



PLUGIN YOUR GAMES

CrazyGames Platform

To use the platform module, you need to install [Plugin Your Games 2.0](#).
Required documentation sections to read: [Getting Started](#) and [Platforms](#).

Tip

You can get the ad network module from the [Unity Asset Store](#).

Caution

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CrazyGames Platform

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About the Platform (subjectively)

From your very first game, focus on quality and strictly follow the platform's rules. Be sure to read the publishing requirements carefully.

To have your game and developer account approved, treat **Crazy Games** with respect — otherwise, you risk receiving a rejection without explanation, and sometimes even without a reply by email.

Moderation on **Crazy Games** is quite strict.

To be accepted, your game must be **unique, well-made, and not excessively violent**.

Moderation usually happens quickly — within a couple of days — but does not operate on weekends.

Even if your game meets all of Crazy Games' rules, the moderation team may still request individual adjustments.

After publication, the game enters a **testing period**, during which **ads are disabled**.

If the game's performance metrics during testing are unsatisfactory, it may be removed from publication.

If the launch is successful, it's worth supporting your game with updates — the platform appreciates active maintenance.

Updated games appear in the “**Recently Updated**” section and receive a corresponding label on their cover.

Some of Crazy Games' rules — such as those concerning ad placement — may seem confusing at first.

Below, we'll try to clarify a few important points.

Rules (subjective)

Note

Be sure to also read the official game requirements in the documentation to get accurate and up-to-date information!

1. On the first launch of the game, you should immediately place the player into gameplay, skipping the main menu. For example, if the game has levels, load the first level scene right away on the first launch. On subsequent launches, load the main menu.
2. Interstitial ads should only appear when opening levels or restarting them. There are situations when ads must not be shown:
When opening the first level, the ad should not appear — but only the first time the level is opened during the game session. After skipping the ad once when opening the first level, you can then show ads when opening all other levels.
3. General rule for interstitial ads: **Ads during gameplay should only be shown in places that are directly tied to gameplay progress.**
4. After watching a rewarded ad, an interstitial ad should not appear immediately. Implement a timer or cooldown that prevents the next ad call right after receiving the reward.
5. In offers to watch ads for rewards, there is usually text like “get armor for watching an ad.” You might want to emphasize the phrase “for an ad,” but this

is not allowed — all text must be uniform, with the same font and color.

Additionally, the text must be as accurate as possible. For example, if the armor lasts for only one game, specify that: “Get armor for one game for watching an ad.”

6. After receiving a reward for watching an ad, you must block the ability to receive this reward again for at least 1 minute. Instead of the reward button, display a timer in place of the ad offer.
The ad cooldown timer should apply only to the reward that was just received; it’s not necessary to block all rewards after one rewarded ad.
This timer rule applies to repeatable rewards such as “get coins.” For unique rewards like unlocking skins, a timer is not required.
 7. In the game’s pause menu, you might have a button to restart the level. In English, it must be labeled “**Restart**.” The button to return to the main menu must be labeled “**Main menu**” — and nothing else.
 8. When players die during gameplay, you can show an ad when they press the “**Restart**” button, but only if they are not being offered a chance to revive the player by watching an ad.
 9. Games containing violence are not accepted. For example, the blood effect when a character is hit must not be colored red.
 10. You cannot promote your other games through the current game. Do not include any buttons that link to external sites or other games.
 11. At your discretion, add [Start and Stop](#) gameplay markup events. There is a possibility that CrazyGames support may request their implementation.
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Ready-made Solutions

PluginYG2 provides automated solutions for all of the above!

