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W World Series of Poker v. 1.01
W World War II Fighters v. 1.05F
W Worms Armageddon Update
X X-COM: Terror from the Deep v. 2.0
X X-COM v. 1.4 Music and Sound Update
X X-Wing Alliance Update 2.01
X X-Wing FD Sound Blaster Patch
X X-Wing vs. TIE Fighter 3Dfx Upgrade
X X-Wing vs. TIE Fighter v. 1.1
X X-Wing vs. TIE Fighter v. 1.1.4
Y Yoda Stories Patch #5
Y Yoda Stories Updates
Z Zephyr

- Z Zork Nemesis Subtitle Upgrade Patch
- Z ZPC Patch

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CONAME,C,35	ISSUE,C,13	FILENAME,C,41
Microsoft	Luglio98	\PATCH_B.ZIP
Interactive Magic	Luglio98	\AW3PTCH3.ZIP
Interactive Magic	Luglio98	\ACWPAT22.ZIP
Activision	Luglio98	\BZPAT101.ZIP
Take 2 Interactive	Luglio98	\BDPATCH.ZIP
Interplay	Luglio98	\CARV24RW.ZIP
Interplay	Luglio98	\DBTSVR.ZIP
TalonSoft	Luglio98	\EF_107S.ZIP
Sierra	Luglio98	\LOM202.EXE
MicroProse	Luglio98	\M1TP2V11.ZIP
MicroProse	Luglio98	\MTG_13US.ZIP
Blizzard Entertainment	Luglio98	\STAR_101.ZIP
Simon & Schuster	Luglio98	\STCYRIX.ZIP
Simon & Schuster	Luglio98	\ST42A.ZIP
MicroProse	Luglio98	\URP1_03.ZIP
Origin Systems	Luglio98	\WCPWOOD2.ZIP
MicroProse	Luglio98	\WORM2NA5.ZIP
Activision	Aprile'97	\a10patch.exe
Activision	Novembre '97	\A10P1_2.ZIP
ABC Interactive	Gennaio '98	\MNF98UPD.ZIP
Domark Software	Aprile'96	\
Avalon Hill	Gennaio '98	\ASP112.ZIP
Big Time Software	Marzo '98	\ASP114.ZIP
MegaMedia	Aprile'97	\mission5.zip
Avalon Hill	Marzo '96	\
Electronic Arts	Agosto '96	\mido10.exe
Electronic Arts	Novembre '96	\atf_114.exe
Jane's Combat Simulations	Febbraio '97	\modemb.txt
LucasArts	Novembre '96	\patch1.exe
SSI	Agosto '97	\aor13-14.exe
TalonSoft	Aprile'97	\aos_102.exe
TalonSoft	Giugno97	\aos_104.exe
TalonSoft	Luglio97	\aos_105.zip
Jane's Combat Simulations	Luglio97	\lb108e.exe
HPS Simulations	Giugno96	\adc-116b.exe
Interactive Magic	Novembre '97	\AW2101B.ZIP
SSI	Giugno95	\ALIEN1.ZIP
SSI	Agosto '95	\
Mindscape	Giugno96	\alien103.exe
SSI	Magg.96	\
SSI	Giugno96	\agwin11.exe
Interactive Magic	Novembre '96	\acwpatch.zip
Interactive Magic	Dicembre '96	\acwpatch.zip
Interactive Magic	Marzo '97	\acwpatch.exe
Mindscape	Giugno96	\angel.zip
New World Computing	Giugno96	\anvup11.exe
Interactive Magic	Febbraio '96	\
Empire Interactive	Agosto '99	Apache Havoc v. 1.1

