

РАЗДЕЛ "ПАТЧИ"

Данный файл пригодится исключительно тем, кто испытывает проблемы с запуском либо нормальным функционированием компакт-диска или же предпочитает работать с компактом напрямую. Никакой другой пользы от него не будет, так как информация, в нем содержащаяся, гораздо лучше представлена через оболочку компакт-диска.

Подробности о том, как пользоваться всем тем, что находится в директории CD:\DRAFT\ (в которой вы в данный момент времени пребываете), как запускать компакт напрямую и многое прочее вы прочтете, открыв файл **readme!.rtf**, который находится здесь же.

РЕДАКЦИЯ "ИГРОМАНИИ"

Рейтинги патчей

Каждый патч, присутствующий на диске, обладает таким интересным параметром, как рейтинг. Данный параметр характеризует полезность патча в плане "ставить / не ставить" и во многом определяет его появление на компакт-диске "Мании".

Рейтинги расставляются по следующей схеме:

1/5 — такие патчи мы, как правило, не ставим. По той простой причине, что он либо вредит, либо лечит уже излеченное, либо улучшает что-нибудь маловразумительное вроде мануала к игре или цвета воротничка подружки главного героя.

2/5 — как правило, весьма специфичные заплатки, ориентированные на что-то вроде "исправляет вылет игры на процессорах 286 и 386, а также позволяет играть на карточках Riva 128". Если они мало весят, тогда да, бывает, выкладываем.

3/5 — стандартный патч. Либо он нужен большому количеству геймеров (например, обладателям видеокарточек GeForce 1/2/3/4 или владельцам процессоров AMD Duron), либо он так вносит что-нибудь полезное (например, исправляет вылеты при просмотре игровых роликов).

4/5 — это хороший патч. Он исправляет много плохих багов и нужен, в принципе, всем игрокам. К ним же относятся "кумулятивные" патчи, которые сами по себе могут относиться и к "двойкам" с "тройками", но тем не менее обладают свойством предыдущих патчей, которые вполне могли быть и "четверошными". Такие патчи мы выкладываем без возражений.

5/5 — скорее бесплатный аддон, нежели патч. Либо в нем куча всего нового и вкусного, либо это такая заплатка, без которой игра вообще невозможна. Например, патчи, избавляющие от множества мультиплеерных багов, без которых по сетке или в интернете играть не представляется реальным.

И последнее. Примите во внимание, что если для игры выходят патчи исключительно с рейтингом 1/5 или 2/5, то, значит, разработчики постарались на славу и выпустили действительно качественный продукт, практически не требующий патчевания. В наши дни это редкость.

Bandits: Phoenix Rising (Безумный Маркс)

Версия: Патч 1 (для английской версии)

Исправляются следующие ошибки в игре:

- невозможность загрузки игры на компьютерах с нестандартной конфигурацией (невозможность обнаружить nvlinker.dll);
- другие незначительные ошибки.

Внимание: при запуске игры и во время ее работы не переключайтесь на другие задачи.

Рейтинг: 2/5

Установка

Запускайте и следуйте инструкциям на экране.

Empire Earth

Версия: Патч 2.0

Главная изюминка новой заплатки — новые мультиплеерные режимы игры. Также патч делает игру по сети существенно более приятной. Однако всем тем, кто играет в синглплеер, новый патч без надобности.

Рейтинг: 3/5

Установка

Запускайте и следуйте инструкциям на экране.

Naegemonia

Версия: Патч 1.07

Список изменений огромен, в силу чего патч можно порекомендовать решительно всем игрокам. В числе прочего, заплатка исправляет баг с записью игры в мультиплеере, синхронизирует оный с разнообразными релизами по всему миру, вносит множество изменений в геймпле. В общем, must have!

Рейтинг: 4/5

Установка

Запускайте и следуйте инструкциям на экране.

Icewind Dale II

Версия: Патч 2.01

Патч интересный. Во-первых, добавляет в магазинах наикрутейший армор. Что до технических аспектов, то весьма полезными окажутся новые скрипты для персонажей, не говоря уже о море исправленных багов.

Рейтинг: 4/5

Установка

Запускайте и следуйте инструкциям на экране.

New World Order (Новый мировой порядок)

Версия: Патч 1.0-1.3

Один из тех патчей, список изменений от которого описывается на нескольких страницах. Очевидно, что раз так — нужно устанавливать. Для особо интересующихся сообщаем — существенно ускорен мультиплеер, чуть ли не на 60% выросло число fps в одиночной игре, внесены важные изменения в геймплей. И разумеется, многое, многое другое... Список же изменений в более ранних версиях и вовсе не поддается никакому описанию. Так что устанавливайте — для вас сразу три патча в одном, начиная с самой первой версии.

Рейтинг: 4/5

Установка

Запускайте и следуйте инструкциям на экране.

