This is the patch for:

Chaos Overlords v.1.1

This patch brings Chaos Overlords v1.0 to version v1.1.

To use:

1.   Copy patch.rtp, patch.exe and patch.bat files into your Chaos Overlords folder. (Usually C:\PROGRAM FILES\CHAOS OVERLORDS\)

2.   Make sure the exe file is named Chaos Overlords.exe

3.   Double click on patch.bat file.

4.   Play the game and "Kick some neck!"

Note: You will get error messages if you don't have both the 8-bit graphics and the 16-bit graphics installed, but it will still patch the game.

Changes:

Added the SEARCH: SITES panel. This panel is accessed through the SEARCH button located on the right side of the screen under the RANKING button. The SEARCH: SITES panel allows the player to get a better overview of the sites on the map. The panel has a listing of all of the sites. You single-click on the sites to toggle the hilite of them and double-click to get info about the site. When you click OK, all of sites that are hilited will be shown on the map in amber. You can also use the ALL or NONE buttons to hilite all or none of the sites.

After clicking the done button in a network game, you now continue to look at your "console" until all other players are done. This allows you to look at the decisions that you have made (although you cannot change your orders) and you can send rude messages to the slower players.

Implemented lots of new hot spots to enable you to gather more information. You can now double-click on all gangs and items to get info on them within the Attack, Equip, Give, Research, and Sell panels.

You can double-click on enemy gangs to view their stats.

Added Ctrl-H and Ctrl-J as accelerators for "Host Game..." and "Join Game...".

Bug Fixes:

If you win more than three awards at the end of the game, any awards given after the third will be given to the following player. This has been fixed.

When you open a saved network game, the host entered the game immediately. This would occasionally confuse computers (mainly Windows 95 machines) that joined, and they would never enter the game. This has been fixed.

In the Give panel, the OK button was always available (even if dimmed). If you selected an item but no target gang then clicked OK, the Give command would be accepted. This has been fixed.

Underlines weren't on every item in every menu, but the first letter could always be used for quicker menu access. This has been fixed.

Reloading a saved modem or direct connect game wouldn't allow other player to get back in all the time. This has been fixed.

Opening a WinSock Saved game and cancelling before anyone enters, prevented Chaos from re-opening a WinSock game durring same session. This has been fixed.

In the scenario description for Power. The word "their" was spelled incorrectly. This has been fixed.

Fixed display of date (added decimal point between year and week) in COMLINK: INCOMING MESSAGE and LAST TURN EVENTS panels.

After a network game was completed, if the host exited the game immediately, the other players were not be able to view the map. This has been fixed.

After finishing a game with a turn time limit, the "COMPLETE" turn would still have the turn timer running. This has been fixed.

It was possible to send blank messages to the other players. This has been fixed.