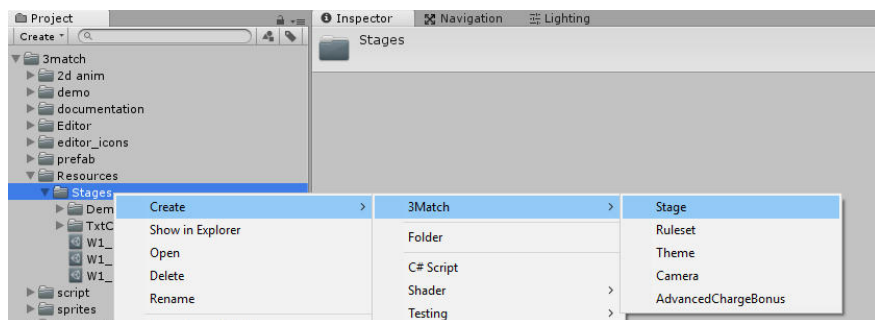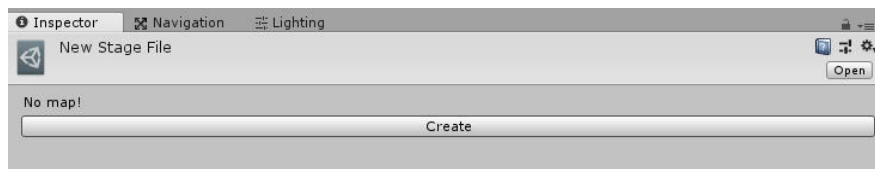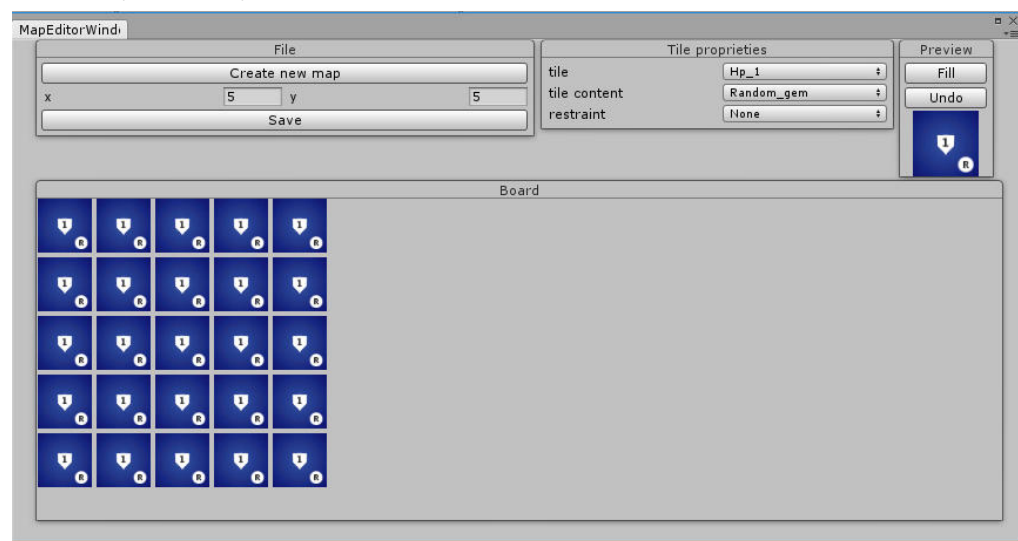1- Right-click in "Stage" folder and create a new Stage

2- A new empty stage file will be created.
Click on "Create" to open the map editor.

3- Decide your x and y sizes and click on "Create new map" to update the map size

4- Decide what elements you whan put in the board using the "Tile proprieties" menu

- The central number is the HP of the square tile.
It will lose one point each time a gem explode in that tile.
- The right-corner icon is the content of that tile
(in the example, a randon gem)
- The left-corner icon is the HP of the padlock that you can put on a gem.
It will block the gem movement until his HP will drop to zero

5- When you are satisfied of your tile proprieties showed in the preview,
you can draw them on the board simplic click over the squares
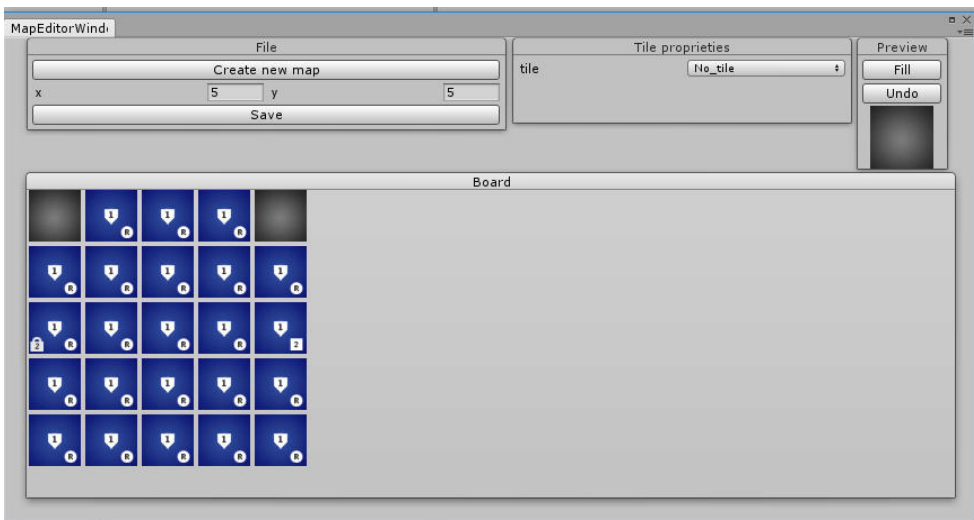
6- Click on "Save" and close the MapEditor window to complete your map

