

## **What does the upgrade do?**

### **FEATURES:**

- 1 Save Anywhere (Escape menu option) (NOTE: Certain Disciplines may not work properly for a short time after reloading a save game. As such, we recommend saving your game in areas where you don't anticipate needing your Disciplines immediately after reloading).
- 2 Ability to name Save games and Custom Maps
- 3 Messages for certain actions during pause (cannot cast discipline, already busy, etc)
- 4 Remaining enemy health indicated by color of rollover - starts off as white and becomes progressively redder.
- 5 Various AI fixes / tweaks (includes boss difficulty, coterie blood usage, and guard alertness)
- 6 Collision avoidance tweaks
- 7 Longer timeout for actor corpses to allow use of various disciplines
- 8 Black screen loading saved games after beating single player.
- 9 Storyteller modification of Generation.
- 10 Ability to lower Attributes
- 11 Added ability for Storyteller to zone with possessed actors.
- 12 Greatly improved network play, supporting lower bandwidth connections.
- 13 Prevented bad combinations of flags in ST game startup (ST Moderation, etc). Fixed crash where ST deletes one half of a teleporter (behavior should be that the broken teleporter disappears when used).
- 14 The ability to reposition objects after they have been placed.

### **BUG FIXES:**

- 1 Display of some Euro characters (umlauts, etc).
- 2 Tweak down Mercurio's stats.
- 3 Humans using Discipline scrolls.
- 4 Silver arrows act like incendiary arrows.
- 5 Stake Nosferatu's had incorrect death animation.
- 6 Merchants don't buy stakes.
- 7 Aura perception and Eyes of Chaos don't work correctly· Pink conversations occur, even if he has not joined party.
- 8 Client sees Melmoth disappear early.
- 9 Can miss Udolpho conversation if you talk to Sorvena first.
- 10 Setite in Brothel is unattackable.
- 11 Possession button is inaccurate when you first bring it up (like talk/neut/enemy).
- 12 Better handling for NPCs zoning (ST possession).
- 13 More discipline save/restore fixes.

- 14 Save/Restore follow mode for NPCs.
- 15 More template and script tweaks for save/restore.
- 16 Fixed the save game size which was the cause of slowdowns and increased size of save games and other various minor bug fixes.

**GENERAL:**

- 1 Loading message no longer appears when a player zones during multi-player games.
- 2 Custom Chronicles may not be compatible between patched and non-patched versions of Vampire The Masquerade Redemption.
- 3 Saved games may not be compatible between patched and non-patched versions of Vampire The Masquerade Redemption.
- 4 The patch must be used on an original version of the game, with all the original files. The patch should work with "approved" mods, but any un-approved mods will cause problems.  
Note: "Approved" mods do not modify the main game nobs.

This upgrade will work for English, German, French, Spanish and Italian CD-ROM versions of V:TM-Redemption. This patch upgrades your copy of V:TM-Redemption to version 1.1. After installing this upgrade, you will only be able to play with people who have also installed this same upgrade.