

Match 3 Kingdom

Baxter Games



A Complete Match 3 Project Plus Creator Panel
Minimal requirement: Unity 6

All rights to the source code are exclusively owned by Baxter Games.

Upon purchase, you are granted the right to use the code for developing and publishing your own games on various mobile platforms such as Google Play, the App Store, and others.

However, resale of the source code is strictly prohibited

this includes modified versions. Please note: **there is no license that permits reselling this code under any circumstances.**



Description

Match 3 Kingdom is a fully developed, high-quality match-3 game project, packed with exciting goals and a variety of obstacles to challenge players. It's designed to be **highly customizable** and incredibly **user-friendly**, making it easy to adapt for your own needs.

With your purchase, you'll receive a polished, professional-grade project backed by our years of experience in mobile game development. We understand that you're not just looking for a game—you want a flexible, easy-to-modify foundation that allows you to bring your unique vision to life effortlessly.

Match 3 Kingdom is your shortcut to building a standout match-3 game fast. Give it a try. We're proud to support your game development journey!
















How to play









Match three or more items of the same color to break target blocks, clear obstacles, and create powerful special items. Combine power-ups for even more efficient and exciting victories!

Features



-  Complete Match-3 Project
-  Ready for Launch
-  Dynamic Reskin System for Fast Customization
-  6 Vibrant Game Item Types
-  Gravity Control – Define Movement Direction on the Game Field
-  Multi-Field System – Create Sub-levels Within a Single Level
-  Built-In Panels: Leaderboard, Shop, Collection, and Campaign
-  Variety of Game Obstacles, including:
 - Two-Level Grass
 - Honey Blocks
 - Three-Level Boxes
 - Plate Cabinets
 - Potion Cabinets
 - Expanding Grass
 - Warp Portals
 - Mailboxes
 - Movable Targets (e.g., Eggs and Pots)
-  Advanced Smart Hint System
-  Fully Optimized for Mobile Devices
-  Integrated Coin Shop & Booster Shop
-  Online Leaderboard Functionality
-  Stunning Visual Effects
-  High-Quality Sound Effects
-  Exciting Combos & Chain Reactions

-  Creator Panel for Level and Content Management
-  IAP Center – Easily Integrate In-App Purchases
-  Easy to Reskin and Customize
-  Includes Sample Pre-Made Levels
-  Professionally Designed UI and Assets
-  Reliable Support & Documentation

Important Notice

You are **permitted to use this template exclusively for publishing** your own games on mobile platforms such as **Google Play, the App Store**, and similar stores.

Reselling or redistributing the source code is strictly prohibited, even if it has been modified or reskinned.

Reskin Recommendation

To avoid potential issues with Google Play (which may restrict apps that appear too similar), **we strongly recommend creating a unique reskin** of the game before publishing.

Support Policy

If you've purchased this project and need assistance, please **contact our support team via the email provided below:**

www.baxtermncl@gmail.com

When reaching out, make sure to **include your Order Number (invoice)** in the subject line for faster service.

We'll get back to you as soon as possible!

Third-Party Tools & Plugins Disclaimer

Please note:

- We **do not take responsibility** for the functionality of **free third-party plugins or external IDEs**.
- Any questions or issues related to those tools should be directed to their official developers.
- The **quality of our game templates is independent** of third-party software performance.

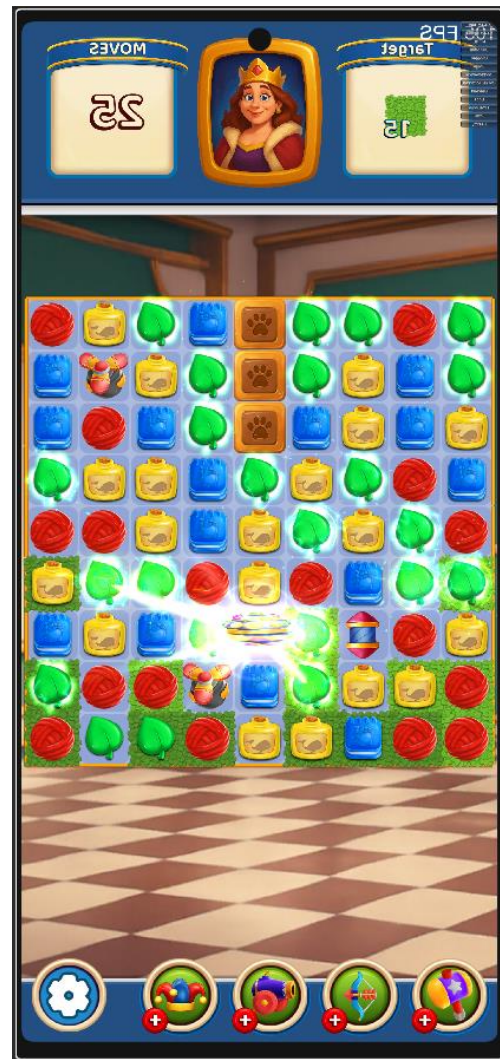
We occasionally include third-party plugins **at your request and completely free of charge**. If you don't wish to use them, you are free to replace them with your own preferred solutions.

