

# ARCADE: MEGA PACK

Hello, thank you for getting this asset. You are able to use this asset in commercial and non-commercial projects. No attribution is required. These are some important details of the asset:

- In this pack you will find the prefabs with and without colliders. The colliders and rigidbodies have default values; change them until you get the desired results.
- For mobile games, I recommend to disable realtime shadows, and use either baked or 'fake' shadows instead.
- I included a PostProcessing profile so you can get the results shown on screenshots. Import it from: Window > Package Manager > Post Processing > Install

If you liked this asset, please consider leaving a review, and again, thank you for trusting on my work :)

Best regards, Mena.

## REMINDER:

Now that you got this asset, you will get (at least) 3 new vehicles every month. These updates arrive in the first week of the month. Remember to download the last version of this asset in order to get the latest added vehicles!.

For any question or trouble, please contact me:

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