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Interactive Magic	Agosto '96	\modemp.zip
Blue Byte Software	Febbraio '98	\AD_3DFX.ZI
SSI	Ottobre '97	\TAO.EXE
NovaLogic	Agosto '98	AF2V103.ZIP
Electronic Arts	Settembre '97	\atf_dig.exe
Interplay Productions	Magg.99	BG114315.ZIP
	Ottobre '95	\SCHEDULE.S54
Take 2 Interactive	Febbraio '97	\bc1to1c2.xzip
Take 2 Interactive	Aprile'97	\bc1t01c3.zip
Take 2 Interactive	Magg.97	\bcr4cfix.zip
TalonSoft	Aprile'97	\bgn_101.exe
TalonSoft	Luglio97	\bgn_110.zip
TalonSoft	Giugno96	\bga11.zip
TalonSoft	Luglio97	\bga_133.zip
TalonSoft	Febbraio '97	\bga_130.exe
TalonSoft	Agosto '97	\bga_133.zip
TalonSoft	Giugno97	\bgb_132.exe
TalonSoft	Magg.96	\
TalonSoft	Febbraio '97	\120_122.exe
TalonSoft	Aprile'97	\bgg1245.exe
TalonSoft	Giugno97	\bgg_130.exe
TalonSoft	Agosto '97	\bbg_131.zip
TalonSoft	Ottobre '97	\BGG_132.ZIP
TalonSoft	Gennaio '98	\BGG_133.ZIP
TalonSoft	Febbraio '98	\BGW_113.ZIP
TalonSoft	Gennaio '97	\bgs_103.exe
TalonSoft	Luglio97	\bgs_110.zip
TalonSoft	Febbraio '98	\PTW_102.ZIP
TalonSoft	Novembre '96	\bgw_102.exe
TalonSoft	Ottobre '96	\bgw_102.exe
TalonSoft	Gennaio '97	\bgw_104.exe
TalonSoft	Marzo '97	\bgw_106.exe
TalonSoft	Aprile'97	\bgw_107.exe
TalonSoft	Giugno97	\bgw_108.exe
TalonSoft	Agosto '97	\bgw_110.zip
TalonSoft	Gennaio '98	\BGW_112.ZIP
Bethesda Softworks	Marzo '98	\BATPATCH.EXE
McMillian Publishing	Agosto '99	ODYS1_2.ZIP
Activision	Ottobre '98	BZPAT131.ZIP
Activision	Gennaio '99	BZPAT14.ZIP
Sierra	Dicembre '97	\ANTAR110.ZIP
Origin	Agosto '95	\
Sierra	Dicembre '97	\BRDOSPT2.ZIP
Sierra	Marzo '98	\BRDOS13.ZIP
MicroLeague	Settembre '95	\
Interplay Productions	Luglio99	B2V2_1.ZIP
Interplay	Aprile'97	\blood101.zip
Looking Glass	Settembre '97	\bocg_pat.exe
HPS Simulations	Magg.97	\ba_101.zip

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HPS Simulations	Ottobre '97	\BA_102.ZIP
HPS Simulations	Agosto '97	\ba_102.exe
Sanctuary Woods	Gennaio '96	\
Bethesda Softworks	Agosto '98	BURNPT2H.ZIP (BURNPT2S.ZIP)
Cactus Development Company	Febbraio '96	\54-55FIX.ZIP, 64-65FIX.ZIP, 67-68FIX.ZIP
Sierra	Luglio97	\c2win101.zip
Sierra	Marzo '99	C3UP11.ZIP
Legend Entertainment	Ottobre '97	\CCS101.EXE
Interactive Magic	Magg.96	\
Interplay	Novembre '97	\CARMVUS2.ZIP
Interplay	Febbraio '98	\CARV24RW.ZIP
Microsoft	Aprile'98	\CART101.EXE
Sierra	Agosto '97	\cd2w95.zip
Avalon Hill	Giugno97	\cw1_20.exe
Avalon Hill	Luglio97	\cw_120.exe
New World Computing	Novembre '96	\cov11w95.exe
GT Interactive	Aprile'98	\MDM1998.ZIP
GT Interactive	Febbraio '98	\CHASM104.ZIP
Mindscape	Febbraio '98	\CM55_102.ZIP
Sierra	Novembre '98	CW29514H.ZIP
Sierra	Febbraio '98	\CWG29511.ZIP
Sierra	Aprile'98	\CWG29512.ZIP
Empire Interactive	Marzo '96	\
Empire	Agosto '96	\acw166.zip
Activision	Agosto '99	CCPTU1_1.ZIP
Hasbro Interactive	Aprile'99	CIV2MGE1.ZIP
MicroProse	Agosto '97	\civ2sc11.zip
MicroProse	Giugno96	\civ2106.zip
MicroProse	Luglio96	\civ2p109.zip
MicroProse	Agosto '96	\civ2111.zip
MicroProse	Dicembre '96	\civ2-241.zip
MicroProse	Gennaio '97	\civ242.zip
MicroProse	Marzo '96	\
MicroProse	Giugno96	\civnetp3.zip
Microsoft	Marzo '98	\CC2_20A.ZIP
Microsoft	Magg.98	\CC2V20B.ZIP
Microsoft	Luglio99	CC30B.ZIP
MicroProse	Ottobre '95	\COL95.ZIP
MicroProse	Giugno95	\
NovaLogic	Marzo '96	\
NovaLogic	Giugno95	\
Virgin Interactive	Dicembre '97	\RA108USP.ZIP
Virgin Interactive	Magg.96	\
Virgin Interactive	Marzo '96	\
Westwood Studios	Gennaio '97	\cc122p.exe
Interplay	Settembre '96	\cnw106.zip
Interplay	Agosto '96	\cnw106.zip
Interplay	Dicembre '96	\cnw111i.zip
Access	Magg.96	\

