The primary goal of Update#2 is to enhance the game speed of Majesty - particularly in the multiplayer environment. It does this primarily by making improvements to the network code, as well as optimizing the game's memory handling. Aside from overall speed improvements, you'll notice a decrease in the "halting" behavior of characters when a significantly slower machine is involved in a multiplayer game.

Update#2 includes a number of smaller fixes, as well, resulting in cleaner and more reliable play. It also includes a new feature, thanks to the insightful feedback of the official Majesty forum (see http://www.majestyquest.com). We've included a set of speed hotkeys, allowing you to change game speed on the flying during play. This allows you to slow down the game to follow the activities a given hero, then speed the game back up once the action is resolved - all without bringing up the options menu. This feature only works in single player mode.

The speed hotkeys are '<' to decrease speed, and '>' to increase.

While the original goal was to require Update#1 for Zone play, this was not ultimately implemented. However this is the case with Update#2. If you wish to play on the MSN Gaming Zone, you must have Update#2 installed.