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Subject: Re: [FULL Release] CoopBeta 3.00  
Posted by [candy](#) on Tue, 17 Feb 2009 22:47:35 GMT  
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zunnie wrote on Tue, 10 February 2009 19:53candy wrote on Tue, 10 February 2009 17:10i want to be able to play that on a lan hosted game \*cries\*  
can't there be a way where it is a multiplayer mod or something?

So host a server in LAN mode. That's possible.  
Edit server.ini and set "GameType = GameSpy".

to complicated for me

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