Sheet1

Cyberlife	Dicembre '97	\CREATRY2.ZIP
ALG	Agosto '96	\cpfix.zip
Origin	Magg.96	\
Origin	Aprile'96	\
Origin	Settembre '95	\
Interplay	Settembre '95	\
Virgin Interactive	Agosto '95	\
Virgin Interactive	Settembre '95	\
Bethesda Softworks	Gennaio '97	\dag179.exe
Bethesda Softworks	Giugno97	\malacath.zip
Bethesda Softworks	Marzo '97	\dag195.exe
Bethesda Softworks	Aprile'97	\dag200.exe
Bethesda Softworks	Luglio97	\dag213.exe
MicroProse	Gennaio '99	DE_UPD1.ZIP
SSI	Novembre '95	\
Activision	Febbraio '98	\DRV1_1.ZIP
CyberDreams/MGM Interactive	Agosto '96	\ds15pc.zip
Empire Interactive	Dicembre '95	\
LucasArts	Magg.96	\
Accolade	Agosto '98	DL2_V120.ZIP
Accolade	Magg.97	\dlock131.zip
Interplay Productions	Giugno99	FSEAX_US.ZIP
Interplay Productions	Settembre '98	FS100-101U.EXE
Interplay Productions	Gennaio '99	FS104ROW.ZIP
Interplay Productions	Aprile'99	FS10X-106US.EXE
Interplay	Aprile'97	\d2verite.exe
Interplay	Dicembre '96	\d2virgep.exe
Interplay	Giugno97	\d2verite.zip
Interplay	Giugno97	\d2voodoo.zip
Interplay	Marzo '97	\d2_wptch.zip
Interplay	Giugno96	\dreg14a5.zip
Interplay	Aprile'98	\DTU1_1.ZIP
Interplay	Ottobre '96	\dcnt11.zip
Interplay	Settembre '95	\
Interactive Magic	Agosto '97	\dstpch71.zip
Psygnosis	Luglio97	\dd2net.zip
Psygnosis	Agosto '97	\dd2net.zip
Blizzard Software	Giugno97	\drtl102.exe
Blizzard Software	Luglio97	\drtl103.zip
Blizzard Software	Ottobre '97	\DIABLO.ZIP
Fox Interactive	Settembre '97	\dhtv11.zip
Intergames	Novembre '95	\
ION Storm	Novembre '98	DOMN_P1.ZIP
ION Storm	Gennaio '99	DOMN1012.ZIP
Mindscape	Magg.96	\
HPS Simulations	Ottobre '97	\DM_101.ZIP
HPS Simulations	Agosto '97	\dm-101.exe