Return to Castle Wolfenstein

Версия: Патч 1.41

Исправляет ошибки в новой антилаговой системе, которая была использована в игре. Патч идеально подходит для тех, кто играет в мультиплеер и следит за выходом новых карт. Последний наборчик, кстати, весил аж пятьдесят мегабайт...

Новый патч ставится поверх версии 1.4, и если у вас какая-то другая — предварительно поставьте еще один патч, который мы выкладываем дополнительно — он обновляет любую версию Wolfenstein до версии 1.4.

Рейтинг: 3/5

Установка

Запускайте и следуйте инструкциям на экране.

Hearts of Iron (День Победы)

Версия: Патч 1.02 (включает исправление 1.01)

С помощью патча вносятся коррективы в игровой процесс, систему искусственного интеллекта (AI), в набор сценариев и событий. Полный список исправлений приведен ниже на английском языке.

Interface Tweaks and Additions

Gamespeed should now be adjustable in MP. No messages will be shown on client though. Delay before pause removed in MP.

Anyone should now be able to resume the pause after the 30 seconds timer has expired.

Slowest gamespeeds tweaked alot to get the slowest speeds much slower for MP support.

It should now be possible to cancel unit developments and technological research.

There is now a day/night indicator on the CCB which shows if it is day or night in the target province at the given time.

Modelname of Divisions/ships/airwings are now shown in the tooltips of the combat window.

You can now build multiples of the same type of unit at the same time in the interface.

Unloads to provinces without a beach should never even start now, but shown an error marker.

A cogwheel is now shown in economic mapmode where provincial developemt is being done.

There are now small buttons to manually control the production sliders more perfectly.

Sliders should no longer move mystically when double-clicked.

Several messages have been cleaned up.

Gameplay tweaks

Difficulty modifiers are now much larger, where very easy actually is really easy, and very hard a real challenge.

Only national provinces now give manpower income.

To reduce problems with expedition forces for the AI, they are now fully given over to the target country if its AI, and you can no longer send them to your enemies.

Resource incomes are now processed daily before the total IC calculation is done, leading to exact IC capping.

Building costs for provincial improvements will now never assign more than 5 IC from the province.

Each new IC now costs 1 Manpower to build.

Increased cost of building AA and made it exponential past level 10.

Provincial AAguns are no longer insanely good.

Income from puppets are no longer automatically moved to the homeland, unless their

homearea neighbours yours. If you have other landareas nearby, they are moved to the port in them.

You can now use convoys from puppet nations ports.

Dissent will now increase dramatically when declaring war upon a nation which you have no claims upon, especially so if you are democratic.

Germany, Japan and Italy is now almost immune to bad affects from aggression.

Slightly harder to influence nations now, especially those with governments differing from your alignment.

Sharing tech research now work like other diplomatic actions, maximum one each week, and costing 1 DI each time.

Warenty increases have been tweaked down to avoid the allies going to war in 1938.

Puppets are now very unlikely to join alliances without their master in it.

When countries are granted independence from events, they now get a tenth of the manpower and resources from the granting country (plus a related bug was fixed).

Coup is now even further expensive.

You no longer get both paradrop and amphibious landing penaltys when landing on islan with paradrops.

Winter penalties on attacker in landcombat has been increased.

Landcombats should now take alot longer.

Fortifications are now three times as good.

Naval combats are now much longer in duration.

Naval units now correctly use their Sub Attack value against subs.

The Visibility value of subs now has a huge effect on the chance of scoring hits against them.

The Sub Detection value of naval units is now crucial to score hits against subs.

Bombardments should no longer be able to reduce organisation below 10 on units.

Tactical bombers are now much less effective.

Fighters never get tactical bombing values now.

Night modifiers are now applied correctly in bombardments.

Pure rocket units should no longer be interceptable, and can not enter air-to-air combat.

Nukes are now only usable once each, even when on planes.

Experience gained from bombardments are now much less than before.

Default leaders no longer get experience.

You can no longer determine exact count of divisions in enemy stacks without good intelligence.

Land units no longer regain organization while moving.

Cavalry is now quite a bit slower, on par with motorized infantry.

Divisions in the forcepool should now use supplies too.

Out-of-supply loss of organization increased.

Organisation recovery is now a fraction of the speed of previous. It is even slower for the players at the highest difficulty.

You can no longer retreat through the enemy lines.

Retreating units should no longer take control over provinces when diplomatic status is changed.

Logic for interception have been streamlined, and they will no longer intercept in adjacent provinces if too low organisation.

You can now only load nukes onto rockets and strategic bombers.

Supplycosts for landunits have been tweaked.

Important changes have been made to the Combat Values of INF/MTN/MAR/PARA/MIL to make INF better.

Requirements and prequisites for several technologies have been overhauled.

Supply and Fuel modifications for all techs changed to go with actual unit values.

Aircraft Assembly Construction Process; now also give cost reduction for naval and dive bombers.

Caoutchouc & Vinyl Acetates; now give industry bonus +1 each.

Added a new techscript command "double_nuke_prod" which doubles the A-bomb production rate of a country.

