

PINE STUDIO - Cross Promo

Config.yaml with description:

```
# APPLE front link at the start of the game:
url-start-appstore: "https://itunes.apple.com/us/app/escape-machine-city/id1251928916?mt=8"
# APPLE end link at the end of the game / more games in other places:
url-end-appstore: "https://itunes.apple.com/us/app/escape-machine-city/id1251928916?mt=8"

# GOOGLE front link at the start of the game:
url-start-googleplay: "https://play.google.com/store/apps/details?id=com.mousecity.escapemachinecity&hl=en"
# GOOGLE end link at the end of the game / more games in other places:
url-end-googleplay: "https://play.google.com/store/apps/details?id=com.mousecity.escapemachinecity&hl=en"

# AMAZON front link at the start of the game:
url-start-amazon: "https://www.amazon.com/Snapbreak-Escape-Machine-City/dp/B0758SGN1R"
# AMAZON end link at the end of the game / more games in other places:
url-end-amazon: "https://www.amazon.com/Snapbreak-Escape-Machine-City/dp/B0758SGN1R"

# Image displayed at the start of the game:
image-frontscreen: "front.jpg"

# Image displayed at the end of the game:
image-endscreen: "end.jpg"

# Promo image displayed once when the game is first run:
image-promo: "promo.jpg"

# Ad image displayed instead of unity ads on a level:
image-ad: "promo.jpg"
# Level on which to replace the ad:
image-ad-level: "6"
```

Updating images

In order to preserve player bandwidth images are downloaded **ONLY** after the image name is changed. For example if *image-frontscreen* is currently "front.jpg" and you replace the image front.jpg on the server it won't update on the devices. But if you rename the image to "front2.jpg" it will reload on all devices.

Full screen promotion

To display full screen promotion you need to set an image for *image-promo*. When image is set to anything besides empty quotation marks ("") it will show only **ONCE** when the game is run. To show it again you need to change the name of the image set for *image-promo* in the same manner as in "Updating images" section.

Cross-promo ad replacements

You need to set *image-ad* to an image you want to display, it's the same dimensions as the one for *image-promo*. Then you need to set *image-ad-level* to a number of the level you wish to replace the Unity ad. It will then show a screen similar to the Full screen promotion before that level.