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Subject: The game drop the hoster when the battle begins.

Posted by [Sampzon](#) on Wed, 04 Jul 2012 15:24:17 GMT

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Hello, i have a problem with the Multiplayer.

I and my brother want to play in CO-OP in LAN,

the connect is okay, we start the game, hire the mercenaries, and then,

when we select the spawnpoint in the city and press done, the hoster's game just close.

(I shall note that the error occurred continuously after the second game).

For the first time we were able to play normally.

We tried to change the hoster, the error is still the same.

And we tried to reinstall the game in both PC with the latest 1.13 version, but the error is still the same.

What can we do to the game dont drop the hoster always in the battle beginning? :whoknows:

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Subject: Re: The game drop the hoster when the battle begins.

Posted by [tais](#) on Wed, 04 Jul 2012 15:47:47 GMT

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Which version are you using, filename of the package you've downloaded or exe version is enough, the version that you think is the latest version could very well be a very old version...

Always state which version you are running...

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Subject: Re: The game drop the hoster when the battle begins.

Posted by [Sampzon](#) on Wed, 04 Jul 2012 15:53:03 GMT

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In the both PC we use JA2\_113\_FullRelease\_English\_4870.exe

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Subject: Re: The game drop the hoster when the battle begins.

Posted by [SoeldnerJack](#) on Fri, 20 Jul 2012 08:54:32 GMT

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Change the difficulty, on "Novice" it will crash, on higher difficulty

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Subject: Re: The game drop the hoster when the battle begins.

Posted by [wanne \(aka RoWa21\)](#) on Fri, 20 Jul 2012 16:38:52 GMT

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exactly, that is a known problem for the 4870 version. it is fixed on later versions. so you should either change the difficulty or switch to a newer 1.13 version, for example the SCI versions.

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