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# How to Set Up Capitalism 2 Multiplayer Games

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Firstly, you should check that Capitalism 2 is not being blocked by a firewall, Windows Defender, anti-virus or any other network access blocking software on your computer.

**For users who are using Windows Firewall only and are not using any anti-virus software:**

You should add Capitalism 2 to Windows Firewall's exceptions list, so that it will not block Capitalism 2's network messages. Here are the steps:

1. Click **Start** and then click **Control Panel**
2. Click **Windows Firewall**
3. On the **Windows Firewall** window, click **Exceptions** tab
4. Click **Add Program** button
5. Select **Capitalism 2** and click on the check box next to it.

Do this on all computers that are going to run the Capitalism 2 multiplayer game.

**If you are using any anti-virus software, you should also add Capitalism 2 to its list of software with permissions of network access.**

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# Playing Capitalism 2 Multiplayer Games via GameRanger

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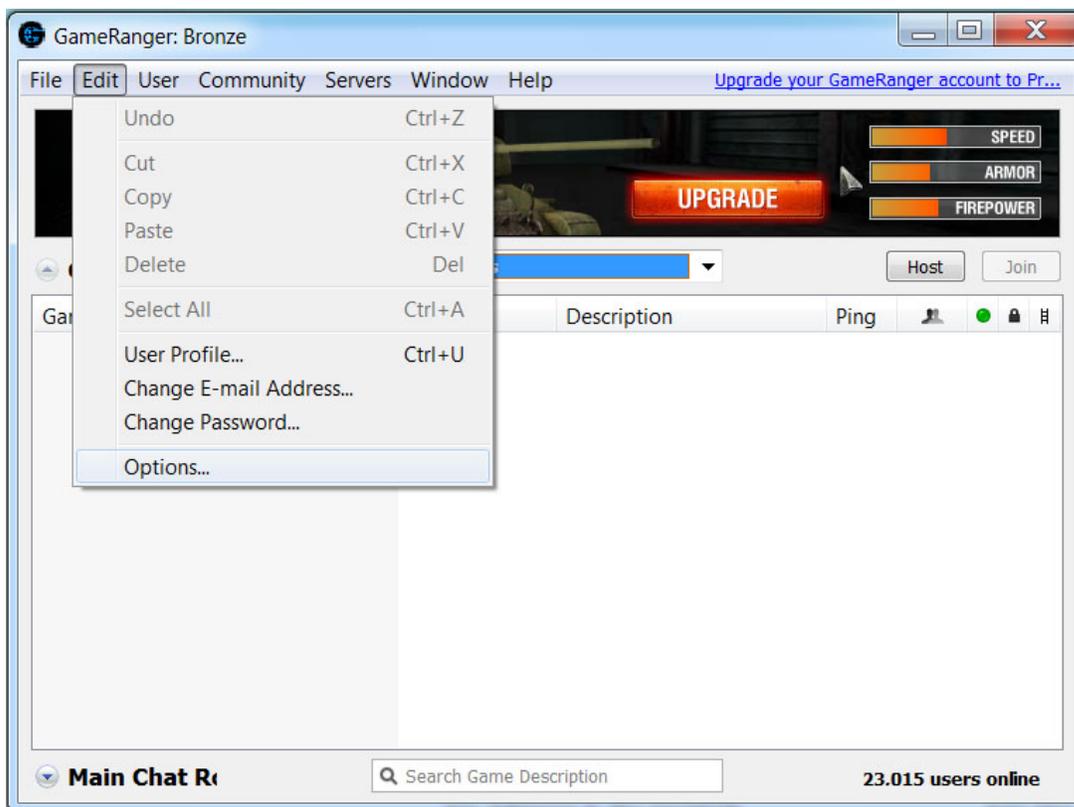
You may play Capitalism 2 multiplayer games via GameRanger.