Tech: Infantry Gun 30mm+ & Light Mortar have been changed to make INF better at the expense of MTN/MAR/PARA/MIL.

Tank Model speed has been tweaked. The Lights will not be that good anymore. Further for all Tanks it's a trade-off between Firepower and Speed.

Tech effects affecting supply and fuel consumption should now work correctly on the upgrade template.

Basic & Improved Torpedo-pattern Apparatus now give a bonus.

Major changes of effects on certain Industry techs.

Corrected the "mass assembly" tech app effects. No more 1 IC Carriers...

Anti-air and anti-tank brigade costs further increased.

The game now uses the modifiers set by the important tech commands "research_cost" and "research_time".

War reduction of worldmarket income is now much higher, especially if you do not have a working merchant fleet.

You can now do 1 for 1 deals on the worldmarket.

Convoys can now go through Suez, as long as you are not at war with the controller of suez.

Nations at war with the controller of Port Suez can no longer trace convoys through the Suez Channel.

Daily transports tweaked down for UK.

Generic Bugfixes

Fixed a CTD which occurred whenever a country was annexed that had an ai country puppeted.

Fixed a very rare crash bug in the ai resource manager.

The game should no longer crash after france is eliminated.

CTD when having research-screen up when quitting have been fixed.

Fixed a CTD which occurred when units was in combat with a nation who was annexed by someone else.

The CTD when deploying military controlled allies ships after repairs to non-coastal provinces have been fixed.

CTD when selecting bomber in a strategic bombing after a load was fixed.

Fixed a ctd with reorganising and reselecting units.

Fixed some CTD's and inconsistencies with military control.

Control of provinces should not be changed by reloading.

Combats should no longer restart if a unit is retreating and gets bombed.

Paratroopers aboard transport planes now load and save correctly.

Tech event effects should now never lower unit values below 0.

You can no longer send ships into your port if they are controlled by the enemy.

Fixed the bug which caused units to appear in the wrong stack after getting bombarded during a combat in which they were the attackers.

Units should no longer dissappear when retreating towards a territory where you only have military access.

Fortresses can no longer be instantly destroyed by combat.

You can no longer drop paratroopers on the water.

Technology statistic graphs are now saved and loaded properly.

The build_cost value in the division upgrade template is now used correctly.

Units that switch allegiance during Civil Wars should now be automatically deselected.

The scenario editor should now correctly save terrain changes.

ScenarioEditor: Default country leaders should now be correctly loaded and saved.

ScenarioEditor: Changing IC in a province now sets both current and max IC.

"sub_attack" tech effect text now appears in the game.

"detection" tech effects should now correctly be displayed as decimal numbers instead of being rounded to integers.

Mechanized units should now look correct on the map.
Fixed a problem with the "independence" event command.
The "gain_tech" event command now works for random techs too.
The modifier set by the "industrial_modifier" tech event command should now actually be used.

The "gain_tech" event command now works correctly with level 1 theoretical research.
Fixed a problem with strange strings in some tech effect descriptions.
Event command rollover text for "leader_loyalty" fixed.
Event command rollover text for "minister_loyalty" fixed.
Several position problems fixed.

AI Fixes

**** Land Forces AI**

Improved AI pathfinding to not go through no-infrastructure provinces if possible.
Garrison AI overseas troop distribution scheme tweaked and debugged.
AI beach garrison priorities further tweaked.
AI retrieval of units from foreign provinces fixed.
Garrison AI should now be a bit better at deploying mountain troops in mountains etc.
Garrison AI should now deploy its troops more evenly.
Garrison AI should now be less prone to ping-pong effects.
Tweaked Germany's garrison AI to protect only relevant beaches (but those a bit better).
Garrison AI should now try to move troops to provinces under attack (before a front is created — i.e. defense against invasion.)
Germany should now try to keep a small garrison against Yugoslavia.
France should now guard its border with Belgium better.
China should no longer garrison friendly borders but prioritize Japan.
Germany should now keep a small garrison in Paris to avoid silly raids and paratroops triggering "Liberation of France".
After the "Bitter Peace" event, Germany and the USSR should not garrison as heavily against each other.
Tweaked Japan's border garrison priorities.
Front AI should no longer refrain from attacking deeper from beach heads (bugged "spearhead" check).
AI should now be better at defending versus the player.
AI should now be better at prioritizing between fronts.
Two Front AI deadlock bugs fixed.
When AI fronts urgently request units, other fronts will now always comply if they have better odds than the requesting front.
Front AI should now be even more careful about attacking forts.
AI Fronts should now never consist of attrition provinces.
Front AI should no longer forget troops and leave them behind the front line.
A nasty crash bug in the Front AI was fixed.
Front AI should now be better at attacking provinces ASAP and all attacking units should arrive simultaneously.
Front AI should now sometimes abort planned attacks (movement into a province) if the enemy grows too strong there.
Front AI should now be a bit better at leaving defense forces behind when attacking.
Front AI should now redeploy its forces faster and better.
Front AI should now retreat from battles when prudent, although more reluctantly if desperate and defending.
Front AI now does an additional check before stealing units away from the garrison.
The Scandinavian countries will no longer attack each others provinces even if they are formally at war (as long as they are democratic and AI controlled.)
The Balkan states's Front AI is no longer defensive, although Hungary and Slovakia will not help Germany against Poland.
AI shouldn't pour more divisions into an attack if it is no longer effective.

