First of all.  
THANK YOU! :D for supporting us.

Ok now, a couple of things:  
1. **The TRAIL thing. How to use it.**

Is easy. Just use the "Trail" prefab to create a Instance, then make that Instance a child of the object that you want to have a trail. And that's all.

2. **Please use the "AnimHelper.cs" script attached to prefabs. If you don't want the animation to selfdestruct, set the "Selfdestruct\_in" parameter to 0 [zero].**

Have fun! :)