Default

COLLABORATORS

	TITLE : Default		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 10, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Default

1.1   Table of contents

```
---------------------------------------------------------------------
        Simon the Sorcerer 2 V1.06 (15th March 2002)
           * Free from Distribution Restrictions *
---------------------------------------------------------------------
```

This update is intended to optimize gameplay, provide extra features
and solve certain compatibility issues. This update replaces all
previous Updates.

The update contains new files to be copied into the games data diectory.

There are three different executables for the game.

Version 1: SimonII

    This version is the same as the version provided in "Update 5".
    There were no important bugs reported for this version so it is
    provided here for backwards compatability. This is also the last
    version of the game to support AGA as well as CGFX/P96. If you
    have problems with the new versions, use this one.

Version 2: SimonIIRTG

    This is for Graphics cards only! This version contains a lot of
    new and improved code which optimizes AHI performance and
    compatability. The AGA code was removed and the game was optimized
    for CGFX/P96. This version is optimized for 68040+

Version 3: SimonIIPPC

    This is the same as version 2 but has been compiled for PPC/WarpUP.
    As before, this version does not suppot AGA. The PPC version is only
    a quick rebuild of the project, there was no work done in reducing
    context switches and no guarantee that it performs well. The game
    did not really require a PPC build but it was not much exra work.
    You may get a 'Defiant Error' when the PPC game exits, this is a
    known bug which may be fixed in a future update.

```
Thank you,

Paul Burkey

e-mail: paul@epic-interactive.com
   web: http://www.epic-interactive.com
-----------------------------------------------------------------
```