

PCPLAY #6

These patches contain files that are basically self-explanatory.
They either:

- Update retail (full) versions (not demos) of most games included, or/and are
- Bug fixes

Notes:

- Magic the Gathering: This patch is in two parts. Start with 11a and then 11b.
 - M.A.X: new version 1.04
 - Magic the Gathering: nw 1.1
 - Archimedean Dynasty: nw. 1.120
 - A10 Cuba!: nw. 1.2
 - Admiral:Seabattles: mission fixes.
 - Interstate 76: nw. 1.06
 - Alien Trilogy: nw.2.0
 - Blood: 0.99 to 0.99b to 0.99c
 - Death Rally: nw. 1.1
 - Discworld 2: fix#3
 - KickOff '97 : nw. 1.01
 - Nascar 2: nw. 1.00 till 1.03
 - X-wing vs. TIE fighter update 1.1
- Master of Orion 2: read the following!

How to Update to Version 1.3

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1. After you download the patch file (MOO2V13.ZIP), copy the file to your Master of Orion II directory (which is usually C:\MPS\ORION2).
 2. Once the patch file is copied, unzip the file using a utility such as Pkunzip or WinZip. Be sure to unzip the patch file directly into the Master of Orion II directory.
 3. The patch file will replace several files as it unzips.
 4. Once the patch file has finished unzipping, your copy of Master of Orion II will have been updated to version 1.3. Please read this Readme file for more information about version 1.3 of the game.

Network

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The Windows 95 network mode requires both Microsoft Client and IPX protocol.

Unfortunately, the DOS and Windows 95 versions of the game are not compatible across the network. Therefore, you cannot play head-to-head if you are playing the DOS version and another player is using the Windows 95 version. All players wishing to play in a network game must use the same version (DOS or Windows 95).

Once you have selected "Join" in a network game, you will not be able to cancel.

TEN is only supported in the Windows 95 version of the game.

We suggest that the player with the fastest computer be the one to start the multiplayer game.

8MB RAM Version

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If you have only 8MB RAM, do not load any extended memory manager (such as EMM386 or QEMM) or else the game will not have enough free memory to run.

Games created on a computer with 8MB RAM or network games involving a computer with only 8MB RAM will not have nebulae.

If you are playing the Windows 95 version, you must set Virtual Memory to be at least 16MB. To do this, select "System" from your Control Panels. Click the "Performance" tab and then the "Virtual Memory" button. Set "Minimum" to "16."

Video

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If you have an older video card that is not supported by Microsoft's DirectX, we recommend that you play the DOS version of Master of Orion II. Otherwise, if you install the DirectX drivers while installing the Windows 95 version of the game, the DirectX drivers may overwrite your existing Windows 95 video drivers.

Changes and Additions to the Game

The following items were changed or added after the manual had already gone to print.

Custom Race Screen

-1 food was changed to -0.5 food and its cost changed to -3.

A new special has been added. "Poor home world" costs -1 and makes your home world mineral poor.

Ship defense bonuses have been increased from +20 to +25 and from +40 to +50 at the same cost.

Tactical Combat

When playing tactical combat vs. a computer-controlled empire, there is a super-fast resolution mode. Press the "Z" key to turn on the super-fast mode. Click anywhere to turn off the super-fast mode. Combat graphics displays are minimal in super-fast mode, greatly speeding play.

Hall of Fame

To reset the Hall of Fame high scores, press Alt+C.

Star Name

After you colonize a planet for the first time, you will be allowed to enter a new star name. The length of the new name will be limited by the amount of horizontal space available on the main galaxy map. Bear in mind that each letter takes up a different amount of space. (For example, a "W" is wider and takes up more space than an "I."). In any case, you will be limited to 15 characters.

Version 1.3 Changes

New Features

The last customized race created will be saved. It can be loaded by clicking on the "Last Race" button instead of selecting a picture for your custom race to use.

Customized races can now be named by their creator. Just click on the race name in the top middle of the Race Customization screen to edit the name.

Individual ships can be renamed using the detailed ship display. This display is reached by right-clicking on a ship in the Fleet Movement pop-up list, the Fleet Operations screen or the Leaders screen. In the detailed ship display, left-click on the ship's name to enter a new ship name.

When refitting a ship, you will be prompted to select a current ship design if there are any of the same size class as the ship to be refitted. The refitted ship will have its design updated to the chosen design's specifications. The design screen will still be available as an option as in earlier versions.

In tactical combat, press "T" to end the current player's turn.

Tutor level should be a little easier.

Left-click on the marines displayed at the bottom of the Colony screen to display your current ground combat statistics.

