

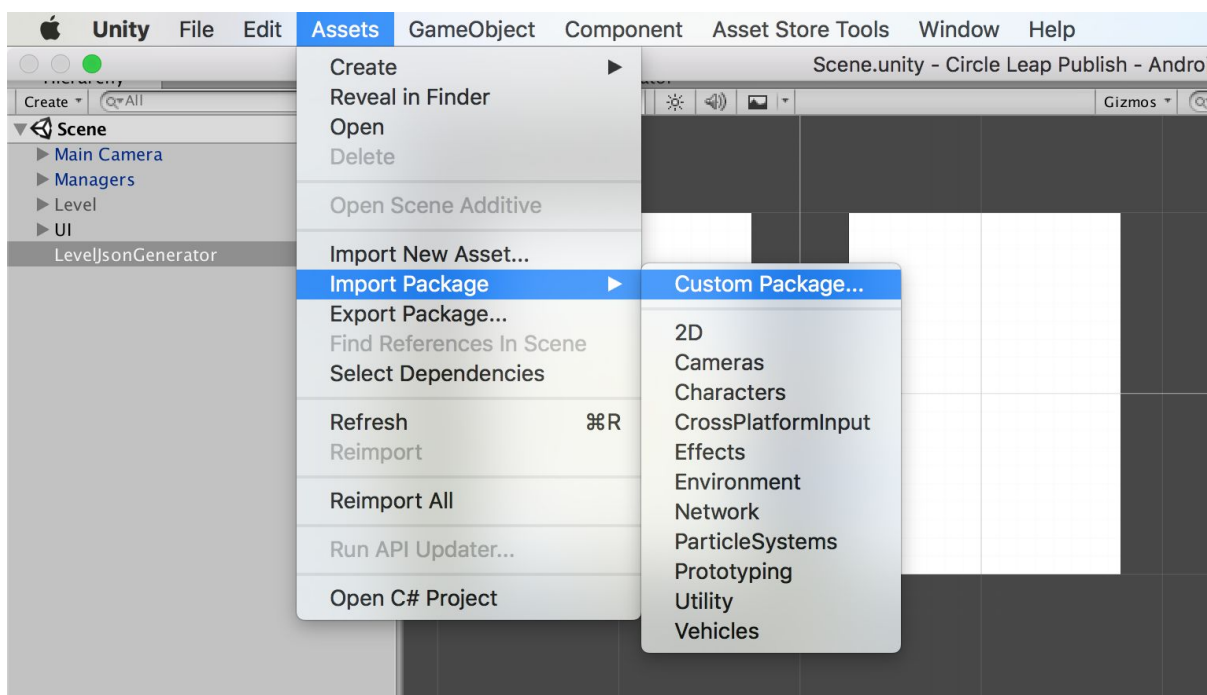
If you have any questions please write to codeloveassets@gmail.com. I'll try to answer as soon as possible!

If you like the asset I would greatly appreciate if you'll rate it, it'll take less than a minute but it would be very helpful and motivating for me. [Rate now!](#)

