

Rewarded Ad Rules & Samples



Rewarded Ad

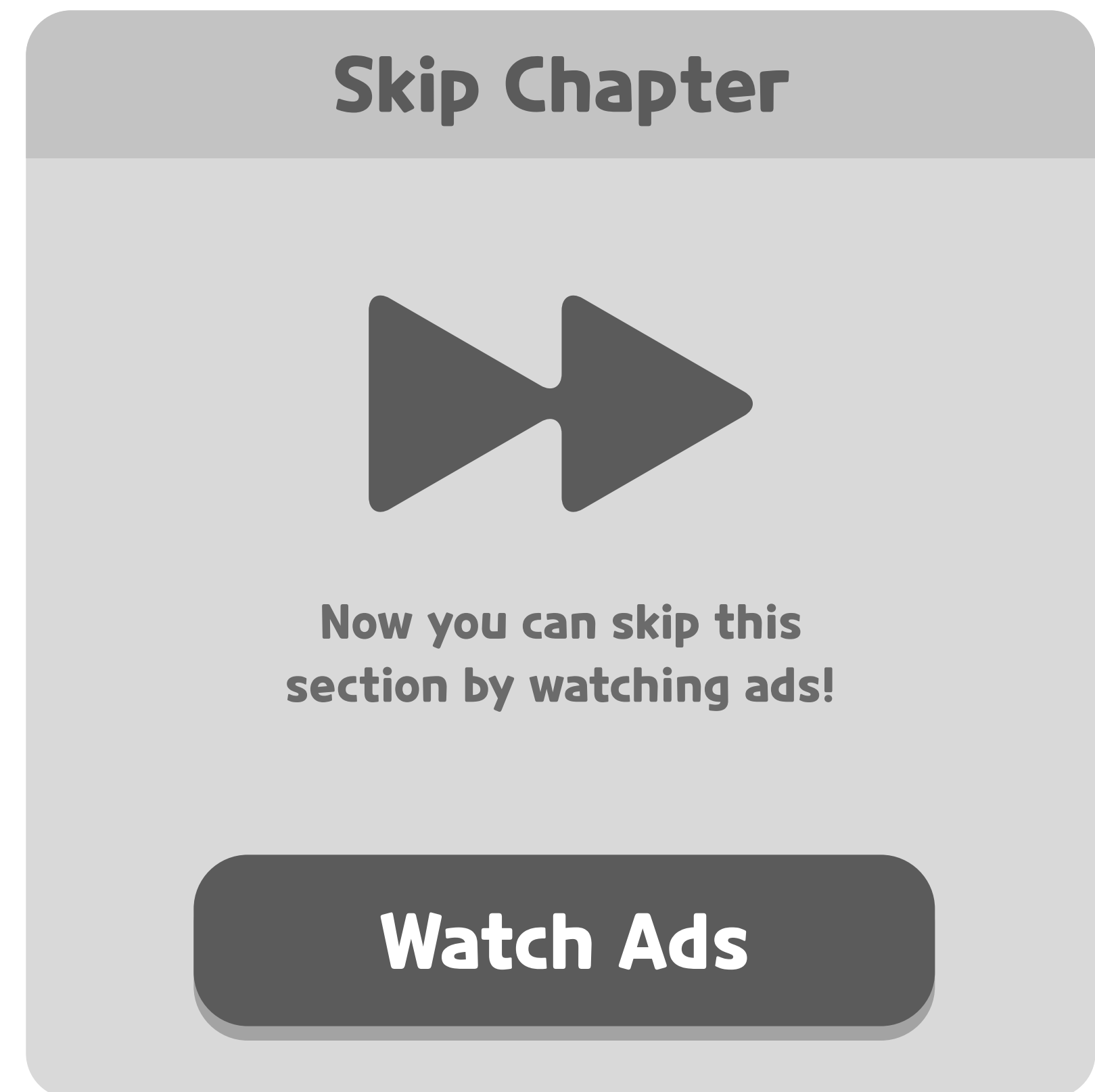
If a user watches the ad voluntarily and earns a reward in return, they are less likely to leave the game, as it was their own decision to watch it. This in turn increases the time spend in game and player retention

In the next page you will see examples of rewarded ad popups. The popup you chose may change depending on the game so the game type should be taken into consideration. Make sure to include at least a couple of these popups in the games.