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Inscape	Aprile'97	\dg_patch5.zip
ALG	Agosto '96	\dwfix.zip
Apogee Software	Aprile'97	\ppack15.zip
Wasted Studios	Ottobre '96	\d2sound.exe
Electronic Arts	Ottobre '99	DK2PACK1.ZIP
Electronic Arts	Novembre '99	DK2UPDATE.EXE
Electronic Arts	Gennaio '98	\DKAIPTC.ZIP
Interplay	Dicembre '95	\
Interplay	Novembre '95	\
Looking Glass	Novembre '95	\
Looking Glass	Novembre '95	\
Virgin Interactive	Aprile'96	\
Avalon Hill	Novembre '95	\
Avalon Hill	Agosto '95	\
TalonSoft	Febbraio '98	\EF_103.ZIP
Ocean Of America	Agosto '96	\epatchf.zip
Ocean of America	Dicembre '96	\efpat24a.zip
SegaSoft	Giugno97	\efs_p12.zip
SegaSoft	Febbraio '98	\EFS_P130.ZIP
New World Computing	Aprile'96	\
Windward	Agosto '97	\e_nat013.zip
SSI	Giugno96	\entov11.exe
Stardock Systems	Gennaio '99	ENT1_31F.ZIP
Apollo	Febbraio '97	\e1e2fs95.zip
Apollo	Magg.97	\e1e2fs95.zip
MicroProse	Aprile'99	EAWV1_1.ZIP
Sir-tech Software	Aprile'98	\EX_RUSH.ZIP
Blue Byte Software	Febbraio '98	\XA_E120.ZIP
Activision	Aprile'99	PBPATCH.EXE
MicroProse	Agosto '95	\
NovaLogic	Aprile'97	\f2210018.exe
Graphics Simulations	Gennaio '98	\H201W95.ZIP
Ubi Soft	Aprile'98	\F1RS105.ZIP
MicroProse	Magg.99	F4104US.ZIP
Microprose	Giugno99	F4106US.ZIP
Interplay Productions	Marzo '99	F2PATCH.EXE
Interplay Productions	Magg.99	F2V102D.ZIP
Electronic Arts	Aprile'98	\FIFAV110.ZIP
Electronic Arts	Agosto '98	FIFAV140.ZIP
Electronic Arts	Settembre '98	FIFAV140.ZIP
Merit Studios	Luglio95	\
Eidos Interactive	Novembre '98	FF7CYRIX.ZIP
Eidos Interactive	Novembre '98	FF7RIVA.ZIP
Eidos Interactive	Gennaio '99	FF7RIVA.ZIP
Electronic Arts	Dicembre '97	\FF12UP.ZIP
MicroProse	Ottobre '95	\
SegaSoft	Gennaio '99	FF_102.ZIP
Avalon Hill	Gennaio '96	\
Eidos Interactive	Marzo '96	\

Sheet1

Microsoft	Febbraio '98	\FS98PTCH.ZIP
Apollo	Febbraio '97	\fsfs501.exe
Eidos Interactive	Aprile'98	\FLT01_02.ZIP
Eidos Interactive	Agosto '98	FLT2-105.ZIP
Looking Glass Studios	Dicembre '95	\FLIGHT1.EXE
Looking Glass	Febbraio '96	\
Looking Glass	Magg.96	\
Apollo	Magg.97	\advi.exe
Empire	Magg.97	\fly100a.zip
Psygnosis	Gennaio '98	\F1ATIPAT.ZIP
Tsunami	Febbraio '97	\fe1018.zip
Impressions Software	Luglio95	\
Sierra	Gennaio '98	\BB9811PT.ZIP
Sierra	Febbraio '98	\FB98_102
Sierra	Dicembre '97	\GOLFPT15.ZIP
GameTek	Marzo '96	\
Sierra	Luglio97	\gk2pat11.zip
Stardock Software	Gennaio '98	\GCXFIX.ZIP
Eidos Interactive	Aprile'99	GANG_P1U.ZIP
SSI	Novembre '95	\
Incredible Technologies	Dicembre '98	GTG10102.ZIP
Spectrum Holobyte	Agosto '96	\gpmeng.zip
MicroProse	Ottobre '97	\GPM2.ZIP
MicroProse	Magg.96	\
MicroProse	Dicembre '96	\gpmv102.zip
Interactive Magic	Febbraio '98	\ALEX_P11.ZIP
SSI	Agosto '95	\
SSI	Magg.96	\
Strategic Simulations	Marzo '96	\
SSI	Giugno96	\gnb4v11.exe
LucasArts	Aprile'99	GFUPD101.ZIP
Interplay	Novembre '97	\F19301B2.ZIP
Sierra	Novembre '99	10101013.EXE
Sierra	Marzo '99	HL1006.ZIP
New World Computing	Giugno95	\
Accolade	Giugno95	\
Accolade	Novembre '95	\
Accolade	Novembre '95	\
Accolade	Novembre '95	\
Accolade	Novembre '96	\hb5_162g.exe
Accolade	Giugno96	\hb5l9d96.exe
Accolade	Marzo '96	\
Accolade	Agosto '98	HB613DFX.ZIP
Accolade	Febbraio '98	\HB5LP.ZIP
Three-Sixty	Giugno95	\
Three-Sixty	Novembre '95	\
Alliance Interactive	Gennaio '97	\harp158e.zip
Interactive Magic	Aprile'97	\hc97upd.zip
Alliance Interactive	Settembre '95	\

