

THANKS FOR DOWNLOADING UNITY ADS

Unity Ads is an incredible mobile game ad network that allows you to easily monetize your existing user base.

Getting started is very simple:

1. **Download** the package from the Unity Asset Store and import it into your Unity project.
2. Go to <http://UnityAds.unity3d.com> and **Sign Up** for an account
3. **Add your game** to your Unity Ads account and get your Game ID
4. Add this **import** to your script:

```
using UnityEngine.Advertisements;
```

5. Use this command when **starting up** your game:

```
Advertisement.Initialize (<YOUR GAME ID HERE>);
```

6. And use this code to actually **show the ad**:

```
if(Advertisement.isReady()){  
    Advertisement.Show();  
}
```

That's it!

To view our full documentation, including in-depth articles on integration, please see our **Help** section at <http://unityads.unity3d.com/help>.

To see our **Unity Integration Guide**, please click this link:

<http://unityads.unity3d.com/help/Documentation%20for%20Publishers/Integration-Guide-for-Unity-Asset-Store>

And of course, if you have any questions, please email us at unityads-support@unity3d.com