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- Age of Empires v1.0b Beta Patch
- Air Warrior III v3.04
- American Civil War v2.2
- Battlezone v1.01
- Black Dahlia v1.01
- Carmageddon Final Voodoo Patch
- Die by the Sword PowerVR Patch
- East Front v1.07
- Lords of Magic v2.02
- M1 Tank Platoon II v. 1.1
- Magic: The Gathering ManaLink
- StarCraft v1.01
- Starship Titanic Cyrix Patch
- Starship Titanic Patch v1.00.42a
- Ultim@te Race Pro v1.03
- Wing Commander Prophecy Voodoo Patch
- Worms 2 v1.05
- A A-10 Cuba! v. 1.01
- A A-10 Cuba! v.1.2
- A ABC's Monday Night Football '98 Patch
- A Absolute Zero
- A Achtung Spitfire! v.1.12
- A Actung Spitfire v. 1.14
- A Admiral: Sea Battles Mission Fixes
- A Advanced Civilization V. 1.01
- A Advanced Tactical Fighters Sound Update
- A Advanced Tactical Fighters Update
- A Advanced Tactical Fighters USR Sportster Modem Update Init File
- A Afterlife 8-bit Sound Update
- A Age of Rifles v. 1.4
- A Age of Sail v. 1.02
- A Age of Sail v. 1.04
- A Age of Sail v. 1.05
- A AH-64D Longbow Gold v. 1.08E
- A Aide de Camp v. 1.16b
- A Air Warrior II v.1.02b
- A Alien Logic v. 1.02
- A Alien Logic v. 1.1
- A Aliens v. 1.0.3
- A Allied General v. 1.01
- A Allied General v. 1.1
- A American Civil War Update
- A American Civil War Update v. 1.1c
- A American Civil War v. 1.21
- A Angel Devoid Sony CDU-33A Update
- A Anvil of Dawn v. 1.1
- A Apache
- A Apache Havoc v. 1.1

A Apache Modem Update  
A Archimedian Dynasty 3Dfx Upgrade  
A Ardennes Offensive CD-ROM fix  
A Armored Fist v1.03  
A ATF Digital Music Update  
B Baldur's Gate v. 1.01.4315  
B Baseball for Windows  
B Battlecruiser 3000 AD v. 1.01c (Release 2)  
B Battlecruiser 3000 AD v. 1.01c (Release 3)  
B Battlecruiser 3000 AD v. 1.01c (Release 4)  
B Battleground: Antietam v. 1.01  
B Battleground: Antietam v. 1.10  
B Battleground: Ardennes  
B Battleground: Ardennes, Bulge Edition, v. 1.33  
B Battleground: Ardennes v. 1.3  
B Battleground: Ardennes v. 1.33  
B Battleground: Bulge/Ardennes v. 1.32  
B Battleground: Gettysburg  
B Battleground: Gettysburg v. 1.22  
B Battleground: Gettysburg v. 1.24  
B Battleground: Gettysburg v. 1.30  
B Battleground: Gettysburg v. 1.31  
B Battleground: Gettysburg v.1.32  
B Battleground: Gettysburg v.1.33  
B Battleground III: Waterloo v. 1.13  
B Battleground: Shiloh v. 1.03  
B Battleground: Shiloh v. 1.10  
B Battleground VIII: Prelude to Waterloo v. 1.02  
B Battleground: Waterloo v. 1.02  
B Battleground: Waterloo v.1.02  
B Battleground: Waterloo v. 1.04  
B Battleground: Waterloo v. 1.06  
B Battleground: Waterloo v. 1.07  
B Battleground: Waterloo v. 1.08  
B Battleground: Waterloo v. 1.1  
B Battleground: Waterloo v.1.12  
B Battlespire v. 1.3  
B Battlezone: The Red Odyssey v. 1.2  
B Battlezone v. 1.31  
B Battlezone v. 1.4  
B Betrayal in Antara v.1.1  
B Bioforge Gravis Ultrasound Patch  
B Birthright  
B Birthright v. 1.0.0.3  
B Blood Bowl Modem Patch  
B Blood II: The Chosen v. 2.1  
B Blood & Magic v. 1.01  
B British Open Championship Golf  
B Broken Alliance v. 1.01

Sheet1

- B Broken Alliance v.1.02
- B Broken Alliance v. 1.02
- B Buried in Time v. 1.04
- B Burnout v1.20
- C Cactus League Professional Basketball
- C Caesar II v. 1.01 for Win 95
- C Caesar III v. 1.0.1.0
- C Callahan's Crosstime Saloon v.1.01
- C Capitalism v. 1.2
- C Carmageddon 3Dfx Beta Upgrade
- C Carmageddon Voodoo & Voodoo Rush Upgrade
- C CART Precision Racing v. 1.01
- C Casino Deluxe 2 v. 1.01
- C Cavewars v. 1.2 Beta
- C Cavewars v. 1.20
- C Chaos Overlords Win95 Update
- C Chasm: The Rift Modem Patch
- C Chasm: The Rift v. 1.04
- C Chessmaster 5500 v. 1.02
- C Civil War Generals II v. 1.04
- C Civil War Generals II v. 1.1
- C Civil War Generals II v. 1.2
- C Civil War, The: 1861-1864 v. 1.1
- C Civil War, The v. 1.16
- C Civilization: Call to Power v. 1.1
- C Civilization II Multi-player Gold Edition Patch v. 1.1
- C Civilization II Scenarios Upgrade
- C Civilization II Sound Update
- C Civilization II v. 1.09
- C Civilization II v. 1.11
- C Civilization II v. 2.41
- C Civilization II v. 2.42
- C CivNet
- C CivNet v. 1.03
- C Close Combat: A Brige Too Far v. 2.0a
- C Close Combat II v. 2.0b
- C Close Combat III v. 3.0b
- C Colonization for Windows
- C Colonization v. 3.0
- C Comanche 2.01D
- C Comanche Maximum Overkill
- C Command & Conquer: Red Alert and Counterstrike Upgrade
- C Command & Conquer v. 1.18
- C Command & Conquer v. 1.18P
- C Command & Conquer v. 1.22
- C Conquest of the New World V. 1.06
- C Conquest of the New World v. 1.06
- C Conquest of the New World v. 1.11
- C Crankit Sound Updater

Sheet1

- C Creatures 1.02
- C Crime Patrol
- C Crusader: No Remorse Sound Update
- C Crusader: No Remorse v. 1.21
- C Crusader v. 2.35
- C Cyberia
- D Daedalus Encounter, The v. 1.1
- D Daedalus Encounter v. 1.2
  
- D Daggerfall
- D Daggerfall: Malacath Quest Files
- D Daggerfall v. 1.05.195
- D Daggerfall v. 1.05.195 and Gravis Ultrasound Patches
- D Daggerfall v. 1.07.213
- D Dark Earth Update #1
- D Dark Legion Critics Choice v. 1.1
- D Dark Reign v. 1.1
- D Darkseed II Update
- D Dawn Patrol v. 12
- D Day of the Tentacle Sound Update
- D Deadlock II v1.20
- D Deadlock v. 1.31
- D Descent: Freespace EAX Patch
- D Descent: FreeSpace v. 1.01
- D Descent: FreeSpace v. 1.04
- D Descent Freespace v. 1.06
- D Descent II 3D Card Support
- D Descent II Upgrade for S3D ViRGE 3D Accelerator Video Chip
- D Descent II Verite Patch
- D Descent II Voodoo 3DFx Patch
- D Descent II Win 95
- D Descent (Registered) v. 1.5
- D Descent to Undermountain v. 1.1
- D Descent v. 1.1
- D Descent v. 1.4a
- D Destiny v. 1.146
- D Destruction Derby 2 Mult-player Upgrade v. 0.91
- D Destruction Derby II Network Patch v. 0.91
- D Diablo v. 1.02
- D Diablo v. 1.03
- D Diablo v.1.04
- D Die Hard Trilogy v. 1.1
- D Dip and Twiddle v. 1.0
- D Dominion: Storm Over Gift 3 Patch 1
- D Dominion: Storm Over Gift 3 v. 1.2
- D Doonesbury Election Update
- D Dragons in the Mist v.1.01
- D Dragons in the Mist v. 1.01

D Drowned God v. 4  
D Drug Wars  
D Duke Nukem 3D: Plutonium Pak v. 1.5  
D Dune II Setup Fix  
D Dungeon Keeper AI Patch  
D Dungeon Master II  
D Dungeon Master II Sound Fix  
D Flight Unlimited MM Beta Update  
D Flight Unlimited PAS16 Driver  
E 11th Hour Beta 2.42 Player  
E 1830 July Upgrade  
E 1830 Upgrade  
E East Front v. 1.03  
E EF2000 v. 2.02  
E EF2000 v. 2.4  
E Emperor of the Fading Suns v. 1.2  
E Emperor of the Fading Suns v. 1.3  
E Empire II  
E Enemy Nations v. 1.01.024  
E Entomorph v. 1.1 Update  
E Entrepreneur v. 1.3  
E Europe 1 and Europe 2 Scenery for Flight Simulator  
E Europe 1 and Europe 2 Scenery for FS95  
E European Air War v. 1.1  
E Excalibur 2555AD  
E Extreme Assault v. 1.2  
E Extreme PaintBrawl Update  
F F-14 Fleet Defender v. 2.0  
F F-22 Lightning II v. 1.01.00.18  
F F/A-18 Hornet v.3.0.1  
F F1 Racing Simulation 3D Patch  
F Falcon 4.0 v. 1.04  
F Falcon 4.0 v. 1.06  
F Fallout 2 v. 1.02D  
F Fallout 2 v. 1.02d  
F FIFA 98 v. 1.1  
F FIFA Road To World Cup 98 - Voodoo II Patch  
F FIFA Road To World Cup 98 Voodoo II Patch  
F Fighter Wing v. 2.0 Floppy Version Upgrade  
F Final Fantasy VII Cyrix Fix  
F Final Fantasy VII v. 1.01  
F Final Fantasy VII v. 1.01  
F Fire Fight 1.2  
F Fleet Defender Gold  
F Flesh Feast v. 1.02  
F Flight Commander 2 v. 1.04  
F Flight Sim Toolkit Final Update  
F Flight Simulator '98 patch  
F Flight Simulator Flight Shop (FSFS) v. 5.00

F Flight Unlimited II v. 1.02  
F Flight Unlimited II v1.05  
F Flight Unlimited v. 2.0  
F Flight Unlimited v. 2.01  
F Flight Unlimited v. 2.4S  
F FLIGHTADVENTURE1 FS95  
F Flying Corps v. 1.00A  
F Formula 1 ATI Patch  
F Free Enterprise v. 1.1018  
F Front Lines v. 1.02  
F Front Page Sports: Baseball Pro '98 v.1.0.0.1  
F Front Page Sports: Football Pro '98 v. 1.02  
F Front Page Sports: Golf '98 1.05  
F Frontier Elite: First Encounter v. 1.06  
G Gabriel Knight II Patch  
G Galactic Civilizations II Expansion Pack v.1.1  
G Gangsters v. 1.05  
G Genie's Curse  
G Golden Tee Golf v. 1.0102  
G Grand Prix Manager 2 Patch  
G Grand Prix Manager II v. 1.02  
G Grand Prix Manager v. 1.01  
G Grand Prix Manager v. 1.02  
G Great Battles of Alexander v. 1.1  
G Great Naval Battles III v. 1.1  
G Great Naval Battles III v. 1.2  
G Great Naval Battles III v. 1.2  
G Great Naval Battles Vol. 4 v. 1.1  
G Grim Fandango v. 1.01  
H F/A-18 Hornet 3.0.1  
H Half-Life v. 1.0.0.6  
H Hammer of the Gods  
H Hardball 4  
H Hardball 4 Acer Patch  
H Hardball 4 Gameplay Patch  
H Hardball 4 Patch #1  
H HardBall 5 1996 MLB Schedule Update  
H HardBall 5 Roster Update  
H Hardball 5 v. 5.11  
H HardBall 6 v6.01  
H Hardball V Enhanced Version v. 5.14  
H Harpoon 2  
H Harpoon 2 Update for June  
H Harpoon Classic 1.58e for Windows  
H Harpoon Classic 97 v. 1.62c  
H Harpoon Classic for Windows 1.55b  
H Harpoon Classic for Windows v. 1.55  
H Harpoon Classic for Windows v. 1.55  
H Harpoon Classic for Windows v. 1.55d

Sheet1

H Harpoon Classic for Windows v. 1.58  
H Harpoon Classic for Windows v. 1.58a+  
H Hell PG-13 Patch  
H Heretic and Hexen  
H Heretic II v. 1.01  
H Heroes of Might and Magic II v. 1.10  
H Heroes of Might and Magic II v.1.2  
H Heroes of Might and Magic II v. 1.2  
H Heroes of Might and Magic III v. 1.1  
H Heroes of Might and Magic v. 1.1  
H Heroes of Might and Magic v. 1.2  
H Heroes of Might and Magic Win95 Update  
H Hexen II v. 1.11  
H Hexen II v.1.11  
H High Seas Trader Upgrade  
H History of the World v. 1.02  
H Hive, The  
H Jagged Alliance v. 1.13  
I iF-16 v. 1.3  
I iF-22 Patch 1  
  
I iF-22 v.3.2  
I iF-22 v. 3.3  
I iM1A2 Abrams Update  
I Imperialism v. 1.1  
I Imperium Galactica 1.2  
I Incubation v. 1.03E  
I Indiana Jones and the Fate of Atlantis  
I Indy's Desktop Adventures New Installer  
I IndyCar Racing II for Verite  
I IndyCar Racing II Paintkit Update  
I Interstate '76 v. 1.06  
I Interstate 76 v. 1.06  
I Interstate '76 v.1.081 (Beta 3D card patch)  
I Iron Cross v. 1.01 Sound Patch and Added Scenarios  
J Jack Nicklaus 4 v. 4.1  
J Jack Nicklaus Golf 5 v. 5.1  
J Jagged Alliance: Deadly Games v. 1.10  
J Jagged Alliance: Deadly Games v. 1.12  
J Jagged Alliance: Deadly Games v. 1.13z  
J Jagged Alliance v. 1.11  
J Jane's F-15 v. 1.12F  
J Jazz Jackrabbit 2 v. 1.23  
J Jazz Jackrabbit 2 v1.21  
J Jet Moto v. 971124  
J Jetfighter III  
J Jetfighter III Alpha Version 2 3DFX/MMX Upgrade  
J Jetfighter III Update 2  
J Joint Strike Fighter v. 1.1 Beta

