

A big **thank you** for purchasing our



We hope you find this kit useful to create a great game!

You can find the online documentation [here](#).

If you have any support questions, please contact us [here](#).

Please make sure to include your **invoice number**.

License

Candy Match 3 Kit can only be used under the standard Unity Asset Store End User License Agreement. A Copy of the Asset Store EULA is available [here](#).

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Please note that digital stores like the App Store or Google Play may reject your game if it contains very similar artwork to already published games. You may need to re-skin your game as appropriate.

Thank you for respecting our work.

Installation instructions

In order to install Candy Match 3 Kit, please follow these steps:

- Open Unity (you will need to use Unity 2017.1.1 or higher) and create a new project.
- Download and import the free [LeanTween](#) asset from the Asset Store into your project.
- Download and import the free [Full Serializer](#) library from GitHub into your project. You only need the *Assets/FullSerializer/Source* folder.
- Download and import the Candy Match 3 Kit asset into your project. If all goes well, you should not have any errors on the console. Make sure you have added all the scenes of the kit (located in the *CandyMatch3Kit/Scenes* folder) to your build settings. The first scene should be *HomeScene*.

You should now be able to run the game from the editor by opening the scene named *HomeScene* and clicking on the Play button. You can also generate new builds for your desired platforms.

You can find the complete, online documentation of the kit [here](#).

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