

ArcadeNet™: Multiplayer

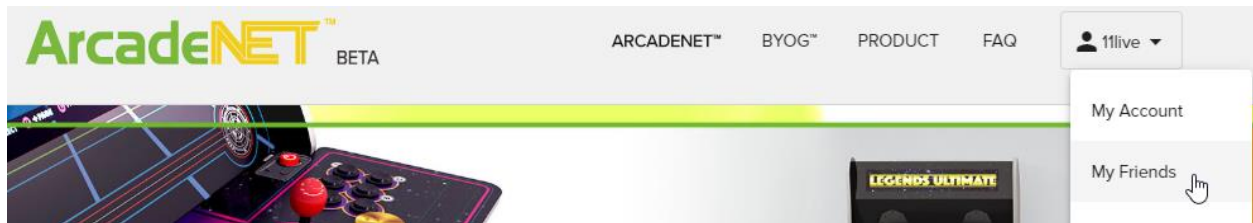
Updated: 2019-11-26

Requirement

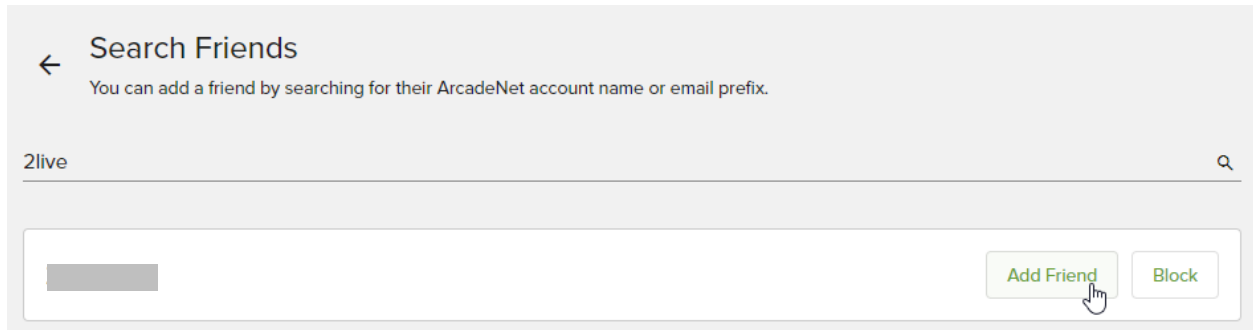
- 2x AtGames Legends Ultimate (ALU)
- 2x ArcadeNet™ logins
- Stable internet connection at both ALU

ArcadeNet™ Instructions

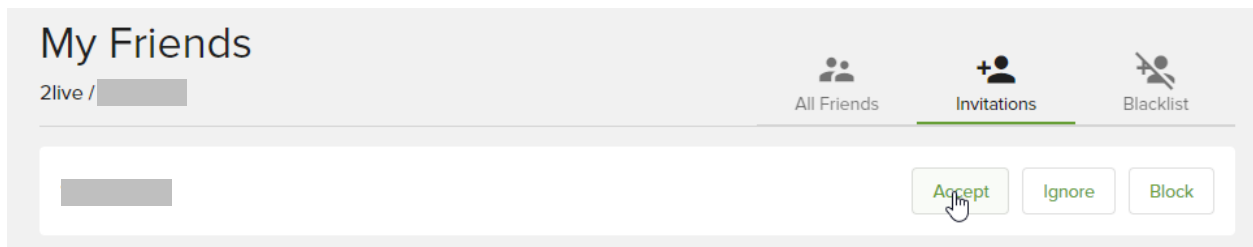
- [Player1] Go to <https://www.atgames.net/arcadenet/> and log into your account
- [Player1] Click on the menu on the top right corner and select “My Friends”



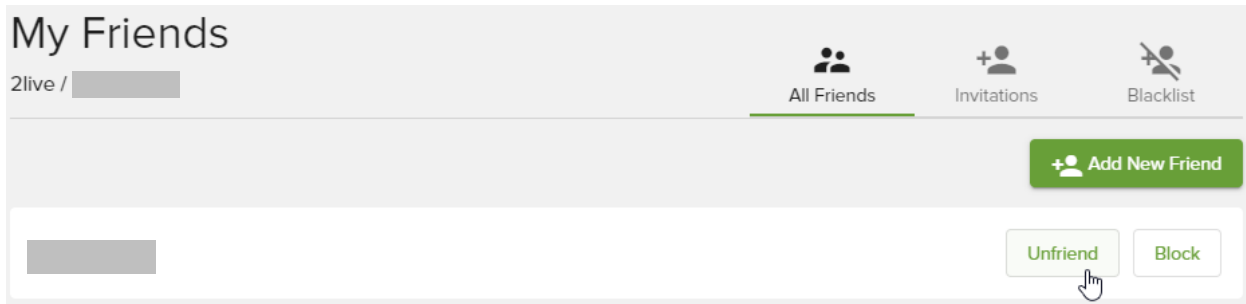
- [Player1] Select “Add New Friend” and look for a friend using the search bar (both email and username would work), then select “Add Friend”



- [Player2] Log into your account on ArcadeNet™, goto “My Friends” setting and click on “Invitations” tab to see the new request and click on “Accept”