AI should be a bit better at attacking the right kind of terrain with the right kind of unit.
AI should now value militia units lower when calculating odds for attacks, etc.
A better (high infra) arrival province is now chosen when fronts urgently request divisions.

**** Naval Forces AI**

Targetting algorithm for invasion AI have been improved.
Allied AI nations should now be better at knowing when/how to use invasions of mainland Europe.

AI should concentrate troops much further in invasions now.

AI should no longer move its ships or planes if its under military control by a player.

AI now cheats naval attrition. Enjoy :)

Improved AI handling of transports.

Improved the naval defending AI slightly.

**** Air Force AI**

Improved air defence AI.

Interception is now default task for pure fighter units.

Air Strikes no longer called in against too heavily fortified provinces.

The AI should now exploit the possibility of quick and repeated tactical bombing more.

AI Tactical bombing plans should now be aborted against provinces the AI is retreating from.

Improved AI for preserving airforces.

The AI has now learned how to protect its airforce from falling to the enemy on the ground.

Tactical bomber units should no longer get "forgotten" in allied provinces.

Fixed a problem with tactical bomber rebasing that occurred if there were more desired bomber locations than bomber units.

**** Research AI**

Tweaked research priorities for Germany — will now do a bit more heavy aircraft research.

**** Production AI**

Germany and the UK now improves its AA cover over high-density industrial provinces.

AI countries should now be more likely to increase their industrial base if needed.

AI will now de-emphasize research and start building land units, then just militia, as the situation grows more desperate.

Tweaked the AI build preferences for most countries (mostly they now build more infantry and other land units).

AI slightly better at building transports.

Improved the worldmarket AI slightly in wartimes.

AI now do some price adaption when buying on the world-market.

Building new IC now costs 1 Manpower.

AI will now start to disband militia divisions if it runs out of manpower during peace-time.

**** Diplomacy AI**

Japan will no longer attack any Chinese nation allied with a greater power unless they are strong enough.

Some AI countries will now send expeditionary forces to their allies at need.

Finland and Romania should now usually join the Axis if Germany is at war with the USSR and they have lost territories to the Soviets.

Japan is now smarter about when to try to get the Indonesian oilfields.

AI will no longer spam players with diplomatic offers.

Japan is now slightly more stubborn when it comes to accepting peace.

South Africa should now send expeditionary forces to help the British defend East Africa.

Japan will no longer attack Dutch East Indies before winning in China.

The allies now accept anyone willing to join them if they are at war with the Axis.

Tibet is now much less likely to secede provinces.

Germany is now smarter about when to go to war with the Soviets.

Scenario Setup & Events

**** EVENTS**

Spanish Civil War — Fascist Nation event increase N.Spains leaning toward Fascism.
Djibouti & Syria is now part of Vichy, when it is created from event.
Major Worker Strike event now reduces IC not increases it.
The Independence of India event will now only trigger if Germany is gone.
The Finnish Winter War must have started by event for the Swedish Intervention events to happen.
End of the Finnish Winter War event will not happen if FIN is allied with GER.
Vichy event will no longer happen if Germany is at war with the Soviets.
Lend-Lease events added for Nationalist China.
The Sian Incident event reintroduced.
Soviet claims on Finland and the Baltic countries are now lost with The Bitter Peace event.
The Vichy event shall not happen more than once now.
Blunder with US election of 36 fixed.
US Presidential Candidate Wendell Wilkie was of course LC and not LE.
One of the events moving Soviet Industries has got one of its inherent provinces changed.
Winter War event may not introduce Mannerheim as Chief of Staff and Chief of Army in Finland.
Bitter Peace should now release Manchukuo from Soviet captivity.
Soviet capital now moves to Novosibirsk in "the bitter peace"
Soviets now cede Ocha and Kamtjatka to Japan in "the bitter peace".
Italian event: Albania must exist for Albanian events to happen.
Tweaked Vichy event a bit — now France cedes more provinces (in case they've actually taken some provinces from Germany.)
USSR should no longer claim Bessarabia if at war with Germany.
USSR should no longer attack Finland if at war with Germany.
Sweden should no longer intervene for Finland if Finland is Axis.
German events: The Treaty of Munich & The End of Czechoslovakia do not happen any more if GER and CZE are at war.
The Independent Croatia events should now trigger correctly.
The German End of Czech events changed so that the Slovak independence will trigger correctly.
The Bitter Peace event should now give independence to most conceivable nations that Soviets can have conquered.
Tweaked the trigger for the "Bitter Peace" event.

