Joining us for Netplay Thursdays is a piece of cake, dude! With this guide, you’ll be up and running faster than Michelangelo can order a peanut butter and avocado pizza with extra pickles.

First, download TMNT_TE_Netplay.zip from the Tournament Fighters Direct Channel. It’s got everything you need — except maybe aventional compounded.

Once that’s all set, open the version you want to play and select the model. Next, click on the model in the TMNT_TE_Netplay folder. Then, click on the models-0.4.8.5-win64 folder to enter the model. The click on model.exe to start Netplay.

Okay, actually just one: you’ll be asked to start navigating the models in the folder that’s just open. Double-click on the folder to enter it, then click Open. TMNT_TE_CGF.exe should magically appear in the list.

You’ll probably also want to remix your controllers. Do this to go to the System tab on the top left side and click on Super Nintendo Entertainment System/ Super Famicom. Then, on the right side, click on the input tab and click the Controller Setup button (it’s hand in mouse: it’s the only button in this menu).

Click on TMNT_TE_CGF.exe to boot the game. Hit the T top to open the terminal, type /server and hit Enter (or Return). You should automatically see any ongoing network session for TMNTTE CF. Congratulations — go kick some shell.

Well you’ve done this a hundred times before. Click on the key you’d like to change and hit the input on the device you’d like to use to - no tweaking required. If you figure out which device you’re tapping the corresponding input on. When you do this, hit Close. Then, go back to the Game List tab. You’re pretty much ready to go at this point.

Great job, mankind. Have a blazin’ party online! For more information on Mediaset’s Netplay console, check out their official netplay documentation. https://mediaset-github.io/documentation/netplay.html