1. **Air Jet Fighter — Unity 3D Action Game Source Code (Distributed via multiple third-party resellers; no single canonical Asset Store listing)**
   a. https://www.dovemobi.com/marketplace/app-detail/air-jet-fighter--unity-3d-action-game-source-code
   b. **Price:** varies by reseller — **typical range $300, $700, $1200** (example snapshots across resellers show discounts and different license tiers).
   c. **Title / genre:** Air Jet Fighter — 3D Action / Dogfight (mobile-ready Unity source template). **Client engine & version:** Unity — listing shows **Unity 2020.3.22f1** as the target version (may require migration for newer Unity LTS versions).
   d. **Client-side language:** C# (Unity scripts), plus Unity prefabs, scenes, shaders, audio & asset folders.
   e. **Server-side language:** Not specified on reseller listings (some docs mention server/DB **examples** but no full server package included).
   f. **Key features (advertised):** 20+ fighter jets, 15+ missiles/anti-missiles, immersive dogfight system, cinematic kill camera, VFX, multiple 360° environments (city/desert/mountain), mobile-friendly controls, call-in air support, ad/monetization integration.
   g. **Included files (typical):** `.cs` scripts, prefabs, scenes, art/audio assets, possible native plugin files (.aar/.so/.framework) depending on seller package.
   h. **Last update (example listing): Feb 9, 2022** (buyers should confirm on the seller page).
   i. **License / distribution notes:** Sold through resellers — license terms & permitted uses vary by seller (single-app vs multi-app vs white-label). **Verify EULA** before purchasing/reselling.
   j. **Support & quality indicators:** Limited public reviews on many reseller pages; buyer should request a working demo APK/iOS build and list of included 3rd-party plugins/SDK versions before purchase.
   k. **How to reskin / setup (advertised):** open in Unity, replace graphics/audio in resource folders (keep names/sizes per seller advice), replace Ad IDs in AdManager, build for target platform.
   l. **Store / code link (examples):** commonly found on third-party code resellers (AnySourceCode, Dovemobi, SellAnyCode, SellUnitySourceCode). Prices and exact package contents vary by seller — confirm the specific seller page before buying.

2. **Alliance of Heroes - Legendary Warriors (Action RPG / PvP + MOBA Unity project — source/demo package described by seller)**
   a. https://www.dovemobi.com/marketplace/app-detail/alliance-of-heroes---legendary-warriors
   b. **Price:** $650, $1300, $3000
   c. **Title / genre:** Alliance of Heroes — Action RPG (PvP) / MOBA multiplayer.
   d. **Client engine & version:** Unity — **Unity 2018** (listed).
   e. **Client-side language:** C# (Unity scripts), Unity prefabs/scenes, 2D art assets.
   f. **Server-side / networking: Firebase Realtime Database** (BaaS) for data + **Photon PUN** for multiplayer networking. No separate server-side language/package explicitly listed.
   g. **Key features (advertised):**
      i. Campaign mode: level progression to earn gold, gems, materials.
      ii. Collect & upgrade heroes and skill trees.
      iii. Equipment crafting from collected materials.
      iv. Arena PvP 1v1 (matchmaking by level/rank).
      v. MOBA mode 2v2 (leveling during match, towers, choose final skill).
      vi. Team Mode 1v1 (each player fields 3 heroes vs opponent's 3).
      vii. Uses Firebase Realtime DB and Photon PUN.
      viii. Built for Unity 2018; includes Unity reward ads integration.
      ix. Demo APK available (seller mentions a demo link).
   h. **Included / advertised package contents:**
      i. Unity project (Unity 2018) with source C# scripts.
      ii. Demo APK link (seller claims).
      iii. Documentation in an attached `.zip`.