**** 1936**

Finland got some more doctrines in the early scenarios.
Communist China is now regarded as being in a civil war with Nationalist China. This has an effect if one should conquer the other.
SIK and CHC are at war in 39 and 36.
French Convoy Marseilles to Gabes corrected in 36 scenario.
Fortress in Tobruk added.
3 Japanese techs duplicates removed from the 36 scenario.
Dutch CA 'Tromp' under development has been removed from the 36 scenario.
UK and Japan now starts 1936 scenario with DI.

**** 1939**

Communist China is now regarded as being in a civil war with Nationalist China. This has an effect if one should conquer the other.
CHC is at war with CHI in 39 and 41.
SIK and CHC are at war in 39 and 36.
Decreased cost for German and Italian ships under repair in 39&41 scenarios.
San Ignacio now Bolivian not Brazilian in 39/41 scenarios.
Fortress in Tobruk added.
Hungary no longer has claims on 728, 729, 730 in 39 scenario.
The Philippines is now playable in the 39 scenario.

The USA only has one Philippine Division in 1939 and it is correctly spelled in 1936.
French 5th Army is moved from Nancy to Colmar in the 39 scenario to stop the Germans from making unrealistic exploits into the Southern flank of the Maginotline.

Germany now have a few transport units in the 1939 scenario.

Canada now has naval doctrine Combat Unit Transport Procedure in 1939 scenario.

** 1941

Communist China is now regarded as being in a civil war with Nationalist China. This has an effect if one should conquer the other.

CHC is at war with CHI in 39 and 41.

Decreased cost for German and Italian ships under repair in 39&41 scenarios.

San Ignacio now Bolivian not Brazilian in 39/41 scenarios.

Move industry to Siberia events are now considered to have happened at the start of the 1941 scenario.

The Croatian Independence events is now considered to have happened at the start of the 1941 scenario.

Swiss fortresses increased.

France in the 41 scenario now has its resource stockpile increased to be able to sustain until recapturing some territory.

Two German techs removed from the 41 scenario so that they don't get the V-weapons too early.

Arctic Warfare removed from German Tech setup in 1941.

Kristiansand fortress removed from Germany in the 41 scenario.

Bhutan, Nepal, Oman and Yemen are now UK puppets in 41 scenario.

Manchuria is now a Japanese Puppet also in the 41 scenario.

2 German SS Cavalry divisions in the 41 scenario given their correct names.

A Vichy Submarine Unit was moved to Toulon in the 41 scenario.

Effects of events concerning moved Soviet factories implemented for 41 scenario.

A script error in the Portuguese 41 scenario setup that made the army and navy to exist in one unit removed.

Germany now has the Infantry tech Penicillin in the 41 scenario.

** MISC

Lots of new pictures added for leaders and ministers.

South Africa now has got access to the members of the Commonwealth.

Rubber added to three Nationalist China provinces.

French Army Leaders: Changed Chief of 9th Army to Gamelin, and chief of 7th Army to Weygand.

Zjtomir now has clear terrain not Marsh.

D'Ouessant no longer has got a beach.

Liberia (Monrovia) now has got 40 rubber.

French Air General Tetu is no longer leading land units in Orleans.

Mannerheim added as viable chief of staff and chief of army in Finland.

German Head of State (A.Hitler) now allows PA ministers.

A number of Manchurian provinces have become Japanese in all scenarios.

Japan now has got garrisons in all her island possessions in all scenarios.

Philippine Army is now correct for all scenarios both in placement and content.

The Indonesian Minister file got a major update.

Removed and/or modified certain ships under development for Argentina and Italy in 36, Italy and Germany in 39, and Germany in 41.

Some seazone name inconsistencies were fixed.

Some ports in North America were moved.

Honolulu is now jungle.

Inner californina now have the right climate.

Most minor islands can now build fortresses.

Lots more names added for various nations different models of airplanes.

Some military leaders added for South Africa.

Some missing naval leaders added for the USA.
Corrected some Belgian and Canadian ministers.
Siamese ministers added.
Naval OOB revised for UK in all scenarios, removing most ships from buildqueues to not cripple the nation.
Terrain changed in the USSR, Poland, Sweden, Finland.
Kharkov/Donetsk names changed.
Armour Tech: prereqs changed.
Province Hohhot ownership/control changed from Japan to China.
Marshall Islands no longer have 0 infrastructure.
Petsamo now produces some steel to simulate the nickel production.
Some Argentinian leaders were added.
A large overhaul of leaders were done, adding traits and tweaking skills.
Most nations should now have unique colors on their counters.
Some countries (Spain, Sweden, Switzerland) will now be a bit more neutral.
Italy is now smarter about when to go to war against the Balkans.
An Air General that lead a French land unit has been removed.
The province info name of the province Donetsk should now be consistent.
There is now a direct connection between Novgorod and Tallin.
Italian Convoy to Rhodes got its path changed. A typo correction making it taking a trip to Los Angeles.

And lots of minor bugs and tweaks done.

