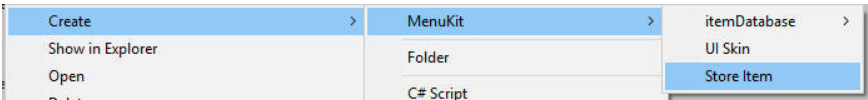


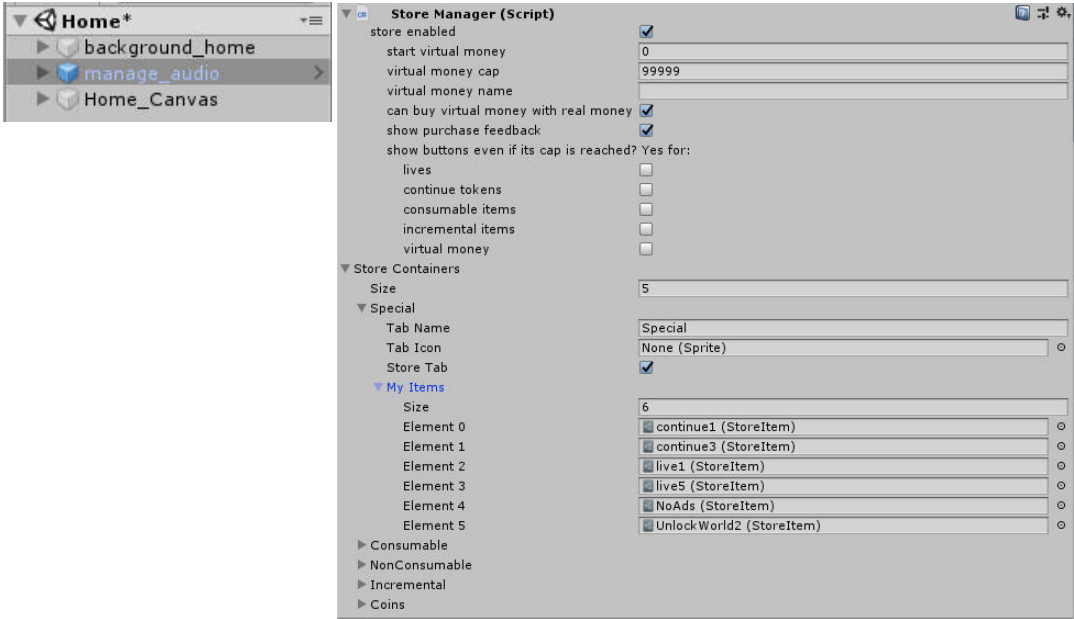
1- Create a store item



2- Decide type, quantity, price and availability

Item Type	New Live	
name	Lives	
description	get 5 lives	
currency	Game Coin	
price	400	
quantity	5	
Available from:	world	
stage	0	0

3- in Home scene > manage_audio enable Store Manager



4- Click and drag your store items in the store containers. You can have as much container as you like an rename them as you want. Each container will be show as a tab in the store page



WARNING: if you use custom consumables, non consumables or incremental item,
You must have these items in the ItemDatabase (see ItemDatabase.pdf)