

For work with our game servers, only the Windows built-in tools are needed, no additional software is required.

VPN.exe is not a program in the usual sense, it does not install anything to your PC, but it is an instruction to create VPN-connection for OS (it can be created and removed many times without consequences).

Execute file that corresponds to the operating system (32 or 64 bit).
The OS version is displayed in PC properties..

You can create VPN-connection manually but in this case you cannot receive the updated list of servers and you should enter its address manually.

IMPORTANT!
The server creates LAN for games through a tunnel connection.
The server does not guarantee encryption of the transmitted data and access to the Internet.
You cannot use it as a gateway or proxy server.

There are 10 credentials for the testing purpose:

Logins: Gamer
Gamer1
Gamer2
.....
Gamer9
Password: Gamer (for all logins).

The test login is not recommended for regular game!

To make your personal credentials send an email to support@realwargame.ru with your desired login/password and wait for confirmation (response mail).

IMPORTANT!
The login must contain only alphanumeric chars in latin layout.
(No meaning or obscene logins will be disabled).
The password must contain only alphanumeric chars in latin layout.
(the register has meaning - the server distinguishes between uppercase and lowercase letters!)

The list available servers will be updated (if necessary) when connected.

Currently there are only two of them:

general (Shared)
team (RWG-team).

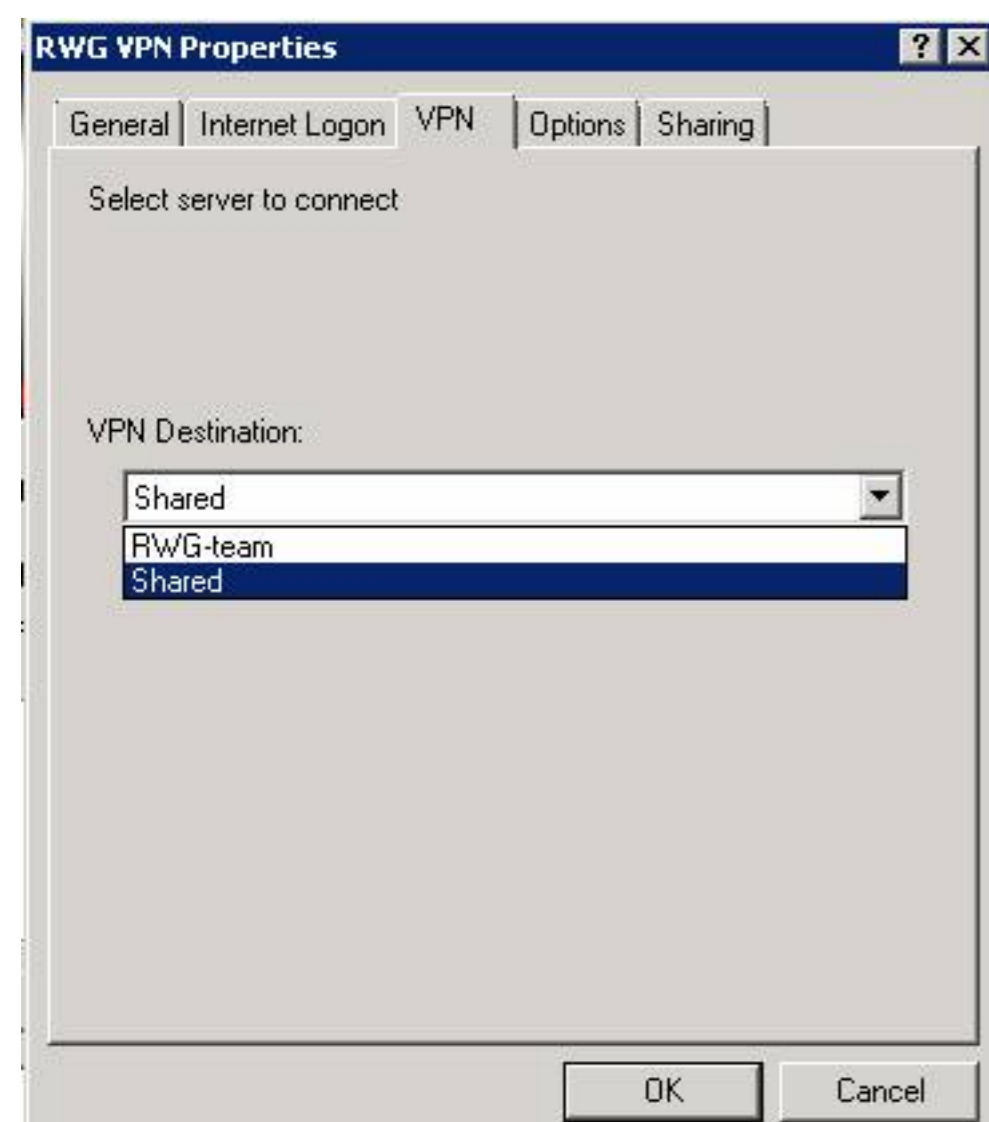
Ths "Shared" is set by default.

Connection to "RWG-team" is restricted and there is only one test login for it..

