

Rainbirth 2048 Starter Kit.

First of all thanks for purchase.

If this doc is not enough or you need additional support please don't hesitate to write me to support@rainbirth.com.

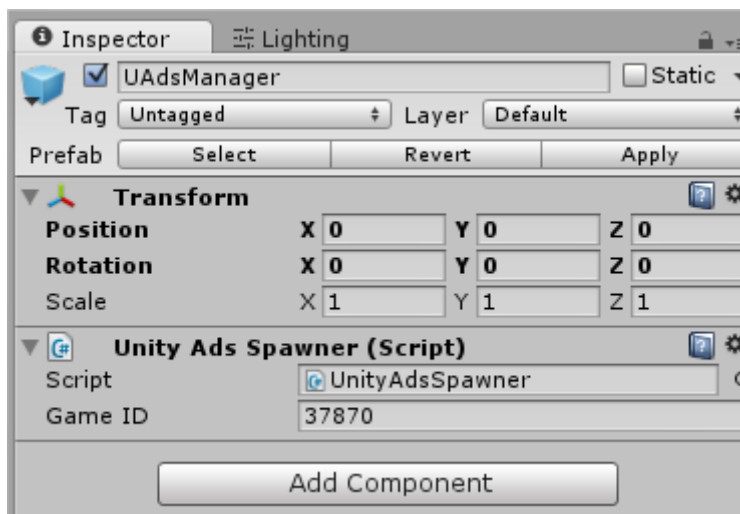
Also you can get additional information in our packs wiki:

<http://www.rainbirth.com/mediawiki>

How to add Unity Ads to the game.

I've setted up a scene called Lobby where you have a top button "Tip for Developer" that uses this code, to launch the ads. You can use it for additional show of ads in any place of the game.

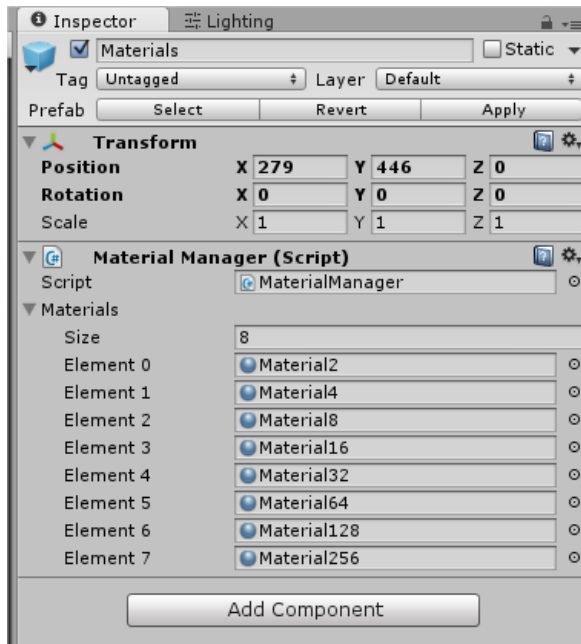
For additional ads setup, please refer to the unity Ads documentation page.



Just make sure to place your own Game ID here.

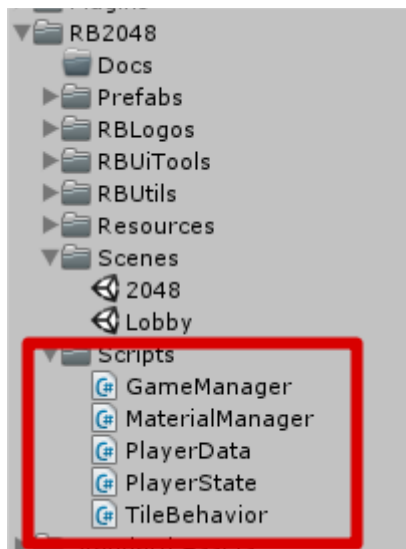
The Materials Class.

In order to keep different materials assigned to the chips in the board, you can use the Materials prefab, this is where the materials will be stored and you can change these to change the global appearance of the game.



This is also found in the Lobby Scene.

And that's it, very simple pack with only 4 scripts to take care of placed in the scripts folder.



I've also included additional scripts for utility, you can use it as discretion. I've included State Machine code, A logo Screen, And some additional graphics Resources.