Rules Changes

The attacker will now always move first in tactical battles, except for the Antarans who will always move first regardless.

The Damper Field will block any marine casualties caused by Neutron Blasters and Death Rays.

Ion Pulse Cannons now take 30 space, do 2-10 points of damage and cannot be modified to be Heavy Mount.

Gyro-Destabilizers now take 75 space and cost 50BC. Their damage has also been decreased to 1-4 per size class of target ship.

Plasma Cannons have been increased to 25 space.

The Creative racial ability now costs 8 picks. As a result, the base Pylon race loses Artifact home world and gains Large home world.

Fighters have a 50% chance to avoid the effects of any ship self-destruct or warp core breach explosions.

The Custom Race option is available on all difficulty levels.

Extra combat turns given by the Time Warp Facilitator will be given after the opponent has taken a turn.

1st player: normal turn
2nd player: normal turn
1st player: extra turn
2nd player: extra turn

Assault shuttles are now one-shot weapons. They land their marines, but do not return to the launching ship.

Bugs Fixed

Modem problems with head-to-head play have been addressed.

An option for the fast refit of ships has been added.

The lockup when all the ships on one side are in stasis is corrected.

Ships will now be able to reach Elite crew status.

Ships in stasis will not take damage from ship explosions.

Human players may now give Antaran technology to each other.

If your income is negative and you are giving tribute to another player, you give them zero BCs instead of a negative amount of BCs.

Leaders give their special technology when hired, even if hired on a later turn.

The player will now benefit from Loknar's Galactic Lore skill.

It used to be possible to circumvent the 5-turn ETA by sending the leader to the pool and then back to the same star system. This has been fixed.

Scrapping (captured) ships now gives you the opportunity to learn improved fuel cell technology.

You can now able to hire "special" leaders.

Asteroids were added to the Colony system display.

The Tiny planetary shield crash bug is fixed.

Graphical problems with planetary shields have been fixed.

The Colony Building Queue screen is changed to list the planet name.

If you press the "<" and ">" keys on the Colony screen and the Colony Building Queue screen, you will automatically skip the outposts in the lists.

Captured ships with officers can no longer be refitted on the refit pop-up menu.

On the Fleets screen, the relocation hot-key has been changed to F5. The hot-key for cancelling all relocations has been changed to Alt-F5.

Version 1.2 Changes

The game no longer crashes in space combat if the Antarans capture ships.

The game no longer crashes if you cycle through the opening menus.

The game no longer crashes if the name of the home system has too many letters.

The game no longer crashes if the player wins by being voted leader of the galaxy and the name of the player's emperor has more than 10 characters in it.

The game can now play head-to-head over a null-modem serial connection more reliably.

The Hall of Fame now records players' high scores.

Long emperor names can now fit in the Hall of Fame.

Evolutionary Mutation will now correctly give the player 4 points to distribute instead of a random amount.

Offering gifts to other races will no longer hurt the player's diplomatic relationship.

When a system is demanded in the diplomacy screen, the

proper message is sent to the other player.

Music no longer gets cut off when exchanging technologies during hot-seat play.

Clicking Alt+spacebar no longer displays a drop-down menu.

Planetary shield graphics have been improved.

The hand icon no longer turns black before combat.

The bombing explosions no longer turn black if bombing is resumed.

Assassin leaders now correctly kill an enemy spy when you're told they do.

The overflow bug if you research more than 32,767 research points per turn has been fixed. The number now truncates to 32,767. The same fix was made for the player's income.

When you acquired the application you were currently researching by nonresearch means (diplomacy, spying, etc.) and you were Creative or it was a gray box field, the game used to erroneously give you the whole field. The game will now correctly assign you to research some other application in that field (unless there are none, in which case you do get the field).

In an obscure rule change, there are now always some pre-allocated ships for the humans in a single-player game now. Before the ship slots were allocated round-robin among all players. In games with very large number of ships, this meant that you might sometimes only be able to build a few ships in a turn.

Players no longer get System Specials if there is a monster there after combat. (This used to happen with eels since they don't attack you. It could also happen if two players showed up on the same turn: the monster attacks one and then the second player chooses not to attack the monster.)

In a rule change, if both sides die in a battle vs. the Guardian, the player will get the Loknar special now. (Previously, you had to actually win the battle, not just tie.)

A network synchronization bug involving viewing battle results when one player's computer was slower than the other has been

fixed.

