Some improvements:

1. Alphabetically sorted name lists on the chat server.

2. Multiple selection of names allowed (with CTRL) for private chat.

3. Option to talk to just players in your game or just allies in your game.

4. Separate chat window for private chat on the chat rooms screen and the internet games screen.

5. Filter out public chat option on all other chat server screens.

6. There is a battlefield map info button in the multiplayer lobby.

7. If you have not already registered with EA|Play to play online, you can now register with EA|Play via a link from the front end menus.

8. Online multiplayer games performance has been optimized to improve performance on low bandwidth/low speed connections.

9. Added date-stamp to last quick-save and last auto-save in the save and load game menus.

10. Added a popup window with current game information for savegames in the save and load-game menus (rightclick and hold a selected savegame).

11. Log file generator for all battlemap battles, with on/off toggle in the front end. The *.log file can be found in the subdirectory "logfiles" in the Shogun folder, and can be opened with any text editor.

12. Difficulty selector for historical battles.

13. Strategy Map Event Movies on/off toggle.

See the included readme file for more details.