GameRanger is a third-party online gaming service that provides matchmaking for hundreds of games, including Capitalism 2. Its Windows based client can be downloaded for free from [www.gameranger.com](http://www.gameranger.com)

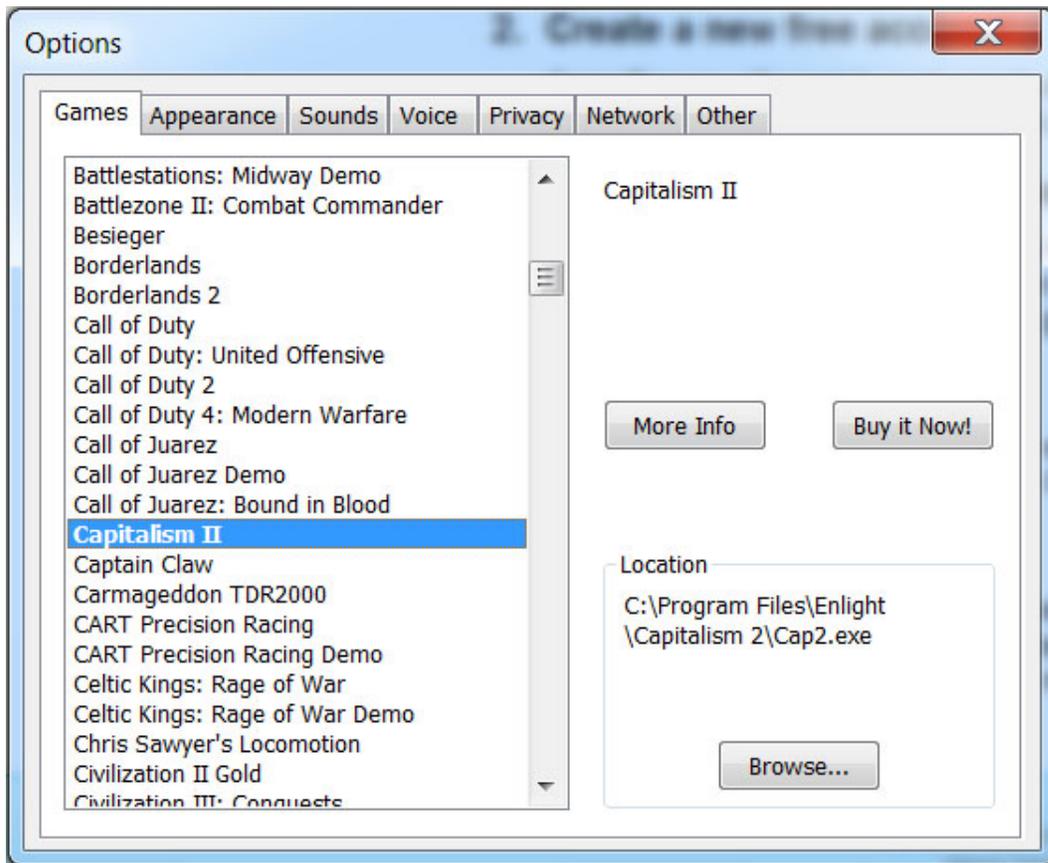
You may follow the instructions on the following GameRanger web page for getting it set up:  
<http://www.gameranger.com/support/intro/>

If you need a step-by-step video tutorial for installing GameRanger, you may look for one on YouTube. Here is one of them:  
[http://www.youtube.com/watch?annotation\\_id=annotation\\_363782&feature=iv&src\\_vid=\\_1TcAG-dPU8&v=FAPQMw8eZX4](http://www.youtube.com/watch?annotation_id=annotation_363782&feature=iv&src_vid=_1TcAG-dPU8&v=FAPQMw8eZX4)

After installing GameRanger on your computer, the next step is to link your local copy of Capitalism 2 in your harddisk to GameRanger. To do so, select [**Edit**] from GameRanger's menu, as showed in the below screenshot, then select [**Options**].



