

Retail version patch:

- Exit to Windows when starting the game.
- Error "Player1 not declared in pj.py" at beginning of game.
- Hang when user presses Esc/F1.
- Quadraphonic sound implemented.
- Stability improved.
- Hangs when saving during cutscene videos.
- Hangs during combat against Dal Gurak .
- D3d.dll generates "non-blue screenshots".
- Problem preventing change of resolutions .
- Various problems saving & loading.
- Camera control in close quarters.
- No sparks when loading savegame from different map.
- Problems with -nosound option when loading sound database during savegame.
- Problems loading while falling to death.
- Problems during "killing blow" (levelling up effect above level 20).
- New Glide raster for Voodoo 1-2 (r3Dfx Voodoo 1-2.dll).