How to Update to Version 1.31

- 1) Download the updater file named "MOO2V131.ZIP." Please be sure to note which directory you download the file to.
- 2) Copy MOO2V131.ZIP to the Master of Orion II directory on your hard drive. This directory is usually \MPS\ORION2 (for the DOS version) or \PROGRA~1\MICROP~1\ORION2 (for the Windows 95 version). For example, you would type "COPY MOO2V131.ZIP C:\MPS\ORION2" at the DOS prompt if you installed the DOS version.
- 3) To update your copy of Master of Orion II to version 1.31, extract the files in MOO2V131.ZIP by using a utility such as Pkunzip or WinZip. New files will then overwrite older versions of the same files.
- 4) You can read about the changes in version 1.31 either in this Readme file or the text file named "README.TXT" in the Master of Orion II directory.

Network

The Windows 95 network mode requires both Microsoft Client and IPX protocol.

Unfortunately, the DOS and Windows 95 versions of the game are not compatible across the network. Therefore, you cannot play head-to-head if you are playing the DOS version and another player is using the Windows 95 version. All players wishing to play in a network game must use the same version (DOS or Windows 95).

In addition, all players must be using the same version number of the game (such as version 1.31).

Once you have selected "JOIN" in a network game, you will not be able to cancel.

TEN is only supported in the Windows 95 version of the game.

We suggest that the player with the fastest computer be the one to start the multiplayer game.

Modem

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Unfortunately, the DOS and Windows 95 versions of the game are not compatible over modem. Therefore, you cannot play head-to-head if you are playing the DOS version and another player is using the Windows 95 version. Both players wishing to play a modem game must use the same version (DOS or Windows 95).

In addition, both players must be using the same version number of the game (such as version 1.31).

If you are having problems playing a head-to-head game over modems, we suggest trying the following:

- 1) Click on the "Multiplayer Setup" screen.
- 2) Click on the "Modem" and "Comm Info" buttons.
- 3) Change "Baud Rate" to "38400."
- 4) Erase "ATZ" from the "Clear String" field.

Note: If you are still unsuccessful at connecting, please try lowering the "Baud Rate" to "14400." Make sure that both you and your friend choose the same baud rate.

We also recommend disabling all error correction and data compression in your modem. You will need to refer to your owner's manual to find out how to do this.

The DOS version of the game will not work with nonstandard IRQs for your COM port. For example, COM 1 should be IRQ 4, COM 2 should be IRQ 3, COM 3 should be IRQ 4, and COM 4 should be IRQ 3. If your COM port is set to something other than those (such as COM 3 set to IRQ 5), then the DOS version will not connect over a modem.

Watch out for IRQ conflicts with your mouse. If your serial mouse and COM port share the same IRQ, you will not be able to use your modem for a head-to-head game.

8MB RAM Version

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If you have only 8MB RAM, do not load any extended memory manager (such as EMM386 or QEMM) or else the game will not have

enough free memory to run. You can also try running EMM386 with no parameters ("device=c:\directory\emm386.exe").

Games created on a computer with 8MB RAM or network games involving a computer with only 8MB RAM will not have nebulae.

If you are playing the Windows 95 version, you must set Virtual Memory to be at least 16MB. To do this, select "System" from your Control Panels. Click the "Performance" tab and then the "Virtual Memory" button. Set "Minimum" to "16."

Video

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Version 1.31 Changes

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New Features

Tactical combat ship initiative is now an option on the Game/Settings screen. When this option is enabled, ships in combat will move in the order of their initiative rating. The initiative rating is equal to the ship's total beam offense bonus divided by 10 plus the ship's current combat speed $[Offense/(10+speed)]$. Thus, smaller ships should move before bigger, slower ones.

Bug Fixes

The occurrence of "You are too powerful" messages from the computer AIs has been reduced. Various other changes to decrease the erratic behavior of computer AIs in diplomacy (such as races declaring war on you for economic expansion) have also been made.

If two races own planets in the same system, the colors of the labels now reflect that in the Windows 95 version.

All ships in a fleet are removed from a system if that race accepts your demand to so, instead of just the ships with weapons.

Using the Alt-CRUNCH cheat now triggers the cheat warning in multiplayer games.

The Hall of Fame now records players' high scores.

Version 1.3 Changes

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New Features

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The game can now play head-to-head over a null-modem serial connection more reliably.

The Hall of Fame now records players' high scores.

The Hall of Fame now supports longer emperor names.

Evolutionary Mutation will now correctly give the player 4 points to distribute instead of a random amount.

Offering gifts to other races will no longer hurt the player's diplomatic relationship.

When a system is demanded in the diplomacy screen, the proper message is sent to the other player.

Music no longer gets cut off when exchanging technologies during hot-seat play.

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