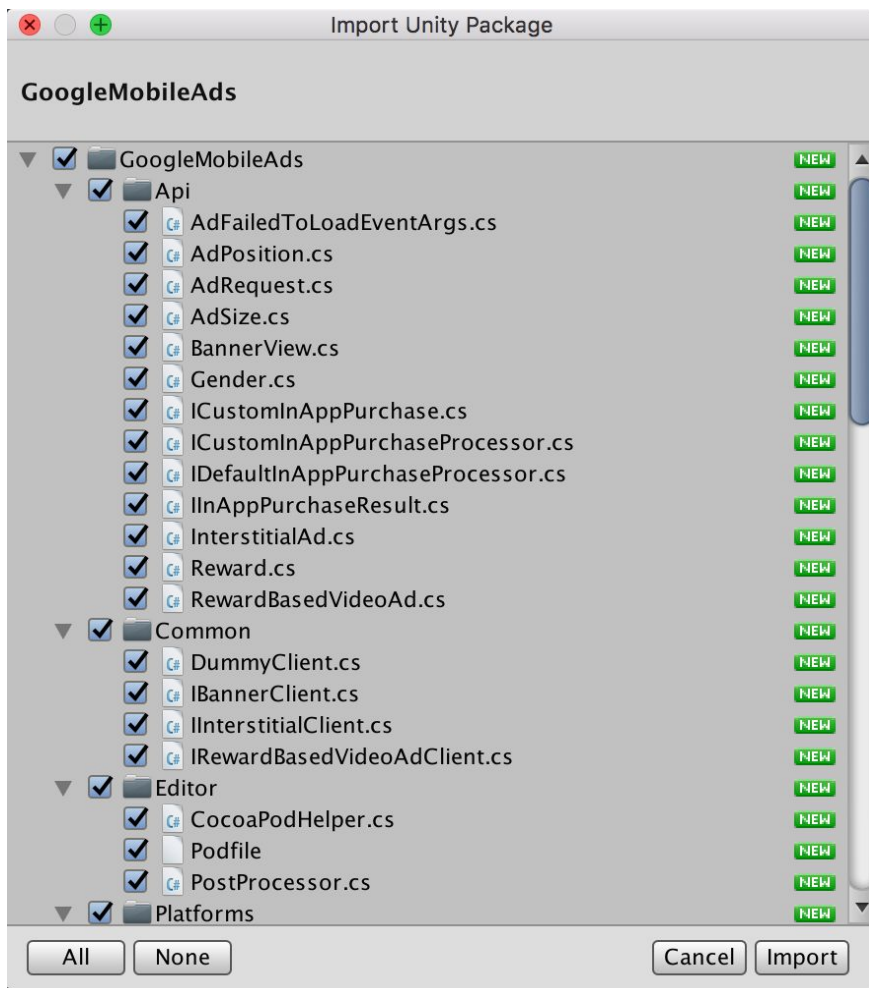
ADMOB

Step 1: Go to <https://github.com/googleads/googleads-mobile-unity/releases/tag/v3.0.3> and download GoogleMobileAds.unitypackage.

Step 2: Select **Assets > Import Package > Custom Package** and import downloaded package.

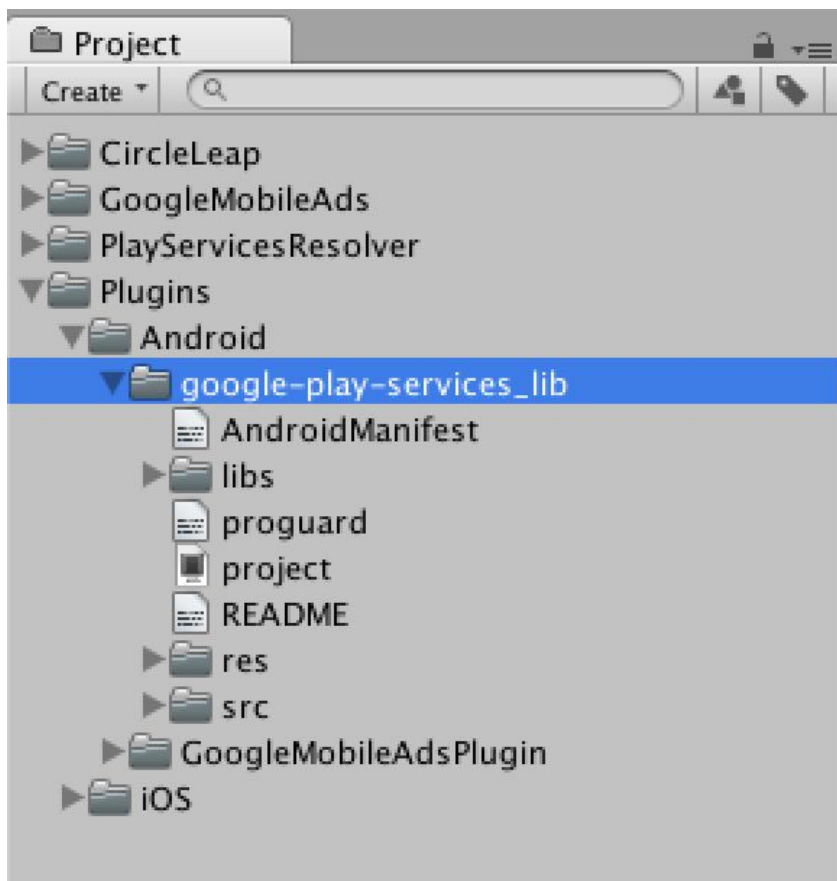


Step 3: Make sure all files are selected and click Import.