K Kill Krush 'N Destroy 1.2  
K King's Quest V: Mask of Eternity v. 1.0.0.3  
K Klik & Play v. 1.1  
K Klingon Honor Guard v. 1.1  
L Ascendancy Antagonizer AI Module and Patch  
L Lands of Lore II v. 1.3  
L Lands of Lore III v. 1.07  
L Last Bounty Hunter, The  
L Last Bounty Hunter, The  
L Legends Football '98 v.1.2  
L Legions for Windows Patch  
L Leisure Suit Larry 7 Patch  
L Lighthouse 2.0 to 2.0a  
L Links 386 CD-ROM Executable Upgrade  
L Links 386 CDWin95 EXE  
L Links for OS/2 v.1.1  
L Links LS 98 v.1.3  
L Links LS 98 v.1.32  
L Links LS v. 1.20  
L Links LS v. 1.30  
L Links: The Challenge of Golf  
L Lion  
L Live Action Football  
L Longbow 2 D3D Beta Update  
L Longbow 2 Display Driver Update  
L Longbow 2 v. 2.09  
L Longbow v. 1.08  
L Lords of Magic v. 1.2  
L Lords of Midnight Patch 1  
L Lords of the Realm 2  
L Lords of the Realm II Siege Pack  
M M.A.X. II v. 1.31  
M M.A.X. v. 1.03  
M M.A.X. v. 1.04  
M M4 v. 1.07  
M Machiavelli, The Prince  
M Machines v. 1.1  
M Mad Dog McCree 2  
M Madden 97 Week 13-14 Roster Update  
M Madden 97 Week 14 Roster Update  
M Madden NFL 97  
M Madden NFL 99 v. 2.0  
M Madden NFL Football 98 3D Patch  
M Mageslayer v. 1.1  
M Magic Carpet Plus Maphack  
M Magic: The Gathering Spells of the Ancients v. 2.15  
M Magic: The Gathering - Spells of the Ancients v. 2.15  
M Magic: The Gathering v. 1.1  
M Magic: The Gathering v. 1.25



Sheet1

- M Magic: The Gathering v.1.25
- M Marble Drop v. 1.1
- M Master of Magic v. 1.31
- M Master of Orion II v. 1.3
- M Masters of Orion II v. 1.31
- M MDK 3Dfx and Voodoo Beta Patches
- M MDK Beta 3D Patch
- M MechWarrior 2
- M MechWarrior 2 Battlepack and Ghost Bear's Legacy Battlepack v. 1.05
- M MechWarrior 2 for Windows 95 v. 1.1
- M MechWarrior 2 Joystick Patches
- M MechWarrior 2: Mercenaries v. 1.05
- M MechWarrior 2: Mercenaries v. 1.06
- M MechWarrior 2: Mercenaries v.1.081 (beta 3D card patch)
- M MechWarrior 2 Patch for DOS
- M MechWarrior 2 VFX1 Patch
- M MechWarrior II: Mercenaries v. 1.1
- M Megarace Packard Bell Update
- M Might and Magic VI v. 1.1
- M Missionforce: Cyberstorm Patch
- M Monopoly CD-ROM Patch v. 1.3
- M Monopoly CD-ROM v. 1.3
- M Mortal Kombat Ggorgo Gradient with MKFIX
- M Mortimer Update
- M MotoRacer Polygon Version
- M Myth II: Soulblighter v. 1.2.1
- M Myth II v. 1.1 Windows Updater
- M Myth II v. 1.2
- M Myth: The Fallen Lords v. 1.2
- M Myth v. 1.1 beta 5
- N 1942: Pacific Air War v. 1.5
- N Napoleon in Russia v.1.02a
- N NASCAR Racing 2 v. 1.03
- N NASCAR Racing v. 1.21 Modem Patch
- N NBA Live 95 PAS Update
- N Need for Speed, The
- N Nemesis CD-Change Patch
- N NetMech DOS Beta Patch
- N NFL Gameday '99 v. 1.1
- N NFL Legends Football '98 v. 1.2
- N NHL 96
- N NHL 97 v. 1.1 Upgrade
- O Omar Sharif Bridge
- O Operation Europe I
- O Orion Conspiracy Beta Patch
- O Orion Conspiracy VESA Patch
- O Outlaws v. 1.1
- O Outlaws v. 2.0
- O Outpost II Scneario Pack

- O Over the Reich v. 1.01
- O Over the Reich v. 1.12
- O The Operational Art of War Volume I v. 1.03
- O The Operational Art of War Volume II v. 1.02
- P Pacific Air War Gold CD Volume Label Update
- P Pacific General v.1.1
- P Panthers in the Shadow v. 1.15
- P Panthers in the Shadows Official v. 1.14
- P Panthers in the Shadows v. 1.17
- P Panthers in the Shadows v. 1.18
- P Panthers in the Shadows v. 1.19
- P Panthers in the Shadows v. 1.20
- P Panthers in the Shadows v.1.21
- P Panthers in the Shadows v. 1.21
- P Panzer Commander v. 1.1
- P Panzer General II v. 1.01
- P Pax Imperia: Eminent Domain v. 1.071
- P PBA Bowling v. 1.122
- P PBA Bowling v. 1.13 Update
- P PBA Bowling v. 1.14 (beta) for Win 95
- P Perfect General 2, The
- P Phantasmagoria: A Puzzle of Flesh Win 95 Patch
- P Phantasmagoria II Upgrade
- P Pharoh's Ascent Update
- P Power Chess v. 1.0.0.6
- P Power Dolls v. 1.2
- P Power Dolls v. 1.3
- P Power Poker Network Patch
- P Powerslide v. 1.04
- P Pro Pilot v. 1.2
- P Pro Pinball: The Web Update
- P Pro Pinball: The Web Update DOS to Win95
- P Pro Pinball: The Web Update v. 1.52p
- P Pro Pinball: The Web v. 1.30k
- P Pro Pinball: Timeshock! V1.07
- Q Quake for Win 95/NT 1.0 (WinQuake)
- Q Quake II v. 3.06
- Q Quake II v. 3.15
- Q Quake II v. 3.20
- Q Quake Mission Pack 2 OpenGL
  
- Q QuakeGL
- Q Quest for Glory V: Dragon Fire v. 1.1
- R Railroad Tycoon II v. 1.02
- R Rainbow Six v. 1.04
- R Ravenloft: Stone Prophet v. 1.1
- R Rebel Assault v. 1.8
- R Red Baron II 3D Patch
- R Renegade: Battle for Jacob's Star

R Renegade v. 1.1  
R Requiem: Avenging Angel v. 1.1  
R Requiem: Avenging Angel v. 1.2  
R RESCUEAIR911 Flight Adventure for FS95  
R Return to Krondor v. 1.00.6  
R Riddle of Master Lu v. 2.05  
R Ripley's Believe It or Not: The Riddle of Master Lu Patch  
R Ripper v. 1.03  
R Ripper v. 1.05  
R Rise of the Triad  
R Riven v. 1.02  
R Road from Sumter to Appomattox, The  
R Road from Sumter to Appomattox v. 1.23  
R Robert E. Lee Civil War General Addition Scenarios  
R Robert E. Lee: Civil War General v. 1.01 for Win 95  
R Rules of Engagement 2 v. 1.07  
R Tom Clancy's Rainbow Six v. 1.02A  
R Tom Clancy's Rainbow Six Voice Transmission Fix  
S Seven Kingdoms v. 1.11  
S Shadow Warrior v. 1.1 shareware  
S Shadows of Cairn v. 1.0.002  
S Shadows of Cairn v. 1.0.21-016  
S Shadows of the Empire Force Feedback Joystick Patch  
S Shanghai Great Moments v. 2.01  
S Shanghai Great Moments v.2.02  
S Shattered Steel v. 1.03  
S Shattered Steel v. 1.11  
S Shogo Multi-player Point Release 2.0  
S Shogo v. 2.1  
S Shrak for Quake v. 2.0  
S Sid Meier's Alpha Centauri v. 3.0 Enhancement  
S Sid Meier's Gettysburg! Patch 2  
S Silent Hunter v. 1.01 Interim Patch  
S Silent Steel MPEG Patch  
S SimCity 2000 for Windows to v. 1.2  
S SimCopter v. 1.01  
S SimCopter v. 1.02  
S SimTower v. 1.1  
S SiN v. 1.01  
S SiN v. 1.05  
S SkyNET v. 1.01  
S Slipstream 5000  
S Solitaire Deluxe for Windows Update  
S Spaceward Ho! 4.0  
S Spec Ops v. 1.02  
S Stalingrad v. 1.85  
S Stalingrad v. 2.0 Patch  
S StarCraft v. 1.02  
S StarCraft v. 1.03

Sheet1

S Stars! 2.70f  
S Stars! v. 2.7B  
S Starsiege: Tribes v. 1.2  
S Steel Panthers  
S Steel Panthers II v.1.01a  
S Steel Panthers v. 1.2  
S Stonekeep v. 1.2  
S Stonekeep v. 1.2  
S Stonekeep v. 1.2  
S Strife v. 1.31  
S SU-27 Flanker for Win 95 v. 1.2a  
S SU-27 Flanker Squadron Commander's Edition Installation Fix  
S SU-27 New and Revised Missions  
S Super Street Fighter  
S SWIV 3D Direct3D v. 1.0  
T Ripper  
T TacOps for Windows v. 102  
T TacOps Update v. 1.04  
T TacOps v. 1.0.3  
T Tank Commander v. 1.1  
T Tank Commander v. 1.2  
T Tanks v. 1.30, unofficial  
T Terminator: Future Shock v. 1.20  
T Terminator: Future Shock v. 1.30  
T Terminator: Future Shock v. 1.30  
T Terra Nova v. 1.09  
T Terra Nova v. 109  
T Theme Hospital  
T Thief: The Dark Project v. 1.33  
T Third Reich PC v. 1.3  
T Third Reich PC v. 1.38  
T Third Reich v. 1.21  
T Third Reich v. 1.34  
T Third Reich v. 1.37  
T Thunderscape v. 1.1  
T TIE Fighter CD Joystick Update  
T Tigers on the Prowl 2 v. 2.03  
T Tigers on the Prowl 2 v. 2.05  
T Tigers on the Prowl II v.2.06  
T Tigers on the Prowl v. 1.23  
T Tigers on the Prowl v. 1.24  
T Tigers on the Prowl v. 1.26  
T Tigers on the Prowl v. 2.04  
T Tigers on the Prowl v. 202  
T Titanic CD-ROM Fix  
T Tom Clancy's Rainbow Six v. 1.04  
T Tom Clancy's Rainbow Six Voice Transmission Fix  
T Tomb Raider 3D Patches  
T Tomb Raider 3Dfx Final Patch

T Tomb Raider 3Dfx Version Patch  
T Tomb Raider for S3 Virge  
T Tomb Raider Matrox Mystique Final Patch  
T Tomb Raider Matrox Mystique Upgrade 1.03  
T Tomb Raider PowerVR v. 2.0  
T Tomb Raider Rendition Final Patch  
T Top Gun v. 1.09  
T Top Ten Pak Upgrade  
T Tornado Patch  
T Total Annihilation v. 1.1  
T Total Annihilation v. 3.1  
T Total Mayhem v. 1.02  
T Total Mayhem v. 1.1  
T Tower  
T Tower Installation Fix  
T Twisted Metal v. 971124  
U U.S. Navy Fighters v. 1.1  
U U.S.S. Ticonderoga  
U Ultimate Football '95  
U Unnecessary Roughness '95 ATI Mach 64 Fix  
U Unnecessary Roughness '95 Update  
U Unnecessary Roughness '96  
U Unreal BETA Voodoo Rush Patch  
U Unreal Cyrix Beta Patch #2  
U Unreal Space Orb Patch  
U Unreal v. 1.01  
U Unreal v. 2.17 Beta Patch  
U Unreal v. 2.25f  
V VFX1 Drivers and Utilities v. 2.13  
V VFX1 Quake Drivers v. 2.03  
V Virtua Fighter II D3D patch  
V Virtual Pool II D3D Upgrade  
V Virtual Pool Updated Drivers  
V Virtual Pool v. 1.6.6  
V Virtual Pool Video Drivers  
V Virtual Snooker v. 1.1  
W Wages of War v. 1.2.8  
W Wages of War v. 1.2.8  
W WAR Inc. v. 1.1a  
W War Wind v. 1.2  
W WarCraft II: Beyond and Dark Portal v.1.5  
W WarCraft II: Beyond the Dark Portal v. 1.33  
W Warcraft II: Beyond the Dark Portal v.1.50  
W Warcraft II v. 1.20  
W WarCraft II v.1.4  
W Warcraft v. 1.21  
W WarCraft v. 1.21  
W Warcraft v. 1.21 Upgrades  
W Warlords 2 AWE 32 Patch

Sheet1

W Warlords II Deluxe v. 2.2.3  
W Warlords II Deluxe v. 2.2.4  
W Warlords III: Darklords Rising v.1.02  
W Warlords III v. 1.01  
W Warzone 2100 v. 1.03b  
W Warzone 2100 v. 1.04  
W Werewolf v. 1.01D  
W Whiplash 3D Blaster Patch  
W Whiplash Update Patch File  
W Whiplash Verite Patch  
W Whiplash Voodoo 3Dfx Patch  
W Wing Commander IV Alternate Joystick Routine  
W Wing Commander IV Demo Update  
W Wing Commander IV Notebook Gameport Update  
W Wing Commander IV SVGA Update  
W Wing Commander IV Win 95 Update  
W Wings of Glory Wishlist Executable  
W Wipeout XL Network v.0.9 Beta Patch  
W Wizardry: Bane of the Cosmic Forge  
W Wizardry: Bane of the Cosmic Forge Pentium Patch  
W Wizardry Gold Patch  
W Wizardry Gold v. 1.1  
W Wizardry Gold v. 1.1a  
W Wizzard Pinball Controls Update  
W Wooden Ships and Iron Men v. 1.02  
W World Series of Poker Deluxe Casino Pak Update  
W World Series of Poker Deluxe CD-ROM v. 1.0.11  
W World Series of Poker Deluxe CD-ROM v. 1.0.8  
W World Series of Poker Deluxe v. 1.0.6  
W World Series of Poker v. 1.01  
W World War II Fighters v. 1.05F  
W Worms Armageddon Update  
X X-COM: Terror from the Deep v. 2.0  
X X-COM v. 1.4 Music and Sound Update  
X X-Wing Alliance Update 2.01  
X X-Wing FD Sound Blaster Patch  
X X-Wing vs. TIE Fighter 3Dfx Upgrade  
X X-Wing vs. TIE Fighter v. 1.1  
X X-Wing vs. TIE Fighter v. 1.1.4  
Y Yoda Stories Patch #5  
Y Yoda Stories Updates  
Z Zephyr  
Z Zork Nemesis Subtitle Upgrade Patch  
Z ZPC Patch