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Alliance Interactive	Marzo '96	\
Alliance Interactive	Agosto '95	\
Alliance Interactive	Magg.96	\
Alliance Interactive	Giugno96	\har158.zip
Alliance Interactive	Luglio96	\mar158a.zip
Take 2 Interactive	Giugno95	\
Activision	Marzo '96	\VFX1HERE.EXE
Activision	Marzo '99	H2_V1_01.EXE
New World Computing	Aprile'97	\h2w9511.exe
New World Computing	Dicembre '97	\H2DOS12.ZIP
New World Computing	Settembre '97	\h2dos12.zip
3DO Company	Luglio99	H310TO11.ZIP
New World Computing	Gennaio '96	\
New World Computing	Febbraio '96	\
New World Computing	Novembre '96	\heroes11.exe
Activision	Febbraio '98	\PH2V111.ZIP
Activision	Gennaio '98	\PH2V111.EXE
Impressions Software	Luglio95	\
Avalon Hill	Febbraio '98	\HOTW102.ZIP
Trimark Interactive	Marzo '96	\
Sir-Tech Software	Luglio96	\ja_113.zip
Interactive Magic	Aprile'98	\IF16W95.EXE
Interactive Magic	Dicembre '97	\IF22_P1.ZIP
Interactive Magic	Gennaio '98	\IF22_32.ZIP
Interactive Magic	Febbraio '98	\IF22P33.ZIP
Interactive Magic	Agosto '97	\abrmv110.zip
SSI	Febbraio '98	\IMPISM11.ZIP
GT Interactive	Novembre '97	\IGUPD12E.ZIP
Blue Byte Software	Settembre '98	INC_103E.EXE
LucasArts	Magg.96	\
LucasArts	Agosto '96	\indydesk.zip
Sierra	Febbraio '98	\ICR2_V2K.ZIP
Papyrus	Aprile'96	\
Activision	Agosto '97	\i76v106.zip
Activision	Luglio97	\i76v106.exe
Activision	Novembre '97	\I76V1081.ZIP
New World Computing	Agosto '95	\
Accolade	Settembre '97	\jn41up.zip
Accolade	Aprile'98	\JACK51UP.ZIP
Sir-Tech Software	Dicembre '96	\dg110.zip
Sir-Tech Software	Gennaio '97	\dg112.zip
Sir-Tech Software	Aprile'97	\dg1132.zip
Sir-Tech Software	Agosto '95	\
Jane's Combat Simulations	Ottobre '98	F15v112f.zip
Epic MegaGames	Dicembre '98	J2P123R.ZIP
Epic MegaGames	Agosto '98	J2F121P.ZIP
Sony Interactive	Marzo '98	\JM971124.ZIP
Mission Studios	Magg.97	\jf3updt1.zip

