

METEOR SQUAD MANUAL

# **INDEX**

### How to start a Meteor Squad game

Method 1: Connection via LAN	2
Method 2: Connection via Steam	5

## How to start a Meteor Squad game

#### Method 1: Connection via LAN

- 1. Extract the Meteor Squad package in the desired folder.
- 2. Execute Meteor Squad exe (view image 1).

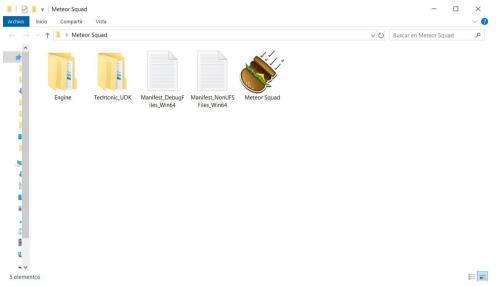


Image 1: Click on Meteor Squad.

3. We use a host and client structure for the connection, so first the host has to create the lobby. For that he has to click on SEARCH SERVERS (view image 2), LAN and HOST (view image 3).



Image 2: Click "Search Servers".

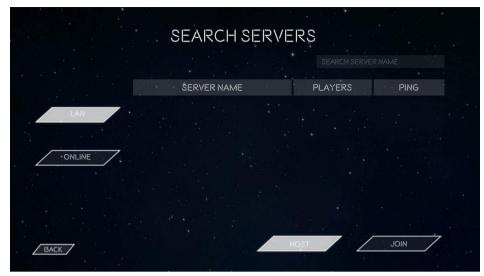
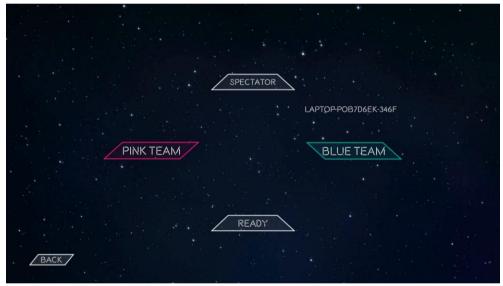


Image 3: With LAN selected, click "Host".

4. If step 3 is well done, the host will appear in this screen (view image 4).



**Image 4:** The host appears in the lobby.

5. The client only has to click QUICK GAME and after a loading screen he will join the lobby with the host player (view image 5).

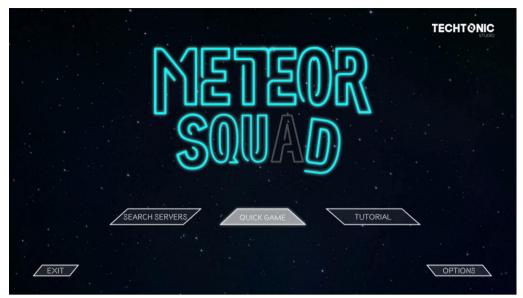


Image 5: Click "Quick Game".

6. If step 5 fails, the client has to enter on SEARCH SERVERS and in the LAN tab it must appear the lobby created by the host. Select the lobby and click JOIN (view image 6).

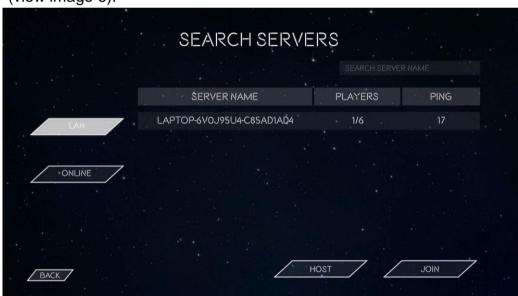


Image 6: Click "Join".

7. Inside the lobby, every player can move and choose a team freely. When every player in the lobby has clicked the READY button, the game starts (view image 7).