- iv. 2D graphic assets intended to be easy to reskin.
- v. Ad integration (Unity Rewarded Ads).
- vi. Firebase / Photon configuration examples in project.
- i. **How to setup & reskin (advertised):**
    - i. "Simple and Easy!" — replace 2D graphics, update ad IDs, follow docs in attached zip. Doc purportedly guides reskin and setup.
- j. **Ratings / support indicators:**
    - i. Listing shows placeholders like "rating (At least 3 ratings required)" and "Comments (2)" — indicates **few public ratings/reviews**, so public feedback is limited.
    - ii. No explicit last-update or support SLA mentioned in the provided text.
- k. **Risks / things to verify before buying or publishing:**
    - i. **Confirm price & license** (single-app, multi-app, white-label, and commercial/resale rights).
    - ii. **Request / test demo APK** on target devices to check gameplay & stability.
    - iii. **Ask for exact SDK versions**: Firebase SDK version, Photon PUN version, Unity Ads plugin version — older SDKs may need upgrading for current stores.
    - iv. **Unity version migration:** project targets Unity 2018 — migrating to a newer LTS (2020/2021/2022+) may require fixes (shaders, API changes, plugin rebuilds).
    - v. **Multiplayer considerations:** Photon PUN is client-hosted — confirm whether authoritative server logic is needed for cheating prevention; check Firebase rules/security for saved data.
    - vi. **Ad & IAP handling:** verify there are no hardcoded ad/analytics keys and that ad placements comply with store policies.
    - vii. **Performance & network costs:** test on real devices and estimate server/BaaS costs for expected MAU (Firebase/Photon usage can incur recurring costs).
    - viii. **Documentation & code quality:** open docs and skim code to ensure maintainability and that required assets/plugins are included (e.g., .aar/.so or native libs).

3. **Cat Simulator Online (Online 3D cat life-simulator / RPG by Turbo Rocket Games — mobile / PC builds available)**
    - a. https://chupamobiles.com/product/cat-simulator-online/
    - b. **Price:** $150
    - c. **Title / genre:** Cat Sim Online — 3D RPG / Life Simulator / Multiplayer (cat simulator, clans, PvE/PvP).
    - d. **Client engine & version: Not specified** on official store pages. (Store pages do **not** list the game engine; Turbo Rocket Games often uses Unity for similar titles but this is unconfirmed.)
    - e. **Client-side language: Not specified** on store pages (typical commercial mobile builds use C#/Unity or native Android/Objective-C/Swift — but the store does not disclose source language).
    - f. **Server-side / networking:** Online multiplayer with clans, leaderboards and match/party functionality — **server technology not disclosed** on the store listing. (Multiplayer features are advertised but no server stack/SDK details are provided.)
    - g. **Key features (as advertised):**
        - i. Raise a family of cats: customize name, gender, fur color, clothes; breed kittens and build a family tree.
        - ii. Unlock cat breeds with coins earned by leveling up while exploring the world; pregnancy / birthing mechanics.
        - iii. 3D open world exploration (city → countryside) with simulated weather and map/navigation.
        - iv. Combat: battle dangerous enemies (PvE) and earn fighting achievements.
        - v. Online multiplayer: play with friends, form clans, join Clan Wars and use online leaderboards.

h. **Included / distributed package:** Consumer app (installed from Google Play / App Store / Amazon / PC portals). **Not** a source-code or template package — you get the compiled app for end users, not the game source.

i. **Versions / updates / availability:**

    i. Official Google Play listing: **Updated Aug 8, 2025**; available on Android and Windows (Play store shows Android + Windows build).

    ii. APK mirrors (version history) show continuous updates — e.g., versions dated Aug 7–8, 2024 and Aug 8, 2025 in APKPure history.

    iii. Also listed on Apple App Store and Amazon Appstore.

j. **Ratings / usage metrics (store snapshots):**

    i. **Google Playrating:** 4.4 stars (verified).

    ii. **Reviews:** ~216K reviews on Google Play.

    iii. **Installs:** 10M+ installs (Google Play).

k. **Developer & support contact:**

    i. Developer: **Turbo Rocket Games LLC**. Support email: **support@turborocketgames.com** (listed on Play store).

l. **Data / privacy notes (from Google Play listing):**

    i. The app may collect / share data types including Location, Messages, Device IDs, and other personal info; data is reported as encrypted in transit and deletable on request (see store details). Review the Play Store "Data safety" section for specifics.