ИЗМЕНЕНИЯ В ВЕРСИИ 1.01

Gameplay tweaks

It should now be possible to retreat onto allies provinces or to where you have military access.
Landing troops at a beachhead now carries supplies and oil for a week, storing it at the beachhead.
Rebasing range for aircrafts are now three times the combat range.
You now get larger penalties when invading beaches, even with marines.
Damage from Nukes are now pretty much permanent.
You now daily gain some transports depending on the amount of naval tradition your country has.
The keep your current government option in elections have now been enabled.
Battleships in seazones adjacent to a landcombat now provides shorebombardment, which reduces the efficiency of the opponent.
AA guns firing is now checked at controller, not owner of province.
Zero org ships are now only sunk if less than 20 strength.
Reinforcing divisions now costs a lot more supplies.
Oil will now convert all extra above 1 days reserve to rubber to keep industries going if in need.
Finished troops are now always at top of buildlist.
Fixed a serious bug, which caused defenders to get a too large penalty to their efficiency.
Airunits should now automatically return to carriers, even if carriers have moved during the airmission.
Airunits should now be overrun and lost if forced to land on enemy territory, or if airbase is overrun.
Removed a duplicate event effect in heavy aircraft tech.
Build costs and times for brigades lowered.
A democratic nation declaring war on another democractic nation will see his war-entry drop dramatically.
Strategic bombing is now default command in the menus for planes that can do it.
Bombardment on fleeing units should no longer cause them to break, and the combat to end within 1 hour.
Revolting sides in civil wars now have the same national provinces as the original

government.

Civil War events now share tech, resources and manpower with the revolting side.

When a civil war ends, the winning side should now get the original capital back, as well as the enemy manpower and all surviving enemy divisions.

Unit sprites now chosen a bit more intelligently, based on the division type majority.

Soviet need for consumer goods production have been tweaked down slightly.

Supplycosts for planes have now been dropped to a 10th.

Soviet consumer goods need in 1939 is now lower than in 36.

Generic Bugfixes

Fixed one reproducible CTD.

Fixed a rare crash bug that could occur after certain province ownership change events.

Fixed some message bugs, where order of names were reversed.

Fixed a bug which caused the cursor to be a few pixels off.

Arrows in Tutorial should be correct in higher resolutions now.

Made some interface tweaks in the reorg window, to reduce frustration.

Fixed a crash and lockup bug in the Inter-Agent army allocation AI.

Fixed a bug with the upgrade button lighting up when it shouldn't for air divisions.

Air units and divisions in the deployment pool are now handled better when civil wars happen.

Spanish Civil War events should now trigger correctly.

Joining an alliance from an event, now also joins all the alliance leaders wars.

Leaders and Ministers should now be initialised properly when a new country is created.

Optimized the savegame file size.

AI Fixes

Japan will now also take out Sinkiang if possible.

Japan now goes after the Indonesian rubber after pacifying the Chinese.

Japan will now target the Philippines when they go to war with the US.

Further tweaks to the diplomatic and alliance building AI were done.

Italian war declaration AI is a bit smarter now.

Italy should no longer declare war on Greece or Yugoslavia before the war against France is ended.

Finland should now be a lot more likely to join the Axis if Germany is at war with the USSR and Finland has lost provinces to the USSR.

Front AI now less defensive while it has the initiative.

Front AI no longer attacks high-attrition provinces at all (not the ideal solution though).

Front AI now less obsessive about taking undefended provinces.

Front AI now requests bombings in a much more focused manner.

Front AI should now be better at reinforcing supply routes to spearheads.

Front AI should now prioritize relieving pockets more.

Front AI should now request and hopefully receive more units if the situation is desperate.

Front AI should now count friendly forces already in a province when calculating odds before attacking.

Front AI should no longer refrain from attacking just because some very far off enemy armies are on their way to the province.

Front AI: Spearhead forces should no longer attack too deep into enemy territory.

Front AI: Reserves should no longer be left behind as the front advances.

Front AI: Tactical air support now given to friendly armies engaged in combat if the AI is in defensive mode.

Front AI: Provinces where there is combat are now prioritized for air strikes, even prior to new ground offensives.

Fronts should no longer return troops to the garrison AI just because the enemy is weak along the front — if the enemy is a powerful nation.

Fronts should now be properly deleted and their units returned to the garrison AI if the country makes peace.

Fronts should no longer lock up in certain situations due to having too few divisions to

cover all provinces.

Fronts should now strive to never stack more than 24 divisions in the same province.

Fronts should no longer redeploy units into low infra provinces.

A situation where fronts were not dissolved correctly (e.g. the German one in the "Bitter Peace event") fixed.

Garrison AI should no longer move units through attrition provinces (if it does, the pathfinding is at fault).

Garrison AI for various countries tweaked.

Unit allocation between AI agents (fronts and garrison) completely rewritten.

Made the garrison AI even more wary of moving units over very long distances (mainly affects the USSR.)

