

# Official AdMob plug-in installation for Android devices

This tutorial will consist in two easy steps that we'll see, step by step.

- 1) Introduction
- 2) Installation



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## 1) Introduction

With this manual you'll learn how to use **the official Google plug-in** to handle **AdMob which is free**, this project only includes the administration script and its configuration.

At the end of the manual we'll see how to configure different kinds of ads ingame.




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## 2) Installation

- Go to:  
<https://github.com/googleads/googleads-mobile-unity/releases>
- Download **GoogleMobileAds.unitypackage**.

### Google Mobile Ads Unity Plugin v3.0.4

 **rampara** released this 19 days ago

Fix compatibility issues with CocoaPods 1.0.0.

#### Downloads

 [GoogleMobileAds.unitypackage](#)

 [Source code \(zip\)](#)

 [Source code \(tar.gz\)](#)

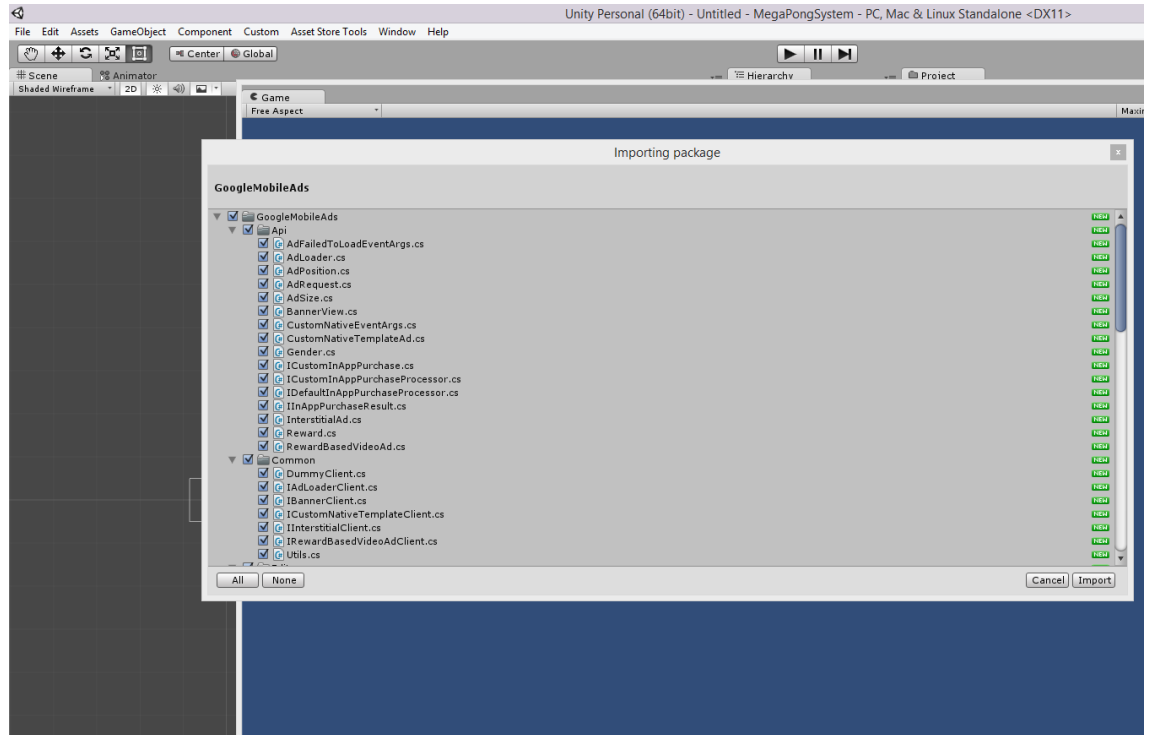
- Download it and place it where you know it's there (you know, desktop, personal folder, etc.)



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- Open the file and import it to **Unity** (Clic **Import**).



- Now find the folder "**google-play-services\_lib**" which is located in the **Android SDK** installation folder (**extras/google/google\_play\_services/libproject**) and copy it.
- Paste it under "**Assets/Plugins/Android**".

Now AdMob is already installed, to see how to configure it check the next PDF.



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