

Here is some help to get ToS:WS network games going:

1. ToS:WS does not have a dedicated server. The player hosting the game is the server.
2. The port number is 42121 in v1.2.1, 42120 in v1.2.0, 42110 in v1.1.0, and 42118 in v1.0.0, in case you have to set up your router/firewall.
3. After selecting network game the screen shows one or maybe two IP addresses. These are the IP values of your computer. There can be two in case you have setup TCP/IP for your LAN (local area network) as well as your Internet access.
4. Showing something like 192.168.X.Y is usually a local IP address for LAN use; this range is reserved and will not show up on computers connected to the Internet.
5. Here is a screenshot of my computer connected to the LAN as 1st IP (192.168.0.1) as well as the Internet as 2nd IP (217.227.222.253). I entered an IP under 'HOST IP' (212.234.12.10), as this was the address my friend provided to me. He would act as the host/server. Therefore I would select 'Join Game' as I want to join his game.



6. If I want to act as a host/server I have to give the clients (players who want to join me) my IP address. If I want to play just local with my buddies (LAN) I give them my first IP address (192.168.0.1). If I plan to play an Internet game I will give them the second IP (217.227.222.253). Since I want to host I can skip the entry under 'HOST IP'. Then I should select 'Create Game'.
7. All players should enter their name 'Player'; this would show up afterwards as your jock's name in duels.
8. HOST IP and Player values can be entered in the CC under 'Options'. This will be saved and be used as the default as soon as you start network games in the battle module.