Fix Palworld password and joining problems

Start with the exact error when a player cannot join Palworld. A password rejection, a timeout and a new-character screen point to different problems. Reinstalling the server or removing its saves will not diagnose any of them and can make recovery harder.

Check the address and startup

1. Copy the server's assigned game address and port from your service details. Use the game allocation, rather than the game panel's website address or an administration port.
2. Check the console for a completed startup and a running process. Repeated exits, save errors or storage exhaustion must be resolved before testing connections.
3. Confirm that the player's game and the dedicated server use compatible releases. Record the actual version numbers instead of saying that both are “latest”.
4. Where the client's platform provides direct dedicated-server connection, enter the address and port there. An absent community-list entry does not by itself prove the server is offline.

The default dedicated game port is UDP 8211, but a hosted service can use another assigned port. Do not substitute 8211 for your allocation. A successful website request or TCP-only port test does not establish that UDP game traffic reaches the server.

For an incorrect-password message

The joining credential is `ServerPassword`. `AdminPassword` is for administrative privileges and should not be distributed to players as the join password. Check the intended value privately with the owner and avoid copying quotation marks or spaces from a formatted message.

If the owner changes the joining password, save and stop the server normally, preserve the current configuration, edit the active file and restart. Use the settings checklist rather than pasting a whole

replacement configuration. Ask the player to retry through the current client's supported joining flow. Client menus and password prompts can differ between platforms and releases.

For a timeout or a missing server

Ask one other player to test the same address, ideally using another connection. If everyone times out while the server is running, report the endpoint and timestamp to support so the assigned allocation, UDP listener and network path can be checked. Do not disable the host firewall or expose REST and RCON ports to attempt a fix.

If only one platform is affected, compare the current server's permitted platforms with Pocketpair's configuration reference and check the client release. Avoid copying deprecated platform settings from old tutorials. If direct joining works but discovery does not, investigate community-server advertisement separately; changing an advertised public port alone does not move the listening port.

For a character-creation screen

Stop before creating a replacement if this is an existing world. After a transfer, player identity or world selection can be wrong even though joining succeeds. Follow the world transfer checks and retain the original save.

Send a support report with the precise error, platform, versions, time and whether other players can join. Redact passwords and access tokens. Further reading: Pocketpair's connection guide, network requirements and configuration reference.

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