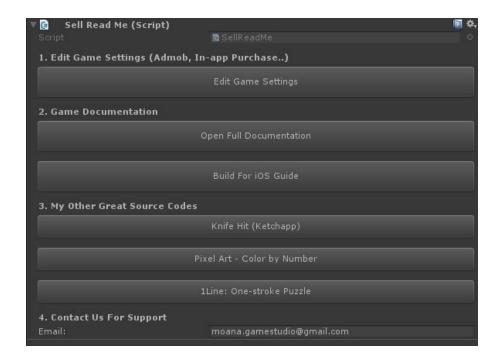
Sudoku Documentation (v1.0)

1. Requirement

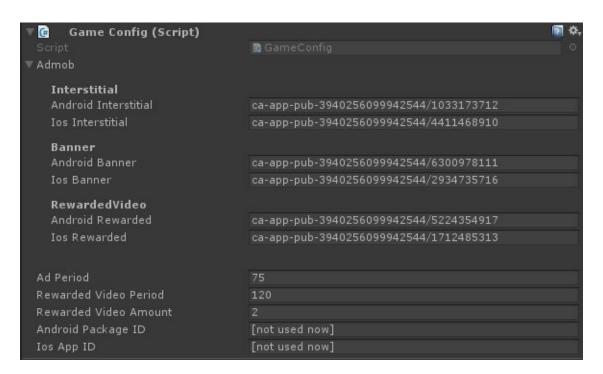
- Unity 2017.3.0 or higher
- This game is made with Unity 2017.3.0 so if any errors show up due to the Unity version, you are required to switch to the version that the game is made or contact us for some advice.

2. Edit game settings (Admob, In-app purchase ..)

Open any scenes in Assets/Sudoku/Scene and click on ---Read Me --- object. Then click on "Edit Game Settings" button on the right side.



Expand "Admob" in GameConfig section and expand "iap item" in Purchaser section to see the configurations there



4. Buid for iOS

Video guide:

https://www.youtube.com/watch?v=f0TfqG9 Xbc

Library to use:

Google Mobile Ads SDK for iOS:

https://developers.google.com/admob/ios/download

Above is video guide for "Unroll Ball" game, but it applies to this game, too. If you encounter any problems related to building game, please contact us.

Notes:

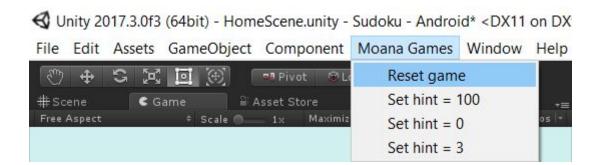
- In Xcode, please go to tab Build Phases and expand "Link binary with libraries" and remove the file **-IPods-Unity-iPhone.a** if it exists.
- If you get the error "Module GoogleMobileAds not found", please follow this guide to fix it: https://youtu.be/b573NVSs0X0
- Remember to set "**Enable Modules**" to Yes and "**Enable Bitcode**" to No in Xcode Build Settings tab.
- If your iOS devices don't show Rewarded Video ad, please make sure that Limit Ad Tracking is turned off (in Settings → Privacy → Advertising)

5. Build for Android

Make sure you install Android 8.1.0 (API 27) → SDK Platform in Android SDK Manager

√ □□ Android 8.1.0 (API 27)			
SDK Platform	27	1	Installed
Android TV Intel x86 Atom System Imag	27	3	Not installed
✓ ■ Google Play Intel x86 Atom System Ima	27	3	Not installed
✓ III Google APIs Intel x86 Atom System Ima	27	5	Not installed
Sources for Android SDK	27	1	Not installed

6. Use this for testing



8. Contact us

Email: moana.gamestudio@gmail.com