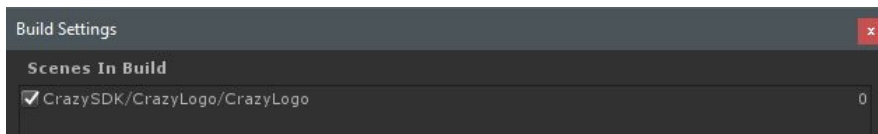
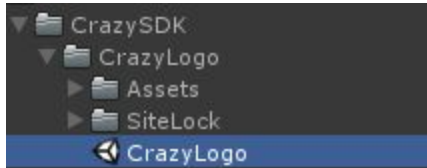


Crazy Games SDK Instructions

SiteLock

To sitelock your game, please drag "CrazyLogoSplash" to the first scene in your Build Settings:



Unity Advanced SDK (ads)

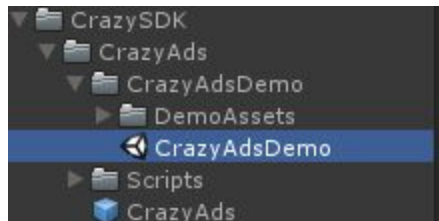
To call an ad in your game simply paste this:

CrazyAds.Instance.beginAdBreak();

The SDK will pause your game and audio until the ad is finished.

Example DEMO

Open this **CrazyAdsDemo** scene as reference..

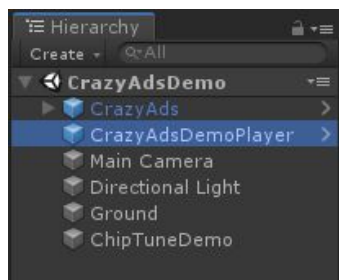


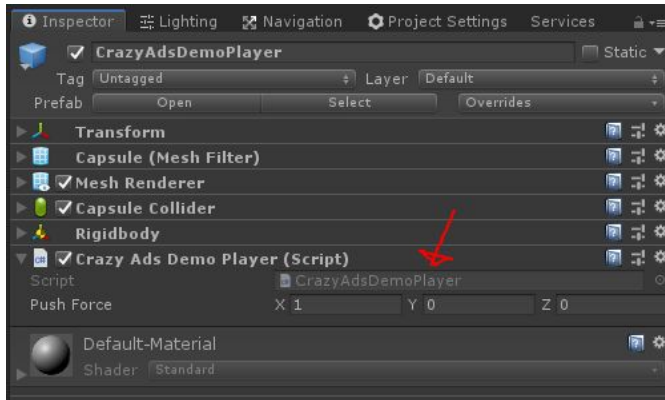
This scene moves a player across a cube, falls off and dies, which calls an ad.

In the editor, ads will not actually run so you will see a placeholder simulation for 3 seconds:



To see how this works, notice on CrazyAdsDemoPlayer, there is an example script:
CrazyAdsDemoPlayer.cs





```
void FixedUpdate()
{
    transform.Translate(pushForce*Time.fixedDeltaTime);

    if (transform.position.y < -20)
    {
        print("Player Died! Starting Ad Break!");

        if(adType==CrazyAdType.rewarded) CrazyAds.Instance.beginAdBreakRewarded(respawn);
        else CrazyAds.Instance.beginAdBreak(respawn);
    }
}
```

Here, you can see that all we need to do to show an ad is call:

CrazyAds.Instance.beginAdBreak();

Or for rewarded ads call:

CrazyAds.Instance.beginAdBreakRewarded();

Optionally, you may want to have a function called on your script when the Ad Break is completed, so in this example we have the Player respawn:

CrazyAds.Instance.beginAdBreak(respawn);

Or for rewarded ads call:

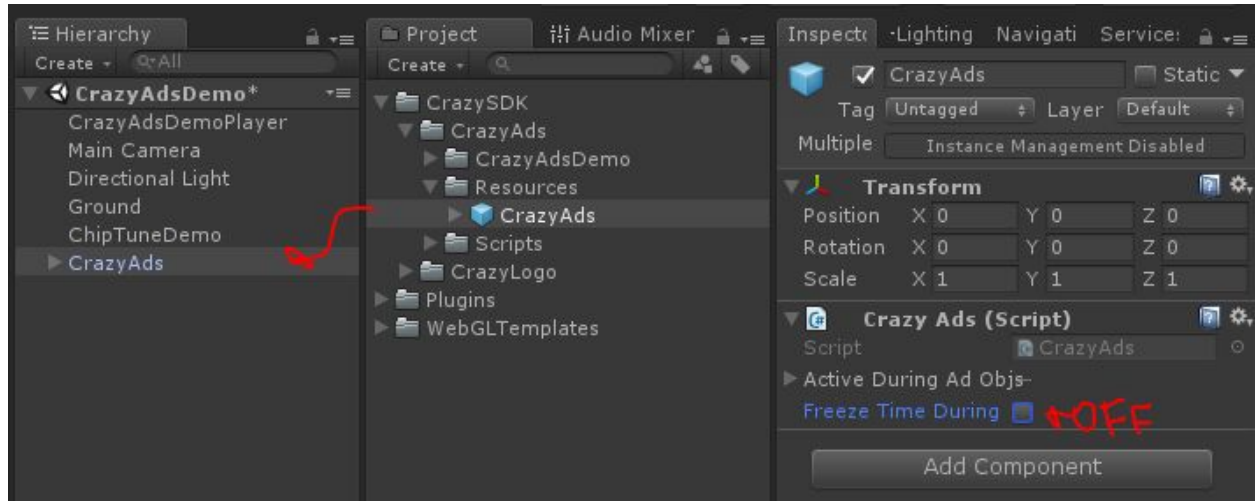
CrazyAds.Instance.beginAdBreakRewarded(respawn);

-----[**Advanced**]-----

In some cases you may want more control over some of the CrazyAds behaviour.
To do this, you can drag the CrazyAds prefab into the scene(s) you want to play ads.

In case you need Time.timeScale to remain untouched during an ad break, such as in multiplayer games where gameplay cannot be stopped, you can override this by turning off the checkbox:

Freeze Time During Break []



Questions?

Contact the CrazySDK developer for assistance:

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