Skip Chapter

It is a rewarded ad popup where a user can pass the level by watching the ad if they have difficulty passing the level.



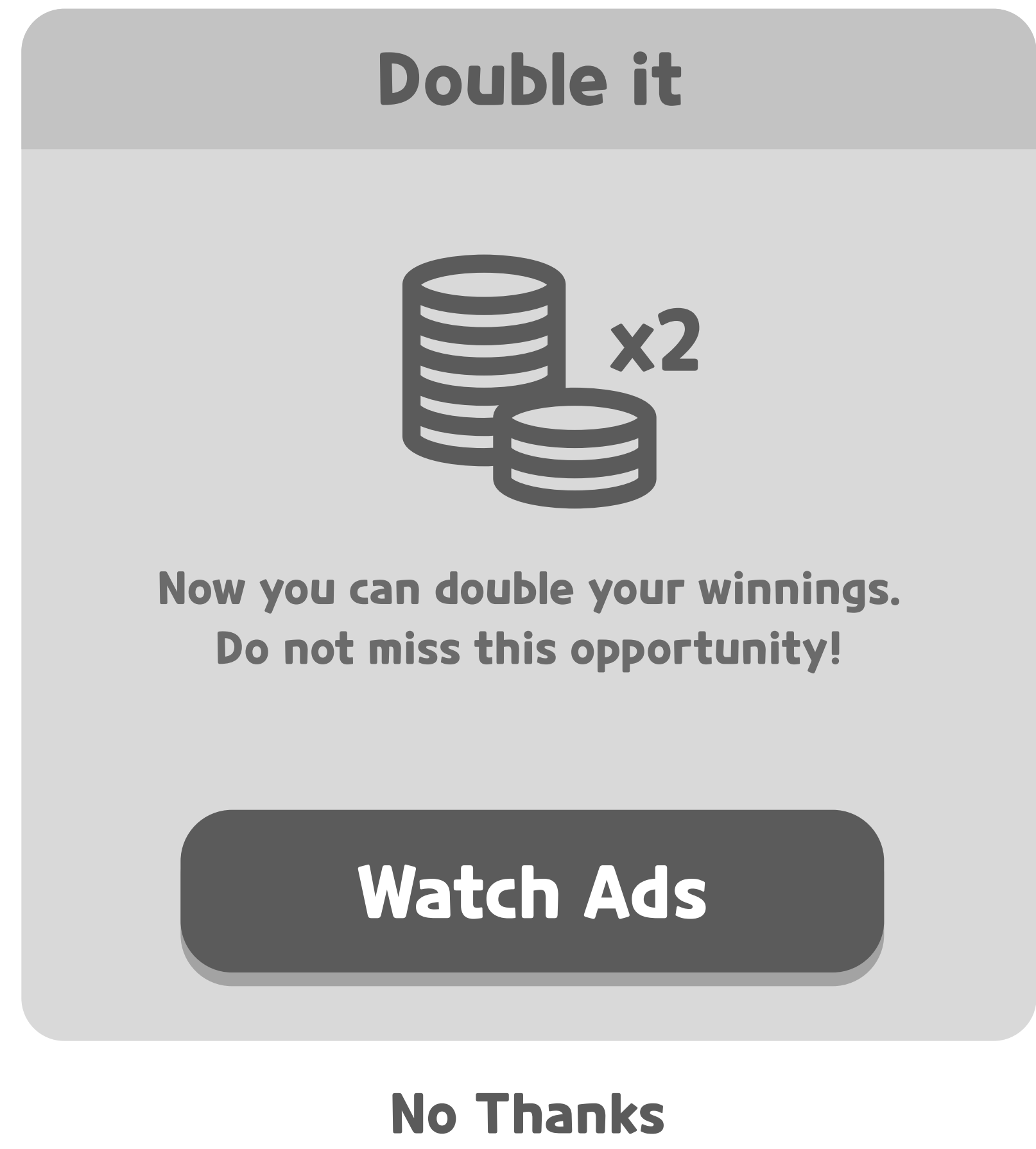
No Thanks

2

Popup is sample design.
Please design according to the theme of your game.

