

Hi!

If you read this document so you bought my asset!

In this game all is simple. All code has summaries.

- 1) Before building this game to your phone you need to download the latest version of Admob plugin for Unity from there:

<https://github.com/googleads/googleads-mobile-unity/releases/tag/v5.4.0>

- 2) After downloading complete import **GoogleMobileAds.unitypackage** to project. And finish steps from guide here:

<https://developers.google.com/admob/unity/start>

- 3) In the Unity editor click **for Android**:

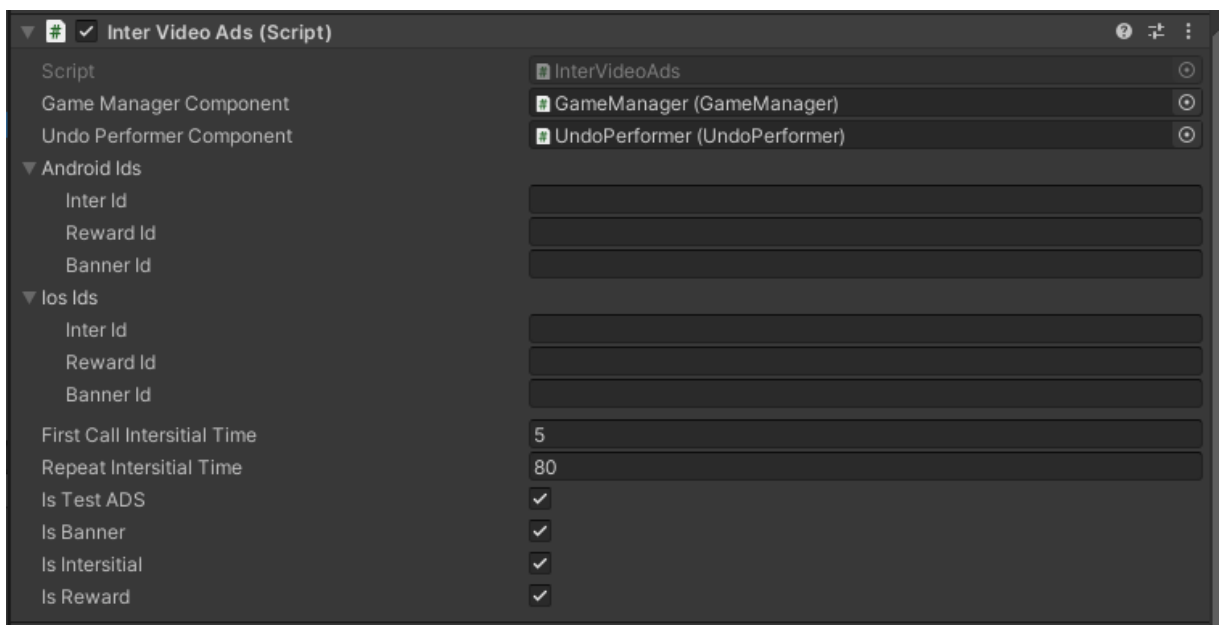
Menu→Assets→External Dependency Manager→Android Resolver→Force Resolve.

For iOS:

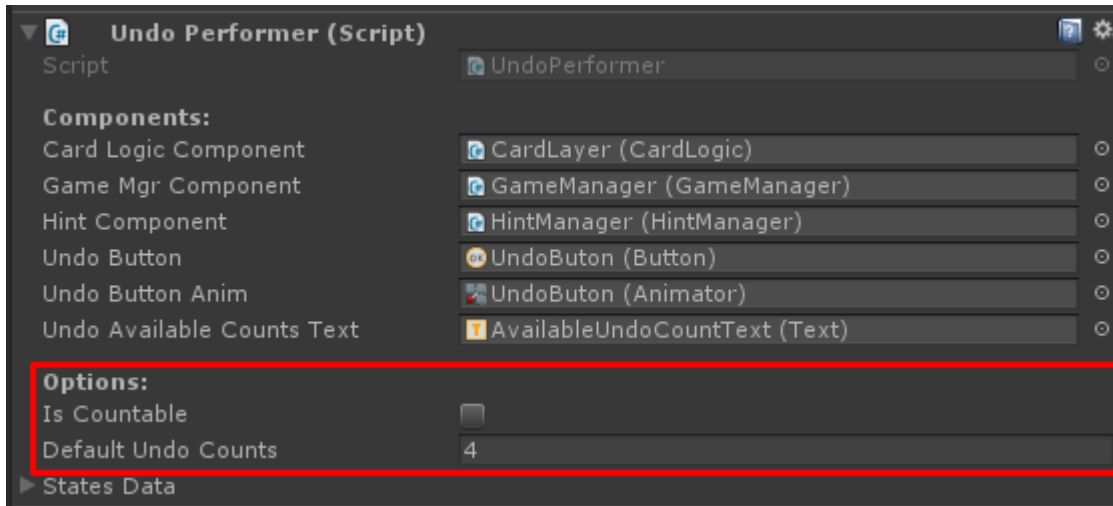
Menu→Assets→External Dependency Manager→ iOS Resolver → Install Cocoapods

Then to show advertisement in your build you need to change advertisement id:

