

SpellForce

Version 1.35

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HEALTH PRECAUTIONS

Certain people experience epileptic seizures while viewing flashing lights or specific patterns in our daily environment. These persons can also experience epileptic seizures while watching TV or playing a computer game. Even gamers, who have never experienced any seizures, may nonetheless have an undetected epileptic condition. Prior to playing a computer game, please Consult your doctor if you, or a member of your family, have a tendency to epileptic seizures. When you experience any of the following symptoms during game play, stop the game immediately: Dizziness, altered vision, eye or muscle twitching, mental confusion, loss of awareness of your surroundings, convulsions and/or cramps.

System Requirements

IMPORTANT: To be able to install and run the game on a Windows 2000 and Windows XP operating system, the user must have administer rights.

Minimum Configuration:

- PC, Windows 98/ME/2000/XP, DirectX 9.0b or higher
- CPU 1000 MHz
- 256 MB RAM
- AGP 3D accelerator, 32 MB onboard video RAM (compatible to nVidia GeForce2MX or better)
- Mouse
- Soundcard
- CD-ROM Drive
- 2.0 GB free fixed disk storage plus 500 MB for the Windows swap file and saved games

Recommended Configuration:

- PC, Windows 98/ME/2000/XP, DirectX 9.0b or higher
- CPU 1800 MHz
- 512 MB RAM
- AGP 3D accelerator, 128 MB onboard video RAM (compatible to nVidia GeForceFX/Radeon 9700 Pro or better)
- Mouse
- Soundcard
- CD-ROM Drive
- 2.0 GB free fixed disk storage plus 500 MB for the Windows swap file and saved games

Installation Process

IMPORTANT: To be able to install and run the game on a Windows 2000 and Windows XP operating system, the user must have administer rights.

For the installation process, all the other unnecessary programs and applications running in the background should be closed or deactivated.

Please insert CD 1 into your CD-Rom drive, upon which the installation screen with the menu will automatically appear. Note: When the menu does not appear automatically, it could be because the Autostart-Function of your computer is deactivated. In this case, double-click on the file Autorun.exe in the main directory of CD 1 to open the installation menu. Start the Installation Assistant by selecting "Install", then follow the instructions on the screen. The Installation Assistant asks you to select a game directory. By default, the directory is set to C:\Programs\JoWood\SpellForce.

After the game files have been copied to your hard drive, the program will check which version of DirectX you have installed, and it will ask you to update if your version is older than 9.0b (you can also install DirectX manually from the directory \DirectX on CD 1). The installation program will create a program group called "SpellForce" in the Windows Start-menu. It includes the direct link to the game, the Readme file with up-to-date information about the game, the Uninstaller, links to the JoWood websites and the "SpellForce" homepage.

Uninstalling the Game

When you would like to completely uninstall the game, click on Uninstall from the starting screen of the game or in the program group SpellForce in the Windows Start-menu.

Changes

Version 1.35

- Free game: invalid avatars: If the user distributed remaining skill points while the avatar was respawning (after having died in Free Game Mode), this could cause the character to become invalid. The game refuses to load save games containing such characters.
- It is no longer possible to distribute skill points during respawn.
- Problem using several shield spells simultaneously: Auras not working: Some auras would be ineffectual in such cases. This has been fixed.
- Error message in Character Select menu if no save game has been created: If the player quit the Character Select menu in order to reach the main menu, and if no save game existed, an Access Violation could sometimes occur. This is now working correctly.
- Improved performance on Shal'Dun: After using the portals, performance problems sometimes occurred in this area. This is no longer the case.
- No more attacks vs. friendly units: It was previously possible to attack friendly units using the keyboard. This has been fixed.
- Portal travel during movie sequence: During ingame movie scenes, it was possible to enter a portal, potentially causing a program crash. Now it is only possible to enter portals after the scene.
- Janina no longer follows: In rare cases, Janina would simply stand still instead of following the player around. This has been fixed.
- Spellfire problems in the Firefangs: If the player left the Firefangs area while the Spellfires quest was active, and later returned in order to solve it, then it would sometimes not be possible to solve this quest. This has been fixed.
- Blocked units: In rare cases, the player's units would be blocked by neutral units, preventing them from moving. With this patch, this will no longer happen. Unfortunately, if your save game contains such a situation, it cannot be fixed.
- Mirror sidequest: If you used the Altar before having found all three quest items, the quest would become impossible to solve. This has been fixed.
- Fixed a bug in the sound system: Playing for a long time would occasionally cause music and sound FX to stop.
- Shockwave: This spell is now more efficient against units with high intelligence.

- Swapping runes during hero production sometimes caused heroes to lose their equipment. This has been fixed.
- Avatars with extremely high attribute values could sometimes cause calculation errors. This has been fixed..
- Installing the add-on would sometimes cause an error message in the map Greydusk Vale (in the original Spellforce game). This has been fixed.