We're happy to assist with the core project, but we **cannot provide in-depth training** on how to use every external plugin or tool.

Please consider your level of experience and the scope of the project realistically.

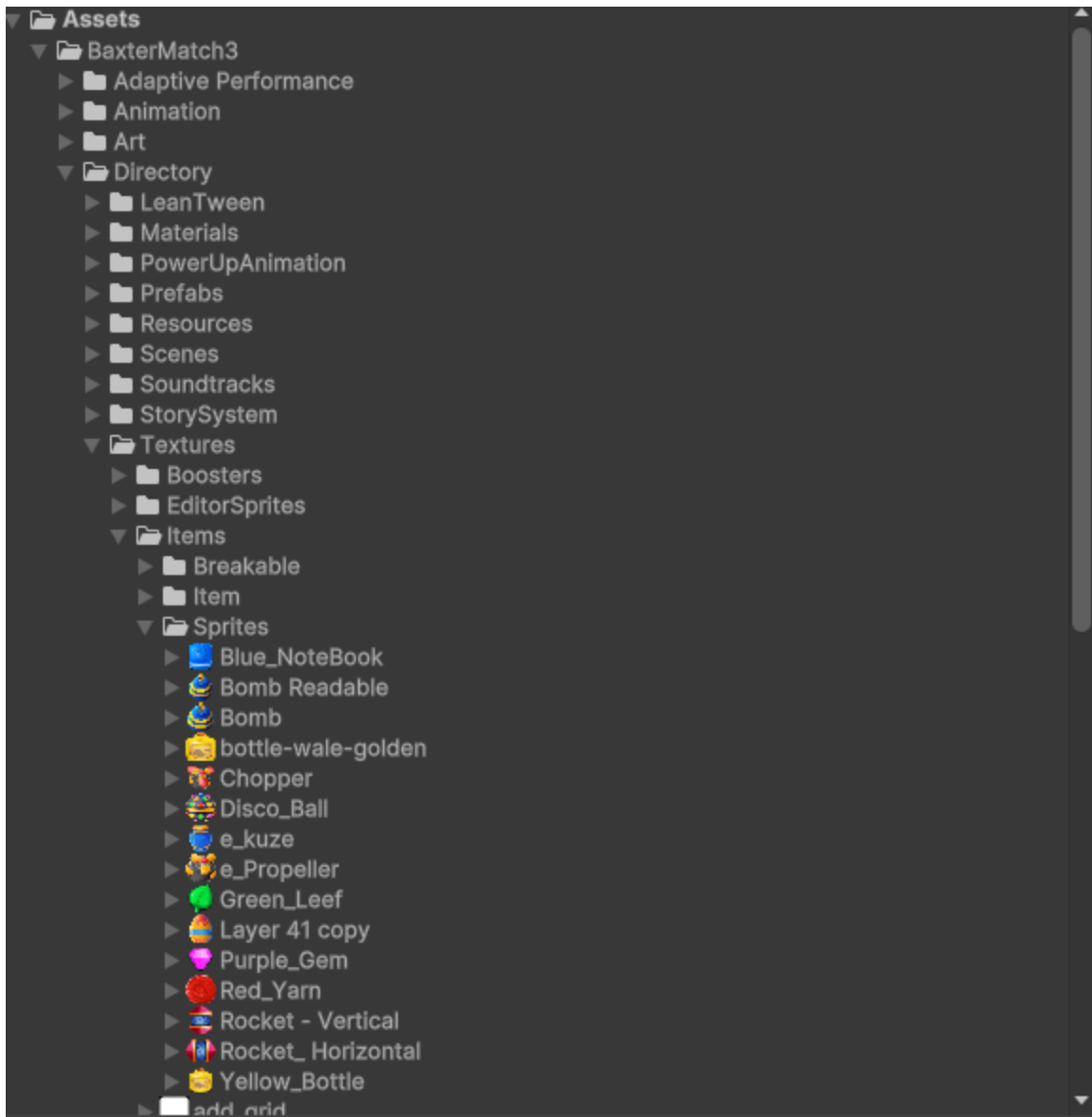
Thank you for your understanding and support!