Double It

It is a rewarded ad popup that allows the user to double the amount of coins they have earned in the game by watching an advertisement.

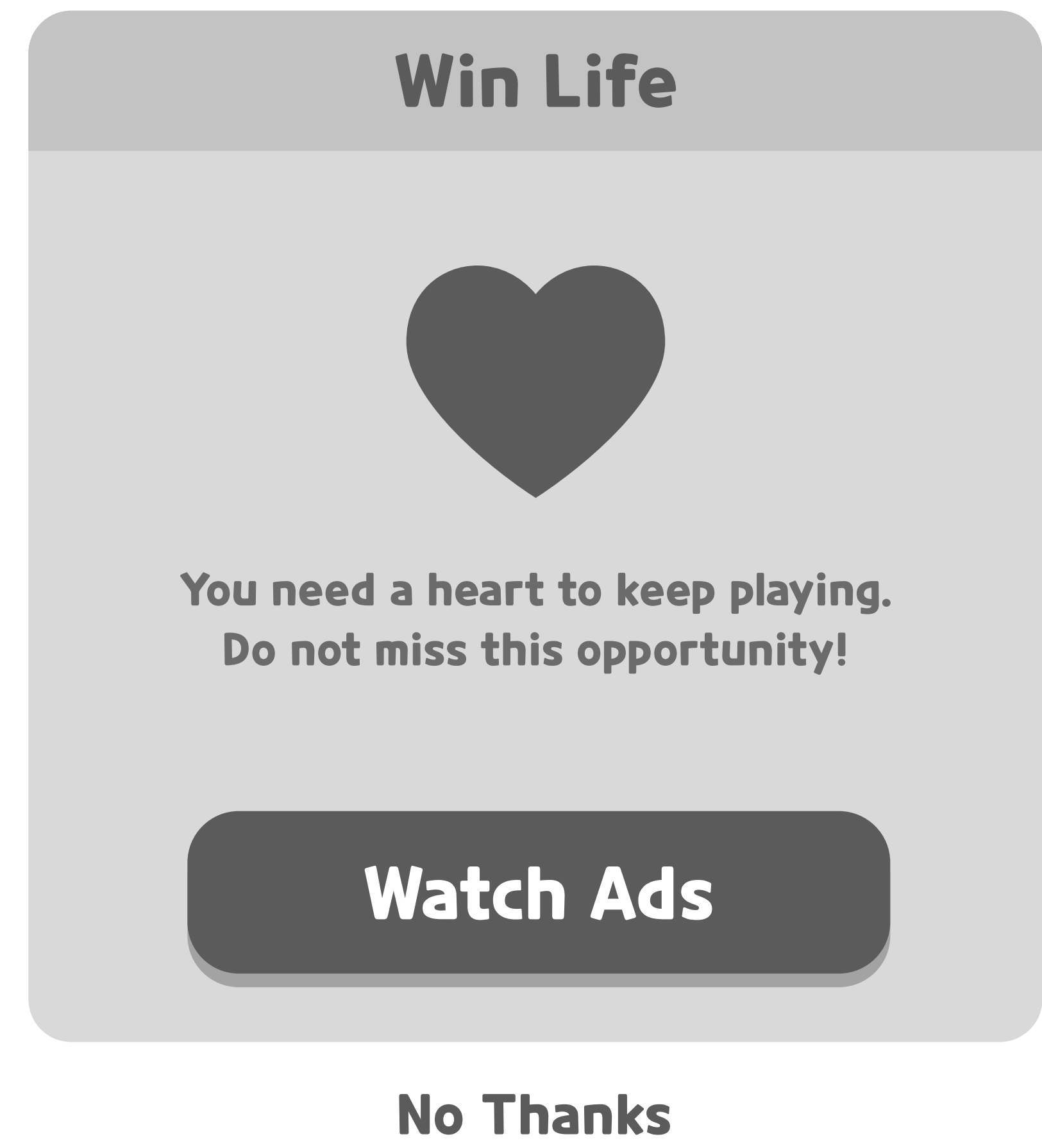


3

Popup is sample design.
Please design according to the theme of your game.

