Prerequisites

✓ Some 0 A.D. knowledge (how to set up a game, choose match, etc).
✓ A working LAN network, with a DHCP router. (Using a switch requires more settings).
✓ Very few knowledge about windows (Where to find the run command Windows key + R).
✓ 0 A.D. installed on each machine you want to play with.
✓ The same mods on both side.
✓ Some patience.

Disclaimer: The game is still in Alpha state and is likely to change. While unlikely, I cannot guarantee that this process will always be applicable.

Summary

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Setting up the host side

Gather information

Configure the game

Setting up the client side

Configure the game
Setting up the host side

Gather information

1. Just type ‘cmd’ (without quotes) in it. It will run the command line.

2. Look for the line IPV4 in word it’s the one you’ll need for others on your local network to connect to you.

   ❖ Note: DHCP line is the address of the router, it can be nice to know that, should you need to edit some parameters in it.

3. Close the command line.
4. Look for the game shortcut, and click on it.
Configure the game

1. Click ‘Multiplayer’.
2. Click ‘Host Game’.
3. Set up your player name (All must be different else it won’t work)
Note: Sometimes a pop-up will open because the firewall needs to know how it should react to the game sending data. Just tick both the checkboxes, the second one is to be able to play outside your home. Then press the button with the bicolor shield.

4. You should now see this window

5. Done, the host is now configured and he can set up the game.
Setting up the client side

Configure the game

1. Click ‘Multiplayer’.
2. Click ‘Join Game’.
3. Type the IP address you got from the host here ‘192.168.1.100’
4. Press ‘Continue’.

5. You should now be connected to your friend.
6. Have fun!