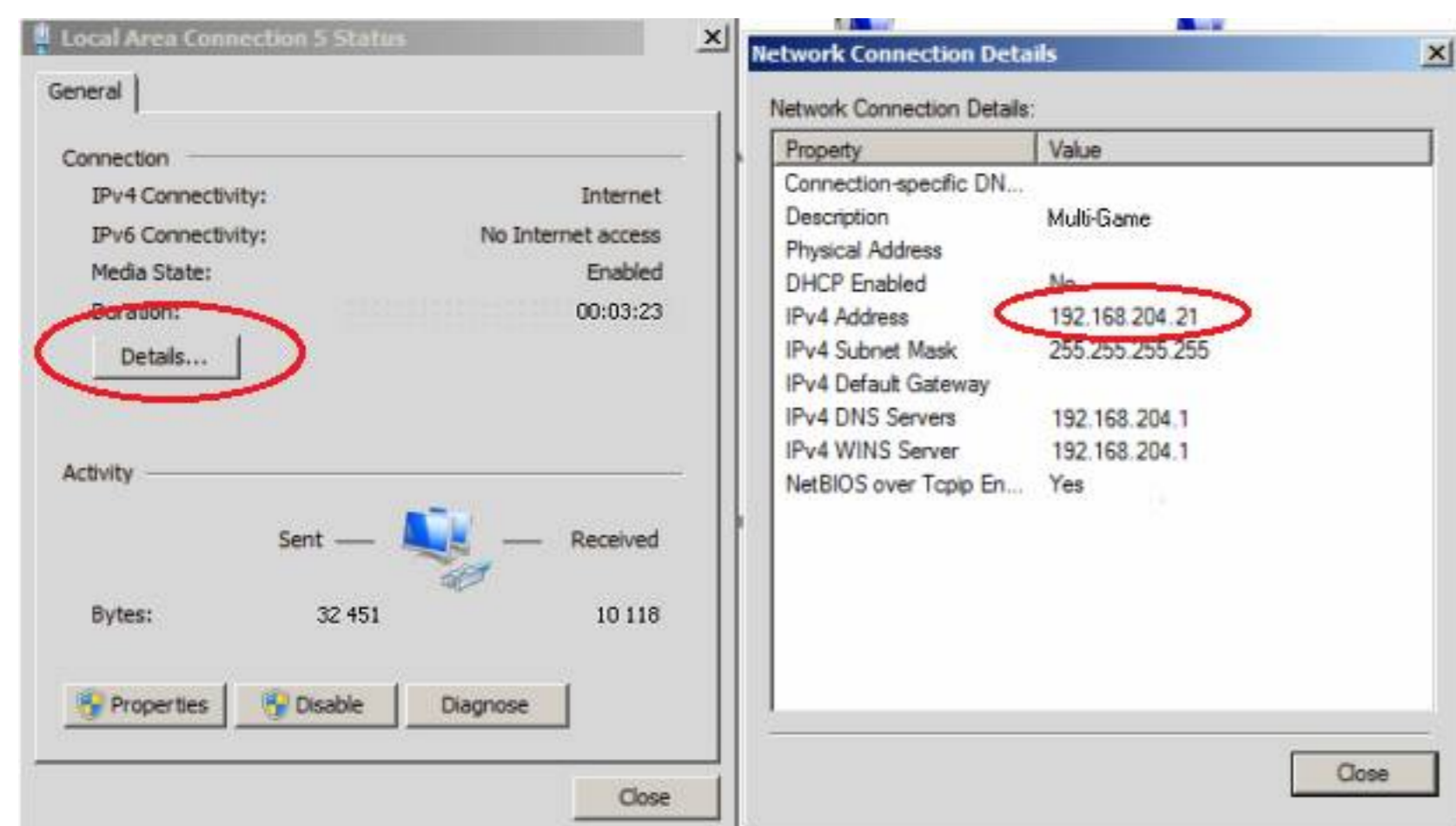
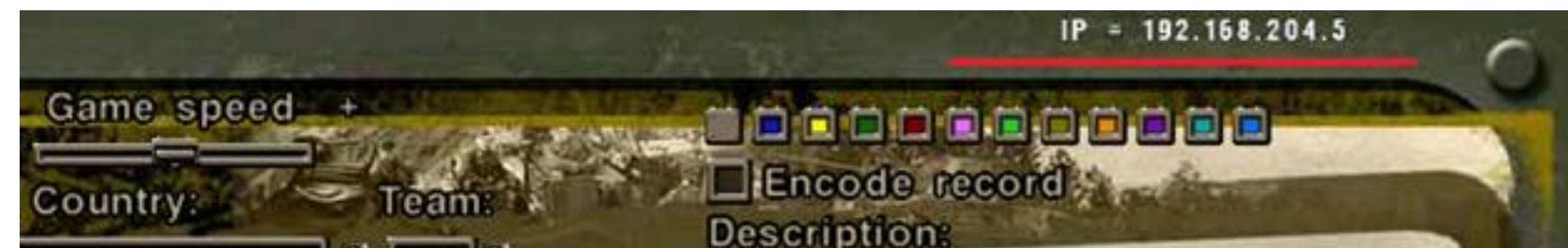
To change the server open "Properties" tab:



on the VPN tab select required server in the accessible list:



After the connection to the server you get additional IP address from the private pool (192.168.204.x).
It can be displayed in the network properties tab in the game:



IMPORTANT!
To connect to the game you should enter IP address of the players who created a map (host a game).

For the network game it is not necessary disable Windows firewall as usually recommended, just open needed ports:

For the game (Game.exe):

For the DirectPlay
Allow incoming/outgoing connection for TCP 2300 port
Allow incoming/outgoing connection for UDP 2350 port
Allow incoming/outgoing connection for UDP 47624 port

For the UPnP
Allow incoming/outgoing connection for UDP 1900 port

It is recommended to allow incoming/outgoing pings in case of problems.

Detailed description and discussion on our forum: [Game servers RWG-team](#)