

In order to enable multiplayer all you have to do is

1. Import Photon Unity Networking from the asset store.
2. modify the following files: Misc.cs, GameScript.cs, InitState.cs, PauseState.cs, PlayState.cs, ScoreState.cs, SubmitState.cs, ParScript.cs, ConnectManager.cs, DestroyOnFailedToConnect.cs, NetworkCreate.cs and simply uncomment the first line (simply remove the first two forward slashes and save the files).

```
//#define PHOTON_MULTIPLAYER
```

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```