



Meet Sandstorm SDK by AdTonos

iOS android   unity

Sandstorm SDK provides in-game, intermission and bounty audio ads and allows publishers to generate new revenues from world-class brands.

Why join AdTonos gaming solution: Sandstorm SDK

- Quick and **ultra-easy integration**
- CPMs for audio are **2x as for video ads**
- Our average **fillrate is 75%** for US audiences
- We actively sell through our **relationships** with brands and agencies
- Target **up to 300** behaviour types

In-game audio ads

Ads that are played during the gameplay. The SDK checks the audio is unmuted. Works best for puzzle games.



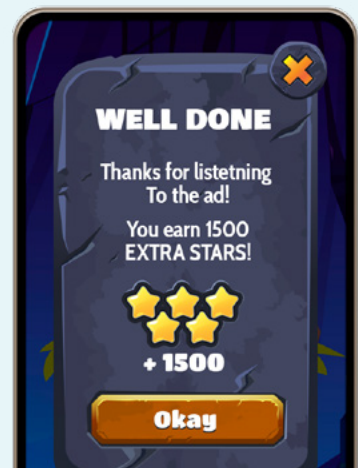
Intermission audio ads

Ads that are played on setup, intermission or highscore. The playout can be easily triggered by the SDK. Works best for action games.



Bounty audio ads

Ads that are played during the gameplay and user receives game bonus coins for every ad. The playout can be triggered automatically or by the user. Works best for simulation games.



609 million

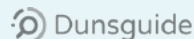
Available Playouts In-game
Audio Ads Monthly

426,2 million - US

80,8 million - Canada

40,3 million - UK

60,1 million - other playouts



We are innovative audio tech company

AdTonos is an audio-centric ad-tech company offering unparalleled solutions for advertisers and impressive monetisation opportunities for publishers.

Our Partnership team will work with you to set the best audio monetisation scenario for your business.
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