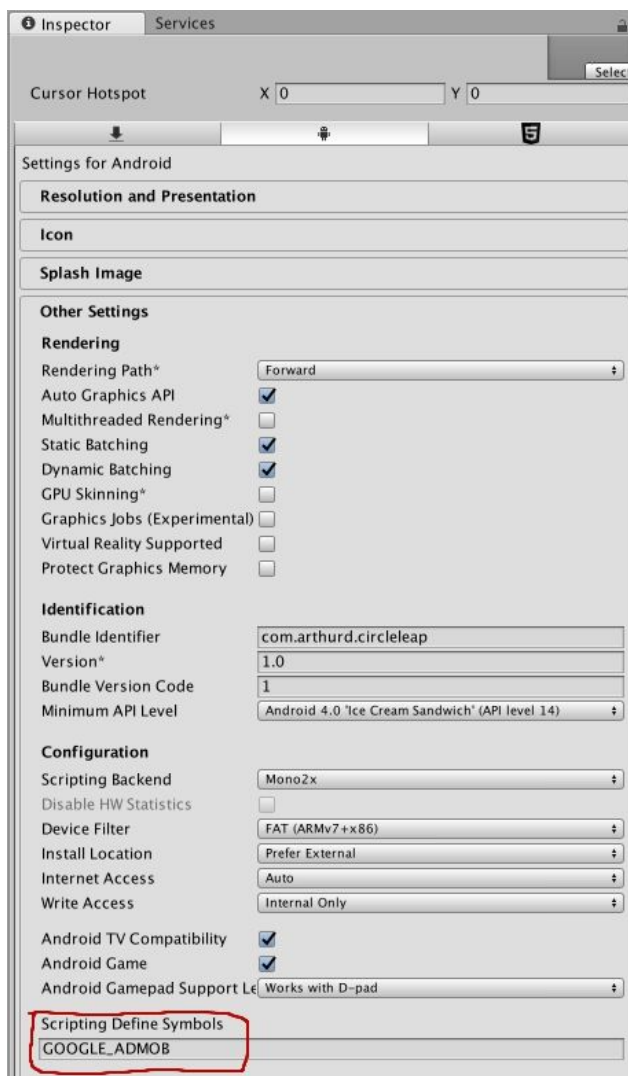


Step 4(only for Android): Copy the

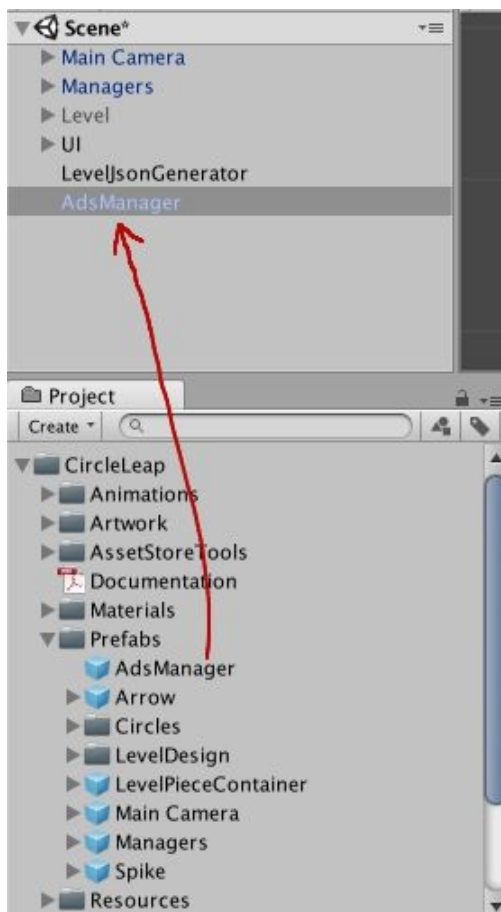
<android-sdk>/extras/google/google_play_services/libproject/google-play-services_lib/ folder to the Plugins/Android folder.