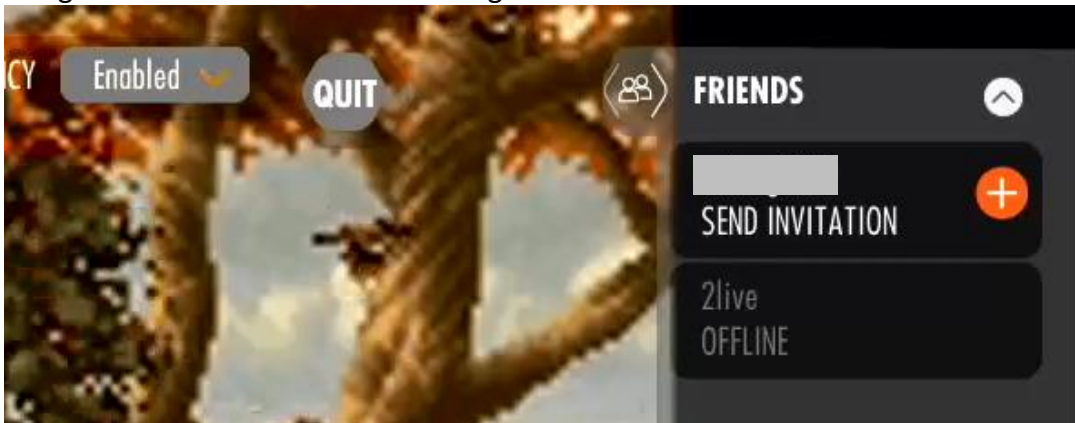


- [Player2] Go to the “All Friends” tab and see your newly added friend

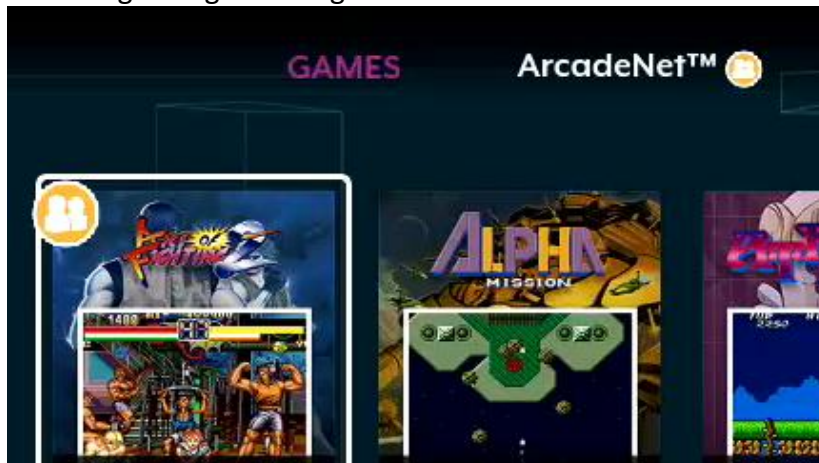


ALU Instructions

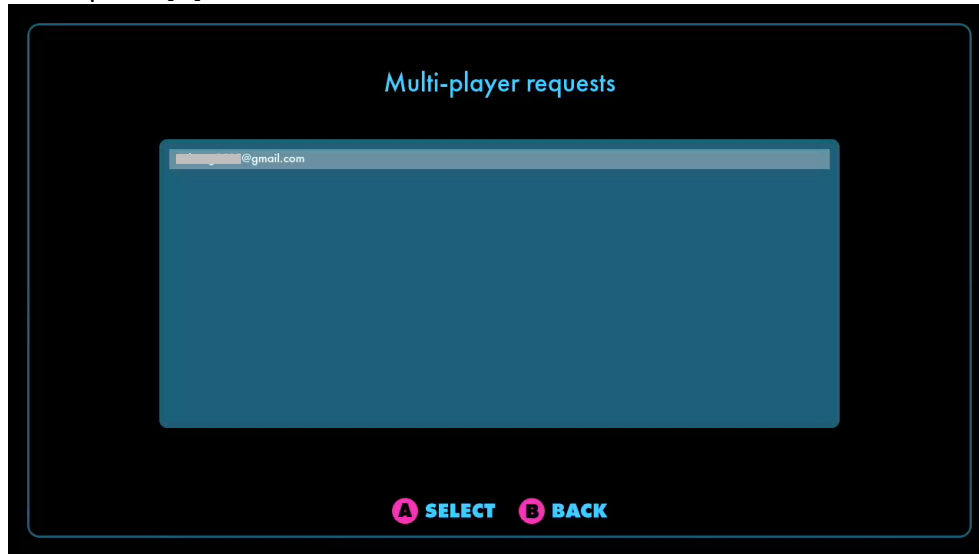
- Turn on both arcades and log into your respective accounts on each arcade
- [Player1] Enter an ArcadeNet™ game from the ArcadeNet™ menu
- [Player1] Press the [MENU] button to ring out the menu overlay
- [Player1] Go to the right side of the menu and look for the [Player2]’s username (not email) using the search bar. Select the “+” sign to send an invitation



- [Player2] In the menu UI, there will be an orange badge on the ArcadeNet™ tab to indicate a pending invite. Move over to the ArcadeNet™ tab to see the invited game title move to the front, also with an orange badge blinking



- [Player2] select the game with the invitation to see a list of invitations. Select the [Player1]'s username and press [A]



Notes

- Both players should use the 1P controllers on their arcade to enjoy this feature ([Player 2]'s 1P will be mapped to [Player 1]'s 2P)
- Only games with the cloud icon can use this feature (Metal Slug X in the screenshot)



- When the [Player1] quits the game, the [Player2] will quit as well (there is a timeout, the [Player2] may see the game go for a few more seconds)
- When the [Player2] quits the game, the [Player1] stays within the game
 - The [Player1] would need to send new invitations to invite friends into the game