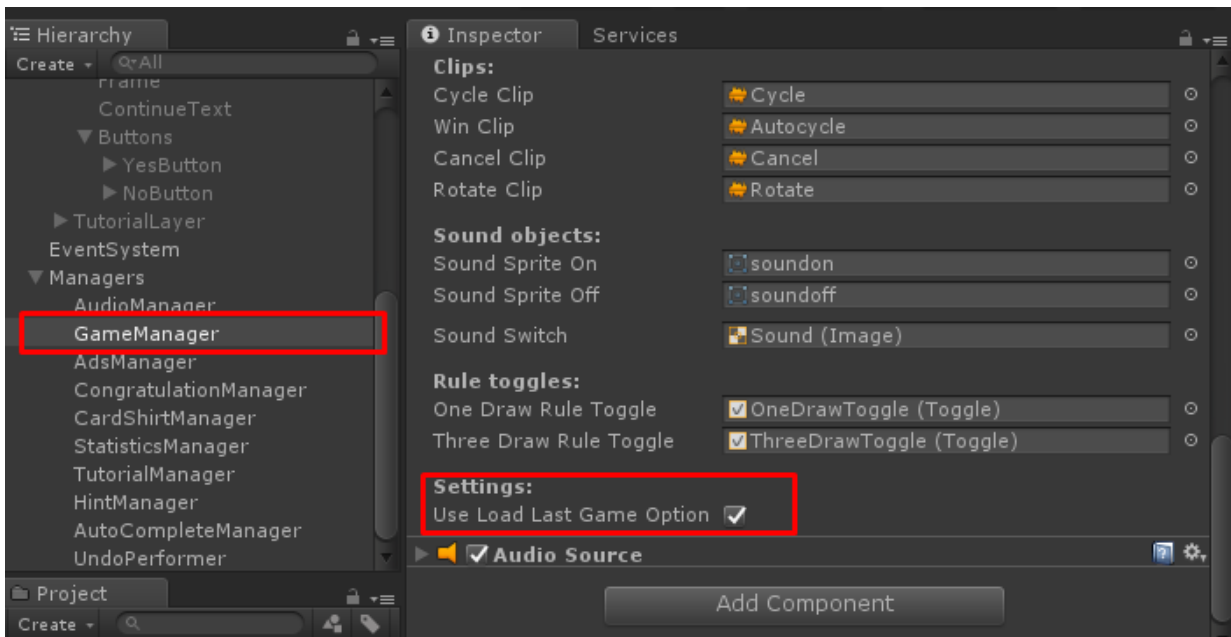
- 4) Open **InterVideoAds.cs** script in the scene, (It was added to object **AdsManager**) and change it there.



- 5) For activating test ADS you should set **IsTestADS** variable to **TRUE** before play (like on screen). For deactivating test ADS you should set **IsTestADS** variable to **FALSE** before play.
- 6) Undo logic has option for counting available uses. When counter equals 0 for getting additional uses user should watch Rewarded video. More information in videos at asset page.



7) Game include “Last game” option. You can check it at:

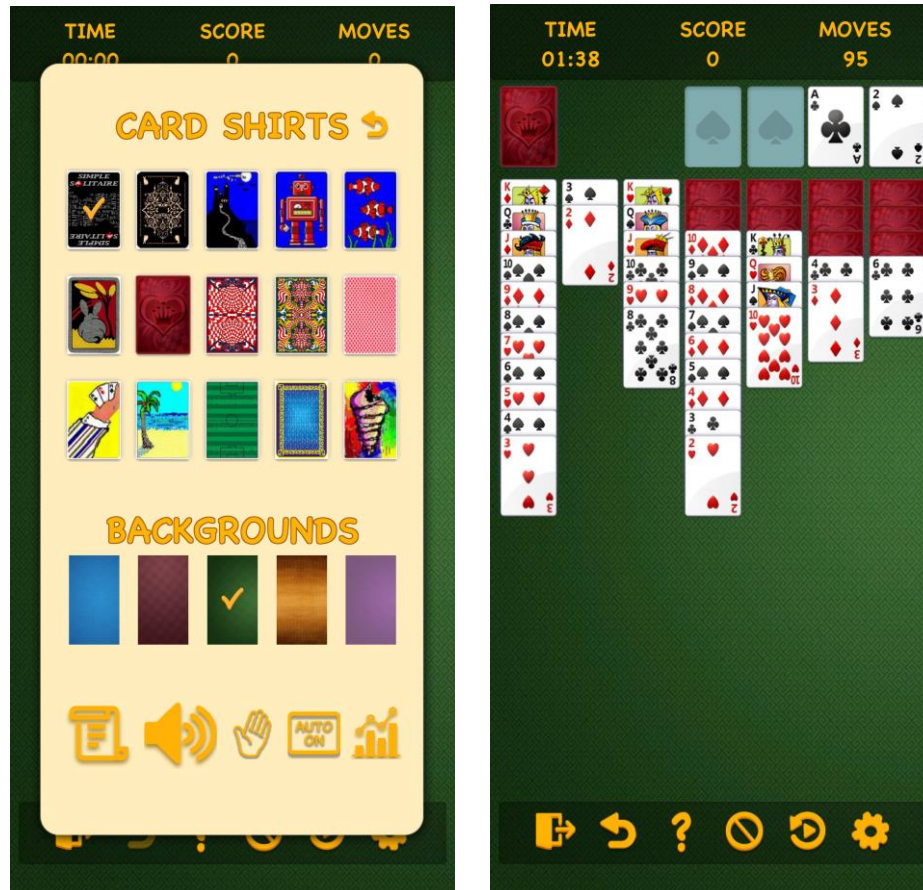


Principle of work:

- 1) User open new game session. When user close application the system save last game state(decks, cards, score, time, steps). When user open game again the system show popup:



- 8) Hand orientation mode for left-handed and right-handed users presented in VisualizeSettings window.
- 9) Enable or disable AutoComplete feature you should find also in VisualizeSettings window.



For other questions write me an email: edmhunter6@gmail.com

Thank you for advance!