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Mission Studios	Ottobre '97	\JF33DFX2.ZIP
Mission Studios	Febbraio '98	\JF2UPDT2.ZIP
Eidos Interactive	Magg.98	\JSF11B.ZIP
Electronic Arts	Dicembre '97	\KKNDV1_2.ZIP
Sierra	Giugno99	MOE13FG.ZIP
Interplay Productions	Ottobre '99	KPIN1_1.ZIP
Maxis	Ottobre '95	\
MicroProse	Febbraio '99	khg_v11.zip
Logic Factory	Marzo '96	\
Westwood Studios	Aprile'98	\LL2_130E.ZIP
Westwood Studios	Agosto '99	LOL3107A.ZIP.
ALG	Agosto '96	\bhfix.zip
American Laser Games	Novembre '95	\
Accolade	Gennaio '98	\LF98V12.EXE
Mindscape	Luglio95	\LGNPAT.ZIP
Sierra	Aprile'97	\sl7pat.exe
Sierra	Agosto '97	\lh20_20a.zip
Access	Giugno95	\
Access	Ottobre '96	\lcd95.exe
Stardock Software	Gennaio '98	\LNKSFK1.ZIP
Access	Dicembre '97	\LNK98_13.ZIP
Access	Gennaio '98	\L98U132.ZIP
Access	Febbraio '97	\110to120.exe
Access	Marzo '97	\120to130.exe
Access	Giugno95	\
Sanctuary Woods	Agosto '96	\lion.exe
Accolade	Giugno95	\
Origin	Magg.98	\LB2D3D.ZIP
Jane's Combat Simulations	Dicembre '98	LB2_DDU.ZIP
Jane's Combat Simulations	Novembre '98	LB2209E.ZIP
Jane's Combat Simulations	Dicembre '96	\lb108e.exe
Sierra	Aprile'98	\LOM12.ZIP
Eidos Interactive	Dicembre '95	\
Sierra	Aprile'97	\otr2103.exe
Sierra	Dicembre '97	\L2SGPT23.ZIP
Interplay Productions	Novembre '98	MAX2P131.ZIP
Interplay	Aprile'97	\maxe.exe
Interplay	Luglio97	\maxe104.zip
Deadly Games	Settembre '96	\m4v107.exe
MicroProse	Settembre '95	\
Acclaim Entertainment	Settembre '99	MACHN11.ZIP
American Laser Games	Ottobre '95	\
Electronic Arts	Marzo '97	\week13.exe (week14.exe)
Electronic Arts	Aprile'97	\week14.exe
Electronic Arts	Febbraio '97	\mad97nex.zip
EA Sports	Magg.99	MDNP207.ZIP
Electronic Arts	Aprile'98	\MAD98_12.ZIP
GT Interactive	Febbraio '98	\MAGE11.ZIP
Electronic Arts	Novembre '95	\

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MicroProse	Magg.98	\SOTAV215.EXE
Microprose	Febbraio '98	\SOTAV215.ZIP
MicroProse	Luglio97	\mtgv11a.zip
MicroProse	Magg.98	\MTGV125(A-C).EXE
MicroProse	Ottobre '97	\MTGV125.ZIP
Maxis	Agosto '97	\marb4511.zip
MicroProse	Giugno95	\
MicroProse	Giugno97	\moo2v13.zip
MicroProse	Luglio97	\moo2v131.zup
Playmates Interactive Entertainment	Settembre '97	\mdk3dfx.zip
Playmates Interactive Entertainment	Gennaio '98	Beta patch for Direct 3D.
Activision	Gennaio '96	\
Activision	Luglio97	\bpmw105.exe
Accolade	Febbraio '97	\mw2patch.exe
Activision	Dicembre '95	\
Accolade	Febbraio '97	\meac105p.exe
Activision	Magg.97	\merc106p.zip
Activision	Novembre '97	\MD3D1091.EXE
Activision	Marzo '96	\
Activision	Febbraio '96	\
Activision	Aprile'98	\MERC1_1.ZIP
Mindscape	Novembre '95	\
3DO	Ottobre '98	MM6v11.zip
Sierra	Aprile'97	\cstorm11.exe
Virgin Interactive	Settembre '96	\monpch13.exe
Wasted Studios	Ottobre '96	\monpch13.exe
	Giugno95	\
LucasArts	Novembre '96	\shell.exe
Electronic Arts	Gennaio '98	\306.ZIP
Bungie Software	Luglio99	MY2V121.ZIP
Bungie Software	Aprile'99	MYTH2V11.ZIP
Bungie Software	Giugno99	MYTH2V12.ZIP
Bungie Software	Magg.98	\MYTH12.ZIP
Bungie Software	Marzo '98	\MYTH11B5.ZIP
MicroProse	Agosto '95	\
TalonSoft	Gennaio '98	\NIR102A.ZIP
Papyrus	Agosto '97	\nas2_02.zip
Papyrus	Novembre '95	\
Electronic Arts	Novembre '95	\
Electronic Arts	Aprile'96	\
Sir-tech Software	Febbraio '97	\nemcd.zip
Activision	Gennaio '97	\nmpat_b1.exe
989 Studios	Dicembre '98	GD00PATCH0901.ZIP
Accolade	Febbraio '98	\LF98V12.ZIP
Electronic Arts	Marzo '96	\
Electronic Arts	Marzo '97	\nhlwin.exe
Interplay Productions	Ottobre '95	\OMARDOS.ZIP
KOEI	Giugno95	\
Domark Software	Novembre '95	\

