

**Myth II:  
Soulblighter**  
v1.3 Patch

**COMPANY**  
[Bungie](#)

**SIZE**  
2.24 MB

**ADDED**  
7/13/99

- A new multiplayer game type: Deathmatch. How's it work? Essentially, whenever one of your units dies in a Deathmatch game, it'll re-spawn at your start location. Can you say porci infiniti?
- Reduced chat lag.
- Reduced option screen lag when the host has a large number of plugins.
- Password settings remain constant between multiplayer games.
- Start locations in multiplayer games are now truly random.
- Myth II will continue playing in the background if the host of a multiplayer game Alt-Tabs to another application.
- Postgame statistics fit the screen for all multiplayer game types.
- Fixed a bug that would cause crashes when switching bungie.net rooms.
- Films of blind games are no longer blind.
- Ball for Captures on "If I Had a Trow..." no longer below water.
- You don't lose control of the journeyman on "The Great Library" if he goes back into the library.
- Removed a path around the wall on "Walls of Muirthemne."
- Support for SLI cards.
- New map actions that allow mapmakers to tell which patch version a player is using and how many players or teams are in a game.
- A new Unit Control parameter that allows mapmakers to assign specific units to be given to specific players.