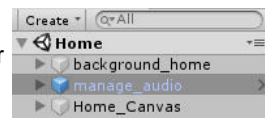
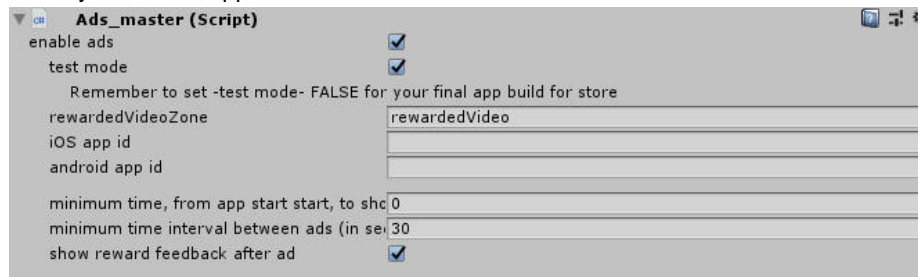


1- Enable Ads in Unity services as explained in Unity manual

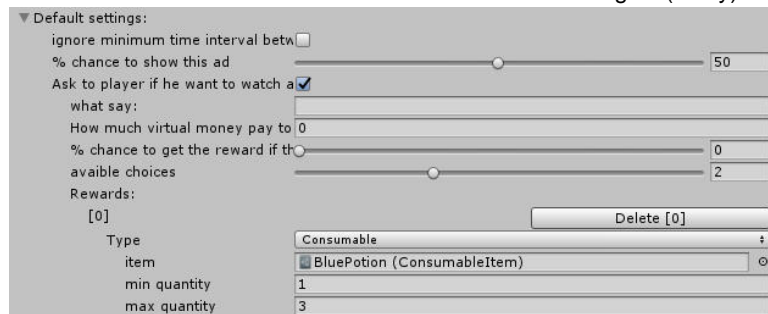
2- In Home scene click on manage\_audio, then find and enable Ads\_master



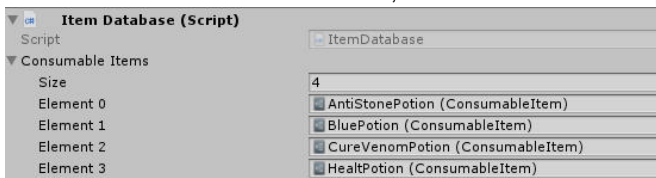
3- Put your mobile app id here



4- decide the chances to show the ads and what reward give (if any)



WARNING! For consumable reward, the item MUST be also present in Item Database > Consumable Items



5- Decide what event will trigger an ads request

(the ads will be open only if the event happen and if the minimum time interval and the % chances to show the ad are fulfilled)