Sheet1

CONAME,C,35	ISSUE,C,13	FILENAME,C,41
Microsoft	July '98	\PATCH_B.ZIP
Interactive Magic	July '98	\AW3PTCH3.ZIP
Interactive Magic	July '98	\ACWPAT22.ZIP
Activision	July '98	\BZPAT101.ZIP
Take 2 Interactive	July '98	\BDPATCH.ZIP
Interplay	July '98	\CARV24RW.ZIP
Interplay	July '98	\DBTSVR.ZIP
TalonSoft	July '98	\EF_107S.ZIP
Sierra	July '98	\LOM202.EXE
MicroProse	July '98	\M1TP2V11.ZIP
MicroProse	July '98	\MTG_13US.ZIP
Blizzard Entertainment	July '98	\STAR_101.ZIP
Simon & Schuster	July '98	\STCYRIX.ZIP
Simon & Schuster	July '98	\ST42A.ZIP
MicroProse	July '98	\URP1_03.ZIP
Origin Systems	July '98	\WCPWOOD2.ZIP
MicroProse	July '98	\WORM2NA5.ZIP
Activision	April '97	\a10patch.exe
Activision	November '97	\A10P1_2.ZIP
ABC Interactive	January '98	\MNF98UPD.ZIP
Domark Software	April '96	\
Avalon Hill	January '98	\ASP112.ZIP
Big Time Software	March '98	\ASP114.ZIP
MegaMedia	April '97	\mission5.zip
Avalon Hill	March '96	\
Electronic Arts	August '96	\mido10.exe
Electronic Arts	November '96	\atf_114.exe
Jane's Combat Simulations	February '97	\modemb.txt
LucasArts	November '96	\patch1.exe
SSI	August '97	\aor13-14.exe
TalonSoft	April '97	\aos_102.exe
TalonSoft	June '97	\aos_104.exe
TalonSoft	July '97	\aos_105.zip
Jane's Combat Simulations	July '97	\lb108e.exe
HPS Simulations	June '96	\adc-116b.exe
Interactive Magic	November '97	\AW2101B.ZIP
SSI	June '95	\ALIEN1.ZIP
SSI	August '95	\
Mindscape	June '96	\alien103.exe
SSI	May '96	\
SSI	June '96	\agwin11.exe
Interactive Magic	November '96	\acwpatch.zip
Interactive Magic	December '96	\acwpatch.zip
Interactive Magic	March '97	\acwpatch.exe
Mindscape	June '96	\angel.zip
New World Computing	June '96	\anvup11.exe
Interactive Magic	February '96	\
Empire Interactive	August '99	Apache Havoc v. 1.1

Sheet1

Interactive Magic	August '96	\modemp.zip
Blue Byte Software	February '98	\AD_3DFX.ZI
SSI	October '97	\TAO.EXE
NovaLogic	August '98	AF2V103.ZIP
Electronic Arts	September '97	\atf_dig.exe
Interplay Productions	May '99	BG114315.ZIP
	October '95	\SCHEDULE.S54
Take 2 Interactive	February '97	\bc1to1c2.xzip
Take 2 Interactive	April '97	\bc1t01c3.zip
Take 2 Interactive	May '97	\bcr4cfix.zip
TalonSoft	April '97	\bgn_101.exe
TalonSoft	July '97	\bgn_110.zip
TalonSoft	June '96	\bga11.zip
TalonSoft	July '97	\bga_133.zip
TalonSoft	February '97	\bga_130.exe
TalonSoft	August '97	\bga_133.zip
TalonSoft	June '97	\bgb_132.exe
TalonSoft	May '96	\
TalonSoft	February '97	\120_122.exe
TalonSoft	April '97	\bgg1245.exe
TalonSoft	June '97	\bgg_130.exe
TalonSoft	August '97	\bbg_131.zip
TalonSoft	October '97	\BGG_132.ZIP
TalonSoft	January '98	\BGG_133.ZIP
TalonSoft	February '98	\BGW_113.ZIP
TalonSoft	January '97	\bgs_103.exe
TalonSoft	July '97	\bgs_110.zip
TalonSoft	February '98	\PTW_102.ZIP
TalonSoft	November '96	\bgw_102.exe
TalonSoft	October '96	\bgw_102.exe
TalonSoft	January '97	\bgw_104.exe
TalonSoft	March '97	\bgw_106.exe
TalonSoft	April '97	\bgw_107.exe
TalonSoft	June '97	\bgw_108.exe
TalonSoft	August '97	\bgw_110.zip
TalonSoft	January '98	\BGW_112.ZIP
Bethesda Softworks	March '98	\BATPATCH.EXE
McMillian Publishing	August '99	ODYS1_2.ZIP
Activision	October '98	BZPAT131.ZIP
Activision	January '99	BZPAT14.ZIP
Sierra	December '97	\ANTAR110.ZIP
Origin	August '95	\
Sierra	December '97	\BRDOSPT2.ZIP
Sierra	March '98	\BRDOS13.ZIP
MicroLeague	September '95	\
Interplay Productions	July '99	B2V2_1.ZIP
Interplay	April '97	\blood101.zip
Looking Glass	September '97	\bocg_pat.exe
HPS Simulations	May '97	\ba_101.zip



Sheet1

HPS Simulations	October '97	\BA_102.ZIP
HPS Simulations	August '97	\ba_102.exe
Sanctuary Woods	January '96	\
Bethesda Softworks	August '98	BURNPT2H.ZIP (BURNPT2S.ZIP)
Cactus Development Company	February '96	\54-55FIX.ZIP, 64-65FIX.ZIP, 67-68FIX.ZIP
Sierra	July '97	\c2win101.zip
Sierra	March '99	C3UP11.ZIP
Legend Entertainment	October '97	\CCS101.EXE
Interactive Magic	May '96	\
Interplay	November '97	\CARMVUS2.ZIP
Interplay	February '98	\CARV24RW.ZIP
Microsoft	April '98	\CART101.EXE
Sierra	August '97	\cd2w95.zip
Avalon Hill	June '97	\cw1_20.exe
Avalon Hill	July '97	\cw_120.exe
New World Computing	November '96	\cov11w95.exe
GT Interactive	April '98	\MDM1998.ZIP
GT Interactive	February '98	\CHASM104.ZIP
Mindscape	February '98	\CM55_102.ZIP
Sierra	November '98	CW29514H.ZIP
Sierra	February '98	\CWG29511.ZIP
Sierra	April '98	\CWG29512.ZIP
Empire Interactive	March '96	\
Empire	August '96	\acw166.zip
Activision	August '99	CCPTU1_1.ZIP
Hasbro Interactive	April '99	CIV2MGE1.ZIP
MicroProse	August '97	\civ2sc11.zip
MicroProse	June '96	\civ2106.zip
MicroProse	July '96	\civ2p109.zip
MicroProse	August '96	\civ2111.zip
MicroProse	December '96	\civ2-241.zip
MicroProse	January '97	\civ242.zip
MicroProse	March '96	\
MicroProse	June '96	\civnetp3.zip
Microsoft	March '98	\CC2_20A.ZIP
Microsoft	May '98	\CC2V20B.ZIP
Microsoft	July '99	CC30B.ZIP
MicroProse	October '95	\COL95.ZIP
MicroProse	June '95	\
NovaLogic	March '96	\
NovaLogic	June '95	\
Virgin Interactive	December '97	\RA108USP.ZIP
Virgin Interactive	May '96	\
Virgin Interactive	March '96	\
Westwood Studios	January '97	\cc122p.exe
Interplay	September '96	\cnw106.zip
Interplay	August '96	\cnw106.zip
Interplay	December '96	\cnw111i.zip
Access	May '96	\

Sheet1

Cyberlife	December '97	\CREATRY2.ZIP
ALG	August '96	\cpfix.zip
Origin	May '96	\
Origin	April '96	\
Origin	September '95	\
Interplay	September '95	\
Virgin Interactive	August '95	\
Virgin Interactive	September '95	\
Bethesda Softworks	January '97	\dag179.exe
Bethesda Softworks	June '97	\malacath.zip
Bethesda Softworks	March '97	\dag195.exe
Bethesda Softworks	April '97	\dag200.exe
Bethesda Softworks	July '97	\dag213.exe
MicroProse	January '99	DE_UPD1.ZIP
SSI	November '95	\
Activision	February '98	\DRV1_1.ZIP
CyberDreams/MGM Interactive	August '96	\ds15pc.zip
Empire Interactive	December '95	\
LucasArts	May '96	\
Accolade	August '98	DL2_V120.ZIP
Accolade	May '97	\dlock131.zip
Interplay Productions	June '99	FSEAX_US.ZIP
Interplay Productions	September '98	FS100-101U.EXE
Interplay Productions	January '99	FS104ROW.ZIP
Interplay Productions	April '99	FS10X-106US.EXE
Interplay	April '97	\d2verite.exe
Interplay	December '96	\d2virgep.exe
Interplay	June '97	\d2verite.zip
Interplay	June '97	\d2voodoo.zip
Interplay	March '97	\d2_wptch.zip
Interplay	June '96	\dreg14a5.zip
Interplay	April '98	\DTU1_1.ZIP
Interplay	October '96	\dcnt11.zip
Interplay	September '95	\
Interactive Magic	August '97	\dstpch71.zip
Psygnosis	July '97	\dd2net.zip
Psygnosis	August '97	\dd2net.zip
Blizzard Software	June '97	\drtl102.exe
Blizzard Software	July '97	\drtl103.zip
Blizzard Software	October '97	\DIABLO.ZIP
Fox Interactive	September '97	\dhtv11.zip
Intergames	November '95	\
ION Storm	November '98	DOMN_P1.ZIP
ION Storm	January '99	DOMN1012.ZIP
Mindscape	May '96	\
HPS Simulations	October '97	\DM_101.ZIP
HPS Simulations	August '97	\dm-101.exe

Sheet1

Inscape	April '97	\dg_patch5.zip
ALG	August '96	\dwfix.zip
Apogee Software	April '97	\ppack15.zip
Wasted Studios	October '96	\d2sound.exe
Electronic Arts	January '98	\DKAIPTC.ZIP
Interplay	December '95	\
Interplay	November '95	\
Looking Glass	November '95	\
Looking Glass	November '95	\
Virgin Interactive	April '96	\
Avalon Hill	November '95	\
Avalon Hill	August '95	\
TalonSoft	February '98	\EF_103.ZIP
Ocean Of America	August '96	\epatchf.zip
Ocean of America	December '96	\efpat24a.zip
SegaSoft	June '97	\efs_p12.zip
SegaSoft	February '98	\EFS_P130.ZIP
New World Computing	April '96	\
Windward	August '97	\e_nat013.zip
SSI	June '96	\entov11.exe
Stardock Systems	January '99	ENT1_31F.ZIP
Apollo	February '97	\e1e2fs95.zip
Apollo	May '97	\e1e2fs95.zip
MicroProse	April '99	EAWV1_1.ZIP
Sir-tech Software	April '98	\EX_RUSH.ZIP
Blue Byte Software	February '98	\XA_E120.ZIP
Activision	April '99	PBPATCH.EXE
MicroProse	August '95	\
NovaLogic	April '97	\f2210018.exe
Graphics Simulations	January '98	\H201W95.ZIP
Ubi Soft	April '98	\F1RS105.ZIP
MicroProse	May '99	F4104US.ZIP
Microprose	June '99	F4106US.ZIP
Interplay Productions	March '99	F2PATCH.EXE
Interplay Productions	May '99	F2V102D.ZIP
Electronic Arts	April '98	\FIFAV110.ZIP
Electronic Arts	August '98	FIFAV140.ZIP
Electronic Arts	September '98	FIFAV140.ZIP
Merit Studios	July '95	\
Eidos Interactive	November '98	FF7CYRIX.ZIP
Eidos Interactive	November '98	FF7RIVA.ZIP
Eidos Interactive	January '99	FF7RIVA.ZIP
Electronic Arts	December '97	\FF12UP.ZIP
MicroProse	October '95	\
SegaSoft	January '99	FF_102.ZIP
Avalon Hill	January '96	\
Eidos Interactive	March '96	\
Microsoft	February '98	\FS98PTCH.ZIP
Apollo	February '97	\fsfs501.exe

Sheet1

Eidos Interactive	April '98	\FLT01_02.ZIP
Eidos Interactive	August '98	FLT2-105.ZIP
Looking Glass Studios	December '95	\FLIGHT1.EXE
Looking Glass	February '96	\
Looking Glass	May '96	\
Apollo	May '97	\advi.exe
Empire	May '97	\fly100a.zip
Psygnosis	January '98	\F1ATIPAT.ZIP
Tsunami	February '97	\fe1018.zip
Impressions Software	July '95	\
Sierra	January '98	\BB9811PT.ZIP
Sierra	February '98	\FB98_102
Sierra	December '97	\GOLFPT15.ZIP
GameTek	March '96	\
Sierra	July '97	\gk2pat11.zip
Stardock Software	January '98	\GCXFIX.ZIP
Eidos Interactive	April '99	GANG_P1U.ZIP
SSI	November '95	\
Incredible Technologies	December '98	GTG10102.ZIP
Spectrum Holobyte	August '96	\gpmeng.zip
MicroProse	October '97	\GPM2.ZIP
MicroProse	May '96	\
MicroProse	December '96	\gpmv102.zip
Interactive Magic	February '98	\ALEX_P11.ZIP
SSI	August '95	\
SSI	May '96	\
Strategic Simulations	March '96	\
SSI	June '96	\gnb4v11.exe
LucasArts	April '99	GFUPD101.ZIP
Interplay	November '97	\F19301B2.ZIP
Sierra	March '99	HL1006.ZIP
New World Computing	June '95	\
Accolade	June '95	\
Accolade	November '95	\
Accolade	November '95	\
Accolade	November '95	\
Accolade	November '96	\hb5_162g.exe
Accolade	June '96	\hb5lgd96.exe
Accolade	March '96	\
Accolade	August '98	HB613DFX.ZIP
Accolade	February '98	\HB5LP.ZIP
Three-Sixty	June '95	\
Three-Sixty	November '95	\
Alliance Interactive	January '97	\harp158e.zip
Interactive Magic	April '97	\hc97upd.zip
Alliance Interactive	September '95	\
Alliance Interactive	March '96	\
Alliance Interactive	August '95	\
Alliance Interactive	May '96	\

