

## No Dedicated Servers Or LAN Play For BioShock 2

2K Marin has posted a question and answer on BioShock 2 multiplayer over on The Cult of Rapture. First, there are no distinct ranked or unranked multiplayer options on any platform. Minecraft All public matches (even those played with friends) will be ranked. Private, invitation-only matches won't be posted to the leaderboards. The game will also keep friends on the same teams and employs a matchmaking system to find opponents of similar skill levels. Also, the game does not include an option to kick troublesome players. 2K Marin suggests that players report all cheaters and grievers and quit and find a match.

And now for the big one: BioShock 2 does not support dedicated servers or LAN play on any platform. According to 2K Marin, the development schedule didn't allow enough time to create a solid multiplayer component and implement dedicated servers and LAN play. The site reads, "We chose to spend the time we had creating a solid game foundation and unfortunately that did not include LAN play or dedicated servers." So there you have it.