

Thank you for purchasing my asset pack! If you have any questions or need assistance, feel free to contact me at [majericmatic@gmail.com](mailto:majericmatic@gmail.com)  
Your feedback and reviews are greatly appreciated.

To configure the ads, follow these steps:

1. Open the AdsManager object and enter your Android and iOS game IDs.
2. For interstitial, rewarded, and banner ads, input the corresponding Unit IDs.
3. If you want to disable ads, uncheck the "Enable Ads" option on the AdsManager GameObject.
4. If you wish to disable the banner ads specifically, go to the BannerAds GameObject and uncheck the "Enable Banner Ad" option.
5. In the GameManager GameObject, set the Android and iOS URLs for your app or Play Store. This is used for rate and share functionality.
6. On the Interstitial GameObject, configure the number of restarts required to play an interstitial ad.
7. If you want to enable the NOADS functionality, modify the noAdsProductId in the IAPManager script.

To add your own obstacles, follow these steps:

1. Place your prefabs in the ObstacleSpawner script, which is located under the SpawnManager GameObject.
2. Ensure that the transforms of the parent prefab are all set to 0.

Thank you for using my asset pack! If you have any further questions or need additional assistance, don't hesitate to reach out.

Check out my other assets: <https://assetstore.unity.com/publishers/80827>