1. Download package - https://github.com/googleads/googleads-mobile-unity/releases/tag/v8.7.0
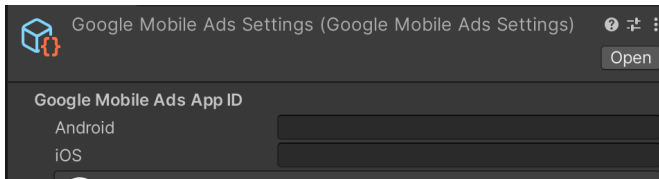
Use the links below to download the Unity package for the plugin or to take a look at its code on GitHub.
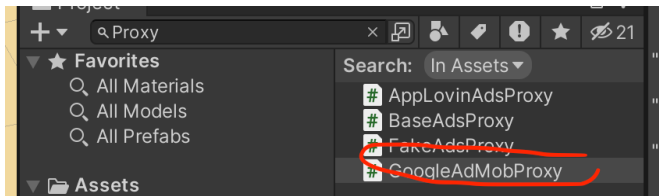
DOWNLOAD THE PLUGIN   VIEW SOURCE

2. Unity Editor. Assets => Import Package => Custom Packege => select downloaded package and Import it.

3. Assets > Google Mobile Ads > Settings. Set Android/iOS app ID.

4. Find GoogleAdMobProxy script.

5. Fill in your IDs.