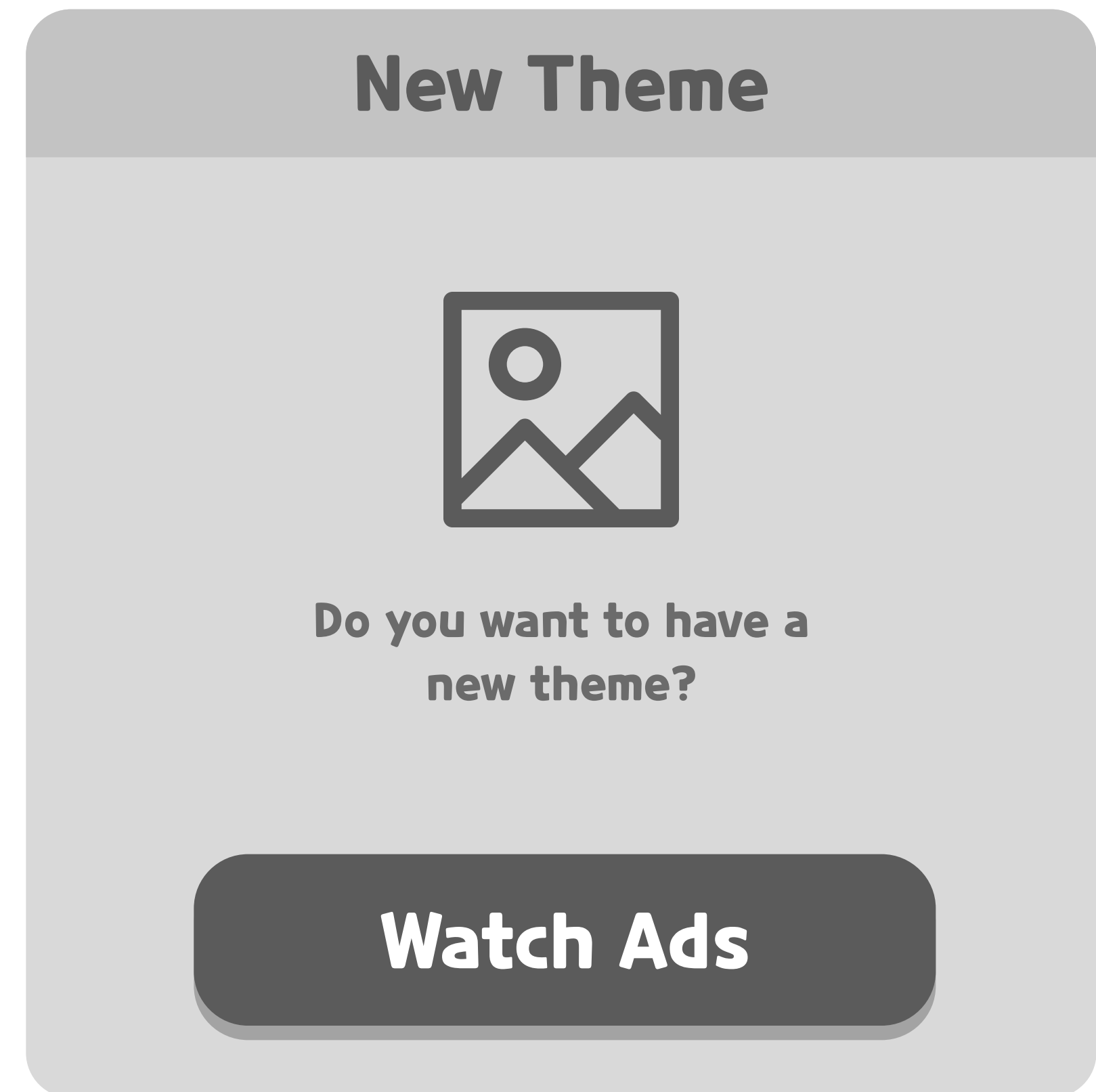
Win Life

It is a rewarded ad popup which gives users an extra life for free in games which have life systems.



New Theme

It is a rewarded ad popup which presents the themes that the user can use in the game.