Sheet1

Alliance Interactive	June '96	\har158.zip
Alliance Interactive	July '96	\mar158a.zip
Take 2 Interactive	June '95	\
Activision	March '96	\VFX1HERE.EXE
Activision	March '99	H2_V1_01.EXE
New World Computing	April '97	\h2w9511.exe
New World Computing	December '97	\H2DOS12.ZIP
New World Computing	September '97	\h2dos12.zip
3DO Company	July '99	H310TO11.ZIP
New World Computing	January '96	\
New World Computing	February '96	\
New World Computing	November '96	\heroes11.exe
Activision	February '98	\PH2V111.ZIP
Activision	January '98	\PH2V111.EXE
Impressions Software	July '95	\
Avalon Hill	February '98	\HOTW102.ZIP
Trimark Interactive	March '96	\
Sir-Tech Software	July '96	\ja_113.zip
Interactive Magic	April '98	\IF16W95.EXE
Interactive Magic	December '97	\IF22_P1.ZIP
Interactive Magic	January '98	\IF22_32.ZIP
Interactive Magic	February '98	\IF22P33.ZIP
Interactive Magic	August '97	\abrmv110.zip
SSI	February '98	\IMPISM11.ZIP
GT Interactive	November '97	\IGUPD12E.ZIP
Blue Byte Software	September '98	INC_103E.EXE
LucasArts	May '96	\
LucasArts	August '96	\indydesk.zip
Sierra	February '98	\ICR2_V2K.ZIP
Papyrus	April '96	\
Activision	August '97	\i76v106.zip
Activision	July '97	\i76v106.exe
Activision	November '97	\i76V1081.ZIP
New World Computing	August '95	\
Accolade	September '97	\jn41up.zip
Accolade	April '98	\JACK51UP.ZIP
Sir-Tech Software	December '96	\dg110.zip
Sir-Tech Software	January '97	\dg112.zip
Sir-Tech Software	April '97	\dg1132.zip
Sir-Tech Software	August '95	\
Jane's Combat Simulations	October '98	F15v112f.zip
Epic MegaGames	December '98	J2P123R.ZIP
Epic MegaGames	August '98	J2F121P.ZIP
Sony Interactive	March '98	\JM971124.ZIP
Mission Studios	May '97	\jf3updt1.zip
Mission Studios	October '97	\JF33DFX2.ZIP
Mission Studios	February '98	\JF2UPDT2.ZIP
Eidos Interactive	May '98	\JSF11B.ZIP

Sheet1

Electronic Arts	December '97	\KKNDV1_2.ZIP
Sierra	June '99	MOE13FG.ZIP
Maxis	October '95	\
MicroProse	February '99	khg_v11.zip
Logic Factory	March '96	\
Westwood Studios	April '98	\LL2_130E.ZIP
Westwood Studios	August '99	LOL3107A.ZIP.
ALG	August '96	\bhfix.zip
American Laser Games	November '95	\
Accolade	January '98	\LF98V12.EXE
Mindscape	July '95	\LGNPAT.ZIP
Sierra	April '97	\sl7pat.exe
Sierra	August '97	\lh20_20a.zip
Access	June '95	\
Access	October '96	\lcd95.exe
Stardock Software	January '98	\LNKSFK1.ZIP
Access	December '97	\LNK98_13.ZIP
Access	January '98	\L98U132.ZIP
Access	February '97	\110to120.exe
Access	March '97	\120to130.exe
Access	June '95	\
Sanctuary Woods	August '96	\lion.exe
Accolade	June '95	\
Origin	May '98	\LB2D3D.ZIP
Jane's Combat Simulations	December '98	LB2_DDU.ZIP
Jane's Combat Simulations	November '98	LB2209E.ZIP
Jane's Combat Simulations	December '96	\lb108e.exe
Sierra	April '98	\LOM12.ZIP
Eidos Interactive	December '95	\
Sierra	April '97	\lotr2103.exe
Sierra	December '97	\L2SGPT23.ZIP
Interplay Productions	November '98	MAX2P131.ZIP
Interplay	April '97	\maxe.exe
Interplay	July '97	\maxe104.zip
Deadly Games	September '96	\m4v107.exe
MicroProse	September '95	\
Acclaim Entertainment	September '99	MACHN11.ZIP
American Laser Games	October '95	\
Electronic Arts	March '97	\week13.exe (week14.exe)
Electronic Arts	April '97	\week14.exe
Electronic Arts	February '97	\mad97nex.zip
EA Sports	May '99	MDNP207.ZIP
Electronic Arts	April '98	\MAD98_12.ZIP
GT Interactive	February '98	\MAGE11.ZIP
Electronic Arts	November '95	\
MicroProse	May '98	\SOTAV215.EXE
Microprose	February '98	\SOTAV215.ZIP
MicroProse	July '97	\mtgv11a.zip
MicroProse	May '98	\MTGV125(A-C).EXE

Sheet1

MicroProse	October '97	\MTGV125.ZIP
Maxis	August '97	\marb4511.zip
MicroProse	June '95	\
MicroProse	June '97	\moo2v13.zip
MicroProse	July '97	\moo2v131.zup
Playmates Interactive Entertainment	September '97	\mdk3dfx.zip
Playmates Interactive Entertainment	January '98	Beta patch for Direct 3D.
Activision	January '96	\
Activision	July '97	\bpmw105.exe
Accolade	February '97	\mw2patch.exe
Activision	December '95	\
Accolade	February '97	\meac105p.exe
Activision	May '97	\merc106p.zip
Activision	November '97	\MD3D1091.EXE
Activision	March '96	\
Activision	February '96	\
Activision	April '98	\MERC1_1.ZIP
Mindscape	November '95	\
3DO	October '98	MM6v11.zip
Sierra	April '97	\cstorm11.exe
Virgin Interactive	September '96	\monpch13.exe
Wasted Studios	October '96	\monpch13.exe
	June '95	\
LucasArts	November '96	\shell.exe
Electronic Arts	January '98	\306.ZIP
Bungie Software	July '99	MY2V121.ZIP
Bungie Software	April '99	MYTH2V11.ZIP
Bungie Software	June '99	MYTH2V12.ZIP
Bungie Software	May '98	\MYTH12.ZIP
Bungie Software	March '98	\MYTH11B5.ZIP
MicroProse	August '95	\
TalonSoft	January '98	\NIR102A.ZIP
Papyrus	August '97	\nas2_02.zip
Papyrus	November '95	\
Electronic Arts	November '95	\
Electronic Arts	April '96	\
Sir-tech Software	February '97	\nemcd.zip
Activision	January '97	\nmpat_b1.exe
989 Studios	December '98	GD00PATCH0901.ZIP
Accolade	February '98	\LF98V12.ZIP
Electronic Arts	March '96	\
Electronic Arts	March '97	\nhlwin.exe
Interplay Productions	October '95	\OMARDOS.ZIP
KOEI	June '95	\
Domark Software	November '95	\
Domark Software	January '97	\oriovesa.zip
LucasArts	September '97	\ol_v11.zip
LucasArts	February '98	\OUTLAWS_MISSIONS.EXE
Sierra	February '98	\OP2UPDT.ZIP

Sheet1

Avalon Hill	April '97	\patch95.exe
SSI	January '98	\OTR112.ZIP
TalonSoft	November '98	TOAW103.EXE
TalonSoft	August '99	OAW2102.ZIP
MicroProse	June '95	\
SSI	January '98	\PACGEN11.ZIP
HPS Simulations	August '96	\ps-115.exe
HPS Simulations	July '96	\ps-114.exe
HPS Simulations	September '96	\ps-117.exe
HPS Simulations	December '96	\ps-118.exe
HPS Simulations	January '97	\ps-199.exe
HPS Simulations	May '97	\ps_120.zip
HPS Simulations	October '97	\PS_121.ZIP
HPS Simulations	August '97	\ps-121.exe
SSI	October '98	pzcv1_1.exe
SSI	February '98	\PG2_01.ZIP
THQ	October '98	PAX IMPERIA UPDATE.EXE
Bethesda Softworks	April '96	\
Bethesda Softworks	June '96	\pba133.exe
Bethesda Softworks	August '97	\pba114.zip
QQP	September '95	\
Sierra	July '97	\p2fix.zip
Sierra	February '98	\P2FIX.ZIP
Ambertec	October '98	PAUPDATE.ZIP
Sierra	July '97	\pchess3b.exe
Megatech	June '96	\pdpatch.zip
Megatech	September '96	\pd12to13.zip
Electronic Arts	November '95	\
GT Interactive	September '99	PSLID104.ZIP
Sierra	September '98	SPP102.ZIP
21st Century	August '96	\web140kb.zip
Empire	November '96	\web150px.zip
Empire	November '96	\web152pb.zip
Empire	July '96	\web130kb.zip
Sierra	August '98	TS_107W.ZIP
id Software	July '97	\wq100.zip
Activision	March '98	\Q2_306.ZIP
Activision	September '98	Q2V315U.ZIP
Activision	March '99	Q2320CTF.ZIP
Activision	December '97	\ROGUEGL.ZIP
id Software	June '97	\glq3_28.zip
Sierra	May '99	QFG5UP11.ZIP
Gathering of Developers	February '99	RT2_A.ZI
Red Storm Entertainment	March '99	R6104.ZIP
SSI	August '95	\
LucasArts	December '95	\
Sierra	November '98	RB2_3D.EXE
SSI	September '95	\



Sheet1

SSI	November '95	\
3DO Company	July '99	REQ1_1.ZIP
3DO Company	September '99	REQ_1_2.ZIP
Apollo	May '97	\rescue.exe
Sierra	March '99	RTK106.ZIP
Sanctuary Woods	April '96	\
Sanctuary Woods	February '96	\
Take 2 Interactive	August '96	\rip103.exe
Take 2 Interactive	November '96	\rip105.exe
Apogee Software	March '96	\
Red Orb	February '98	\RIVEN102.ZIP
Interactive Magic	March '96	\RFSTA125.EXE
Interactive Magic	September '95	\RFSTA123.EXE
Sierra	April '97	\civilsn1.exe
Sierra	July '97	\rel95pat.zip
	August '95	\ROE2_107.ZIP
Red Storm Entertainment	December '98	R6V102AFULL.EXE
Red Storm Entertainment	December '98	VOXWARE.ZIP
Interactive Magic	May '98	\7KPATCH2.ZIP
3D Realms	August '97	\sw11swpt.zip
Masque Publishing	September '95	\
Masque Publishing	September '95	\
LucasArts	February '98	\SHADOWFF.ZIP
Activision	September '97	\shgmvv201.exe
Activision	October '97	\SHGMV202.EXE
Interplay	January '97	\steel103.zip
Interplay	April '97	\ss_p112.zip
Monolith Productions	February '99	SMPR20.ZIP
Monolith Productions	March '99	SMPR20.ZIP and SHOGO21U.ZIP
Quantum Axis	June '97	\shrak_v2.zip
Origin Systems	June '99	SMACP3US.ZIP
Firaxis	February '98	\SMG_PAT2.ZIP
SSI	September '96	\sh-v101.exe
Trimark Interactive	September '96	\steel.exe
Maxis	July '95	\
Maxis	April '97	\copter.zip
Maxis	June '97	\scopt102.zip
Maxis	December '95	\
Activision	February '99	sin1_01.zip
Activision	August '99	SIN1_05.ZIP
Bethesda Softworks	March '97	\sky101.exe
US Gold	November '95	\
Interplay	June '96	\sol-win11.zip
Empire	February '98	\HOPATCH.ZIP
Ripcord Games	September '98	PATCH2.EXE
Avalon Hill	September '95	\
Avalon Hill	August '96	\stg20.zip
Blizzard Entertainment	November '98	STAR102.ZIP
Blizzard Entertainment	January '99	STAR_103.ZIP

Sheet1

Empire	December '97	\ST27B27F.ZIP
Empire	July '97	\st27a27b.zip
Sierra	May '99	TRIB1012.ZIP
SSI	May '96	\
SSI	October '97	\SP2V101A.ZIP
SSI	March '96	\
Interplay	September '96	\sk_p12.zip
Interplay	May '96	\
Interplay	April '96	\
Velocity	July '97	\strife31.zip
SSI	July '97	\su27v12a.zip
SSI	February '98	\SU27_SCE.ZIP
SSI	April '96	\
GameTek	September '95	\
Interplay	February '98	\SWIV_D3D.ZIP
Take 2 Interactive	June '96	\rippat1a.zip
Arsenal Publishing	August '96	\tac102.zip
Arsenal Publishing	November '96	\tac104.zip
Arsenal Publishing	September '96	\tacop103.zip
Domark Software	August '95	\
Domark Software	November '95	\
SSI	May '96	\
Bethesda Softworks	June '96	\p120_us.exe
Bethesda Softworks	September '96	\tfs130.exe
Bethesda Softworks	July '96	\tfs130.exe
Looking Glass	June '96	\tnv109.exe
Looking Glass	July '96	\tnv109.exe
Electronic Arts	September '97	\hosp_pat.zip
Eidos Interactive	May '99	THIEF133.ZIP
Avalon Hill	March '97	\3ri_31.zip
Avalon Hill	August '97	\3r_38.zip
Avalon Hill	February '97	\3r1_21.zip
Avalon Hill	April '97	\tr1_35.zip
Avalon Hill	May '97	\3r1_37.zip
SSI	April '96	\
LucasArts	May '96	\
HPS Simulations	January '97	\top-203.exe
HPS Simulations	August '97	\top-206.exe
HPS Simulations	October '97	\TOP_206.ZIP
HPS Simulations	August '95	\
HPS Simulations	October '95	\
HPS Simulations	February '96	\
HPS Simulations	May '97	\top_204.zip
HPS Simulations	December '96	\tpd-202.exe
Cyberflix	April '97	\ti_s.exe
Red Storm	February '99	R6104.EXE
Red Storm Entertainment	November '98	VOXWARE.ZIP
Eidos Interactive	April '97	\renbeta4.zip
Eidos Interactive	June '97	\3dfx.zip

