Dear America players,

We'd like to take this opportunity to thank all of you who bought the "America" game. We hope that it lived up to your expectations. We would also like to apologize to those users who may have experienced technical problems with the game.

During the two year period of development, we have tried to ensure that game runs as stably as possible. However, like all other game developers, we cannot test the software on every PC system which exists. A PC is not a gaming console on which software runs on identical hardware. There will therefore always be some PC systems on which software runs either badly or even not at all.

The following problems/bugs may occur with AMERICA (Version 1.0):

1. Graphics problems with DirectX 8.0

America was developed for DirectX 7.x. Theoretically DirectX 8.0 is backwards compatible.

We have heard from various customers that certain graphics cards have caused problems when running the game with DirectX 8.0 (game is jerky, screen flickers, graphics appear very slowly). This appears to a particular problem with all Geforce2 cards and the ATI Expert 2000.

We strongly recommend that these users use the latest graphics card driver, or that they use DirectX 7.x.

Several graphics problems have been solved with the America Version 1.01 release. We are currently working on a number of issues relating to DirectX 8.0 compatibility.

2. Clicking not possible in the game

In some cases, the mouse buttons may cease to function within the actual game (not in the menus). This problem has been solved with the Version 1.01 release. If the program detects a problem with the mouse driver at launch, it switches to a special compatibility mode. The game can now be played, but the mouse characteristics can't be changed. If problems persist, the following entry can be made in the „america.ini" file. (Please note that the entry is case-sensitive):
MouseControl=1

3. Game crashes during conflict

When a large number of units are involved in a conflict, the game may sometimes crash. This problem affects both single player and multiplayer modes. This problem has also been solved in the Version 1.01 release.

4. Program crashes after loading a saved game

In some cases, saved games could not be re-loaded into the program. This problem has also been solved in the Version 1.01 release.

5. Multiplayer map cannot be played against the computer

If no network card is installed, it is sometimes impossible to play a multiplayer map. The program attempted to locate additional players via the modem. As of Version 1.01 multiplayer maps can be

played in both Single Player and Multiplayer modes. An additional entry has also been made in the Campaign Menu. This new option should be selected to play a game against the computer in Multiplayer Mode.

6. Loading a saved game in Multiplayer mode against the computer has been simplified
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The option "Load" was missing in Multiplayer mode against the computer. As of Version 1.01 it is possible to load a saved game in the Multiplayer menu. THIS DOES NOT APPLY TO NETWORK GAMES!

7. The videos play back slowly or are jerky

On some machines, the video playback was slow or jerky. This problem has been solved in the Version 1.01 release.

Have fun playing the game!

The AMERICA Team