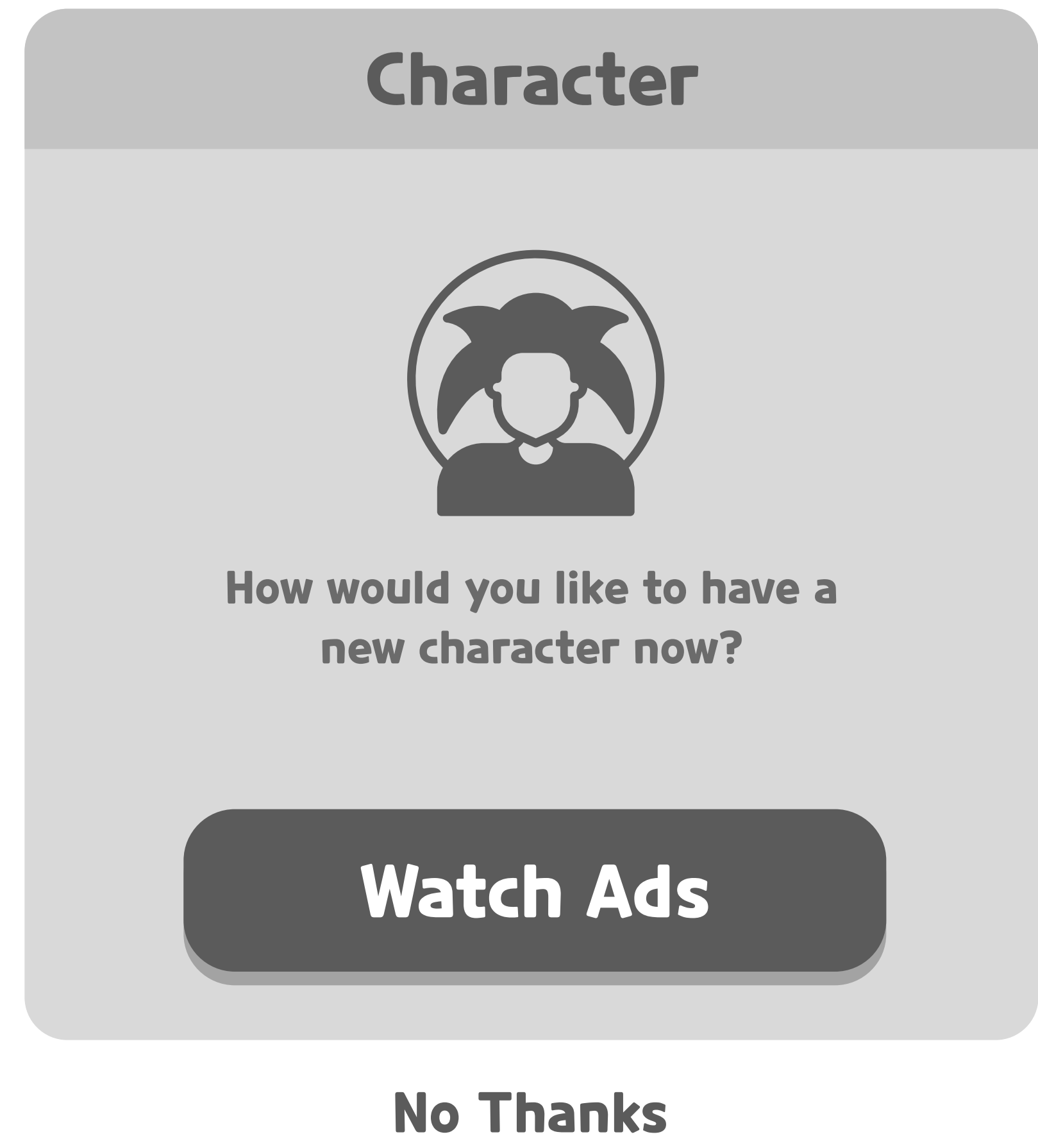
No Thanks

5

Popup is sample design.
Please design according to the theme of your game.

