...