Version 1.11

- New convenience-functions: In the construction menu tool-tip of the respective type of building, you can now see how many existing buildings you have and how many are currently being built.
- Newly added soulstones are now named according to their position, even when you load older saved-games.
- Now you can exchange hero runes directly. Therefore, it is no longer necessary to remove a rune prior to inserting the new one.

Version 1.10

- Increased comfort: more than 30 new Bindstones advance the speed of traveling in the world of SpellForce.
- Increased comfort: Sorting function in the inventory.
- Increased comfort: Now when you remove a hero rune, all the equipment from this hero is placed back into the inventory.
- New level of difficulty “hard”: this level is a new challenge for everyone who has already played through SpellForce. However, more enemies also mean more experience...
- New audio-options for surround sound and four speakers.
- Now the elves also possess the construction plan for the archery hall in multiplayer mode.

Version 1.05

- It wasn't possible to reach skill level 12 for the Avatar – this has been fixed.
- The function Quickload has now been assigned to the key „F9”
- Old screenshots will not be overwritten anymore.
- An incorrect tooltip in the equipment dialog has been corrected (right hand/left hand).
- A space in the installation directory path name led to a crash in multiplayer mode.
- In 3rd Person-View, the avatar was attacked by his own long-distance fighters in Follow-Mode.
- For matters of better differentiation, the hero runes are colored according to the type of hero.

Version 1.03

- When the player wants to learn the spell “Magic of Boons”, the game crashes. This has been fixed.
- At times it was possible that savegames lead to a system-crash during the loading process

- or when you changed maps after loading a savegame. Now, these savegames run again.
- In some cases, when the game crashes, the file logconsole.des could be corrupt. Then the game will crash again the next time you start the game. After patch 1.03, a corrupt logconsole.des file will not lead to additional crashes.
- Till now, there was no check in multiplayer mode, to make sure the players were all using the same version of the program. When running different versions, the only message that endlessly appeared, read "Please wait", and appeared after the host started the game. From patch 1.03 on, an error message will appear.
- The side quest Stonecrusher tended to fail: The dwarf did not demolish the stone blocks. Now, the stone blocks are demolished every time (and retroactively).

Changes in Version 1.02

- “Incompatible System Configuration” error messages during the game installation process and game start appeared on systems with Intel-Chip Sets with the Intel Application Accelerator (Intel Busmaster IDE-Driver) installed and on nforce2-chipsets with ForceWare 3.13.
In order to install the game anyway, please start the v1.02 Update-Program – this program will execute the game-installation program and thus, solve the compatibility problem.
The error message “Incompatible System Configuration” is also triggered when the “RMPS-Emulations Options” in virtual drives are turned on. These options must be deactivated.
- The side quest character Goran did not give the player the promised reward. Now he does.
- All multiplayer speech-versions have been brought up-to-date. The patch is necessary in order to play against other players with different speech-versions.
- Altogether, multiplayer parties run much smoother.
- Performance breakdowns sometimes occurred when ordering a direct attack command on a long-distance target with several units. This has been fixed.
- Occasionally, the characters’ Hitbars were still shown during dialogs and were visually disturbing. Now the Hitbars are turned off during dialogs.
- At times, the shadows of the trees tended to flicker. This has been fixed.
- When formations including fast and slow units were made, the faster units always moved a bit ahead of the slower units, and then they would stop and wait. Now, the fast units adjust their speed according to the slow units.
- A possible crash in multiplayer mode after long parties has been fixed.

KNOWN PROBLEMS

AGP-Graphic cards with 32 MB memory or more and HW-T&L (Hardware Transform & Lighting, or better) are supported. Inform us of the type of card and the driver you are using, if you experience problems while using such a card.

Please use an updated version of the graphic card driver for your card – older versions of drivers can cause a variety of different problems.

Necessary ports for multiplayer in Internet using Gamespy:

UDP	2302-2400	(DirectPlay device address default)
UDP	2801	(SpellForce Game)
TCP	3783	(Voice Chat Port)
UDP	3783	(Voice Chat Port alternative)
UDP	6073	(DirectPlay enumerations using DPNSVR)
UDP	6515	(Dplay UDP)
UDP	6500	(Query Port)
TCP	6667	(Gamespy Chat)
UDP	13139	(Custom UDP Pings)
UDP	27900	(Master Server UDP Heartbeat)
TCP	28900	(Master Server List Request)
TCP	29900	(GP Connection Manager)
TCP	29901	(GP Search Manager)

Support Info

JoWooD Productions Software AG support
www.jowood.com/support

Websites

Game Site
<http://www.spellforce.com>

JoWooD Productions Software AG Site
<http://www.jowood.com/>

Phenomic Game Development Site
<http://www.phenomic.de>

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