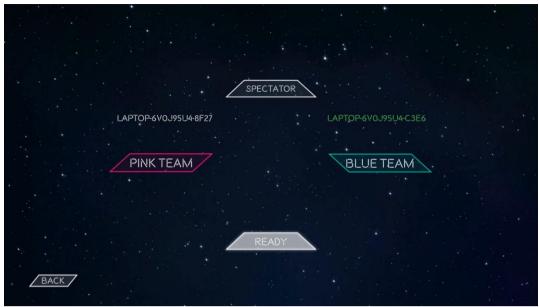


Image 7: Click "Ready".

### Method 2: Connection via Steam

- 1. Extract the Meteor Squad package in the desired folder.
- 2. Open Steam. It will be easier to connect if you have the other player(s) in your friend list.
- 3. Execute Meteor Squad exe (view image 8).

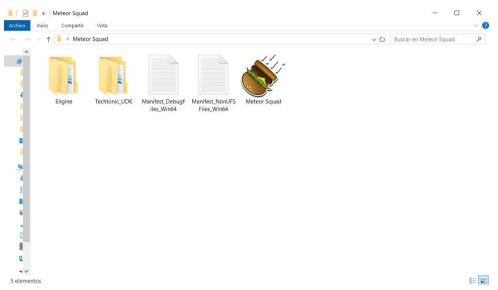


Image 8: Click on Meteor Squad.

4. We use a host and client structure for the connection, so first the host has to create the lobby. For that he has to click on SEARCH SERVERS (view image 9), ONLINE and HOST (view image 10).

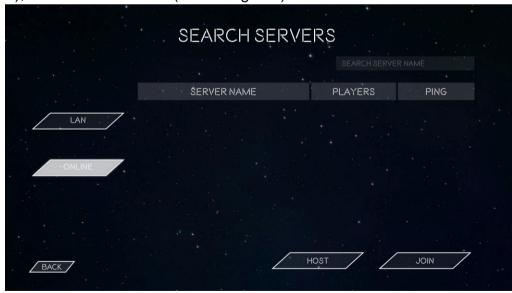


Image 9: Click "Search Servers".



Image 10: With ONLINE selected, click "Host".

5. If step 4 is well done the host must appear in this screen (view image 11).

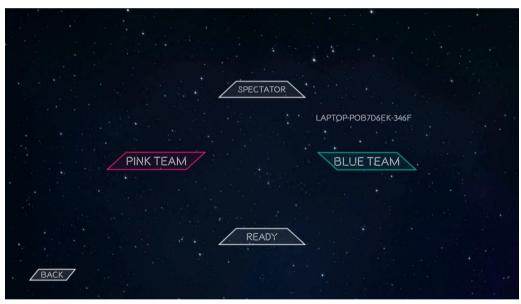


Image 11: The host appears in the lobby.

6. The client only has to click QUICK GAME and after a loading screen he will join the lobby with the host player (view image 12).



Image 12: Click "Quick Game".

- 7. If step 6 fails, the client has to enter on SEARCH SERVERS and in the ONLINE tab it must appear the lobby created by the host. Select the lobby and click JOIN.
- 8. Other option to connect with the host is through the Steam friend list. With the game open press SHIFT + TAB, and the overlay will appear. Search for the host in your friend list and right click on the host name, and click Join game (view image 13).



Image 13: Click "Ready".

9. Inside the lobby, every player can move and choose a team freely. When every player in the lobby has clicked the READY button, the game starts (view image 14).

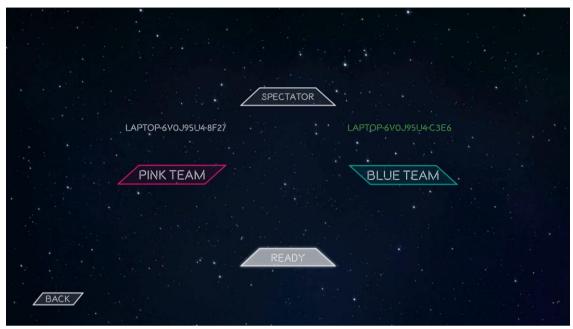


Image 14: Click "Ready".