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I'm talking about the Heroes 3 Complete version, which you can buy via GOG.COM (it costs around €3 most of the year) to which, when you install the HoMM3 HD mod, you immediately have an Online Lobby available and you can play with your friends or just challenge someone. 1. It is necessary to install Heroes 3 Complete from GOG and then HD mod. You can find a step-by-step guide here. 2. If you managed to install these two items correctly, run HD Launcher (you should have a desktop shortcut) 3. Make sure that the HD+ option is checked in HD Launcher, only then will the Online Lobby become available. If it is checked, click "Play". 4. You are already in the game, click on New Game > Multiplayer, here you will see a new button, Online Lobby. Click on it. 5. When logging in for the first time, you must create an account under which all your successes and failures will be recorded. Just enter a name and password (you can also enter an email, but it is not necessary). 6. After creating an account, you can log in to the Online Lobby. Click on "LOGIN". 7. Welcome to the online world of Heroes 3. Through the Online Lobby, you can arrange a game with anyone via Chat. 8. But we are going to create a game with a friend. Click on NEW GAME and fill in the Game description, Password and Number of players. Then confirm. 9. The game is now created. You have to wait until your friend joins you. He must also install Heroes 3 Complete and HD mod. You must have the same versions of the HD mod (if you don't, the game will notify you and you will update the HD mod). 10. If a friend logs in to the Online Lobby, he must find the created game and then click "JOIN". This is what the Online Lobby looks like when your friend joins the game. 11. Great, you're both in the game now. Whoever created the game can also run it. Now choose the random map template or scenario you will play on, the towns you will play with, or leave everything to random. If everything is set, click on "BEGIN". 12. You still have one settings screen in front of you, where you can BAN some objects from the map and mainly turn on Simultaneous Turns. Confirm the selection and you are in the game. 13. So it begins. And you already know the game, may the better one win. You can use the same online play process for Horn of the Abyss. \*I send access to the folder manually, please also check SPAM. If you do not receive access within 24 hours, please contact me at admin@heroes3wog.net. \*\*I also send a postcard to everyone who donates \$/€ 10 or more Donate via PayPal and get access to WoG Folder\* and Heroes 3 postcard\*\* Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Heroes News, HoMM3 HD, Horn of the Abyss, Multiplayer HD mod, Online Heroes 3 is still very easy to play online with friends nowadays. Forget the crap version that can be purchased on STEAM (does not include the Armageddons Blade and Shadow of Death datadiscs). I'm talking about the Heroes 3 Complete version, which you can buy via GOG.COM (it costs around €3 most of the year) to which, when you install the HoMM3 HD mod, you immediately have an Online Lobby available and you can play with your friends or just challenge someone. 1. It is necessary to install Heroes 3 Complete from GOG and then HD mod. You can find a step-by-step guide here. 2. If you managed to install these two items correctly, run HD Launcher (you should have a desktop shortcut) 3. 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If you do not receive access within 24 hours, please contact me at admin@heroes3wog.net. \*\*I also send a postcard to everyone who donates \$/€ 10 or more Donate via PayPal and get access to WoG Folder\* and Heroes 3 postcard\*\* How do I play Online Multiplayer? Can someone give me a step-by-step guide on how to both host and join a game? I've tried everything I can think of. Both me and my friend are friends on Steam and have the game through Steam, but we can't figure out how to join each other's games. We searched up each other's games in multiplayer settings and invited each other, etc, but nothing worked. From the forums it seems online play is still a thing here, but I have no idea how to get it working. Help. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. HOMM1: info forum | HOMM2: info forum | HOMM3: info mods forum | HOMM4: info CTG forum | HOMM5: info mods forum | MMH6: wiki forum | MMH7: wiki forum Page 2 How to play multiplayer games? So i've just bought the game, but when i click the online multiplayer option no games appear, i also set the port forwarding options, but idk if my ISP is blocking that option. From what i've read, you can join/ host games with your steam friends, should games appear with random people once i click online or is it just my issue? Also, is there a discord or some other form of chat to schedule matches with players? Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. angus14d Sorry, data for given user is currently unavailable. Please, try again later. View profile View wishlist Start conversation Invite to friends Invite to friends Accept invitation Accept invitation Pending invitation... 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Using no external tools whatsoever (yes, no bloody GameRanger, Hamachi, VPN, etc.), via TCP/IP. That's quite a feat, but turns out that it's pretty simple in the end, one just has to understand how the underlying technology works. HoMM3 was made in the early days of DirectX (in 1999, DirectX 6 was the latest version), using its DirectPlay as middleware to set up network games. Since DirectX 8, DirectPlay has changed considerably, and since DirectX 9 it has been deprecated altogether. However, its support still survives to this day with varying degrees of functionality. DirectPlay relies on a server (dplaysvr.exe) that is game-agnostic and that creates a two-way link between the host and the clients. A useful Microsoft document about it can still be found here. This means two things in practice. First, both the host and clients have to have DirectPlay installed. On recent Windows (8.0, 8.1, 10), this is achieved by checking Legacy -> DirectPlay in Windows Features, as seen here. ... 10,205932/ (note that it is on by default already, so for the most part you don't need to do anything here). On Wine (Linux or OS X), this means running winetricks directplay. Second, in order to have a network connection, not only does the host have to do port forwarding, but also the clients! The ports to forward are the same in both cases: Both TCP and UDP 47624 (doc says TCP is enough, but my testing shows UDP is being listened too), and both TCP and UDP 2300-2400. If this is performed correctly (the way to do it depends on your router; this is a good reference, already with the needed ports preselected: ... efault.htm ), every machine is able to serve at least as a client (is able to see and join hosted games). If you also want to use the machine as a host, this is a bit more complicated. Since DirectPlay is deprecated, the actual hosting parts of it have been removed from recent Windows versions, as far as I can tell. That means that you have to use either an old Windows version (perhaps in a virtual machine), or use Wine on Linux or OS X, which is fully capable of running the DirectPlay server (via the aforementioned winetricks command). And that's it! In a nutshell: start hosting a game on one of the supported OSs via the TCP/IP option, forward ports, have client players forward their ports, and tell the host's external IP (from or such, not the internal one that HoMM3 shows) to the clients. Easy! For troubleshooting/reproducibility purposes, note that UPnP might influence the host/client visibility; reportedly it may be a bit broken. I tested with it disabled on both the host and clients. The host actually had only TCP 47624 and 2300 forwarded (not the whole 2300-2400 range); and in UDP it had these forwarded (most likely the ones after the first two are not needed, but I didn't want to take chances so far): 2350 47624 10062 15114 16702 2252 29474 30957 33352 36197 37317 37818 42268 46384 46747 48053 51514 55140 58930 8470 I tested (and confirmed to be working) Linux and Windows XP as hosts; and Linux, Windows XP, Windows 8.1 and Windows 10 as clients. Hosting from Windows 8.1 or Windows 10 didn't work. Also, GameRanger doesn't even work on Linux and Windows 10 (crashes the game on the former and displays a blank game screen with an hourglass on the latter), which is why the direct solution is way nicer. And if you want "pics or it didn't happen", I actually streamed the network game, you can see it here: and for a 3-way match, and for a 2-way one. 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