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                        THIEF: THE DARK PROJECT
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                         Patch Notes, 1/23/99
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This file describes the contents of the Thief patch, and also
some tips from our customer support department. Overall, this
patch contains some minor bug fixes, tweaks, and a couple of
new features.

Thanks for playing Thief!

I. NEW FEATURES

        - EAX Support

                Thief now supports Creative Labs' "Environmental Audio
                Extensions" (EAX). Using reverb, EAX allows the Thief sound
                engine to play sounds that give the player a greater sense of
                space. For example, large rooms will echo more than narrow
                carpeted hallways.

                If your sound card supports EAX and you have enabled sound
                hardware acceleration, Thief will automatically use EAX. EAX
                can be disabled from the sound options panel.

        - Joystick Support

                Thief now allows you to use your joystick to play Thief. By
                default, joystick is not enabled. To enable joystick support
                in Thief, open the file "dark.cfg" in your Thief directory
                using a text editing program, such Notepad, and add a line
                with the text "joystick_enable".

                You can also put "joystick_sensitivity x"
                in there, where x is decimal value (1.0 is normal,
                greater than 1.0 is more sensitive, less than 1.0 is
                less sensitive).

                You can bind the joystick z axis by binding a joystick command
                to joy_axisz, or the r axis with joy_axisr.

                Joystick-bindable commands are:

                +joyforward
                +joysidestep
                +joyturn

                So to bind forward/backward to the throttle and sidestepping to
                rudder-pedals, do, in your dark.bnd file:

                bind joy_axisz +joyforward
                bind joy_axisr +joysidestep
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- Cheats

    Mission Skipping: If you're tired of a particular
    mission, pressing "Control-Alt-Shift-End" will cause
    the mission to end and allow you to move on to
    the next mission.

    Money cheat: You can give yourself loot by adding the
    line "cash_bonus" to your "dark.cfg."  If set to an
    integer, its value is added to your loot total for loadout
    purposes.

    Starting Mission: You can start the game at a mission
    other than Lord Bafford's Manor by putting the line
    "starting_mission X" in your "dark.cfg," where X is the
    mission number to start at. When you select "New
    Game," you will start at that mission.

## II. BUG FIXES
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    In some rare cases, throwing lots of flash bombs could
    result in Thief crashing. This has been fixed

    Several minor bugs in missions have been fixed.

## III. SUPPORT NOTES
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- Himem.sys, emm386.sys, and some crashes

    If your computer locks up or crashes when you try to play Thief...

    or

    When you play Thief, you often get crashes when checking the map or
    when you end a mission (win or lose)...

    or

    You can play Thief without a problem, but whenever you quit
    playing, you get a Windows "bluescreen of death" crash...

    This could be a memory issue.  Open up your system's
    config.sys file and see if there are any lines referring to
    hymem.sys and/or emm386.  If there are, just add "rem" to the
    beginning of the lines (with a space between it and the rest
    of the line) and see if that solves the problem.

- Concerning Reinstallation

    If you reinstall Thief, you will also need to reapply the
    patch. Also, when you uninstall Thief save games are not deleted,
    but you need to move them to a temporary directory or they will
    be overwritten when you reinstall Thief.

- Mission Hints

                The following notes may be "spoilers"...

                There are also at least two parts of the game that are rather
                unforgiving of mistakes.  Specifically, Down in the Bonehoard
                and The Lost City.  It is possible to make a mistake early in
                the mission to keep you from finishing the level at all:

                Down in the Bonehoard (hard and expert only):  Conserve your
                fire arrows. There are other ways to deal with zombies.

                The Lost City:  Remember that you need to get back out with
                the Talismans. Just because a jump is possible in one
                direction, doesn't mean you can make it back that way. Think
                before you leap.

IV. RESOURCES
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        There are several good resources on the web for Thief.

        - "Through the Looking Glass" (TTLG): www.ttlg.com

                A very good web site for fans of Looking Glass games.
                The site includes news, discussion boards, downloads,
                and links to other good Thief related web pages.

        - Eidos support page: www.eidos.com,
                                        www.eidosinteractive.com/techsupp/thief/thief-
index.html

www.eidosinteractive.com/thief/fasttrack_lo.html

                General support plus excerpts from the official Thief
                strategy guide.

        - Game Guides

                Several gaming web sites have posted strategy guides
                and walk-throughs. Check out:

                        www.gamespot.com/features/thief_gg/
                        www.gamepower.com