Sheet1

Eidos Interactive	March '97	\3dfx.zip
Eidos Interactive	December '97	\S3TOMB.ZIP
Eidos Interactive	June '97	\tr-matr.zip
Eidos Interactive	January '98	\TOMB_MYS.ZIP
Eidos Interactive	February '98	\TOMBPVR2.ZIP
Eidos Interactive	June '97	\rendfina.zip
Spectrum Holobyte	July '96	\tgV109.exe
Electronic Arts	November '95	\
Digital Integration	August '95	\TDO10E.ZIP
GT Interactive	February '98	\TA10_11.ZIP
Cavedog Entertainment	November '98	TA1X_31.ZIP
Domark Software	September '96	\tm102.zip
Domark Software	November '96	\tm11.exe
BAO	March '96	\towerins.zip
Apollo	February '97	\towerins.zip
Sony Interactive	March '98	\TM971124.ZIP
Electronic Arts	August '95	\
Mindscape	September '95	\
MicroProse	February '96	\
Accolade	May '96	\
Accolade	June '96	\ur95clock.exe
Accolade	April '96	\
Epic MegaGames	September '98	RUSHB203.ZIP
Epic MegaGames	September '98	UNCYR202.ZIP
Spacetec	September '98	UN_SPO11.ZIP
Epic MegaGames	September '98	UNREALPATCH101.EXE
GT Interactive	January '99	UNRLB217.ZIP
GT Interactive	September '99	UNRL225F.ZIP
Forte	June '97	\qkeVfx1.exe
Forte	June '97	\qkeVfx1.exe
Sega Entertainment	March '98	\VF2.ZIP
Interplay	May '98	\POOL2US.ZIP
Interplay	November '95	\
Interplay	February '96	\
Interplay	September '95	\
Interplay	October '96	\snkr_us.zip
New World Computing	May '97	\wow1_28.zip
New World Computing	April '97	\wow128p.exe
Interactive Magic	February '98	\WAR11.ZIP
SSI	April '97	\ww_12.exe
Blizzard Software	December '97	\W2XPTCH.ZIP
Blizzard Software	February '97	\war2x133.exe
Blizzard Software	November '97	\W2XPTCH.ZIP
Blizzard Software	August '96	\w2patch.exe
Blizzard Software	December '97	\WAR2_140.ZIP
Blizzard Software	October '95	\
Blizzard Software	June '95	\
Blizzard Software	August '95	\
Red Orb	August '95	\

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SSG	January '96	W2D224.ZIP
SSG	February '96	W2D224.ZIP
Red Orb	February '99	W3D102US.ZIP
Red Orb	February '98	W2USV101.ZIP
Eidos Interactive	August '99	WZ21003B.ZIP
Eidos Interactive	September '99	WZ21004.ZIP
NovaLogic	March '96	\
Interplay	April '97	\whipadd.zip
Interplay	November '96	\wipatch.zip
Interplay	June '97	\renwhip.zip
Interplay	June '97	\3dfxwhip.zip
Origin	June '96	\wc4joy.exe
Origin	April '96	\
Origin	June '96	\wc4joyng.exe
Origin	August '96	\wc4_16sv.exe
Origin	February '97	\wc4win95.zip
Origin	June '95	\
Psygnosis	December '97	WOXLNETB.ZIP
Sir-tech Software	March '96	WSD_101.ZIP
Sir-Tech Software	September '96	\wroot.exe
Sir-Tech Software	September '96	\goldfix.zip
Sir-Tech Software	October '96	\gold11.zip
Sir-Tech Software	December '96	\wiz11a1.zip
Thrustmaster Inc.	June '96	\extwiz.zip
Avalon Hill	April '97	\wsim1_02.zip
Masque Publishing	June '96	\wsd_107.zip
Masque Publishing	November '96	\wsd_1011.zip
Masque Publishing	August '96	\wsc1_108.zip
Masque Publishing	May '96	\
Masque Publishing	March '96	\
Jane's Combat Simulations	March '99	WW2_105.ZIP
Hasbro Interactive	September '99	WAPATCH.ZIP
MicroProse	September '95	\
MicroProse	July '95	\
LucasArts	August '99	XWAUP201.ZIP
LucasArts	February '97	\xwscfd.zip
LucasArts	January '98	\XVT_3DFX.ZIP
LucasArts	September '97	\xvt110.zip
LucasArts	February '98	\XVT_3DFX.EXE
LucasArts	August '97	\yopatch5.zip
LucasArts	October '97	\YOPATCH5.ZIP
New World Computing	September '95	\
Activision	November '97	\ZNPATCH.EXE
GT Interactive	December '97	\ZPC.ZIP

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## Sheet1

### NOTES,C,254

Players no longer receive extra resources when canceling building construction multiple times, exploiting lag in a multi-player

Changes include: Ack bursts no longer grow as they dissipate. The smoke and explosion effects in 3D mode have been improved

Changes include: Increased fortification costs that decrease every year. Prevention of river boats from moving past forts. Increased

All known crashes have been fixed. Units will now deploy on geysers when ordered to. Joystick configuration is now saved correctly

Patch fixes Unsupported RGB Mode error. Random crashes associated with setting music volume to zero, Rune (gem) puzzle

Final patch to add support for Voodoo Graphics and Voodoo Rush 3D accelerators.

Add support for NEC's PowerVR 3D accelerator.

Fixes bug that sometimes ends the campaign of a leader reported as wounded or kept alive a leader reported as captured or

Improved overland and combat artificial intelligence. Game speed can be altered on the Option Panel. Many other changes.

Designating targets for the gunner now functions properly. Neither friendly nor enemy vehicles will fire on targets through forests

All of the known Add-Card Assertion Errors in Shandalar have been fixed. Alchor's Tomb now has the correct card text. Lich r

Fixes cheat that allowed one player in a multi-player game to see the map. Fixes bug that allowed players to receive extra res

This patch is only intended for users experiencing difficulty installing the game on Cyrix 6x86-based PCs.

This patch file is only for users experiencing difficulty with Starship Titanic on certain video cards like the Intergraph Intense 3

Fixes problems with and adds features for 3Dfx-based accelerators. Also improves Internet gameplay.

This patch corrects certain problems with 3Dfx Voodoo- and Voodoo 2-based graphics accelerators.

Modification to Cluster code to prevent Cluster Bomb abuse. Works for all Cluster weapons (Cluster Bomb, Banana Bomb, M

Allows you to reverse those infamous backwards rudders and addresses joystick centering issues. Pressing Enter or ESC wh

Faster framerates, more weapons in network games, network messaging and optimization, better joystick control, detachable

New team rosters and various fixes.

Corrects a nasty crash bug in the Hammer & Anvil scenarios.

No crashes during game saves, airplanes don't dive into the ground as much, computer pilots bail out of dead-engine airplanes

Fixes a bug in version 1.13 that incorrectly introduced the Spitfire IX in 1939.

Fixes mission structure in certain scenarios.

Fixes many small problems and addresses the Win95 city construction problem.

Allows the use of IRQ 10. Separate patches for MIDI and Digital Sound (\digi10.exe).

Includes various fixes and enhancements.

This is the original \modemdb.txt file that came with ATF, modified to fix the commands for Sportster modems.

Adds better compatibility with 8-bit sound cards when Afterlife is played directly through Windows 95.

Bodyguard units are now disbanded between turns if they no longer have leaders assigned to them. Players of the English ve

Has improved AI and campaign game.

Fixes range indicator, adds some new menu functions, and makes a few rules changes.

Fixes Help button in Ship Editor as well as a bug that resulted in bow/stern chasers being reloaded "endlessly" when all availa

Improves the movie play and fixes some general sound problems.

Adds printouts, the ability to import from spreadsheets/databases, a map "fill" feature, and new symbol editing tools.

Fixes bugs causing garbled CPIDs in certain situations and in-flight disconnects. Adds more visible planes, so that in offline p

Update corrects the Cleash General "Null Jig Token" Crash, as well as adding command line switches for many sound boards

Addresses various crashes and bugs.

All Win95 display resolutions are now supported, auto-scroll has been added, and some E-mail bugs fixed.

Fixes E-mail bugs and makes it more stable.

Speeds up play for users with 8MB RAM, as well as adding a new history function and improving gameplay overall. A new ma

This update fixes a lot of the slowness problems with the game in 8 meg, adds a new history function, and improves overall g

Fixes almost all of the speed problems with the game on 8MB machines and in Windows 3.1, as well as improving AI.

This update fixes a problem with the Sony CDU-33A CD-ROM Player addressing Disk 2 of Angel Devoid.

General maintenance patch.

Addresses the problems with the preferences screen and "invincible" mode (no modem fixes in this patch).

ATi Rage Pro frame rate slowdown during rain has been fixed. ATi Rage Pro TADS/EO/night vision noise problems have fixe

## Sheet1

Stabilizes modem play.

Adds support for Voodoo Graphics- and Voodoo Rush-based cards. Requires version 1.120 (ADUPDATE.ZIP).

Allows you to use CD-ROMs with drive letters higher than H.

Threat mode targeting has been improved. Adds keys for systems that can't use Print Screen or Scroll Lock. 'Alt-A' for Air Support.

This optional patch beefs up the digital music.

Baldur's Gate now checks the cache size and gives a warning if the user is running out of hard disk space. Also checks hard disk space.

Corrects the 1954 schedule (the Baltimore and Boston schedules were reversed).

The list of fixes for this bug-ridden game is about 3,000 words long (that's about five PCG pages to you and me), so I'm not going to list them all.

At this point, does anyone still care?

Fixes the tractor beam lock problem and one or two minor bugs. Now aren't you sorry you bought from a store without a software manual?

Fixes PBEM replay crashes, melee bug related to automatic victory vs. routed units, and adds missing woods artwork 3D map data.

Internet play has been added, and a number of play changes have been made.

General maintenance patch.

Internet play has been added, and a number of play changes have been made.

Includes Play-by-E-mail, hot-seat (for two players on the same PC), fog-of-war, and any gameplay changes made with the expansion packs.

This update is only for the original Ardennes game, not Bulge or the Ardennes Expansion CD.

Some further rules changes and bug fixes.

Various fixes and enhancements.

More stability and gameplay issues have been addressed.

Fixes PBEM replay crashes, melee bug related to automatic victory vs. routed units, map data for path on south edge of the Veldt.

Some enhancements, including new optional rules.

Added network play, "Next Stack" hot key, Extreme Fog-of-War Option Rule, red-highlighting of strength value if units not at full strength.

Fixes "bases-off" highlighting bug, AI reporting bug when artillery is limbered, melee bug that resulted in double losses for the defender.

Re-crewed artillery batteries get a morale value of F, reinforcements arriving in objective hex cause change of ownership, extra rules.

Rule changes.

Fixes various bugs and play balance issues, as well as unit performer and behavior.

Internet play has been added, and a number of play changes have been made.

Rule changes.

Fixes the PBEM reply problem and problems with leaders not being fully replaced (this could cause random crashes when playing on a slow machine).

Corrects numerous bugs, including incorrect resolution of melee attacks, skirmisher losses, various combat modifiers, and other minor bugs.

Fixes various bugs and play balance issues, as well as unit performer and behavior.

Further refinements to the game system.

Fixes palette corruption in leader faces, melee effects when video option is turned on, and PBEM replay crashes.

Fixes bugs that sometimes awarded points for recapturing one's own uncrewed artillery, that allow skirmishes in a hex with an uncrewed artillery battery.

Adds Internet play.

Main roads are now called pikes, horse artillery may unlimber in the movement phase, non-skirmishers do not suffer disorder.

Now detects available memory based on physical RAM & swap file space. Fixes "Error: Could not initialize VESA 15 bit 640x480 mode".

The Red Odyssey v. 1.2 (McMillian Publishing): Chinese Armory now deploys repairs and weapons properly. Chinese Rocket Artillery now works.

The Windows CD audio volume is no longer maxed on game exit. The screen no longer goes black on a 3Dfx card while a mission is running.

This patch fixes cheating in multi-player, reduces the number of different Battlezone versions out there, and fixes issues with the game engine.

Primarily for users who are having problems loading chapters.

Fixes music only, but not the digital sound effects.

Mistakes in some spells have been fixed. The death of a regent no longer ends the game. Various multi-player features (syncing, etc.)

Fixes several minor bugs. Adds code support for the Deluxe Tools. Now supports only DirectX 5.0. There is also a Windows 95 version.

Adds modem play and fixes some known quirks in the game.

Climbing slopes greater than 60 degrees is not allowed. Fixed bug where wrong team was given credit in the text message when a unit is killed.

Fixes problems with Brigand on Level 3 and improves modem play. Previously saved games will be lost.

Adds animated crowds and support for the Virtual Open, as well as correcting the rendering bug in the view cone, ball physics, etc.

This patch fixes a large number of minor bugs and adds a few user-requested features.

## Sheet1

Fixes small bugs and makes numerous changes to the weapons database.

Fixes numerous small errors and adds new weapons to the database.

Includes new 16-bit Windows executable, fixes the exploding wall problem in Chateau Galliard and the Alien Hallway lockup.

Elapsed Time (ET) no longer includes Reaction Time (RT). Your ET is calculated from the moment your front tires unbreak the

For 1967-68, 1964-65, and 1954-55 team disks there are separate patches to correct stats and other data.

Fixes crash that occurred when using the zoom feature.

There is now a warning when the building sprite limit is reached. The governor's name will no longer be reset to 'The New Go

Corrects the tattoo parlor animation "sparkle" and the "dead-end" when talking to the Gypsy in Transylvania, and adds specif

Fixes the factory layout plan as well as problems with presidents.

Early patch for 3Dfx cards.

Adds 3Dfx support.

Improved AI. Increased frame rate. Game controller null-zone. Pit lane auto-pilot. Gamma control for object brightness. Rain t

Corrects problems with gaining more than \$40,000 in chips, corrects the "Dealer's calls" in Craps, as well as problems with Vic

Fixes all known video card conflicts with Rendition-based 3D cards.

Fixes some video card problems.

Corrects a number of problems.

Patch that adds full modem support.

Adds better mouse control.

Improvements to Chessmaster Live and some other changes.

The AI now always follows the line of sight rule. Version 1.03 introduced a bug wherein the AI enjoyed the advantage of full vi

Corrects some scenarios' errors and crashes. There is also a Windows 3.1 version of the patch on The CD -- \CWG23111.ZIP

This patch installs the latest files needed for connecting to WON.net (formerly SIGS). It also fixes all known connection, stabil

Addresses both the Campaign and Battle AI as well as updating naval battles, city supply, and route planning.

Fixes crashes regarding naval units.

Computer controlled switching between AI Personalities (AIP) no longer causes random crashes. The game no longer crashe

The Game Profile now appears at the beginning of a multi-player game, just as a reminder. During the game, the Game Profil

In general, the scenarios were balanced for better gameplay. New icons were added to some of the scenarios, primarily to the

This update will fix the problems encountered by people with no sound cards.

Countless changes in this one, including protection-fault fixes and patches to the AI, which was damaged in v. 1.04. Here are

Fixes behavior of smart settlers, allows better contact with other leaders no matter what their current attitude is, takes "ignore

Solves various auto settler problems, crash with SS MODULE HELP, Cruise Missile attack values, and various other glitches.

