Bionite: Origins - Hosting and Joining an Online Game Updated 1/9/22



STARTING A GAME



HOSTING A SERVER



Click on the Accept Button to save the host settings and launch the lobby. Once in the lobby, other players can join. Enter the server / host name. This is the name other players will use to find your game.

The Maximum Number of players can be changed using the – or + buttons. The limit for tactical games is 18. The limit for TDM games is 64.

Click on this button to change if the game is hosted over the LAN or the INTERNET. All internet games use the Steam platform.

Click on this button to change if the game is a Team DeathMatch (TDM) or Tactical (TAC) game.

JOINING A SERVER: STEP 1

To play an INTERNET game, first log in to Steam. LAN games do not require a Steam connection to play.



JOINING A SERVER: STEP 2



JOINING A SERVER: STEP 3



JOINING A SERVER: STEP 4

