

Meet Sandstorm by AdTonos

ios android   unity

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

Why join AdTonos gaming solution: Sandstorm

- Quick and **ultra-easy integration**
- Audio ads can **out-deliver video** on revenue and ROI
- Our average **fillrate is 75%** for US audiences
- We actively sell through our **relationships** with brands and agencies
- Target **up to 300** behaviour types

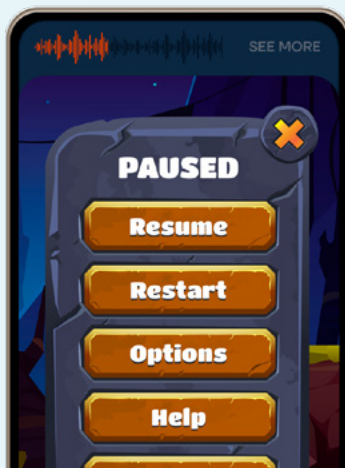
In-game audio ads

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



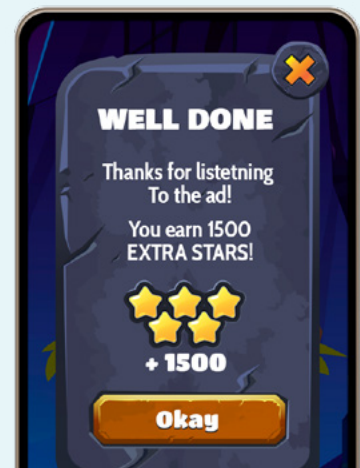
Intermission audio ads

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



Rewarded 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.



1.5 billion

Available Playouts In-game Audio Ads Monthly

1.4 billion - US
60.1 million - UK
23.3 million - Germany
9.1 million - Canada
37.5 million - other markets



RUNNERS



SHOPPERS



COMMUTERS



OUTDOOR
WORKERS



OFFICE
WORKERS



WEEKENDERS

YoursTruly

Interactive audio ads you can talk to via smart speakers and voice assistants.

Twilight

Contextual podcast & audiobook ads.
Turbocharge your brand safety!

Ads replacement

For live radio & music streaming with 400 targeting options and real-time measurement.



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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