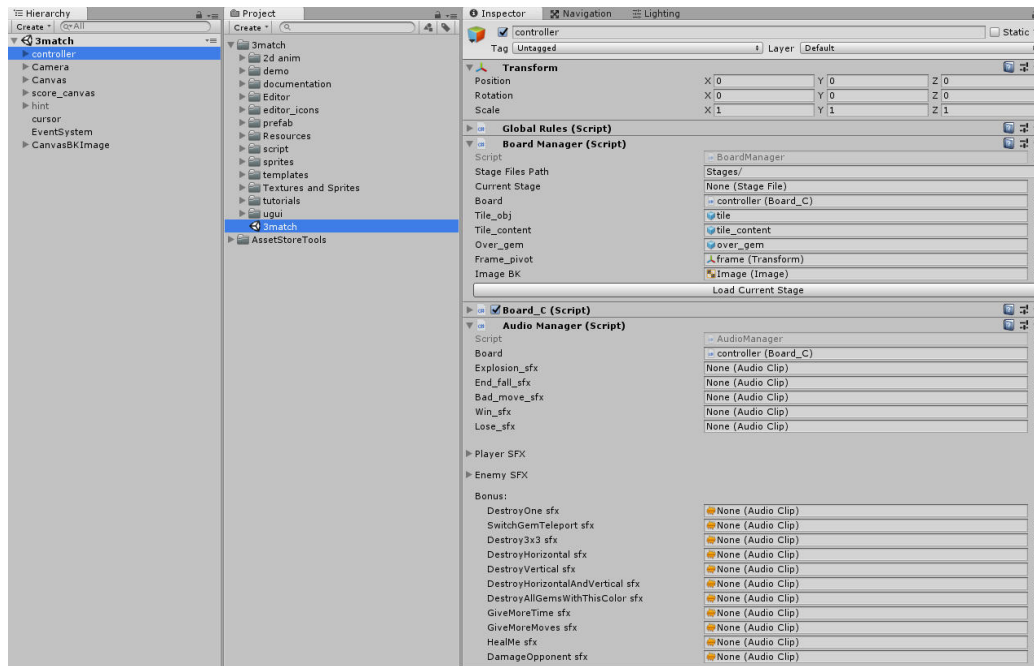
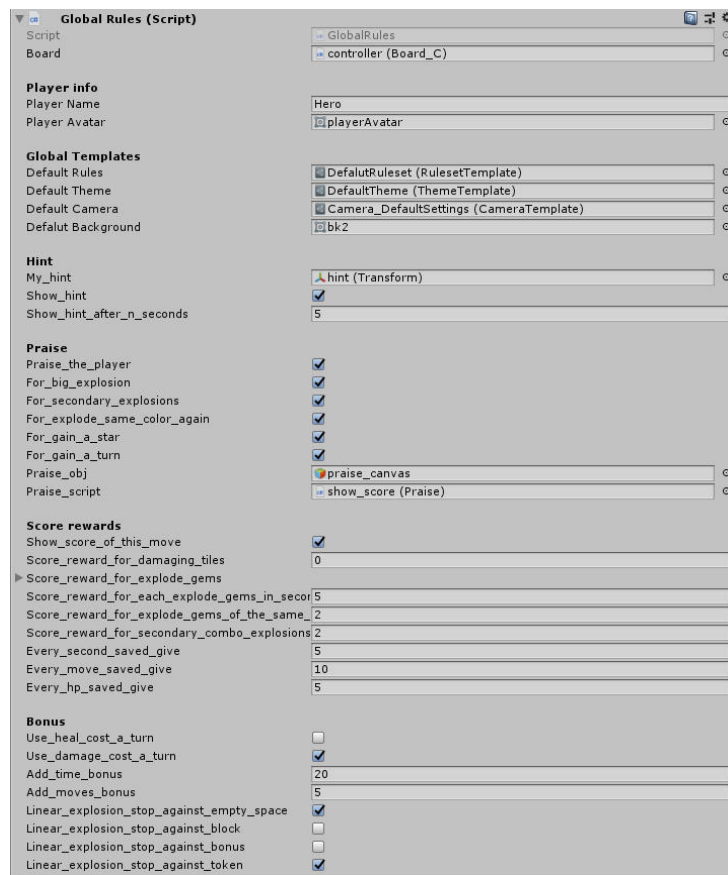