4. **Clash of Lords - Battle Royale Multiplayer**

    a. https://www.dovemobi.com/marketplace/app-detail/clash-of-lords---battle-royale-multiplayer-online

    b. **Price:** $1000, $3000, $5000+

    c. **Title / genre:** Clash of Lords — Strategy / Card Battle / Multiplayer.

    d. **Client engine & version:** Unity (version not specified).

    e. **Client-side language:** C# (Unity scripts).

    f. **Server-side / networking:** Photon (PUN) for multiplayer — no dedicated server code listed.

    g. **Key features (short):** Collect & upgrade cards/heroes, 1v1 & 2v2 modes, clan/guild system, ranking, quests, spin rewards, tutorial, chat, IAP, Unity Ads & AdMob, FB/Google login.

    h. **Demo:** Seller mentions a demo APK link.

    i. **Notes / checks before buying:** confirm license & price, request demo APK, ask which Photon/Firebase/Ad SDK versions are included, and verify Unity version for compatibility.

5. **Craft Iron Super Hero Game**

    a. https://www.dovemobi.com/marketplace/app-detail/craft-iron-super-hero-game

    b. **Price:** $5000

    c. **Title / genre:** Craft Iron Super Hero — Strategy / Clash / Arena.

    d. **Client engine & version:** Not specified.

    e. **Client-side language:** Not specified.

    f. **Key features (short):** collectible superheroes, coins/IAP economy, pet & mount system, deck building, arena battles, tower defense-style duels, pixel/"Minecraft-style" skins.

    g. **Setup / reskin notes:** Seller claims "READY2USE" with white-glove setup (project manager assists); reskin may be unnecessary.

    h. **Notes / checks before buying:** confirm license & price, request demo APK or working build, ask which engine/Unity version and which SDKs (ads/IAP/analytics) are included, verify source access and support SLA.

6. **Kingdom Rush — Tower Defense Source Template (Mobile tower-defense source/demo package — resold on third-party marketplaces such as Dovemobi)**

    a. https://www.dovemobi.com/marketplace/app-detail/kingdom-rush

    b. **Price:** $600, $1200, $2750

    c. **Title / genre:** Kingdom Rush — Tower Defense / Action Fantasy.

    d. **Client engine & version:** Not specified (packaged for Android & iOS; likely a Unity-based template but confirm with seller).

    e. **Client-side language:** Not specified (commonly C# if Unity; otherwise confirm).

    f. **Server-side / networking:** Not specified (single-player/tower defense; no online server implied).

    g. **Key features (short):**
        i. Multiple maps (forest, mountain, wasteland) and tower types.
        ii. 8 tower upgrade specializations, 18+ tower abilities, varied enemy types & boss fights.
        iii. Heroes, recruitable troops, in-game encyclopedia, achievements, extra game modes.
        iv. IAP & ad-ready, optimized for Android phones & tablets.

    h. **Setup / reskin notes (short):**
        i. Advertised as "easy reskin" — seller asks buyers to contact for a testing APK.
        ii. Expect to replace art/audio, configure IAP/ad IDs, and rebuild for target platforms.