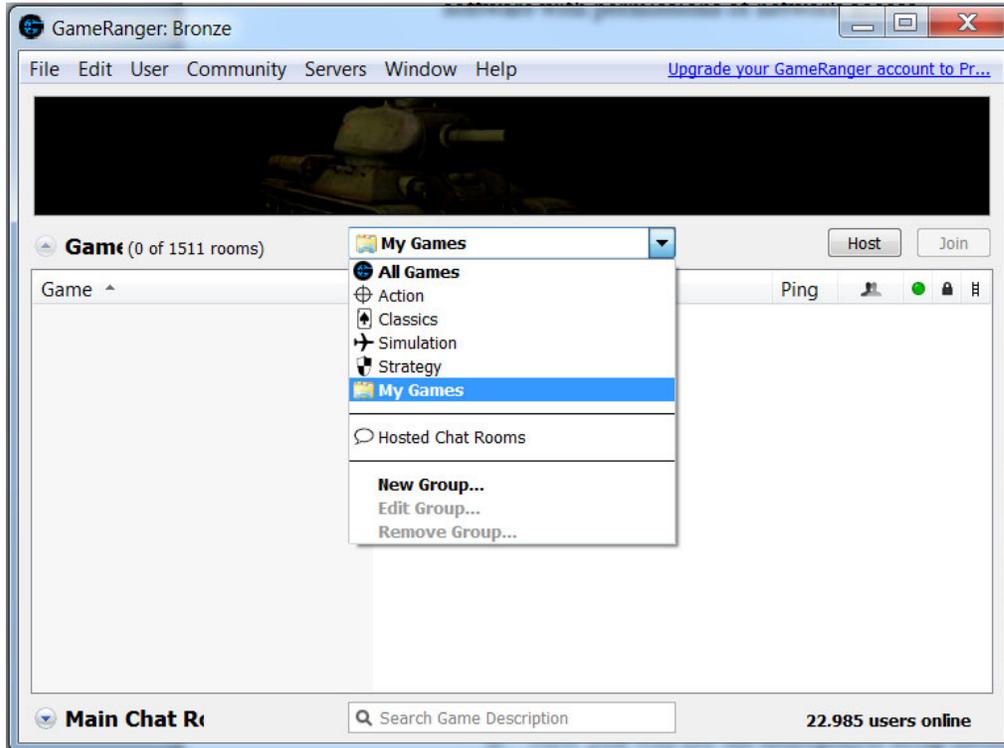
The **Options** window will now open. On the [**Games**] page, select “**Capitalism 2**” from the list, as shown in the below screenshot. Then click on the [**Browse...**] button to set the file location of your local copy of Capitalism 2.



Now close the **Options** window and return to the GameRanger main window. Open the dropdown list as shown in the below screenshot, and set the current game list to [**My Games**].

Since you have already linked Capitalism 2 with GameRanger, it is now under the **My Games** list. GameRanger will show any active Capitalism 2 multiplayer games on its main window.

Now you may host a new game by clicking on the [Host] button or join a game available on the list.



If you are looking for people to play Capitalism 2 multiplayer games with, you may check out the “Capitalism 2 – Multiplayer Matchingmaking” forum at:  
<http://www.capitalismlab.com/forum/viewforum.php?f=18>

You may also post your invitations for Capitalism 2 multiplayer games on the **Capitalism 2 Facebook page**: <http://www.facebook.com/capitalism2>

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# Playing Capitalism 2 Multiplayer Games without using GameRanger

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You may also set up a Capitalism 2 games without using GameRanger. To do so, at least one of the players must know the network IP of his/her computer and forward the network IP address to other players in advance.

The detailed steps are as follows:

1. Run **Capitalism 2**
2. Click **Multiplayer Game** on the main menu



3. Click **New Game**
4. Select **Internet TCP/IP Connection for DirectPlay**
5. Enter your name.
6. One of the players should click **Create** on the bottom of the screen to create a multiplayer game session. The other players should click **Join**.
7. For those who clicked **Join**, a window titled "Locate Session" pop up, asking you to enter the computer name or IP address, or leave blank to search. Leave it blank and click **OK**. You will then see the name of the hosting player who has previously clicked **Create** to create the multiplayer game session. Click on that player name and click **Join**.
8. Now you will see the multiplayer setup menu, when you are ready, click **Ready**. Please note that only the hosting player can change the setting of the game. Other players can request the hosting player to change game settings via chatting on the setup screen. When all players have clicked **Ready**, the hosting player can click **Start** to launch the multiplayer game.