Step 5: Select Editor > Project Settings > Player and write **GOOGLE_ADMOB** in “Scripting Define Symbols” section.



Step 6: Drop **AdsManager** prefab into the scene.



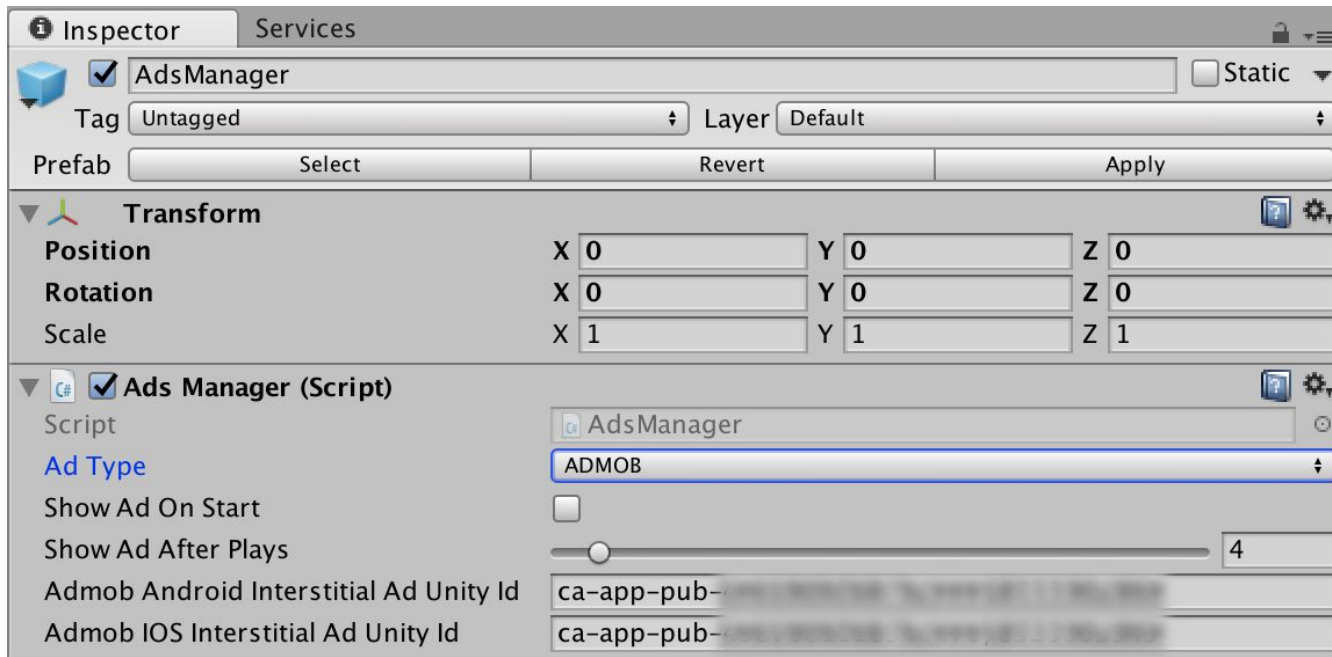
Step 7: Select AdsManager and configure ad parameters.

Ad Type: Select ADMOB.

Show Ad on Start: If you want to show ads when the game opens select this checkbox.

Show Ad After Plays: Controls after how many plays advertisement will be shown.