Reskin the Project



Reskinning Made Simple

Customizing the game's visuals is quick and straightforward. There's no need to hunt down and replace the same image in multiple locations 😊. Just update the relevant files in the **"Textures"** folder, and your new artwork will automatically appear wherever it's used in the project. This streamlined setup saves time and makes the reskinning process efficient and hassle-free.



Steps to Reskin the Game:

1. **Open the project** in your development environment.
2. Navigate to: Assets → Directory → Textures
3. Replace all the artwork within the **Textures** folder to apply your new skin.

For example:

- Open the Textures folder

- Go to the `Items` subfolder (this includes all item images used in the game)
 - Replace the existing images with your own designs.
 - Continue this process for all subfolders within `Textures` to fully reskin the project.
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Important Notes:

- All your replacement images **must match the original size** exactly.
- Image files **must be in .PNG format** to ensure proper display and functionality in the game.

Following these guidelines ensures a smooth and error-free reskinning process.

Using the Creator Options

To access the **Creator Options**, click on the "**Match 3 Kingdom**" tab in the Unity toolbar. From the dropdown menu, you'll find both the **Creator Options** and **Documentation**.

Select **Creator Options** to access all the essential tools needed for building and customizing levels:

Panels Section

- Provides **quick access** to all in-game panels for easy management.
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Level Generator

- **Create, select, and modify levels** efficiently using the built-in level control tools.
- **Set target points** for 1-star, 2-star, and 3-star performance using customizable **star thresholds**.
- Define **level completion criteria** (either move limits or timers) with **Level Limit Settings**.
- **Restrict item colors** in each level with the **Item Color Count** setting.
- Access additional important settings under **Gameplay Flags**.

- Adjust the **level grid size and dimensions** in the **Level Size** panel.
- Complete your entire **level design workflow** directly within the **Editor Sections**.

Main Game Items

The game features **six types of basic items**, which serve as the foundation for level design. In addition to these, there are **two types of rockets**, **one chopper**, **one bomb**, and **one disco ball**. These powerful items can either be placed directly on the field or generated by combining specific sets of basic items during gameplay.

Players can also **combine power-ups** to create **exciting chain reactions**, adding a layer of strategic depth and visual flair to the experience.

Boosters



There are **four powerful boosters** available to help players overcome difficult levels. Boosters can be acquired using **in-game currency** or through **in-app purchases (IAP)**:

- **Cannon** – Fires a cannonball vertically, clearing an entire **column** of items.
- **Bow and Arrow** – Launches an arrow horizontally, clearing an entire **row**.
- **Hammer** – Smashes a single tile with a **royal hammer**, removing one selected item or obstacle.
- **Jester's Hat** – **Shuffles** all items on the board, offering a fresh chance to create matches and combos.

These tools give players strategic options and increase the chances of success in tougher scenarios.

Targets



Your level design toolkit includes a variety of **engaging and visually distinct targets**, such as:

- **Multi-layered Boxes** (up to 3 layers)
- **Grass Tiles** (up to 2 layers)
- **Growing Grass** (expands over time)
- **Falling Eggs**
- **Layered Pots** (2 layers)
- **Unbreakable Obstacles**
- **Plate Cabinets**
- **Potion Cabinets** (with multiple layers)
- **Mailboxes**
- **Honey Blocks**

These targets provide both challenge and variety, enriching the player's experience across different levels.

