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Instance Method

# triggerForPlayTogether(handler:)

Displays the view that allows players to engage each other with activities and challenges.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+

```
func triggerForPlayTogether(handler: () -> Void)? = nil
```

```
func triggerForPlayTogether() async
```

## Mentioned in

 Creating engaging challenges from leaderboards