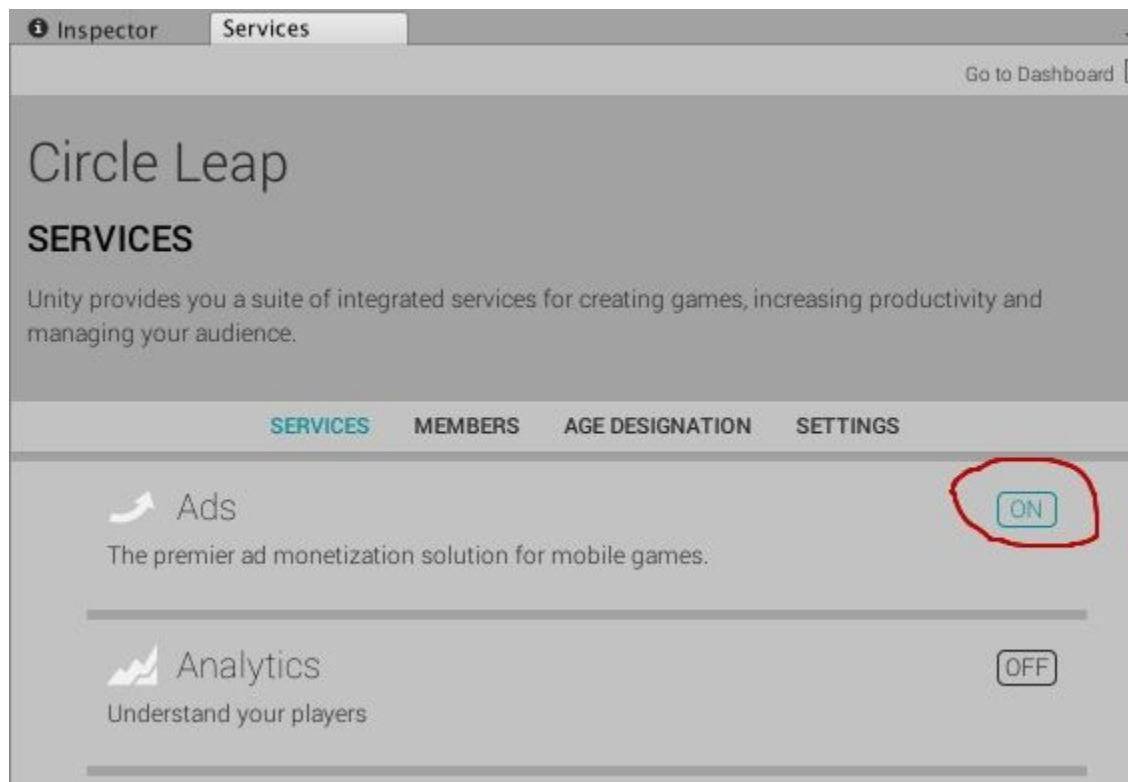
And lastly fill your **Android and/or IOS Ad Unit Ids**(you'll find this in your Admob account).



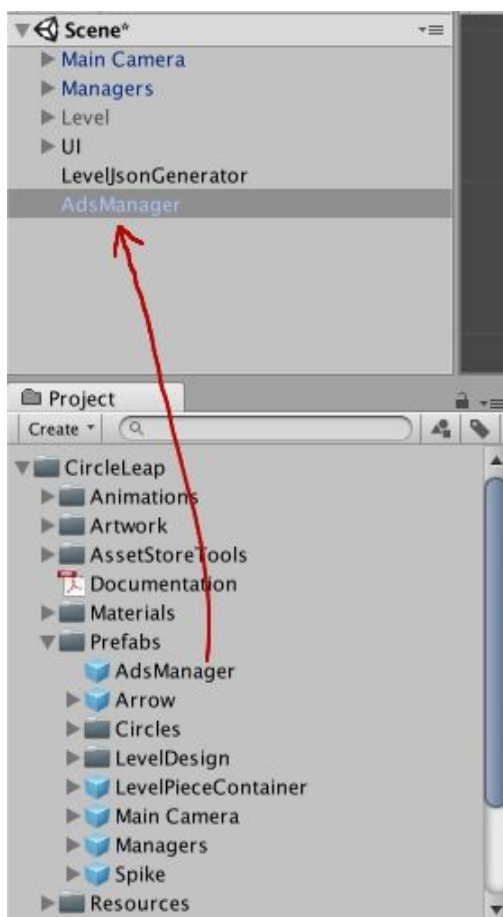
UNITY

Step 1: Select **Window > Services**.

Step 2: Enable Ads.



Step 3: Drop **AdsManager** prefab into the scene.



Step 4: Select AdsManager and configure ad parameters.

Ad Type: Select UNITY_ADS.

Show Ad on Start: If you want to show ads when the game opens select this checkbox.

Show Ad After Plays: Controls after how many plays advertisement will be shown.