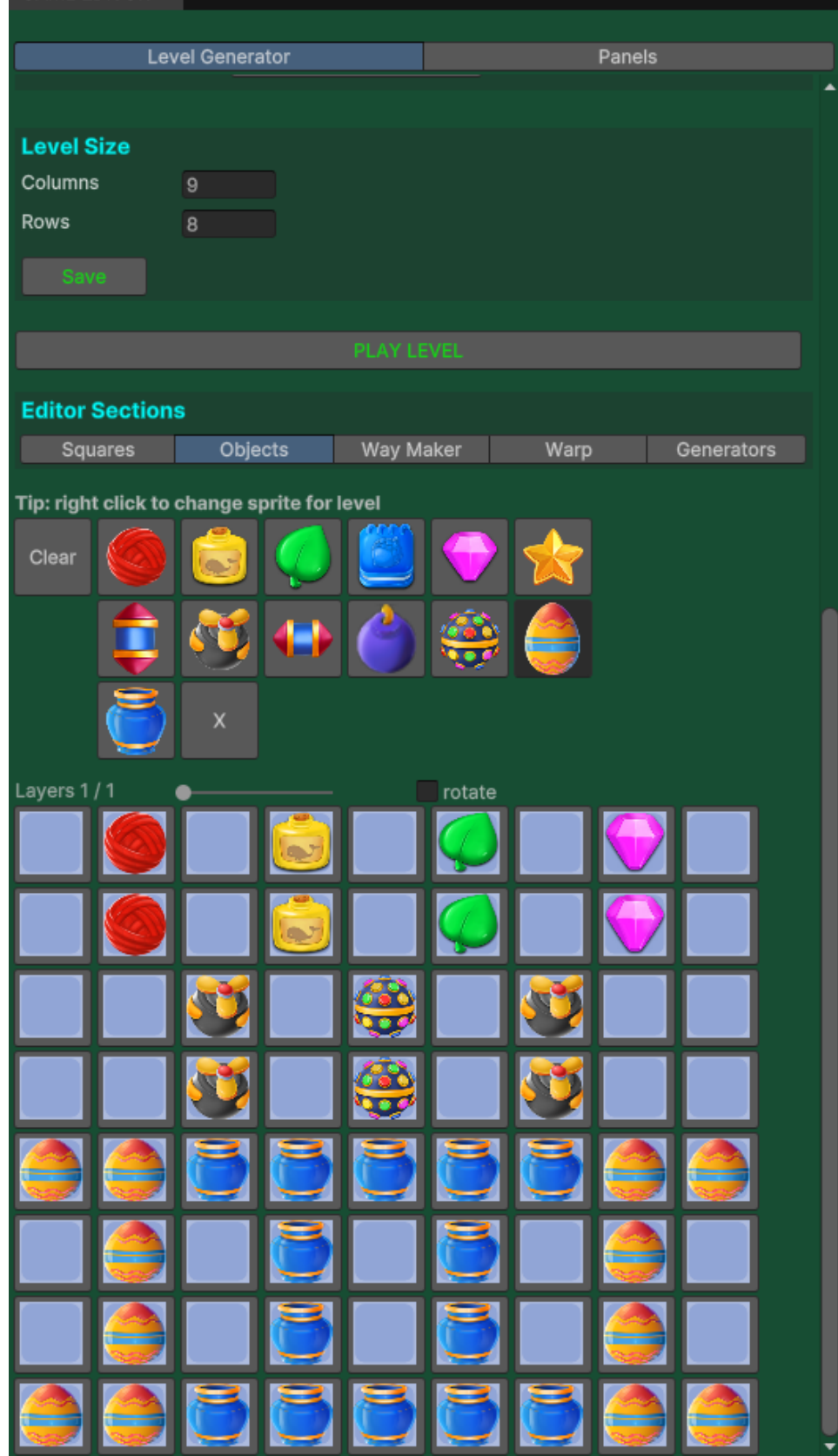
Customization and Expansion

The system is designed to be **modular and expandable**. New items, boosters, and target types can be introduced at any time to support fresh mechanics and level goals, ensuring creative flexibility and long-term player engagement.

Item Combinations

Players can create powerful items by combining **same-colored basic items** in specific patterns:

- **Chopper** – Created by matching **4 items in a square** formation.
- **Rocket** – Created by matching **4 items in a straight line** (either vertically or horizontally).
- **Bomb** – Created by matching **5 items in an L or T shape**.
- **Disco Ball** – Created by matching **5 items in a straight line** (horizontal or vertical).



These combinations add strategic options and variety to core gameplay.

Power-Up Combinations

Combining power-ups leads to **unique and powerful effects**:

- **Disco Ball + Disco Ball** – Destroys **all items** on the game board.
- **Rocket + Rocket** – Clears both a **horizontal and vertical row**, forming a cross-shaped blast.
- **Bomb + Bomb** – Causes a **massive explosion**, clearing a **much larger area** than a single bomb.
- **Rocket + Bomb** – Triggers a **triple-row and triple-column explosion**, devastating a wide area.
- **Chopper + Any Power-Up** – The chopper **carries the combined power-up** to the area with the **most targets** and activates it there.
- **Disco Ball + Any Power-Up** – The disco ball transforms **all items of the most common type** on the board into the selected power-up and **activates them simultaneously**.

These combinations encourage experimentation and reward players for advanced matching strategies.

More Information

You are allowed to publish a game using the included art assets; however, please be aware that some of the artwork may contain watermarks. **It's strongly recommended to reskin** these assets before releasing your game. Additionally, please note that games using original artwork from this template may face issues on platforms like Google Play or the App Store, as similar assets have already been used in games published by the Baxter Games team. To avoid rejection or removal, customizing the visual content is highly advised.

We are committed to providing timely support to our customers, including on weekends and holidays. Our average response time is typically **within 24 hours**. If you haven't received a reply within that time frame, it may be due to a communication issue. In that case, we recommend reaching out again or leaving a comment on the project page to ensure your request is seen.

We value your experience and are here to help. Your satisfaction is important to us, and we'll do our best to assist you as quickly as possible.

Credits

Match 3 Kingdom Source Code was made Baxter Games Team