7- Now you can customize your stage further, feeding Rules,Theme,Background and Camera or leave them empty.
- Empty ones will use the preferences put in controller > Global rules
- insted Filled ones will ignore the preferences put in controller > Global rules
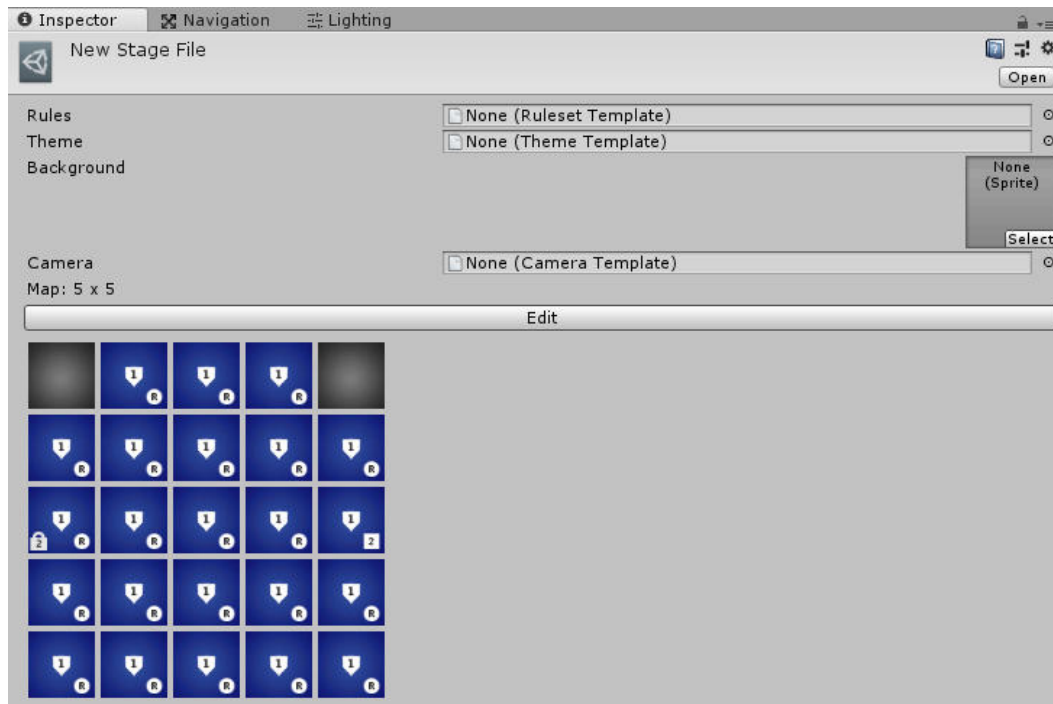
8- To test your new stage, open the "3match" unity scene,
and put your stage in controller > Board Manager > Current Stage
9- Press unity play button, then "Load Current Stage" button
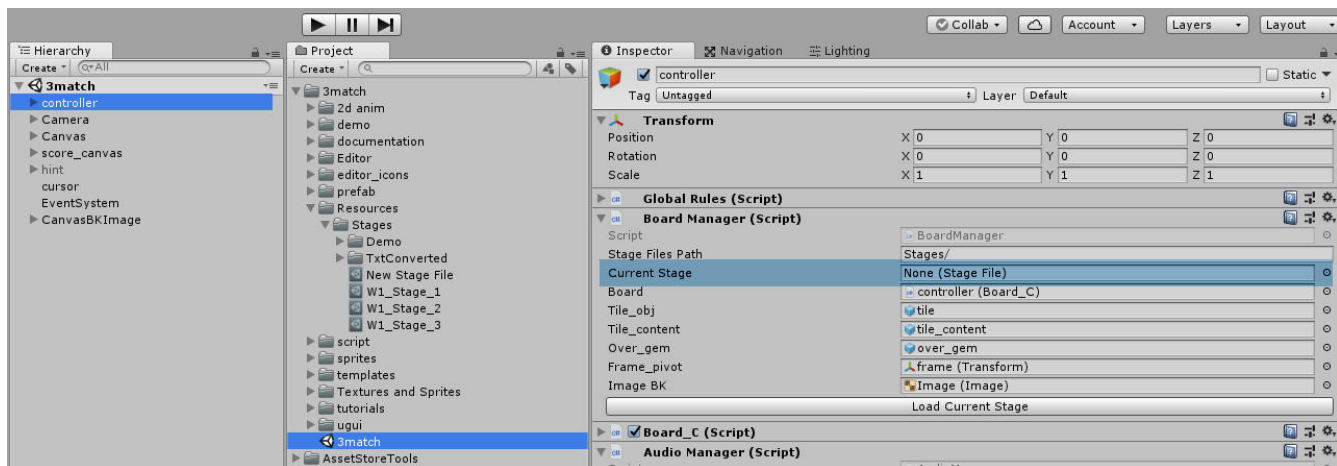
10- To call that stage in your game, use this function instead: BoardManager.LoadStage("name of your stage here")
- To see a pratical example of that, look at the gui buttons in the NewDemo unity scene