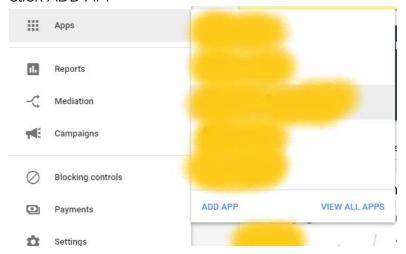
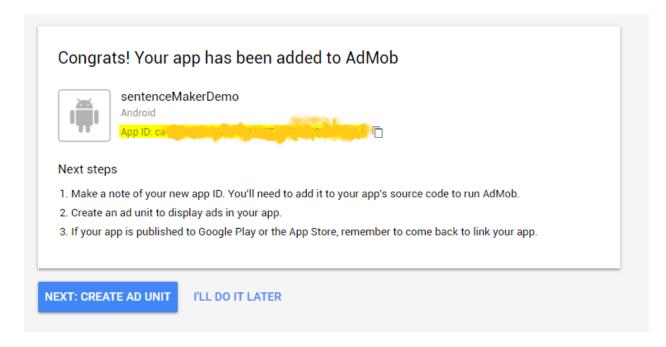
## This guide is about the procedure to include admob banner ads and interstitial ads in the template.

## Kindly follow below steps in order:

 First of all you need to have AdMob account. Go to <a href="https://www.google.com/admob/">https://www.google.com/admob/</a> and make a new account or login using existing account if you have. From the left hand panel select Apps and then click ADD APP



2. Fill in the credentials in next pages, After that you'll get a AppID. This App ID will be used later on. Now click on CreateAdUnit. Select Banner AD, give any name as Ad Unit Name and then Create AdUnit. Again you'll be given a AdUnit ID similar to the APP Id you got earlier. Repeat the process for interstitial ads



- 3. Go to this link: <a href="https://developers.google.com/admob/unity/start">https://developers.google.com/admob/unity/start</a> and download the official AdMob plugin for unity.
- 4. Open your project in unity. Go to Assets > Import Package > Custom Package and import the package you just downloaded in previous step.
- 5. Make sure all of the files are selected and click import.

## **Adding Banner Ads:**

- 1. Now create a new C# script in scripts folder and name it as "bannerAd"
- 2. Download script from this link and copy all the content to the script that you created. Replace all adunit ids and banner ad ids with yours.
- 3. Open any scene where you want to show banner ad. Create an empty gameobject and attach this script to that gameobject.
- 4. You can now test it by building on android and ios. The banner ad will be shown perfectly.

## **Adding Interstitial Ads:**

- Download this script and add in your assets folder. Open any scene where you want to show interstitial ads. Make an empty gameobject and attach this script to it.
- 2. Replace all the adunit ids in this script to the ones that you got earlier.
- 3. The picture below shows a function which is used whenever you want to show interstitial ads

```
public void showInterstitial(){

if (interstitial.IsLoaded()) {
   interstitial.Show();
}

}

}
```

- 4. You can use this function to display ads on clicking a button or call this function at the end of Start() function to show interstitials as soon as a scene is loaded. You can also call this function when game overs and the possibilities are endless.
- 5. You can now test interstitial ads in your game.