Supreme Commander

- [Maps and map packs for Download](#)

Network

Via the LAN you can connect with direct IP *and* enter the port. The game allows you to either choose the port randomly when opening a server, or to set it yourself. What doesn't work properly is players with the Steam version and DVD version in one game. The game can be started, but after some time the game is asynchronous (with constant messages that this is the case) so that the players sometimes see completely different states in the game.

Web Links

- [Supreme Commander Wiki](#)

See also

- [Games with TA mechanics](#)

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