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The second instance can be run from the Unity Editor (in the Play Mode). In order to build your game you need to add the Game scene to the build. So, go to File -> Build Settings and add the Game scene to build. Then, you can generate and executable file and run it by clicking on File -> Build & Run.

## **How to Create a Multiplayer Game in Unity - GameDev Academy**

Master everything you need to build a 2D game using Unity 5 by developing a complete RPG game framework! About This Book. Explore the new features of Unity 5 and recognize obsolete code and elements. Develop and build a complete 2D retro RPG with a conversation system, inventory, random map battles, full game menus, and sound.

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