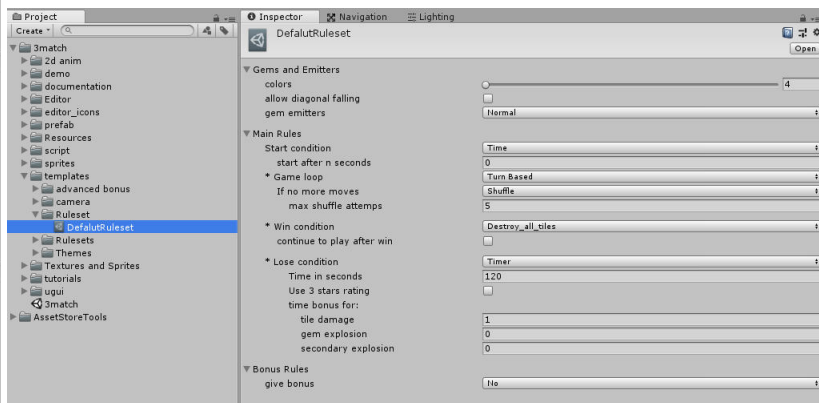
1- Place your audio clips in Audio Manager.  
You can leave as much empty slot as you like.



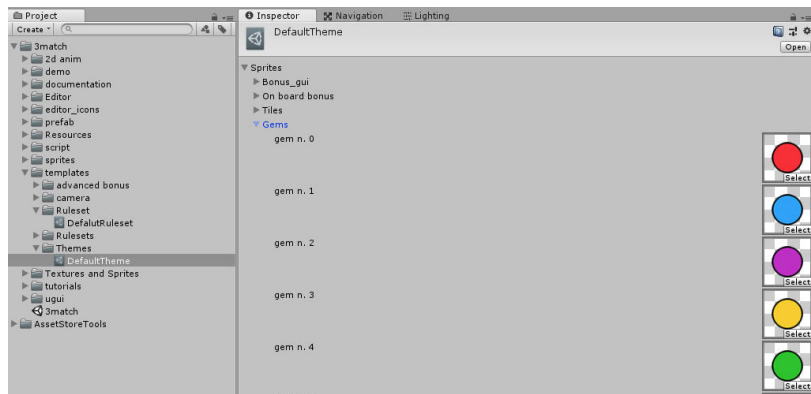
2- In Gloabal Rules you can setup the rules that will be used in all the stages



3- You can customize the default gamepaly rules here:

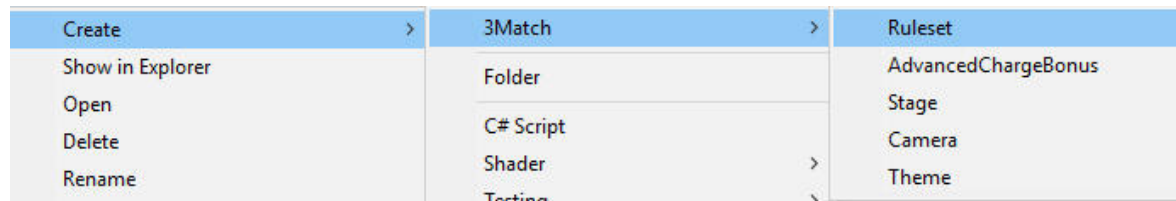


...and the theme here:



4- You can also have specific gameplay rules and theme for each stage

- Right-click in Project to create a new Ruleset/Theme/Camera file...



...and then use it to feed your stage file