New Character

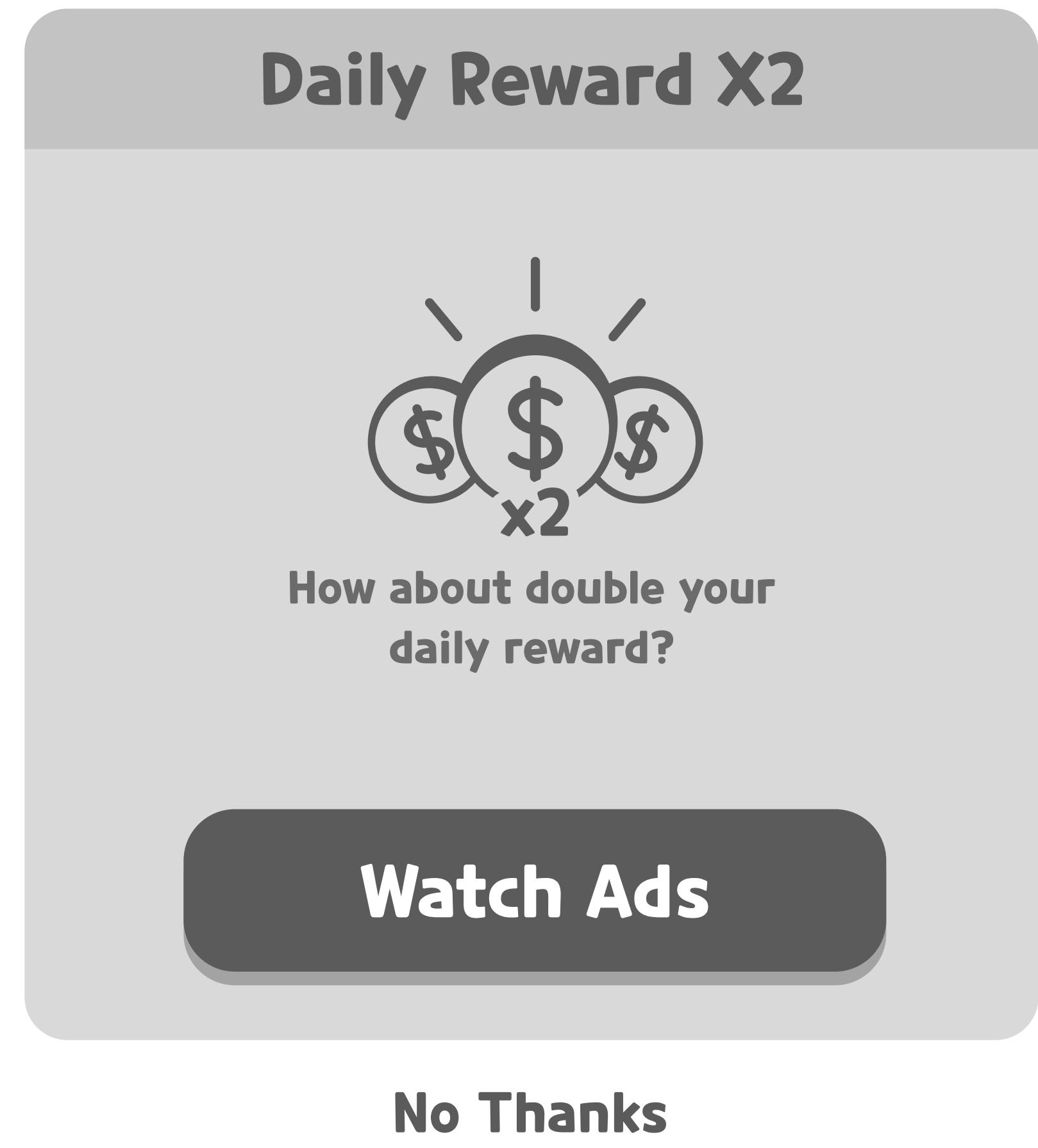
It is a rewarded ad popup which presents the new characters which can be used in character themed games.



Popup is sample design.
Please design according to the theme of your game.

Daily Reward X2

It is a rewarded ad popup that allows a user to double the reward that they received in daily reward games.



7

Popup is sample design.
Please design according to the theme of your game.

Free Hint

It is a hint rewarded ad popup which shows the hints the user can use within a game.



No Thanks



Popup is sample design.
Please design according to the theme of your game.

Free Skin

It is a hint rewarded ad popup which gives the user the right to redeem a free attire in games where the characters can be customised.



