Update 1.3:

Tips:

For upgrading to pervious update, you can import Update1.3 in a new project and drag your cars and level prefabs from pervious update to new project.Please don't import Update 1.3 to update 1&1.2 project.

I used unity 5.4.2 64bbit for best mobile performance and baked lighting

Total scores is stored in PlayerPrefs.SetInt("Coins")

You can assign truck or bus backing up   alarm on CarAudio component

You can rebake scene with higher resolution or GI settings for better quality.

You can buy AmplifyColor effect from asset store and use it on your camera to achieve AAA looking game. You need activate amplify color from my SettingLoader script

For   easily setup car suspention, you can use this tutorial and EasySuspension script:

https://www.youtube.com/watch?v=xQcJAa6Ooa4

After importing my package, you need to make sure these tags added to tag manager: (doesn't needed on 5.4.1 +)

For setup new car,bus or truck, you can easily replace your car model with my default car model. You don't need to re assign scripts and setup settings again.

If you don't need gear changing animation, you can easily leave empty animator section of CarController.cs
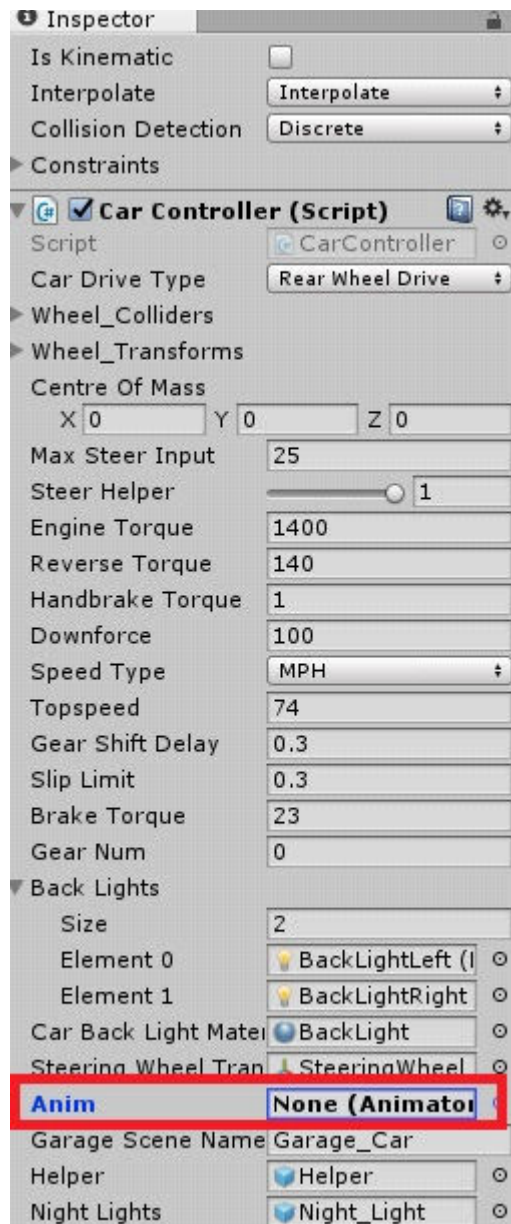
Package size is not build size. Build size with all of the used assets is around 57 mb with 10 scenes included and baked lightmaps. Don't wory!!!

I'm going to finish **Hill Climb Racing Template** clone and release it on Asset Store soon!!!