Important Notes:

This Beta-Update has been designed to work only for the GERMAN language version of Civilization III Conquests.

Atari and Firaxis Games do NOT provide customer support for Beta updates or products, and can not be held liable for any damages that may occur when using any untested Beta files.   These files are provided as a courtesy to our fans who would like to assist in the testing process.

Items for v1.15 BETA (1/21/04):

* The Palace is the only Corruption Free Civ Center. All other cities are affected by their distance from the palace, WLTK Day, Governments, Corruption Reducing Buildings, Corruption Policeman, and the # of cities in your empire. Courthouse effects inscreased from 5% to 10%.

* Updated AI Strategies in Conquests: Mesopotamia - Galley (Naval Power), Enkidu Warrior (Offense), Rise of Rome - All legions (Defense OFF), MesoAmerica - Acali & Great Acali (Acali:Unload/Upgrade & Naval Transport, Great Acali (Upgrade Unit OFF), Age of Discovery - Javelin Thrower (Offense), Missionary (Capture, Offense), WWII Pacific - Fighter Bomber (Bombard!)

* Fixed Random Civ MP Launch OOS

* Secret Police HQ no longer gives effects corruption OR OCN bonus when player leaves Communism. Fixed error with Government required buildings not turning off.

* Updated Civilopedia.txt Forbidden Palace to explain that all cities are still affected by distance from the Real Capital.

* Updated Civilopedia

* Updated PediaIcons.txt

* Fixed Credit Typos