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## 1) Introduction

\_Advertisements\_admin is a script that comes with the game you purchased, which will allow you to handle the in-game ads.

On this occasion we will configure UnityAds.

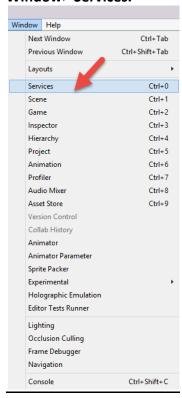


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# 2) Instalation

-Activate ads on UnityAds:

#### Window> Services.

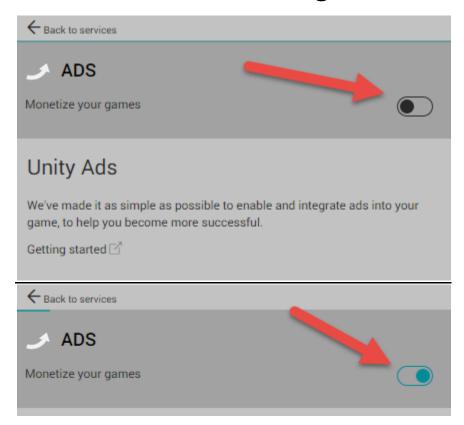


#### Click where the arrows indicate you:





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- Once this is done we can continue.
- Drag the file "Advertisements" (inside AdMob folder) to the proyect scene.
- Select the object and it'll show this on the inspector:

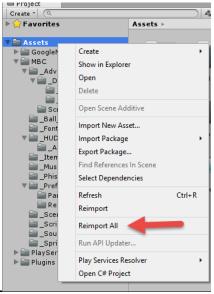


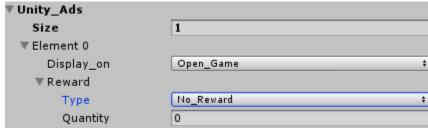
Select your option and click.

Once this is done, it reimports the Assets folder:



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## 3) Configuration:

Display\_ on: Banner triggers.

Reward: Determine what kind of reward offers by viewing this ad:

• No\_Reward: It's not a rewarded ad.

Coins: The reward is coins.

**Quantity:** It determines the amount that the user receives by watching the video, if the type is "Coins", this number determines how much coins the user receives.



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