Fixed a distance bug in the Inter-Agent allocation AI (did not correctly take the closest units).

Nationalist China front AI is no longer more defensive than the norm.

Reserves are now thrown in against provinces that are under attack.

Armaments AI now decides on most needed unit after it decides which military branch (air, naval, land) is currently weakest.

Countries with no ports should no longer try to build ships.

Fixed a bug that sometimes prevented deployment of new armies (mainly affected Germany).

The AI will now rebase strategic bombers to better locations, so that the US will be able to use their bombers.

The AI should now rebase its naval bombers properly, and use carriers if it has.

Bomber AI should no longer keep huge stacks of airplanes in the same province.

Bomber AI is now much better at assigning their pools correctly.

Made some improvements in the naval invasion AI.

Invasion AI learned to build up big forces in anticipation of attack.

Fixed a bug which froze transportations for AI units.

Improved the air AI, so that the AI will now base fighters to defend its industries.

The AI is now smarter about spending more IC on research.

AI should now be better at transporting troops to overseas areas.

Improved the AI air-path-finding.

Improved the AI for sliders selection.

Certain AI nations should now build coastal fortifications.

AI nations should now build more industries when there is a great resource surplus that they can make use of.

Tactical bombers should no longer redeploy much in peace time — better to save fuel.

The AI now redeploys ships and airunits which been sent back to the forcepool.

AI is now better at repairing its ships.

Countries under military control by AI nations (puppet states) should now redeploy their troops again.

Tactical bombing should now cease when a province no longer contains enemy units.

Reserves should now receive the correct number of divisions from the start (and no longer strip crucial front provinces).

Scenario Setup & Events

**** Generic**

A large revision of the provincial Industrial Capacity and Resource values.

Major revision of South African ministers. Now correct election years, ministers in nearly all cabinets, with loyalties, ideology and personality.

Naval technology changes of shore-attack values for all land units. It is a large revision to game balance to give marines a stronger punch, leg units weaker punch, and vehicle units weakest punch. Cavalry get no bonus anymore.

Two ministers changed in every Cabinet_A for polish ministers.

All provincial game values changed between Constanta and Dobrich including the harbour, so that Constanta is the important province.

The South African cabinet have been changed.
Kunming, Wutunghliao, Chengdu now has got some rubber for gamebalance reasons.
UK leader Montgomery has got his name corrected, raised skill to 4, and rank 1.

**** 1936**

Minor technology package removed rom Bolivia, Colombia, Costa Rica, Cuba, Dominican Republic, Ecuador, Guatemala, Haiti, Honduras, Nicaragua, Panama, Paraguay, El Salvador, Uruguay, Venezuela and Peru.

Minor technology package added for Persia, Philippines, Siam and Yugoslavia.

Spanish unit moved to Bata.

Spain now receive supply in Baleares, Canaries, Rio de Oro, Ceuta and Bata.

Corrected a script error that made UK ship 'Dido' part of the 3rd Submarine Flotilla.

Transports added to Spain.

Added Sudanese and East African Colonials for UK.

Iraq now have an Order of Battle.

United Kingdom, New Zealand, Australia and Canada now have access to each others countries.

In the Italian Order of Battle we merged the colonial cavalry brigades to a single division, merged all understrength fighters and torpedo bombers, changed the Torpedo bombers to "naval bombers".

Italy is no longer a part of the Axis.

**** 1939**

Ownership and Control over the Philippines have been removed from USA to allow Philippines to exist as a US-Puppet.

Minor technology package added for Persia, Philippines, Siam and Yugoslavia.

Spain now receive supply in Baleares, Canaries, Rio de Oro, Ceuta and Bata.

Mitilini was Turkish changed to Greek.

Corrected a script error that made UK ship 'Dido' part of the 3rd Submarine Flotilla.

Transports added to SPA.

Added Sudanese and East African Colonials for UK.

Iraq now have an Order of Battle.

Japan now has convoys to Haikou, Taihoku, and Guangzhou.

Canadian Navy corrected.

German XII Army Corps in Slovakia is now under German control.

The Italian Order of Battle was overhauled, merging several divisions.

The missing Soviet Navy was added.

The Baltic States, Bessarabia and Karelia added as Soviet core provinces.

**** 1941**

Minor technology package removed rom Bolivia, Colombia, Costa Rica, Cuba, Dominican Republic, Ecuador, Guatemala, Haiti, Honduras, Nicaragua, Panama, Paraguay, El Salvador, Uruguay, Venezuela and Peru.

Minor technology package added for Persia, Philippines, Siam and Yugoslavia.

Hungary given Transylvania and Munkacs provinces.

Ziguinchor is now French not US.

Ipoh is now British not Indonesian.

Banana is now British not Portugese.

Romania now own and control the Odessa area.

Germany not the USSR control Rostov.

Spain now receive supply in Baleares, Canaries, Rio de Oro, Ceuta and Bata.

Mitilini was Turkish, but now changed to Greek, Thesaloniki was German, but now changed to Bulgarian, Kirovograd & Dnepropetrovsk was German, but now changed to Romanian.

