

After you updated the vmod & ext – run the vsav.

After it opens – hit the inventory button.

The inventory shows the level your game pieces are at and all the pieces (including overlays).

You can use the right click menu on game pieces displayed in the inventory.

Using the right function via inventory makes things very easy (hopefully) to manage and change levels.

To change a game piece's level – access the piece's right click menu or select the piece and hit Ctrl + Alt + L.

You can experiment by using the inventory and moving the dynamite that is next to the bear/buffalo on the 2nd floor and move it downstairs.

The buttons at the top of the map board (ground, foliage, etc) are filters. When you select a button - only that level game pieces will show (overlay, characters, etc).

Hit the ground button – now you see all the pieces on the ground floor and the moved dynamite.

To restore things back to normal – hit the reset button and that will turn all the filters off.

I would get in the habitat after using any filter to hit the reset.

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