










Tiene Toa

Player Guide

 4 Players  2 Teams  1-2 Devices

 Local Multiplayer Edition

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1. What's in the Box?

You should have **two folders**:

Folder	Contents
TieneToa/	TieneToa.exe — the game client
TieneToaServer/	main.exe + data/ folder — the server

⚠ Important: Always keep the `data/` folder right next to `main.exe`. The server won't work without it!

2. Windows Security & Firewall

Because Tiene Toa is a custom-built indie game, Windows might be a bit overprotective the first time you run it. Don't panic! Here is how to let the game run smoothly:

1. Windows SmartScreen (“Windows protected your PC”)

When you first double-click the game or the server, you might see a big blue warning screen indicating the app isn't trusted. This just means we don't have an expensive corporate publisher certificate yet.

Step 1. Click the underlined **More info** text just below the warning paragraph.

Step 2. A new button will appear at the bottom. Click **Run anyway**.

2. Windows Defender Firewall

When you launch the **Server** (`main.exe`), Windows Firewall will pop up asking if it should block the connection. The server needs to communicate over your local Wi-Fi so other players can join!

Step 1. When the Windows Security Alert appears, check **both** boxes (Private and Public networks).


Step 2. Click **Allow access**.

3. The Setup

Tiene Toa is a **4-player** game with **two teams**:



Each device controls **one team** (2 players). You need two clients to play — either on the same PC or across two devices.

 **Pro tip:** Before you jump in, pick a **cool name** for each player — you'll enter them on the lobby screen. Be creative! 😊

4. Option 1 — Same PC, Two Instances

All 4 players around one machine? Make sure you've got **enough chairs** and maybe a **second monitor!**

Start the Server

Step 1. Open the `TieneToaServer` folder

Step 2. Double-click `main.exe`

Step 3. A terminal window opens with a banner:

```
 TIENE TOA -- SERVER
Running on http://172.16.0.2:8000

 Playing on this device?
Leave the IP field blank -- it defaults to
localhost automatically.
```

 Leave this window open — it IS your server!

Launch Game #1 (Team A)

Step 1. Open the `TieneToa` folder and double-click `TieneToa.exe`

Step 2. On the lobby screen, enter names for your **two players**

Step 3. **Leave the IP field blank** — it defaults to localhost

Step 4. Press **Connect** — the status should say **Server: Online**

Step 5. Press **Create Game**

Step 6. You'll see a **4-digit game code** — remember it!

Launch Game #2 (Team B)

Step 1. Double-click `TieneToa.exe` **again** to open a second window

Step 2. Enter names for the **other two players**

Step 3. **Leave the IP field blank**

Step 4. Press **Connect**

Step 5. Type the **4-digit game code** from Team A

Step 6. Press **Join Game**

★ **The game starts automatically once both teams connect!** ★

5. 📶 Option 2 — Two Devices, Same Network

Playing across two PCs on the same Wi-Fi? One person becomes the **Host**.

📄 Host — Start the Server

Step 1. On the host's PC, open `TieneToaServer` and double-click `main.exe`

Step 2. The terminal shows your **local IP address**:

```
📄 TIENE TOA -- SERVER
Running on http://172.16.0.2:8000

📶 To play from another device on the same Wi-Fi:
Enter 172.16.0.2 in the IP field and Connect
```

➔ **Share this IP with the other player!**

🗣️ Host — Launch the Game (Team A)

Step 1. Open `TieneToa.exe` and enter your player names

Step 2. Leave the **IP field blank** — you're on the server machine

Step 3. Press **Connect** → status shows **Server: Online**

Step 4. Press **Create Game** and note the **4-digit code**

Step 5. Share the **IP address** and **game code** with the other player

🗣️ Other Player — Join the Game (Team B)

Step 1. On the second device, open `TieneToa.exe`

Step 2. Enter your player names

Step 3. In the **IP field**, type the host's IP (e.g. 172.16.0.2)

Step 4. Press **Connect** → status shows **Server: Online**

Step 5. Enter the **4-digit game code**

Step 6. Press **Join Game**

🎮 **Both teams are in — the game begins!** 🎮

6. Troubleshooting

Running into trouble? Check this table:

Problem	Fix
<i>“Could not connect to IP”</i>	Make sure both devices are on the same Wi-Fi and the server terminal is still running. Also, ensure the host allowed the Firewall settings.
<i>Server status says “Offline”</i>	Check that <code>main.exe</code> is still running — don’t close its terminal window!
<i>Game code not found</i>	Double-check the 4-digit code. Make sure the host has actually created the game.
<i>Stuck on “Connecting...”</i>	Try closing and re-opening the game. If on a different device, verify the IP is correct.

⚠ Don’t close the server! The host should keep the `main.exe` terminal open for the entire game. Closing it ends the session for everyone.

7. Quick Reference

HOST: Start `main.exe` → Open `TieneToa.exe` → Connect
→ Create Game → Share code + IP

OTHER: Open `TieneToa.exe` → Enter IP → Connect
→ Enter code → Join Game

SAME PC: Do both steps above, just leave IP blank
on both instances



Roll the dice. Solve narratives. Win together.

May the best team win! 🏆