No Thanks



Popup is sample design.
Please design according to the theme of your game.

Free Weapon

It is a rewarded ad popup which gives the user the right to redeem a free gun in shooter games.



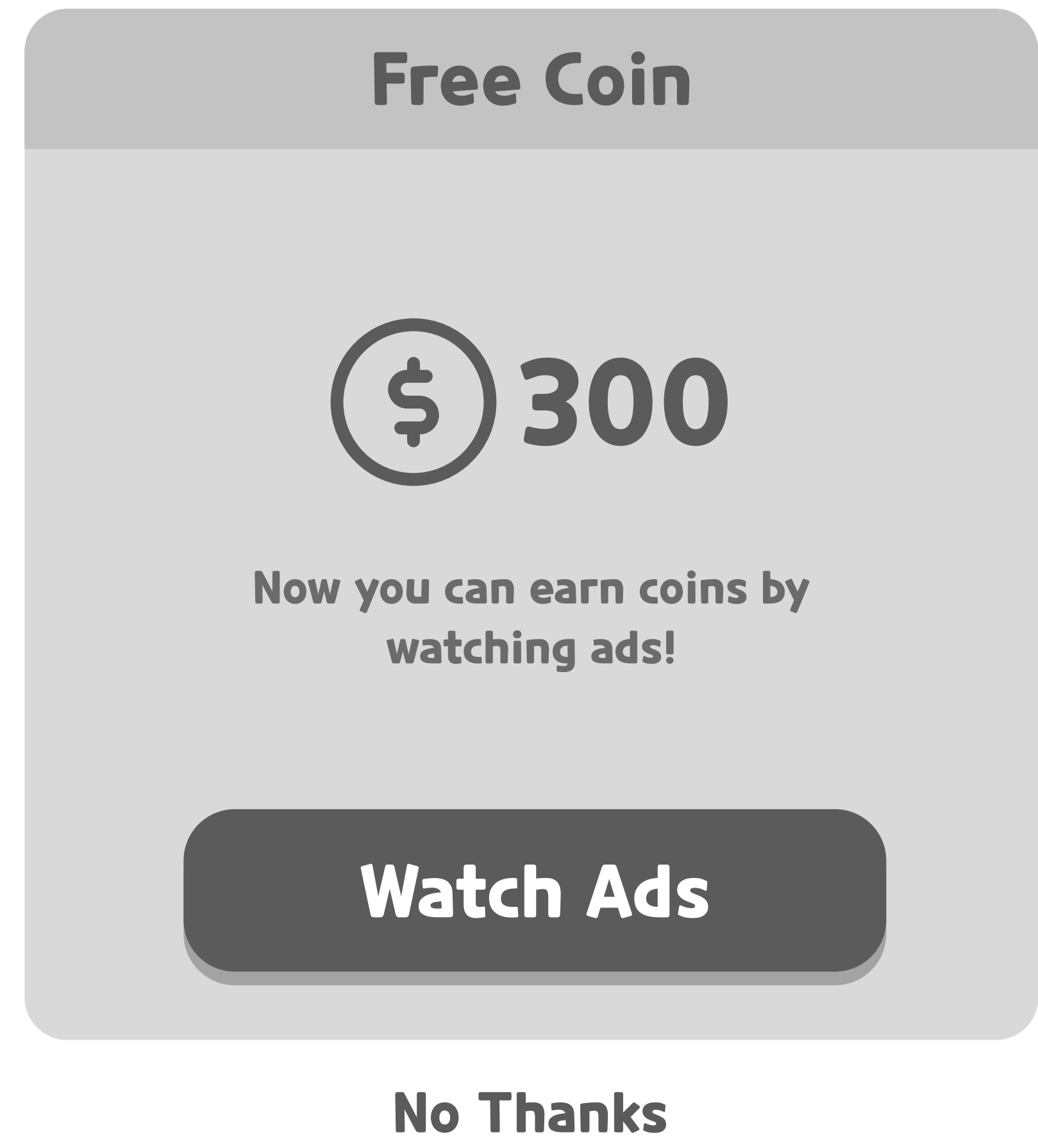
No Thanks

10

Popup is sample design.
Please design according to the theme of your game.