- There are dedicated methods for showing interstitial ads under different rules. See the documentation section [Optional Methods](#).
 - The timer script after receiving a reward and other rewarded-ad objects are in [Rewarded Adv](#).
 - Skipping the next interstitial after a reward is controlled by **Skip Inter Adv After Reward** in the **Rewarded Adv** module (plugin settings).
 - [Gameplay markup Methods](#) **GameplayStart** and **GameplayStop**. The **HappyTime** method also works.
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Supported Features

The CrazyGames platform module provides explicit implementations for the following modules:

- [Interstitial Adv](#)
- [Rewarded Adv](#)
- [Storage and RedefinePlayerPrefs](#)
- [Localization](#)
- [Authorization](#)
- [EnvirData](#)
- The **HappyTime** method: send information to the SDK about a **happy moment** in your game.
This could be unlocking a special item or triggering an exciting in-game event.
- [Gameplay markup Methods](#) **GameplayStart** and **GameplayStop**.

Warning

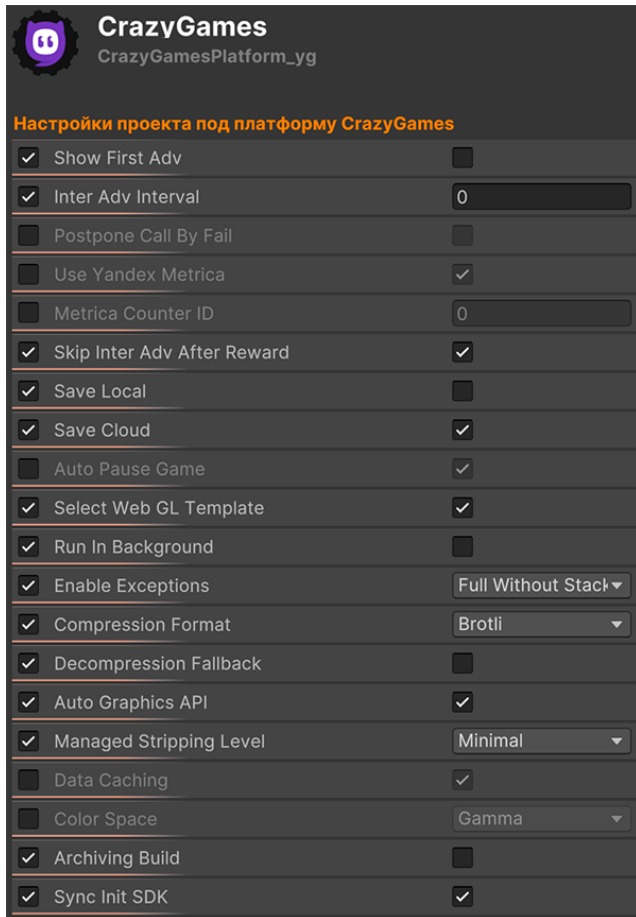
The following popular modules are not supported on the CrazyGames platform:

- [Payments](#) (*planned*)
- [BannerAdv](#) (*planned*)
- [Leaderboards](#)
- [OpenURL](#)
- [Rate Game](#)
- [Desktop Shortcut](#)

Tip

More details: [Which modules are supported by each platform](#)

Recommended Settings



- **Show First Adv = false** — don't call an ad at game start; this is prohibited on CrazyGames.
- **Skip Inter Adv After Reward = true** — after receiving a reward, the next interstitial is skipped.
- **Select WebGLTemplate = true** — select the platform template.
- **Archiving Build = false** — CrazyGames requires uploading the build folder, not an archive, so archiving isn't needed.

Important

Sync Init SDK = true — enable this when the SDK initializes with a delay, as on CrazyGames. If your game is adapted for synchronous initialization, it's best to enable this for all platforms. In other words, you can avoid per-platform values and simply enable **Sync Init SDK** in **Basic Settings**. Read the tooltips and configure the resulting parameters accordingly.

When using the **Storage** module, it's advisable to disable local saves (**Save Local** in the module settings), since the CrazyGames developer console lets you choose only one save system. When configuring the game on the site and using cloud saves (**Save Cloud**), select the option mentioning **Data Module**.

You can configure local and cloud saves separately per platform. CrazyGames doesn't

heavily restrict save frequency, so you can safely disable local saves and leave only cloud saves.