Heralds will now animate if you are using 32-bit video for Windows.

This upgrade is mostly to make hot-seat play more secretive, but it also addresses some multi-player tech issues.

Fixes the "Cannot write to AUX" error that some people have encountered.

You can no longer deduce enemy placements during deployment mode by watching for the targeting cursor while dragging a

German infantry will no longer use their Panzerfaust anti-tank weapons against Allied infantry.

Multi-player connection stability is greatly improved. Several crashes that occurred in multi-player games are fixed. An issue t

Fixes some Win95 support and corrects general Windows bugs as well.

Corrects various problems and adds the map editor left out of the last patch.

This primarily addresses modem compatibility issues.

Includes a SPEEDLOCK option for fast 486 computers and Pentium computers.

Provides greater compatibility across Local Area Networks and modem connections. Players can no longer ally with the comp

Fixes various crash bugs.

Fixes all known bugs and makes some game balance changes.

Fixes the "Infinite Minigunner" bug (in which you can sell structures and retain the troops). Also contains a shortcut for Window

Fixes various gameplay bugs and lockups.

General maintenance patch.

Fixes various problems.

For problems with low sound output.

## Sheet1

Adds NT 4.0 compatibility. Creature Export/Import issues have been resolved. Exporting of pregnant Norns is now allowed, bi  
Corrects the save and restore feature for the Game Gun version.  
Improved Sound Blaster support, as well as Gravis UltraSound and Ensoniq native support.  
Adds features and fixes common problems.  
Addresses mostly saved-game and the Play-By-E-mail problems.  
New .EXE corrects problems with the game not saving milestones after the conference room.  
General maintenance patch.  
Fixes "all known bugs."  
A mess of patches have been issued for this already, but here are the most current at press time. Sound Drivers v. 4.0 update

Check the Internet a

Allows you to summon Malacath on the 8th of Frostfall from the Mages' Guild without the game locking up.  
Among the many fixes are: thieves' guilds now buy magic items; you can now sell extra horses and carts in general stores; ch  
More bug fixes plus a separate patch with two files to fix native Gravis Ultra Sound support.  
Fixes duplicate place names, adds some cheat functions, corrects numerous crash bugs, and addresses many important gam  
Fixes the "Fatal Error 4" (file not found) problem occurring on some people's systems. It also contains an option for forcing 25

New sprite editor, gamma correction, automatic game updates, more.  
Update for problems with options menu, save game, sound and more.  
Includes new SVGA drivers for Trident Video Cards and an updated flight model.  
Fixes digital sound and speech on the CD version.  
There are now different dialog boxes that indicate the state in which the resync is. Player end turn Lights are now activate eve  
New features include multi-player spawning from a single CD, an increase in the maximum number of buildings, a limit to AI c  
Adds support for Creative's Environmental Audio Extensions. This patch is useful only if you have a sound card which support  
Updates Descent: FreeSpace to the latest version.  
Added Interlaced Cutscene option to Launcher for people experiencing throughput problems during playback. Added icons to  
Added checksum to weapons.tbl. Fixed Standalone bug that would cause debriefing reset. Fixed Mission Simulator crash wh  
For Verite and Virge (ld2virgep.exe) cards.  
Supports 3D Accelerated graphics when using video cards using the S3D ViRGE accelerator chip.  
Updates the support for the Rendition Verite chipset.  
Updates Voodoo 3DFx chipset support.  
Upgrades registered Descent II to native Win 95. Comes bundled with (ld2\_dxpch.zip) and without DirectX 2.0 drivers.  
Adds new command line switches and fixes minor bugs.  
Support for Sound Blaster Pro has been added. Crash when selecting No Sound during the sound setup has been fixed. Mon  
Fixes several bugs and adds new features.  
Will only run on a C:\ drive (thanks a lot).  
The view window can be expanded and contracted. A "Transfer Resources" function has been added. Discoveries that you ha  
Beta version of patch fixes joystick problems and other bugs, and adds local-area network and Internet play for as many as ei  
IPX and TCP/IP play for up to 20 human racers. Serial and modem support for two human racers. Access to all Race and Der  
Corrects the NULL cell buffer errors and other draw problems, intermittent crash in Join Game screen, data corruption proble  
Prevents other players from casting illegal spells in town, fixes duplicate item generation at the Blacksmith and Witch, improv  
Prevents invalid players from interacting with other players and invalid packets from crashing players. Fixes the Hidden Shrine  
3DFx crashes and textures have been fixed. Foreign language support is implemented. Now runs on PowerVR.  
Fixes problems with the PAS16 and Diamond Stealth 32 boards, corrects "Invalid Twiddle" bug during final dip sequence.  
Right-click scrolling available on mini-map. Cursor is visible over the game interface when placing a building. Yes/No confirma  
Staggered vehicle collision detection to reduce CPU lag. Utilized UDP messaging which is especially friendly to low-bandwidth  
General maintenance patch.  
Fixes small bugs and makes numerous changes to the weapons database.  
Fixes numerous small errors and adds new weapons.

## Sheet1

Addresses various crashes.

Corrects the save and restore feature for the Game Gun version.

Fixes some small bugs, including those related to installation.

Updates setup program to allow the use of two sound cards simultaneously, and for MIDI wave table daughter boards such as

Enhanced computer player AI, improved computer-assistant logic, creature balancing, streamlined creature-activity algorithms

Patch deals with sound problems in both the demo and final version.

General maintenance patch.

Corrects a bug in Flight Unlimited that prevents Flight from working with the Matrox Millennium card. This is a beta test version

Contains a driver for the Pro Audio Spectrum 16 sound card.

Improves performance on lower-end machines. It is currently not supported by Virgin or Trilobyte (i.e., they put it out so you c

This fixes a minor bug with the C&SL railroad, which only occurs on the 1st turn, and adds V and G hot-keys to turn on and of

Allows the game to run with 2700 EMS and corrects lockups found when trying to buy a train from the bank when the bank ha

Fixes numerous bugs related to rules, interface, and stat issues.

The long-awaited overhaul to EF2000 takes on countless problems, including enhancements and fixes for numerous things re

No new features, just bug fixes.

Many fixes in this patch, including game speed increase, fixed inquisition, a "Bomb Again" button, full screen planet maps, pro

Final fix for all bugs and AI issues.

Fixes all known problems.

Numerous gameplay tweaks.

Fixes various bugs.

Fixed research cheat. Fixed loophole allowing people to create maps with unlimited adjacencies. Note: This is the last update

Helps these scenery packs work with Microsoft Simulator for Windows 95.

Installation programs and FEPAT.EXE bug fix from Microsoft for Flight Simulator for Windows 95 to get European ILS frequen

Flaps can no longer be deployed at high speed. Automatic Leading-edge Slats are added to Bf.109, Bf.110, and Me.262, mak

Adds Voodoo Rush support.

Adds Voodoo Rush support.

This file updates the multi-player issues in paintbrawl, fixes single player lock ups and game crashes, fixes the menu, adds ne

For original Fleet Defender only. Adds fixes found in Fleet Defender Gold.

Adds chat mode, additional "look" views, more native joystick support and fixes for VESA compatibility issues, static sounds, a

Fixes numerous networking bugs and adds direct IP networking. Also adds improved views, flight model and AI tweaks.

Adds 3D support for Direct3D and Voodoo 3Dfx chipsets. Voodoo patch is file \PATCHES\F1RS105V.ZIP

Fixed problem with campaign debriefing reporting you as MIA even after you successfully completed a mission and landed. L

The crash in version 1.04 on computers with Voodoo 2 cards and Terrain Detail set to the highest setting has been fixed. If yo

This is the final patch for the US version only. Fixed T-Ray not taking money for getting car back. Fixed Stuart Little boxing so

Boxing in New Reno will no longer lock up the computer. The Dice Game will give you winnings. The Lloyd quest in New Ren

This will update the AI and allow users to utilize D3D-capable cards. AI improvements include improved onside logic, improve

This patch for FIFA RTWC 98 fixes compatibility issues with the Voodoo II chipset.

This patch fixes compatibility issues with the Voodoo II chipset.

This patch will fix the problem that users with 6x86, 6x86L and the 6x86GX CPUs have had running Final Fantasy VII.

This patch is intended to fix the problem users have had with the Riva 128 and Riva 128 ZX video cards. This patch also enab

This patch is intended to fix the problem users have had with the RIVA 128, RIVA 128ZX, and RIVA TNT video cards. Note: T

Adds Windows NT support and fixes some minor bugs.

Patch for users who have been experiencing the "unable to open d:\fleet.avi" errors in Windows (normally caused by an older

Fixed bug where "Pump Action Shotgun" did not fire in Strategic Mode or when non-controlled characters were holding it. Fixe

General maintenance patch.

Handles a lot of problems; including improved AI dogfighting; torpedo use; team play (red vs. blue); improved AA guns; carri

Fixes setup bug that indicated the game requires 4096MB, to install and adds DirectPlay.

General maintenance release, includes Bulk-Import utility to import Nav Data from text files into the Flight Shop ATC flight pla

## Sheet1

1024 x 768 resolution is now available as a non-cockpit mode. You can scale the size of the runway signs and taxiway signs.

Patches game to version 1.05. Also includes the Fokker WWI fighter plane, and the new adventures. Reinstallation of the original

Contains two "physics" fixes and two video fixes, as well as correcting the joystick non-detection bug, a divide overflow when

Fixes non-recognition of joysticks and joystick calibration, calibrating the hat for the Thrustmaster joystick, Matrox video card a

Fixes non-recognition of joysticks and joystick calibration, divide overflow error, minor FBO bug, and support for Matrox video

Upgrade for original FS to FS95, with new voice files.

Essential quick-look views added.

Version bundled with the ATI Xpert@Play 4mb/8mb video card reports a "FATAL ERROR" when the letter of the CD-ROM drive

General maintenance patch.

Adds modem play, as well as several other enhancements and bug fixes. (Separate patches for floppy and CD-ROM)

Stat and bug fixes.

Smooths multi-play and makes some small fixes.

Issues with multi-player, golfer appearance/performance, statistics, and scoring have been addressed.

General maintenance patch.

Corrects "out of memory" message in Chapter 4 at the mansion and other bugs.

General maintenance patch.

Snitches' skill is now saved and loaded. Snitches now work in scenarios. Team name no longer gets changed when editing or

Most notably, this patch will take care of a sound loop caused by a compatibility issue with the newest version of DirectX 6.0.

General maintenance patch.

The read-me file for this patch claims that "Every line of program code has been upgraded to make it a fast, streamlined, 32-bit

General maintenance patch.

Various bug fixes.

Gameplay speed and multi-player are improved, along with several gameplay issues.

Fixes various crashes.

General maintenance patch.

General maintenance patch.

Fixes a crash with a "MAX\_OPEN\_FILES" message after copying over all the .LAB files from both CDs to the hard drive to im

DirectX3 is now supported. The game will work even if no sound card/driver is present. Numerous networking bugs have been

Disabled the music-track check in CD Authentication since it was tripping up legitimate customers. Adjusted the default config

Fixes mouse hangs, low memory issues and all known related problems.

Type "hb4 easy" when starting to disable the pitch recognition routine that allowed astronomical scores. The patch also includ

If you have an Acer motherboard, this patch is essential for gameplay.

This patch introduces ten levels of difficulty and brings some welcome repairs and fixes to gameplay.

Fixes little bugs in playability and compatibility, particularly with the ATI Mach 64 video board.

Alters older Hardball 5 installations that contain the 144-game strike schedule, and update them to use a 162-game schedule

Updates stats for HardBall 5 to the end of the 1995 season. Rosters updated to the end of January 1996.

Fixes erroneous "out" call after force was taken off by tagging a runner, a problem which prevented customized stat selection

Improved computer fielding. Keep computer pitcher/batter panel up longer. Disallow lineup changes to opponent during netwo

Fixes bases-loaded bug.

The long-awaited major upgrade for H2 is ready! But the programmers didn't bother to include a list of just what it does. One o

If you downloaded and ran the patch released in June that disabled video and audio, then you will need to run this update to r

Corrects all known errors in the program.

Dark water shade changed to lighter, adds ability to load any saved game from the File/Load menu regardless of the current t

Fixes a bug introduced in 1.55a when loading some scenarios.

Fixes various problems and contains the Windows Scenario Editor.

Fixes more general protection faults.

Fixes General Protection Fault problems and adds the Windows Scenario Editor.



## Sheet1

This version fixes all known program problems, such as General Protection Faults, and adds several user-requested enhancements. Fixes all known protection fault errors and includes the latest Windows Scenario Editor.

General maintenance, only for PG-13 version with all the naughty words beeped.

New driver for the VFX1 virtual reality headset.

The patch fixes some joystick and gamepad issues. If you do not have a problem with your joystick or gamepad, you do not need this patch.

Random Map Generator has been added. All single scenario maps may now be loaded in the editor. Sound and Video support has been added.

Evens out some glitches in combat wherein the computer didn't have to fight enemies the human player had to fight. The CD-ROM version of the game is now available.

Fixes haunted mine bug, cleans up the music, and addresses some TCP/IP problems. There is also a Windows 95 version of the game.

Seer's Hut allows you to choose between troops if your party is full. Necromancer Skill updated to give the player 2/3 of skeleton's strength.

Improves compatibility with some sound cards and memory configurations, and also resolves a dialing problem with some modems.

Should fix some problems with modem connects and some random crashes.

For problems when running a modem or network game between the DOS version and the Win95 version of the game.

Fixes some deathmatch crashes and save-game bugs,; modifies some weapons and damage issues.

Necromancer's Bone Shards (powered up) now do more damage. The Assassin's ability to Hide in Shadows doesn't last as long as before.

Should address any crashes associated with sound cards. (Separate patches for floppy and CD-ROM)

Various gameplay fixes.

Update makes the game a bit easier to play.

Fixes traverse bugs, enemy bomb detonation, hand pickup, and some other bugs, as well as adding some new features such as the ability to use a hand pickup.

Post-mission crashing eliminated. Cloud 'bleeding' fixed. Joystick calibrator fault fixed. CH Products' Win95 coolie-hat bug eliminated.

Concentrates on increased frame rates and decreased hard drive access pauses. Also: a more-realistic Radar Cross Section. The game is now available on CD-ROM.

Allows users to play the Persian Gulf Theater, displays clouds at correct heights, improved waypoint drag-and-drop and mission planning.

Enhancements and revisions to mission planning, along with AI and flight model improvements.