7. **Match 3 Kingdoms Puzzle RPG Strategy Games (Match-3 + RPG / Three Kingdoms strategy mobile game — ready-to-use package)**

    a. https://www.dovemobi.com/marketplace/app-detail/match-3-kingdoms-puzzle-rpg-strategy-games

    b. **Price:** $1 (Maybe not, must be confirmed when discuss with the seller)

    c. **Title / genre:** Match 3 Kingdoms — Match-3 Puzzle + RPG / Strategy (Three Kingdoms theme, PvP & social).

    d. **Client engine & version: Not specified** (seller text doesn't list engine; commonly Unity but confirm with seller).

    e. **Client-side language: Not specified** (likely C# if Unity; confirm).

    f. **Server-side / networking: Not specified** — game advertises PvP and alliances so a server/backend (or third-party service) is required; ask seller which service (Photon, Firebase, custom) is used.

    g. **Key features (short):**
        i. Match-3 combat directing heroes on the battlefield.
        ii. 150+ Three Kingdoms generals to summon/upgrade.
        iii. 3D historical maps (Guan Du, Chi Bi, etc).
        iv. City building, equipment (50+ items), hero progression.
        v. PvP (rankings), alliances/guilds, daily gifts, special events/quizzes.
        vi. FREE to download as consumer game (package marketed as ready-to-use).

8. **Stick War Legacy Fan Android Mobile Games (Action RPG / Strategy — source/demo Unity project)**

    a. https://www.dovemobi.com/marketplace/app-detail/stick-war-legacy-fan

    b. **Price:** $3500

    c. **Title / genre:** Stick War Legacy Fan — Action RPG / Online Battle Arena (PvP) + Offline story mode.

    d. **Client engine & version:** Unity **2019.1.14f1** (listed).

    e. **Client-side language:** Likely C# (Unity scripts) — not explicitly stated.

    f. **Server-side / networking:** Not specified (advertises online PvP and global leaderboards — confirm whether it uses Photon, Firebase, or custom servers).

    g. **Key features (short):**
        i. Talent system with skill trees.
        ii. Offline RPG story mode (100+ levels).
        iii. Online Battle Arena PvP and global leaderboards.
        iv. 100+ key missions + daily missions.
        v. Stunning graphics, sound effects, hack-and-shoot mechanics.

9. **Stickman Wars Ghost 2 Galazy (Action RPG + Tower Strategy hybrid — Unity project, Android & iOS)**

    a. https://www.dovemobi.com/marketplace/app-detail/stickman-wars-ghost-2-galazy

b. **Price:** $2000
c. **Title / genre:** Stickman Wars Ghost 2 Galaxy — Action RPG + Strategy / Tower Defense Hybrid.
d. **Client engine & version:** Unity **2019.1.14f1** (listed).
e. **Client-side language:** Likely C# (Unity standard).
f. **Server-side / networking:** Not specified (has online PvP & leaderboards, so backend service required — confirm if Photon, Firebase, or custom).
g. **Key features (short):**
    i. Shadow stickman action RPG with talent system & skill trees.
    ii. Offline story mode with 100+ levels, missions & daily quests.
    iii. Online PvP battle arena + global leaderboard.
    iv. Stunning graphics, hack & shoot gameplay, sound effects.
    v. Tower Crush-style strategy mode: build towers up to 6 floors, upgrade with weapons, add heroes & special powers.
    vi. In-App Purchases + ad network integration.
    vii. Available for both Android & iOS.

10. **War of China Kings Android Mobile Games**
    a. https://www.dovemobi.com/marketplace/app-detail/war-of-china-kings
    b. **Price:** $2000
    c. **Title / genre:** War of China Kings — Strategy / Action / Dynasty Brawl.
    d. **Client engine & version: cocos2dx** (cross-platform 2D/3D game engine).
    e. **Client-side language:** Likely **C++ / Lua / JavaScript** (depending on cocos2dx build — confirm with seller).
    f. **Server-side / networking:** Not specified (appears primarily single-player strategy with upgrade systems).
    g. **Key features (short):**
        i. Command as a general in historic Chinese war-inspired battles.
        ii. Strategy-driven gameplay: upgrade troop barracks, combine heroes, plan skills & tactics.
        iii. Build troops to defend, attack, and conquer enemies.
        iv. Supports **Android & iOS** devices.
        v. **In-App Purchases available** for monetization.
        vi. Free-to-play model when published.