

## Playing *Alloy* across a VPN

The Unreal game engine, used for creating *Alloy*, does not allow for playing games outside of a local area network (LAN). In order for friends to play across the Internet, all players must establish a Virtual Private Network (VPN) that let's their computers act like they are all connected within a LAN. This document goes through the steps of creating a VPN with free software and having players connect to each other through the network.

### **Creating a VPN**

1. Download the Hamachi LogMeIn VPN software (<https://secure.logmein.com/products/hamachi/download.aspx>)
2. Start Hamachi and press the power button on the Hamachi screen. This will connect your computer to the Hamachi service.
3. **For hosting a game:** Click on the Network menu and select "Create a New Network." Specify a name for the VPN and a password.  
**For joining a game:** Click on the Network menu and select "Join a Network." Enter the network name and password specified by the host.
4. If successful, each player should see everyone in the Hamachi window.

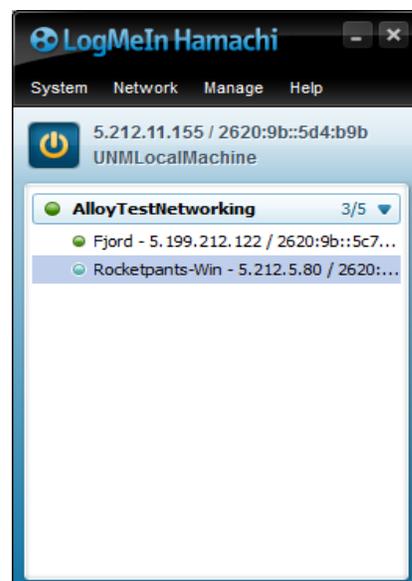


Figure 1: Hamachi screen with all players connected to the VPN

**Note:** The free version of Hamachi allows for only five (5) people to be connected within a single VPN. To add more people to a game, the host will to purchase a license from Hamachi to allow up to 255 connections into a single network. Visit the Hamachi website for more information on getting a professional account.

### ***Starting an Alloy Network Game across VPN***

1. **For player hosting a game:** Go through the Host Game process as normal. You will need to provide all players who are joining the game your IP address on the VPN. This can be found at the top of your Hamachi window.  
**For players joining a game:** Start Alloy and press Join Game once you reach the menu screen. Enter the IP address of the host on the VPN. Press *OK* to have Unreal connect to the host machine and launch you into the game.



Figure 2: Unreal console command to join game on host machine