

Eeeek A Bug!

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Two products have been updated in the last two months: Chiral and Barrack. Following is the list of fixed bugs in the two games:

Chiral 1.0.4

- Fixed a bug in the Sound_Tool that would cause it to require Sound Manager 3.0, when in fact, it isn't needed.
- Yea, that's it!

Chiral 1.0.3

We also released a version of Chiral about a month prior to the release of 1.0.4. Here are the fixes:

- Included a revised version of the 8 channel Sound_Tool that works better on lower-end Macs.
- Fixed a bug that caused the menu bar to stay hidden upon quitting Chiral 1.0.2.
- Removed eWorld (*sniff*) from the FAQs and Registration application.
- Updated the version and FAQ information.

Barrack 1.0.1

Barrack has also been upgraded and improved. Aside from the addition of the High Score Contest, we have also refined game play a little. For those of you who were complaining that the game play was taking too long, download this new version and you will be in for a new challenge. Conserve those lives...

- Upgrade to Sound_Tool v1.1.3 brings significant speed increases.
- High score contest implemented.

- Scoring tweaks in upper levels.
- Bosco is no longer harmful while in "death spin."
- Bosco death bonus points are worth 10x while on "I keel you" rampages.
- Bosco will not return until next level after death.
- Fixed bug where sometimes greater than 100% would be tallied yielding huge overachiever bonuses.
- Fixed bug where glass balls would sometimes get stuck together, repeatedly shattering.
- Fixed bug where slicing apart extremely thin columns would sometimes cause freezes.
- Fixed bug where isolating nuke balls during birth would cause them to just stop and flash.
- Fixed bug where high scores would sometimes appear garbled.
- Fixed sound/music volume adjustment problems and added sound/music toggle menu items.
- FAQ updates.

If you run into any further bugs that are not reported here, please send a complete report to help@AmbrosiaSW.com