

### Village Interiors Kit

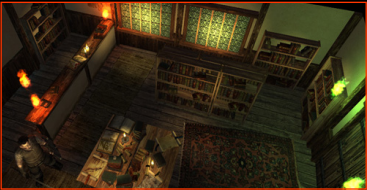
Asset Store

This modular kit is just what you have been waiting for to construct all the Medieval Village & Town Interiors for your Fantasy RPG games.

Houses, Magic Shop, General Store, Fish Monger, Warehouses, Basements, Churches, Thief's Hideout, Jails, Inns & Taverns, Libraries, City Hall, Crafting Hall, Auction House, Guild Halls, Barracks and many more possibilities. The package was designed for TopDown, FPS as well as 3rd person style game, both DeskTop and Mobile.  
 \*\* All screenshots taken from the 11 completed, ready to use, included demo scenes

Main Features:  
 With the 13 different wall texture sets you will be able to build a large variety of interiors with no two looking exactly the same. With 4 tileable wood and 4 stone floor textures the possibilities just keep on growing.  
 946 Meshes and 1005 Prefabs. To populate the interiors, the set comes loaded with all the props you would need.

Base props included are:  
 Barrels, big & small (empty, closed & open with 4 food types each), Baskets, 2 styles with two sizes each (closed & open with 4 food types each), Crates, big & small (empty, closed and open with 4 food types each), Pots, 4 styles & sizes (empty & 4 food types each) Cloth Sacks (closed & open with 4 food types each), shop counters (modular in 4 texture sets), Fireplaces - large selection preloaded fire particle effects, Food (12 types)  
 Furniture props included are:  
 Benches, pews, Bookshelves, 8 chairs types, cupboards, dressing tables(3) Wall mounted bookshelves, stools, tables (17), Mounted Horn trophies (10), bookstands, Wine racks (empty and populated), many beds



### Fantasy Treasure Loot Kit

Asset Store

This package is loaded with 284 Fantasy Treasure prefabs for your next adventure game.

Chests & Jewelry Boxes animated, sparkling particle effects on currency and scrolls.

12 Animated chests, 2 Animated jewelry boxes, 4 Barrels/2 Crates/4 Urns fixed and broken, 78 Rings, 70 Potions, 8 Amulets, 6 Books, 24 Scrolls, Money bags, Treasure packs, 2 Purses, 24 Gems, 4 Book stands, 2 Open able scroll cases, 4 Map scrolls, 2 Medic packs, Herb bag, Backpack, Platinum, Gold, Silver & Copper ingot, coin pile, coin heap, single coin, Lock pick.

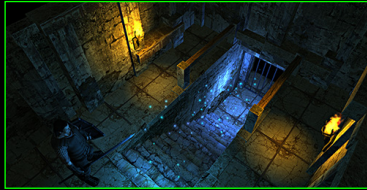
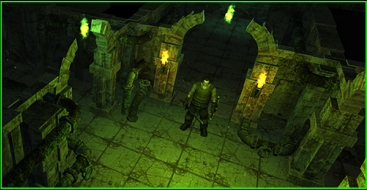


### Tile-A-Dungeon Sewer Kit

Asset Store

With the unique, large-tile system you will easily build large dungeons in no time.

1 x 2048 Atlas texture to lower draw-calls.  
 Mobile & Desktop All-in-One. Seamlessly blend with Unity Terrain.  
 For Top-Down & FPS game play. \*Demo level included for a Quick Start  
 28 - 6m x 6m tiles, 58 - 10m x 10m tiles, More than 818 Meshes, 990 Prefabs and 46 Particles effects to choose from. 11 Entrance & Exit tile designs.  
 Pipes, bridges, doorways, mushrooms, pillars, stairs, barrels, boxes, torches, candles, campsite items, furniture, pottery and many more ...



### Cave Adventure Kit

Asset Store

This handcrafted package is a complete environment pack to bring your First Person Adventure, Top-Down Hack 'n' Slash Role-Playing game to life.

217 Prefabs from 76 meshes  
 24 terrain textures with normals  
 All assets - 1024 & 512 textures  
 All Rock prefabs are loaded with 3 texture sets  
 Shadow - Moss - Frozen  
 10 Larger prefabs to get you going quick & easy



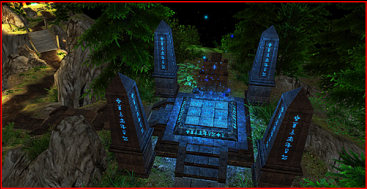
### Fast Travel Portal

Asset Store

With this modular kit you can build your game's point to point travel system.

Loaded with 138 prefabs and a teleport script.  
 Example setup included in demo scene.

Drag & drop the parts that you like to construct your own portal design, hit play, and watch the pulsating energy glyphs, rotating energy fields, swirling ruins and many more magical effects come to life.



### ARPG Top Down Camera

Asset Store

Developing an ARPG or classic Top Down RPG game, then this is the camera you need. Intuitive controls in action, that lets you enjoy the game and not fight the controls

Fully customizable Keyboard input - Fully Customizable via Inspector or Scripting  
 Move, Rotate, Tilt, Zoom view - Click-and-Hold mouse following - Rotation around target  
 Dynamic transparency effect on objects that lies between the camera and target  
 The angle the camera looks at the target can be modified on the fly  
 The camera automatically moves to desired location on start  
 Left and right click to move player to the desired location  
 Player will stop when it hits obstacles or if the slope is bigger than the character controller's slope limit.



### Tower Defense RTS Human Towers

Asset Store

High quality Fantasy Tower for your Tower Defense or Offensive and Defensive Towers in RTS games.

6 Tower types - 3 Upgrade stages each  
 3 Factions - 18 Towers per Faction, Destination Castle for TD games  
 One atlas texture per faction

Watch Tower - Cannon Tower, Ballista Tower, Mage Tower - Militia Tower - Command Tower

Ballista & Cannon Turrets separated for easy rotation.





# 3DForge



Developing 3D game assets for the Unity Asset Store

## FANTASY KINGDOM MOBILE

FKM 4 Seasons Pine Forest

Asset Store

A high quality, low polygon, Pine Forest Environment pack that includes Summer, Autumn, Spring & Winter assets. Use just a few assets for a toon type game style or build a rich detailed environment.

4 Day & 4 Night demo scenes used for screen shots and web demos are included and ready to use.

Each season reads off 1 x 4mb 1024 tga atlas texture for low draw calls.

301 Prefabs included in each season.

Season appropriate ground textures.

Trees, rocks, bridges, fences, flowers, logs, groundcover, mushrooms, signposts & lamps.

Particle effects included for that extra touch of magic are falling leaves, fireflies, insects, magical bursts and magical zones.

Meshes optimized for mobile devices.

BONUS!!! Winter comes with extra no snow texture sheet



PineForest - Autumn



PineForest - Winter



PineForest - Spring



PineForest - Summer