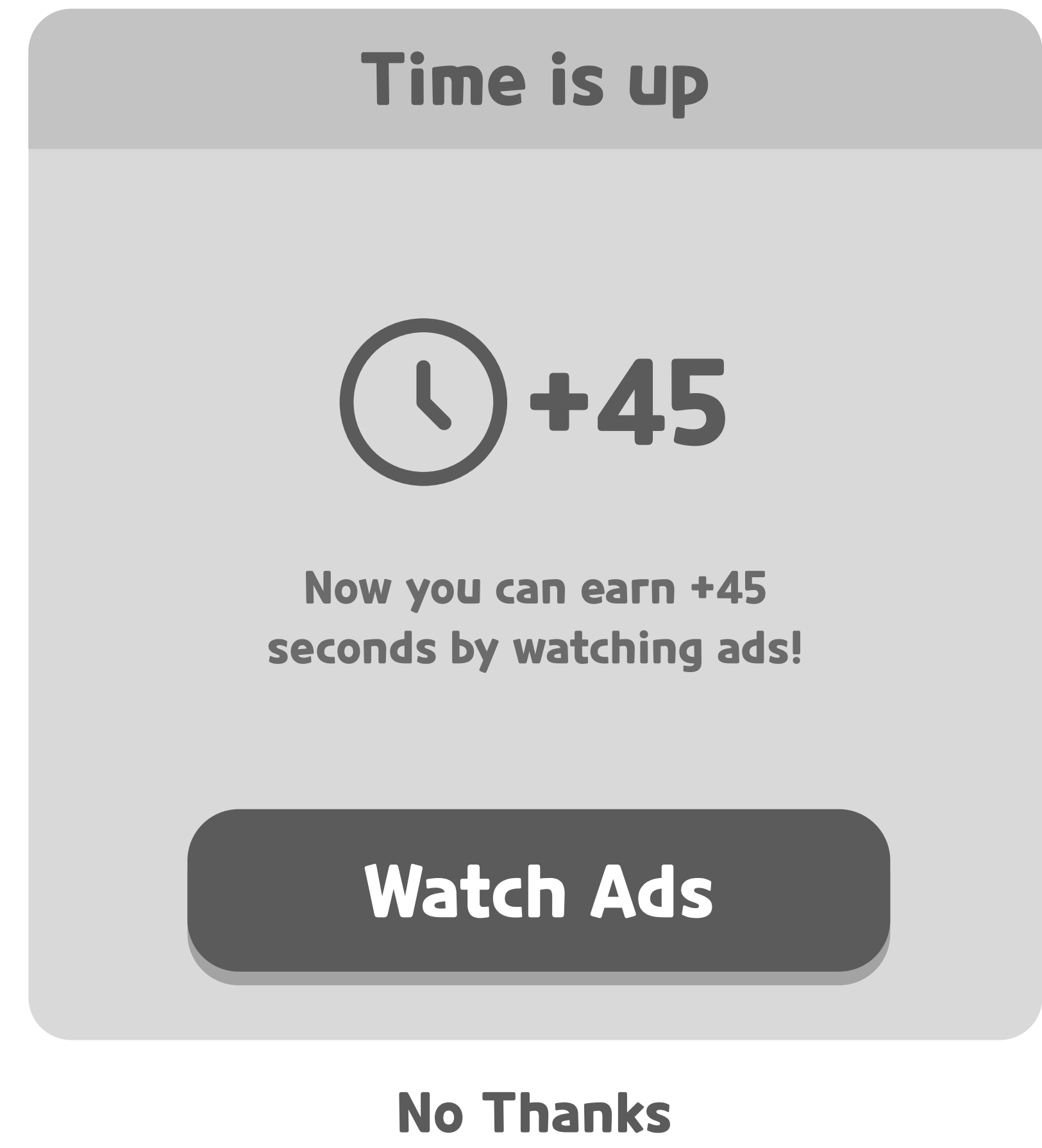
Free Coin

It is a rewarded ad popup which gives a certain amount of coins that can be used in the game for free.



Time Is Up

It is a rewarded ad popup shown to users in time based games when they are not able to pass the level due to the duration.



Collect Boosters

It is a rewarded ad popup which presents the power ups which can be used in the game.



No Thanks