Dossiers will no longer freeze up if your default name is longer than 15 characters, even if our default Windows 95 name is longer than 15 characters.

Memory leak, crashes, and some interface issues fixed. AI tightened and much needed unit summaries added.

In the rank of Commander, the traders leaving the Zeuson planet (if it was under blockade) did not have the correct text appearing in the mission log.

Lobby technology is now supported (making it Mplayer-ready). Works with PCs that have partitioned hard drives and/or multiple hard drives.

Fixes digital sound and speech on the CD version.

This should help people having problems with installation.

For Rendition Verite 1000 and newer.

Corrects a bug where a stripe down the center of the car may not be painted. This problem only occurs in version 1.0 of Paint.

Host now has the ability to eject cheaters from multi-player games. Also, minor internal optimization changes have been made to improve performance.

Corrects host getting double-kill scores in multi-play and other multi-play glitches, as well as some 320x200 graphics mode changes.

Currently supports: Diamond Monster 3D, Orchid Righteous 3D, Deltron RealVision Flash, Hercules Stingray 128 3D, Creative Labs 3D.

Provides new sound drivers and adds six new scenarios.

Fixes some Windows NT problems, adds elevation info to the status bar in the course editor, increases net play speed, and fixes net play speed.

Net games will no longer be able to get out of sync because of blocked messages (e.g. taking a drop with a menu item displayed).

Gives you new options for dealing with turn limits: keep them on, increase them, give yourself extra exploring time after a mission.

Fixes "No Turn Limit" problems, some single player campaign bugs, the final campaign mission, and other problems. A patch is available for the final mission.

Fixes many minor problems, including some "No Turn Limit" problems, rare speech crashes, and a fix for the final mission of the campaign.

General maintenance patch.

On some machines, the radar line of sight code could cause a crash when unexpected terrain height data was loaded. This has been fixed.

Patch includes Internet server kicking/banning, Clan support, bad language filter and JCS level passwording for added level security.

Added a Progress Meter for the Downloading screen. Fixed seeing two characters when finishing a level. If server has the flag, the game will be played.

Fixes a bug that occurs at the Race Winners' Circle after a race. At the Race Winners' Circle screen, if the trophy presenter dies, the game will crash.

Includes better throttle, rudder, and joystick calibration, support for sound in Windows 95, sound board autodetect, programmable buttons.

A test version of a graphics acceleration pack.

Adds more 3Dfx features and some sound and video support.

The screen-size setting is saved now when using 3dfx-cards. MS Sidewinder Force Feedback now auto-centers properly. Microsoft Mouse support added.

## Sheet1

Improved multi-player messaging features, group recall centering, and improved video card support.

Enables Connor, Monster, Character, and Object shadows for Direct3D. Supports translucent polygon rendering for D3D. Ad

Adds new speed-independent mode, deletes TEMP files, provides some new keystrokes and game-building features, fixes nu

Shaves a couple of megabytes from the memory usage. Further improves the loading time. Bug Fixes: Server memory leak w

Due to some criticism that the AI in Ascendancy was too easy, Logic Factory has issued an Antagonizer AI patch to make the

Adds 3D support.

Problems getting Warrior and Wizard quests have been addressed. Infinite experience bug has been fixed in the Frozen Was

Corrects the save and restore feature for the Game Gun version.

Allows for proper operation of the Save and Restore feature of the game. (For sound cards that support basic Sound Blaster c

No crash at the end of the 1997 Super Bowl. Signed players are removed from the list of free agents. The auto-reduction logi

Allows the program to run under Windows NT and corrects a very rare problem with later scenarios.

This patch corrects the 'flatulence lockup', saved game problems, and miscellaneous general protection faults/illegal operatio

Adds extensive online help, a cursor highlight option, several new features to make the more difficult puzzles a little easier, an

Fixes the bug that occurs with some recorded players playing on courses other than the one that the players were recorded o

This gets the game working fine directly through Win95.

Fixes problem with the SYS3175 errors and the SYS3176 errors during startup of Links.

Support for 1800x1440 resolution added. Meters/yards can be set in the Game Settings Dialog. Some minor crash, multi-play

Fixes lockup in four-player alternate shot with top view open, sporadically choppy golfer, crashes due to bad pointer to animat

General maintenance patch.

Fixes a rare ball-flight bug, sound script bug, and match-play bug.

Fixes the lockups with Sound Blaster 16 cards.

Allows it to run with 560k conventional Memory.

This patch, which will overwrite the existing laf.exe file, is designed to eliminate general protection fault errors.

This is a display driver update to allow Longbow 2 to run 3D accelerated on 3D accelerator cards using the following chipsets

This is a display driver update to allow Longbow 2 to run 3D accelerated on 3D accelerator cards using the following chipsets

This patch fixes (among other things) known bugs such as the autopilot occasionally disengaging, hat-switch issues with som

Includes updated flight dynamics, cannon and weapon firing recoil is accurately modeled, autorotation is now easier, updated

This patch fixes several single player bugs and adds some enhancements. For more information on what the patch fixes plea

General maintenance patch.

Corrects problems with battles crashing when music is tuned off, arrow buttons not accelerating as they should when selling/b

Allows two players to play with one disc and resolves video palette and multi-player problems.

Fixes: Lockup when cycling through unit list with "<" and ">" keys. Units using waypoints in turn-based and multi-player modes

Fixes Network disconnect bug and video card conflicts with Matrox Mystique and others.

Corrects the timer problem.

Fixes all known problems for Windows version.

Fixes various bugs.

This version will give users of the MSN Gaming Zone much more stable connections in game.

Fixes problems with the Sound Blaster 16. A separate patch addresses sound problems with other sound cards.

Update rosters and stats to Week 13 and 14 NFL season's stats and rosters. This update will overwrite all of your current stat

Updates rosters and stats to the current Week 14 NFL season's stats and rosters.

A general Madden 97 update (\madpatch.exe) fixes a problem with the quarterback, running back, or tight end freezing or run

Fixes frame rate slow-down some users experienced while playing on grass fields. Lets you download and install updated ros

Adds 3D support for most 3D accelerators. Added some new animations. Many other changes -- read the README.TXT file.

Updates the game and corrects joystick configuration errors.

The Maphack program that was inadvertently left out of MC Plus.

Cards from "Spells of the Ancients" are now available in towns in Shandalar. Black Vise and The Rack no longer do double d

About 20 changes to card rules and values.

Improves AI, fixes lockups, corrects card-specific errors, and tweaks gameplay.

The AI now considers even more possibilities in a shorter time. This allows it to find better card combinations and generally im

## Sheet1

Dozens of AI and card-specific changes have been made for this version. The computer also now plays faster, the win/loss re  
Various bug fixes.

Is another extensive overhaul and bug-fixer.

New custom race features, changes to ship refitting, and rules changes related to player movement, weapons characteristics,  
Tactical combat ship initiative is now an option on the Game/Settings screen. When this option is enables, ships in combat wi

Early patches for 3D card support. (MDKD3D.ZIP)

Beta patch for Direct 3D, 3Dfx (MDK3DFX.ZIP), Voodoo and Rendition.

Joystick Drivers Update provides non-interrupt-based drivers that clear up many joystick problems.

Fixes a long list of problems, including texture corruption, unclear objectives, screen flicker, and other stuff. For the Battlepack

Various bug fixes.

These don't fix all problems, but take care of drifting in many cases, as well as letting users have a joystick enabled and still p

Various bug fixes.

Currently supports: Diamond Monster 3D, Orchid Righteous 3D, Deltron RealVision Flash, Hercules Stingray 128 3D, Creativ

Addresses such issues as the right side taking more damage than the other on some mechs, added joystick support, and Wir  
Fixes VFX1 headset support.

Allows players to use Direct3D enhancements. Also includes many gameplay changes, such as changes to Salvage, continu  
Resolves lockups with the Packard Bell version of Megarace and the Packard Bell sound cards.

It is no longer necessary to run the Cyrix helper programs (686\_p.exe or cpuiden.exe) for Might and Magic VI to run on Cyrix

This tweaks difficulty levels, making the harder missions more difficult and reducing the difficulty of the first 'Elite' Mission. It a

Fixes lockup problems caused by some videos; newest version of FAQ file also included.

Fixes lockup problems caused by some videos. Also includes newest version of FAD file.

This is for anyone having problems retrieving GGORO.GRA upon having downloaded the MKFIX patch.

For speed-related problems (extremely slow or fast gameplaying) during the flight sequences.

Should speed up the game if you have a 3D card with at least 4MB RAM.

Provides increased stability during pre-game chat and when players enter or leave games. If you play multi-player Myth II (es

This patch fixes the large but obscure bug in the uninstaller program with the shipping version of Myth II, which would wipe yo

Myth II now runs on machines with fixed-resolution monitors. "Tab" key can now only be assigned a single function. Fixed pro

Fixes the Fetch chain lightning bug. Make sure you a playing with players who are using 1.2 or else the game will go out of sy

There is a new check box in the preferences to make the second mouse button deselect units like it used to in v1.0. The word

Corrected leader facing problem caused by version 1.02.

Corrects the problem with the car jerking to one side, and other bugs.

Only necessary if you're having problems with modem play.

Allows PAS 16 users to have sound.

Fixes CD-ROM SEEK error.

Fixes a CD recognition problem with certain CD-ROM drives. You only need this patch if you are playing under DOS and the

This is mainly for anybody who needs pulse dialing during modem games or has problems with a non-standard IRQ port (like

Updates NFL Gameday '99 to the latest version. Just unzip the contents to your Gameday directory (default C:/Program Files

In-play fatigue for ball carriers tied to their end rating, fixes play-clock problems, updates rosters, and makes injuries and fumb

Specifically for playoff lockups or problems with playoff games saving to the hard drive.

Separate patches are available for DOS and Win 95.

Corrects the error message "speech driver not found" and allows Sound Blaster to use IRQ 5.

Replaces a BGL file, adding navigation aids and generally upgrading the program.

Addresses the problems with some Super VGA cards.

For video incompatibility problems.

Includes support for 3Dfx-based 3D accelerator cards, improved networking performance, bug fixes, and a few new features.

Updates Outlaws and includes nine new levels.

Adds three scenarios and fixes some mission structure and stability problems. (Pack #2 \OP2UPDT2.ZIP)

## Sheet1

Bomber defensive fire has been reduced in effectiveness. A new menu option, "Easier Computer Player," reduces effectiveness.

Similar to Achtung Spitfire!: no crashes during game saves, airplanes don't dive into the ground as much, computer pilots bail out.

Weather effects have been refined. Bicycle and ski unit icons are now displayed only if local conditions are appropriate. Airborne units are now visible.

Updates to the latest version. Note: First, locate and delete the OPART 2.ICD and OPART 2 300.ICD files from your \TOAW2\CD\ directory.

Contains a new version of the file 1942CD.COM, which will correct problems on copies of the game with a volume label of PAINTBALL.

After losing the 4th scenario in the American campaign, the victory ending has been fixed to go to the loss screen. During the American campaign, the victory ending has been fixed to go to the loss screen.

Fixes several problems that were found in version 1.14.

Adds new morale factors, "shoot and scoot" options, and much more.

Corrects a few small problems and adds eight-way facing.

Fixes the involuntary dismount bug.

Fixes a few small bugs and database errors.

Fixes about 60 minor errors and implements several user-requested changes.

Fixes small bugs and makes numerous changes to the weapons database.

Fixes many small errors and adds a few weapons.

Tons of fixes and improvements, including formation pathfinding; autopilot driving; brake; lack of machine gun tracers; lots more.

Club SSI fixes, as well as corrected value and replay turn button.

Fixed bug where horizontal formation order wasn't working. Fixed bug where telling a fighter base to stop auto-attacking wasn't working.

General maintenance patch.

General maintenance patch.

Fixes a sorting problem with an average league team stats, average league not being able to play all of the games, fixes the 'average league' bug.

Updates scenarios, including a resign feature as well as other small fixes. If you destroy an enemy and take all the towns, you win.

Eliminates "error 47, not an object" bug when clicking on the door to the computer room in Chapter 5, as well as the possible "error 47, not an object" bug.

Fixes crashes in Episode Five.

Fixes incompatibility between DirectX and some sound cards and shortens the time before hints are offered. Read the included README file.

Adds the ability to restore saved games while in the lab and other minor changes.

This features faster gameplay, compatibility with all sound cards, full voice, improved sound effects, and so on.

Corrects the video lockup problem.

This patch provides network play for Power Poker for Windows.

Added the ability to perform GameGauge speed-profiling tests, via a command-line option. Support for higher resolution modes.

Adds new aircraft: Cessna 172R. The new C172R replaces the C172 as the default "trainer" plane. Normal glides can now be used.

Includes new front end graphics, new sounds, a pause function, and fixes many bugs and graphics card problems.

Allows anyone with the DOS version to play as a native Win95 program. IMPORTANT: The Microsoft DirectX 2.0 components are required.

Includes the latest version of UniVBE V5.2.

Includes new front-end graphics, new sounds, a pause function, and many bug fixes.

Fixed rare nudge bug. Fixed Time Drive scoring bug. Modified high score code. Many other changes included from previous patches.

A native version of Quake for Win 95 and NT.

Fixes bugs in multi-player.

This upgrade addresses several features, including security, playability, and enhancements. Also includes a new deathmatch mode.

Fixed a network problem where an oversize packet could cause a client crash. Fixed the long-standing Quake II bug where you couldn't see through walls.

Adds enhanced OpenGL 3D card features from GLQuake to the mission pack.

An OpenGL version of Quake that allows for new visual effects and drastically smoother graphics on 3Dfx-based 3D acceleration.

You can enter the Dragon Blood Pool multiple times. Larger import saves can be imported to the game. You can cut and burn.

Creates versions that work around European copy protection flaws, which were crashing with some Pioneer CD-ROM drives, and Pioneer CD-ROM drives.

Gunfire combat model chart deleted by patch (fixes shotgun problems). Shooting through portals should be corrected. Players can't see through walls.

Intended to fix "Unexpected Interrupt" errors, joystick jumpiness, problems when running on dark monitors, running sound cards.

This patch turns the full version of Red Baron II into Red Baron 3D. Changes include: 3D hardware acceleration for a more realistic experience.

Addresses several known bugs (Only works for the 60MB install of the game.).

## Sheet1

This update only affects the Direct3D version of Requiem: Avenging Angel. It enables dithering in the Direct3D version for greatly improved visual quality. Additionally, this update includes an upgrade for original FS to FS95, with new voice files.

Fix for some intermittent crashes to Windows due to a bug in the mouth-movement code. Book options now will save to disk.

