

Section 2: What's new in Exile 1.1?

Exile 1.1 has many improvements over the previous versions, some major, some subtle. Fortunately, for people coming from previous versions, old save slots are totally compatible.

Change I - Saved Maps

Perhaps most importantly, maps for town and the outdoors are now remembered. When you reenter a town, the map will show everything you saw on previous visits. What is more important, you can now have this information included in your save files.

Maps are not automatically included in save files. To have them included, select the Save Maps option from the Options menu. Be warned - this will increase the size of the save files by about 50K.

Change II - Item storage

It's very easy to have many more useful items than places to store them. Fortunately, there are now rooms in Silvar and the Castle where these items can be kept, so that they'll still be there when you re-enter town. You will have to do some talking to people to figure out where these rooms are.

Be warned - only 110 items are kept track of when you're in town. Don't try to store more than that.

Change III - Spell selection

Spell selection has been streamlined since 1.0.5. When picking a spell, first click on the caster (in the upper left of the spell selection window), then the spell to cast (from the list in the lower half), then, if necessary, the PC to cast it on (in the upper right).

Change IV - Waiting in combat

The "Attack Again" option from 1.0.5 and before has been removed. Instead, there is now a "Wait" button. Selecting this has the active character delay his/her action to after everyone else has acted. This can also be done by hitting 'w'.

Change V - Alchemy info

Selecting Alchemy Info from the Options menu displays a screen showing which alchemical concoctions you know how to make.

Change VI - Streamlined Talking

'Buy' and 'Sell' buttons have been added to the talk window. When you press the 'Buy' button, you can access whatever that character has to sell, be it items or healing or training or whatever. Hitting Sell works the same way.

Note, however, a few people sell secret things. These won't be accessed by the Buy button. You have to find out what to ask about in other ways.

Change VII - Bug Fixes

As is to be expected, many small bugs have been repaired.