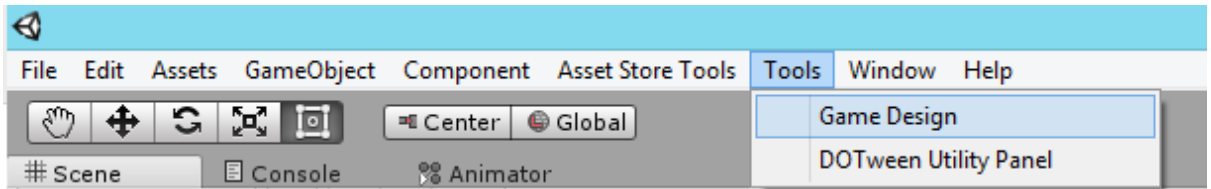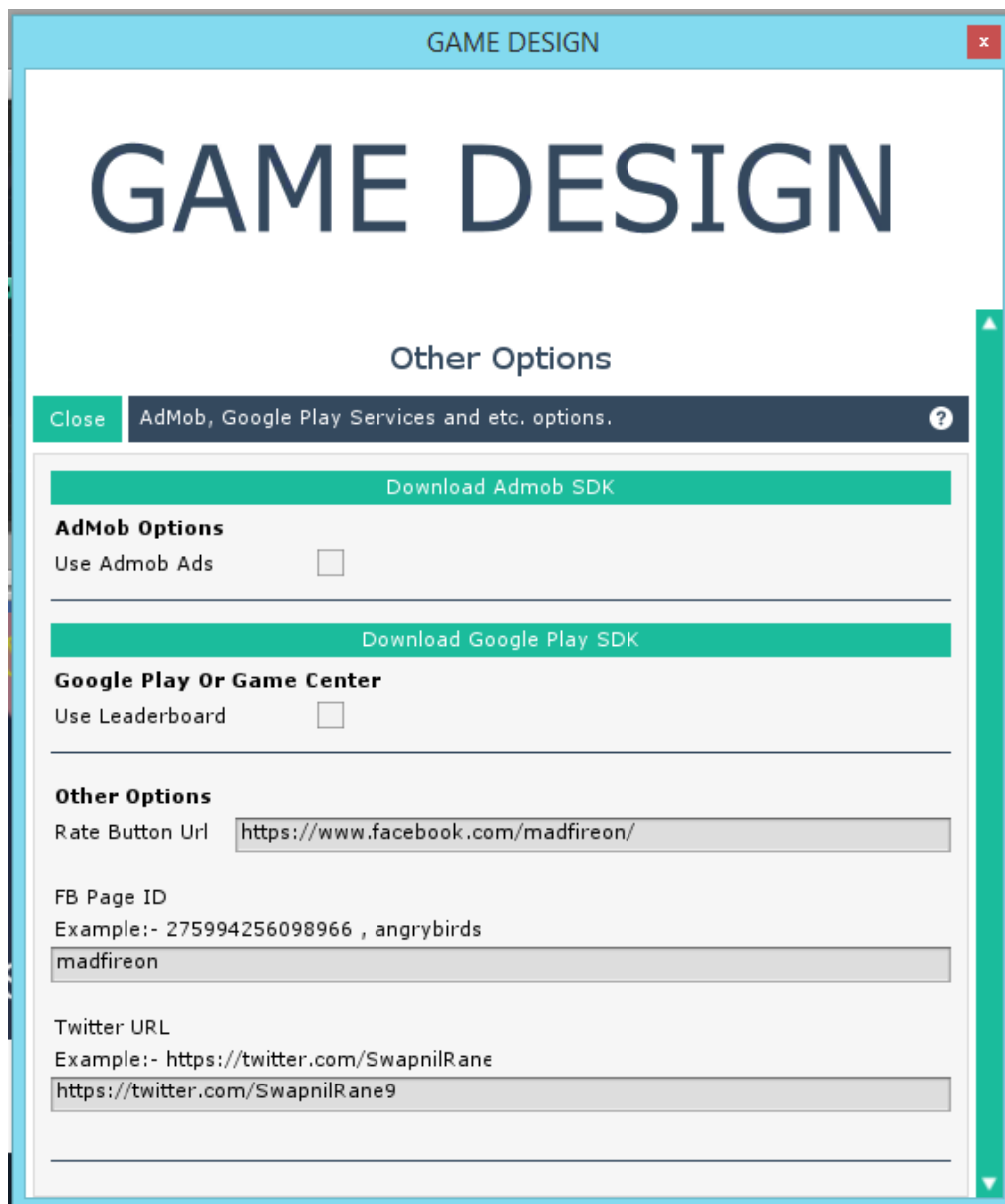# AdsManager

Adsmanager is used to manage the google admob.

1) Go to Tools → GameDesign.

2) Activate admob ads and leaderboard from here , you also have other features too.

To use the ads you have 3 methods ShowInterstitial() , ShowBannerAds().

You need to call this methods in other scripts to show ads eg: AdsManager.instance. ShowBannerAds(); AdsManager.instance. ShowInterstitial()

Put the admob code in if statement so that if player buy remove ads then it wont show.
If(GameManager.instance.canShowAds == true)
{
}
Note:- Banner ads are shown without calling any code , to hide banner ads use the bannerhide method and to show again use the show method.