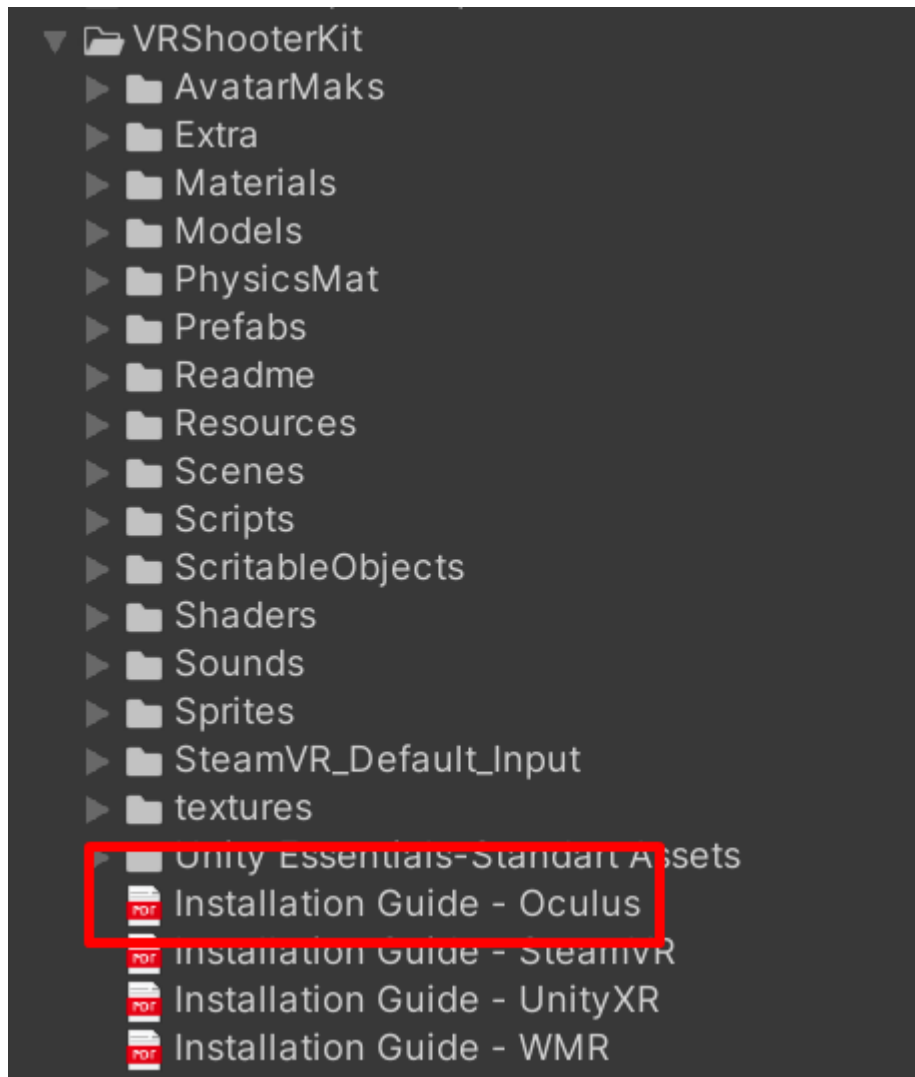


- 1) Create an Empty Unity project (this is important because all the packages should be imported in a specific order!)
- 2) In your new empty project Import [VRShooterKit](#)
- 3) Follow the VRShooterKit installation guide and please be sure that everything is working before attempting to install the multiplayer integration, keep in mind that the multiplayer just works for Oculus at the moment.



- 4) Import [FinalIK](#)
- 5) Import [Photon](#)
- 6) So now you can import VRShooterKitMultiplayer

7) Start the game from the Lobby scene and you are done!