Fixes jumpy mouse movement, switch problems in the billiard room, and the "player\_enters\_scene" fatal error.

Removes the 100-room limitation that causes the "Fatal Error" and "player\_enters\_scene()" errors near the end of the game.

Should be used only by those instructed by Take 2 Interactive to do so. It is meant to diagnose problems related to blank screens.

Corrects the black-screen problem after the introduction and similar problems on Compaq and Hewlett Packard computers. A new driver for the VFX1 headset.

New driver for the VFX1 headset.

For problems with QuickTime movies and some interface errors (rotating dome, etc).

Corrects retreat rule problems, allows Confederate recruiting in Kentucky and Missouri even if under Union control, and corrects several other bugs.

1) History recorder fixed for E-mail and saves, 2) army commanders' ratings now slowly revealed in hidden-rating games, 3) e-mail system fixed.

Contains alternate scenarios of two types. The 'AltX' scenarios are intended to allow balancing of the various battles in favor of the Confederates.

Fixes various problems, including one in which unit commanders being promoted after he is killed.

This patch for Tom Clancy's Rainbow Six will properly update Rainbow Six versions 1.00, 1.01, and 1.02. This patch file does not include any new files.

Enables voice transmission during gameplay. Extract the included files into your Windows\System directory.

This patch fixes a multi-player problem that was reported by some after installing the version 1.10 patch. Additionally, this patch includes several other improvements.

Fixes various lock-ups and sync bugs. Also adds higher mouse sensitivity, re-words 50 play messages, and speeds up start of game.

Adds "really easy mode" and cheats.

Fixes CD audio playback problems, adds joystick calibration profile, new sound effects and dungeon art. For DOS, there are also new sound effects.

New DLL to fix Sidewinder support.

"Error Decompressing Tile Set" messages fixed.

Eliminates a problem with decompressing tile sets on hard drives larger than 1.6GB.

General update and bug fix.

For "Read Failure on Drive D" errors.

Removed DirectPlay and implemented less problematic TCP/IP driver -- this means ShogoSrv should work on NT. Gamespy support is still available.

This multi-player Point Release will update Shogo Version 1.0 (retail version) and Shogo 1.1 (alpha patch) to Version 2.0. The update includes several new features.

Adds GL support, fixes team play, adds a "Bugwar" mode (play as bugs), and other delights.

The v3.0 update to Sid Meier's Alpha Centauri includes several additions and enhancements, including the introduction of a new unit.

Improved multi-player and unit behavior modifications, option to keep textures on during scroll.

Temporary patch fixing "Phantom Ship" contact generation bug, compressed air usage bug, crew quality updates, limits depth of search.

Expands support to include many other MPEG cards and MPEG software drivers, including Ace MPEG cards.

Only get this one if you want to eliminate the "guys in swimsuits unofficial Easter egg."

Adds a "real flight" mode.

General maintenance patch.

Load times improved; long reloads after dying fixed. Sound compatibility issues fixed. Save-game from compact install now works.

New 3DNOW! optimized renderer. Fixed demos. Added in game camera scripting system. Fixed forcejoin for CTF. set ctf\_forcejoin to 1.

Disables motion tracker, enables equipment pickup in jeep, fixes flashing text during name/callsign input, fixes problem where units would not move.

Fixes modem connections and command string problems.

Fixes a "General Protection Fault" error message seen when you select a tour, and it adds the game "Double or Quite."

Fixes the "debug assertion error," decreases the size of the executable, and tweaks the interface.

Added Voodoo2 SLI mode support, gamepad support, mouse button configuration (3DFX only), joystick support (\*very\* beta).

Addresses mostly saved-game and PBEM problems.

Corrects the ZOC bug.

Flying units no longer receive "cover" from terrain features. Fixed the bug when canceling a guardian in high latency games through the network.

Localized versions should all see battle.net properly now (all buttons translated, all hot keys correct). Additionally, chat help is now available.

## Sheet1

Fixes bug in which ships were not removed from production queues when their design was deleted. All progress on other star

Enables font changes in all versions of Microsoft Windows and fixes some minor bugs.

Sending in-game private messages from the IRC no longer repeats the first message sent. No longer have to scroll to the top

Several patches are out for this, the latest at press time being the 1.13 Beta Update, which is still in testing. There is also an u

Fixes for the "China War" campaign and the "Rolling on the River" scenario.

Test update fixes various bugs and gameplay issues.

Fixes various bugs.

Fixes some crashes.

General maintenance patch.

Various bug fixes.

There are no longer graphical "stutter" or "wobbling" effects; "beyond visual range" (BVR) and "local" dogfighting AI are impro

Fixes .DLL crashes.

Contains revisions to several of the training missions provided with the v. 1.0 release of SU-27 Flanker. An additional six "Airm

Corrects music and sound problems, movement bugs detected in earlier versions, and gamepad calibration problems. Also in

Unsupported patch for 3Dfx Voodoo Graphics and Voodoo Rush, Rendition Verite 1000, Matrox, PowerVR 2, Permedia 2, and

Adds a patch for video problems associated with Matrox Millennium cards, and fixes filled notebook problems, corrupted SET

Contains 9 new user-requested enhancements, 4 new US/Canadian units, 13 new OPFOR units (including North Korean MB

Contains new user-requested enhancements and a number of bug fixes.

Contains 11 new user-requested enhancements, more U.S., Canadian, and OPFOR units; bug fixes.

Handles data loss in serial and modem play found on faster PCs, as well as some other bugs and crashes.

Contains several fixes, including removing the sharing violation error and fixing the partial install routine.

New refinements to the battle engine.

This fixes problems with the Virtual i-O i-glasses!, frame rate for fast PCs, the Goliath's hit points, and random crashes.

General maintenance patch.

Corrects some memory and loading problems caused by v. 1.20 and adds VFX-1 HMD support.

Fixes the problem with the Random Scenario Builder that causes the game to hang if it was used four times consecutively.

Fixes the problem with Random Scenario Builder which would cause the game to hang if it was used four times consecutively

Adds easy and hard difficulty levels, multi-player (modem, serial and IPX), a "restart level" option, and various gameplay bugs

In some rare cases, throwing lots of flash bombs could result in Thief crashing. This has been fixed. Several minor bugs in mi

Adds two new difficulty levels to the game beyond Difficult, Hard, and Master, and includes 2 new hot-keys that make possible

Addresses virtually all remaining bugs.

Fixes the Russian "deselect unit" bug, Win95 lock-ups, and other bugs.

Gameplay and stability fixes.

The latest of several patches from the past month, 1.37 fixes a problem introduced in 1.36 in which France did not fall. Versio

Fixes all known bugs.

Addresses problems with Sidewinder 3D Pro, Suncom Raptor, and other sticks.

Fixes small bugs and allows use of older scenarios.

Fixes numerous small errors and adds a few new weapons.

Fixes small bugs and makes numerous changes to the weapons database.

Fixes all reported problems and adds a few new options that can be selected to speed up game play (with just a slight loss in

Fixes bugs that cropped up with patch v. 1.23

Fixes known problems and improves some AI functions.

This patch fixes a lot of small problems and adds some user-requested features.

Fixes the involuntary dismount bug and many other small problems.

For people experiencing CD lockups.

Gunfire combat model chart deleted by patch (fixes shotgun problems). Shooting through portals should be corrected. In mult

Includes the files needed to enable voice communication in the game.

"Beta Versions 4 of the Rendition 3D Graphics Patch" is now available. Also, an updated "3Dfx Patch" (3dfx.zip) corrects som

This final 3Dfx video patch fixes some conflicts with Sound Blaster cards.

## Sheet1

Supports 3D graphics cards based on the 3Dfx chip; greatly improves graphics and frame rate. Also includes a Rendition Beta patch.

Adds support for S3 Virge graphics chipsets.

This is the final Matrox Mystique video patch.

Runs TR at 512x384 resolution on 2MB cards and at 640x480 on 4MB and 8MB cards.

Newer PowerVR support.

This is the final Rendition video patch.

Should fix some of the crash problems and help with the master volume level setting. It also contains a fix for HP Pavilions with Windows 3.11.

For those getting the "DOS4GW error 35" message when installing.

Corrects lockups on the preferences screen.

Corrects invisible-unit bug, sound card problems, and Commander AI.

The 3.1 Patch adds many new features to Total Annihilation and will upgrade any previous version of Total Annihilation to version 3.1.

Fixes various lockups and other problems.

Improves robot AI, maps, and levels.

Update deals with running Windows 3.1 or higher errors.

Fixes installation errors in those systems reporting that you must be "running Windows 3.1 or higher" or "Windows must be installed on a hard disk."

Optimizes memory usage.

Fixes various bugs and hangups.

Adds support for the Gravis UltraSound, Pro Audio Spectrum, and Ensoniq sound cards; and weapons onboard now display icons.

Corrects the "CD NOT FOUND" problem.

Fixes problems with the Windows accelerator card.

Corrects ATI Mach 64 support and fixes play clock.

Fixes both sound and video.

This beta patch fixes compatibility issues with the Voodoo Rush chipset. Since the patch is an early version, its effectiveness is not guaranteed.

This beta patch will fix compatibility problems with the Cyrix processor. Since the patch is beta, performance is not guaranteed.

This patches the SpaceOrb software to support Unreal.

Updates Unreal to the latest version.

Fixed ESC in intro level crashing games in the software renderer on some machines. Eliminated chance of server crashing with too many players.

Vastly improves D3D performance by as much as 20%, and contains many more selectable features including multitexturing, mipmapping, and texture streaming.

Contains both MS-DOS real mode drivers as well as WIN95 direct Input drivers.

This latest Quake driver for the VFX1 VR headset fixes numerous bugs from all previous releases of this driver.

Adds Direct3D support.

In 3-ball, if the 3 ball is hit off the table it is now spotted; it used to be considered pocketed. In Bank Pool, balls hit off table were pocketed.

Still more driver fixes for VP.

Allows VP to use any IRQ set to 10 or above.

The newest video drivers as of June 20, 1995 for the full or demo version.

Fixes various problems.

Many fixes, including bugs from mercenaries carrying other mercenaries, elimination of a dark square around a merc or NPC.

Fixes a few major user-reported problems.

You can no longer air-drop materials onto enemy mines. Auto weapon switching is fixed. Some other bugs, crashes, and game hangs are fixed.

Fixes some crashes and modem problems.

Fixes compatibility issues with old saved games, adds Draenor tileset and new Heroes to the Map Editor, and prevents cheating.

This is the v. 1.33 Upgrade Patch for the American WarCraft II expansion, Beyond the Dark Portal. This patch is only for Warcraft II.

Fixes compatibility issue with old saved games, adds Draenor tileset and new heroes to the map editor, and prevents cheating.

Includes final color randomizing fix, map editor update, "Exorcism crash" fix, and system specific problems. A Kali patch is also included.

Fixes exorcism bug, adds color randomization for multi-player games, and includes improved anti-cheating security.

Offer improves sound card support, increased 2-player game speed and numerous fixes, as well as the WAR\_EDIT Unit Editor.

Offers improved sound card support, increased 2-player game speed and many more fixes.

Offers improved sound card support, increased 2-player game speed and many more fixes. Also includes the unit editor!

Vastly improves the sound quality for SoundBlaster AWE 32 users.

## Sheet1

General maintenance patch.

Latest general maintenance patch.

Summoned Armies no longer drown over water. Curse now works correctly. No more "Super Mercs" can be obtained in cities.

Vectoring can be turned off or changed from 2 to 5 turns. Improved multi-play and some bug fixes.

Two Great New Maps: Great Rift A massive 192x192 sized 4 player map set in the Arizona Desert. Four high Plateaus surround it.

Build List Queuing. Allows queuing of structures to be built by trucks. Select a structure, choose a site, then repeat this sequence.

Primarily addresses modem compatibility issues.

Adds support for 3D Blaster.

Corrects various bugs.

Updates Verite chipset support.

Updates Voodoo 3Dfx chipset support.

This changes the way the joystick data is acquired in the game, and will allow some systems to work properly with the joystick.

Fixes video problems in the interactive demo.

Adds support for notebook gameports.

Addresses the 16-bit SVGA palette problem found with video cards using the S3 Vision 968 chipset and the IBM RGB524 RAMDAC.

Turns a DOS version into a Win95 version.

Adds some user-requested options, which can be activated or not activated by some special hot keys: ALT-S makes spins move faster.

Allows multi-player for TCP/IP, IPX, direct, and modem.

Corrects the divide overflow problem experienced by some users with 486 and Pentium computers.

This corrects the divide overflow problem in Wizardry: Bane of the Cosmic Forge experienced by some users with 486 and Pentium computers.

Addresses the text speed problems found on some systems; also makes the game run smoother under Windows 3.x.

Lets you set combat and non-combat text delays separately, speeding up combat. Also fixes a problem with full installation and uninstallation.

Fixes numerous minor bugs, allows you to set combat and non-combat text speeds separately, eliminates the problem with level transitions.

Adds support for Extreme Pinball.

Adds North to the available directions in the scenario editor, and fixes crashing problems in scenario editor on 8MB systems.

Fixes known bugs in Caribbean Stud, Let It Ride, Video Poker, Baccarat, Satellites, WSOP Main Event.

Includes some performance and interface enhancements, and fixes known bugs in Craps, Caribbean Stud, Let it Ride, Video Poker.

Includes some performance and interface enhancements, plus fixes for bugs in Craps, Caribbean Stud, Let It Ride, Video Poker.

For bugs in Baccarat, Caribbean Stud, Craps and Let It Ride, as well as in tournament play, where taking a break can cause the game to crash.

Fixes bug in Caribbean Stud.

Improved multi-player respawning. Switch for POV hat (Panning or Snap view). New option for midair collisions. New joystick calibration.

Completely revised WORMNET connection & IP address resolution. Completely revised ranking/scoring system and 'cheat' detection.

Fixes various bugs.

Provides enhanced support for existing sound cards and additional cards.

The Film Room will allow you to record and view the missions you have flown. Aureal A3D Interactive(TM) sound support: Properly handles digital sound.

Should help prevent system lock-up when playing X-Wing with digital sound turned on.

3D support for 3Dfx cards.

This patch is almost entirely aimed at Internet play. In general, it smoothes out play along Internet connections and reduces the lag.

Speeds up graphics for 3Dfx cards.

Corrects problems related to various zones.

Fixes problems related to various zones.

Adds modem and network play (you know, the features it should have shipped with), as well as fixing a couple of video and hardware bugs.

This patch adds subtitles to all movies, voice-overs, and key sound effects in Zork Nemesis.

Fixes joystick/mouse sensitivity.