

Networked Home PC's hosting same game

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I am a CCNA, and consider myself fairly knowledgeable on PC's, but I have not programmed any directplay, so I am stumped on this problem. I have multiple PC's in my house behind a router, 1 for each of my children. They would all like to be able to host multiple player online games. Let's take Age of Mythology, for example. Each child would like to host a game for his/her friends to join.

I forward ports, 6073, and 2300-2400 to the machine running the game. This works perfectly for that machine, but then they want to host from a different machine, I have to change the port forwarding to that machine. Does anyone have any clever ideas of how to do this automatically?