

I recommended using Unity 5.3.4+

Facebook Services (app invite, leaderboard, share)

1. Register developer facebook account <https://developers.facebook.com/>
2. Add new app in you profile and write descriptions game, add game icon and policy URL.
3. For working app invite and leaderboard scores you need have publish_action permission in facebook account.
4. Activate your game on facebook developer account page "Status & Review":
Do you want to make this app and all its live features available to the general public? - Click YES!
5. Go to unity3D and paste Facebook App ID
(<https://developers.facebook.com/apps/yourapplink/dashboard/>)
6. Click "Regenerate Android Manifest" and Save scene (Ctrl+S). Facebook complite. If you want correct script open:
Assets->Scripts->Facebook->FBManager.cs

Unity and Admob ad network change ID.

1. Replace Unity ADS ID in ADS_Unity.cs script (Manager -> script in Inspector).
2. For replace adMob ID -> open admobIn.cs and replase in script.
3. Save Scene.

Character change

1. Go to main scene and open Player in scene.
2. Create new characters meshes and rig, look on animation list and create.
3. Import your character and replace.
4. Add component on your new character (look screenshot for details)

Builds change

1. Create new builds meshes and create builds prefabs.
2. Add box colliders on your builds and obstacles.

3. Drag & drop prefabs on Generation.cs (look screenshot)

4. Replace blocks length in Generation.cs script

5. Save changes.