Enabling Photon Multiplayer
How to use Photon Gateway

Since default gateway does not have multiplayer implemen-tation, you may want to use Photon as a multiplayer solution.
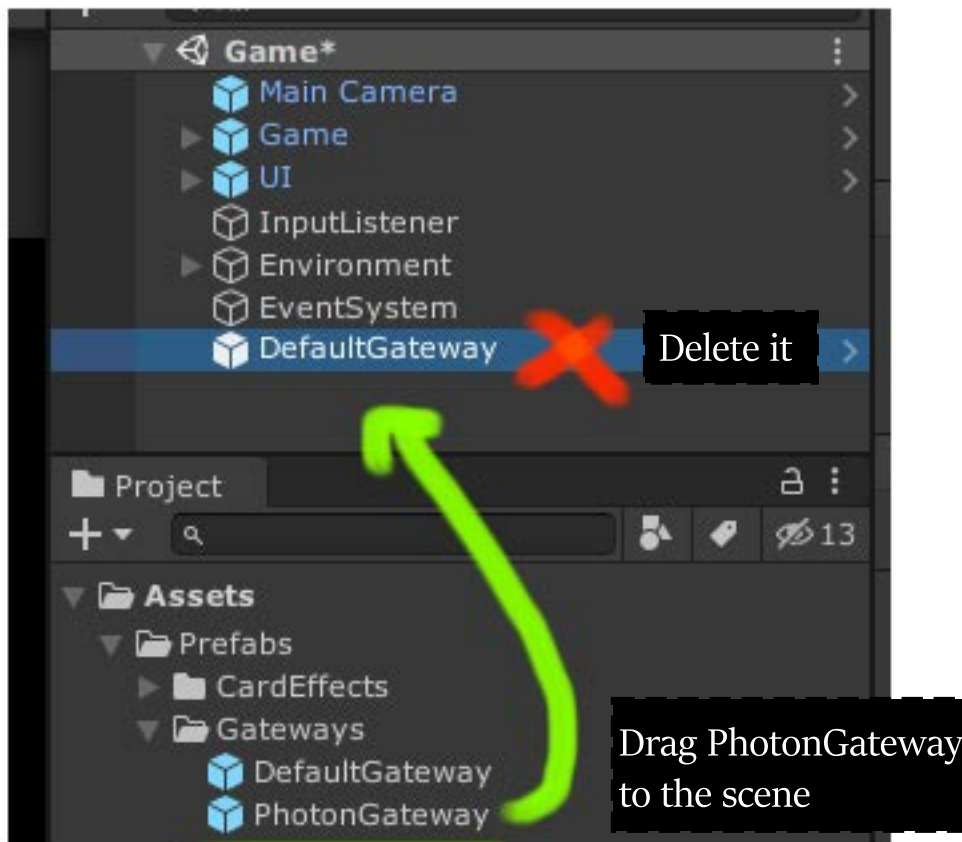
Doing this is super easy;
- Go to Asset Store and import Photon PUN 2 to the project.
https://assetstore.unity.com/packages/tools/network/pun-2-free-119922

- Configure Photon as described here;
https://doc.photonengine.com/en-us/pun/current/getting-started/initial-setup

And you should be able to remove the default gateway, and add PhotonGateway to the scene.

Now Photon Multiplayer should work.