Corrected a script error that made UK ship 'Dido' part of the 3rd Submarine Flotilla.

The Canadian Newfoundland Escort Force now exists as well as setup transports (3) and escorts (8).

Japan starts at war with Sinkiang.

New OOB for Vichy.
Philipponed should now exist.
Province Rostov is now under Soviet control, not German.
New Convoys for UK.
Iraq is now a UK controlled Puppet and now have an order of battle.
Added Sudanese and East African Colonials for UK.
Madagascar is now Vichy and not French.
The German Order of Battle was overhauled, adding some missing model definitions, and adding some air detachments.
All German surface ships now have the right models.

**** Events**

"Artist reflects popular emotions and records epic song" Event will not occur if the country is at peace.
"Molotov-Ribentrop" Event now simulated the forced trade agreement by giving oil to Germany at Soviet expense.
"Danzig or War — The Poles fold" Event has got the war entry effects increased.
"The Revolution has come!" event is less likely to happen. Instead of being checked once a month it is now checked for once a year.
"Lend-Lease for the USSR" events now give 10 Industrial Capacity to Novosibirsk, Omsk, and Irkutsk each.
Clermont-Ferrand should now also be returned to Vichy by the Axis powers when the Vichy event is executed.
"Artist expresses" event should now have a correct trigger.
"Communist Coup — Anarchist movement crushed" Event now have 50% chance to take place not 100%.
"Spanish Civil War — Fascist Nation" Event now gives 200 of all resources and supplies.
"Spanish Civil War — Victory!!!" Event Spanish ownership of Madrid is now added to trigger.
All "Spanish Civil War Intervention" events now give more supplies an the random victory points designated is more spread.
"Anschluss of Austria" Event slightly less warentry as the effect is otherwise double-booked.
"Bitter Peace" event adjusted to return provinces to and make peace with Finland, Sweden and Romania in case they still exist.
"Finnish Winter War" event have "control (certain provinces)" added to trigger plus puppet commands. Stopping the event from happening if the USSR has already taken their claim in war or if either the Soviet Union or Finland are puppets of somebody.
"Vichy France — Return of occupied provinces" event added return of North African provinces (except Tunisia).

Some new events for relocating Soviet industries beyond Ural, and for the ending of the winter war added.
Bessarabia event should not happen if the USSR already has the provinces.
Warentry level trigger removed from US Lend-lease Act event.
"Vichy France" event no longer triggers if France does not control Vichy itself.

Рейтинг: 5/5

Установка

Запускайте и следуйте инструкциям на экране.

Европа 1400 — Гильдия (Europe 1400: The Guild)

Версия: Патч 1

Патч исправляет следующие ошибки в игре:

исправлена работа менеджера памяти;

исправлена ошибка инсталлятора, приводившая к отсутствию роликов;

исправлена ошибка в работе со звуковой картой, приводившая к отсутствию звука в игре;

исправлена некорректная работа игры на компьютерах со слабой конфигурацией.

Рейтинг: 3/5

Установка

Запускайте и следуйте инструкциям на экране.

Шторм: Солдаты Неба

Версия: Патч 1.06

Исправления, вносимые патчем:

Исправлена критическая ошибка, приводящая к спонтанному завершению работы игрового приложения, вызываемая уничтожением флагманского корабля в ряде миссий.

Исправлена ошибка, заключающаяся в отсутствии карты арктического континента в соответствующих миссиях (с 27 по 42).

В миссии "Двигаться дальше" (31) исправлена ошибка, заключающаяся в отсутствии активации игрока.

После установки патча начинают произноситься сообщения от баз с цифровыми индексами (например, "База 18.09.7").

Корректно отображаются наименования кнопок в меню.

Нажатие клавиши Esc в меню обрабатывается в любом случае.

Стал возможен скроллинг медалей и орденов.

При повторном заходе в настройки сервера (при настройке сетевой игры) кнопка "Ок" теперь работает.

При отсоединении сервера в сетевой игре на стабильности работы игрового приложения клиента это не отражается.

При отсоединении сервера клиентам стала отображаться статистика.

В "Командном захвате" стал возможен собственно захват базы.

Русифицирован весь текст в сетевой игре.

Правильно подсчитываются победы при выдаче медалей в одиночной игре.

Исправлено отсутствие карт в брифингах.

Изменены настройки и опции управления "по умолчанию" при создании нового игрока.

Удалены лишние текстуры.

Исправлены карты для многопользовательской игры.

Исправлен русский шрифт в меню для улучшения его читабельности.

Добавлены объекты на карте Арктики и карте для сетевой игры.

При выстреле самонаводящейся ракетой (GM) присутствует звук на всех уровнях звуковой детализации.

Ликвидирована проблема с бинарными файлами (с их излишком и недостатчей).

Изменен вид некоторых приборов HUD.

Рейтинг: 4/5

Установка

Запускайте и следуйте инструкциям на экране.