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Domark Software	Gennaio '97	\oriovesa.zip
LucasArts	Settembre '97	\ol_v11.zip
LucasArts	Febbraio '98	\OUTLAWS_MISSIONS.EXE
Sierra	Febbraio '98	\OP2UPDT.ZIP
Avalon Hill	Aprile'97	\patch95.exe
SSI	Gennaio '98	\OTR112.ZIP
TalonSoft	Novembre '98	TOAW103.EXE
TalonSoft	Agosto '99	OAW2102.ZIP
MicroProse	Giugno95	\
SSI	Gennaio '98	\PACGEN11.ZIP
HPS Simulations	Agosto '96	\ps-115.exe
HPS Simulations	Luglio96	\ps-114.exe
HPS Simulations	Settembre '96	\ps-117.exe
HPS Simulations	Dicembre '96	\ps-118.exe
HPS Simulations	Gennaio '97	\ps-199.exe
HPS Simulations	Magg.97	\ps_120.zip
HPS Simulations	Ottobre '97	\PS_121.ZIP
HPS Simulations	Agosto '97	\ps-121.exe
SSI	Ottobre '98	pzcv1_1.exe
SSI	Febbraio '98	\PG2_01.ZIP
THQ	Ottobre '98	PAX IMPERIA UPDATE.EXE
Bethesda Softworks	Aprile'96	\
Bethesda Softworks	Giugno96	\pba133.exe
Bethesda Softworks	Agosto '97	\pba114.zip
QQP	Settembre '95	\
Sierra	Luglio97	\p2fix.zip
Sierra	Febbraio '98	\P2FIX.ZIP
Ambertec	Ottobre '98	PAUPDATE.ZIP
Sierra	Luglio97	\pchess3b.exe
Megatech	Giugno96	\pdpatch.zip
Megatech	Settembre '96	\pd12to13.zip
Electronic Arts	Novembre '95	\
GT Interactive	Settembre '99	PSLID104.ZIP
Sierra	Settembre '98	SPP102.ZIP
21st Century	Agosto '96	\web140kb.zip
Empire	Novembre '96	\web150px.zip
Empire	Novembre '96	\web152pb.zip
Empire	Luglio96	\web130kb.zip
Sierra	Agosto '98	TS_107W.ZIP
id Software	Luglio97	\wq100.zip
Activision	Marzo '98	\Q2_306.ZIP
Activision	Settembre '98	Q2V315U.ZIP
Activision	Marzo '99	Q2320CTF.ZIP
Activision	Dicembre '97	\ROGUEGL.ZIP
id Software	Giugno97	\glq3_28.zip
Sierra	Magg.99	QFG5UP11.ZIP
Gathering of Developers	Febbraio '99	RT2_A.ZI
Red Storm Entertainment	Marzo '99	R6104.ZIP

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SSI	Agosto '95	\
LucasArts	Dicembre '95	\
Sierra	Novembre '98	RB2_3D.EXE
SSI	Settembre '95	\
SSI	Novembre '95	\
3DO Company	Luglio99	REQ1_1.ZIP
3DO Company	Settembre '99	REQ_1_2.ZIP
Apollo	Magg.97	\rescue.exe
Sierra	Marzo '99	RTK106.ZIP
Sanctuary Woods	Aprile'96	\
Sanctuary Woods	Febbraio '96	\
Take 2 Interactive	Agosto '96	\rip103.exe
Take 2 Interactive	Novembre '96	\rip105.exe
Apogee Software	Marzo '96	\
Red Orb	Febbraio '98	\RIVEN102.ZIP
Interactive Magic	Marzo '96	\RFSTA125.EXE
Interactive Magic	Settembre '95	\RFSTA123.EXE
Sierra	Aprile'97	\civilsn1.exe
Sierra	Luglio97	\rel95pat.zip
	Agosto '95	\ROE2_107.ZIP
Red Storm Entertainment	Dicembre '98	R6V102AFULL.EXE
Red Storm Entertainment	Dicembre '98	VOXWARE.ZIP
Interactive Magic	Magg.98	\7KPATCH2.ZIP
3D Realms	Agosto '97	\sw11swpt.zip
Masque Publishing	Settembre '95	\
Masque Publishing	Settembre '95	\
LucasArts	Febbraio '98	\SHADOWFF.ZIP
Activision	Settembre '97	\shgmvv201.exe
Activision	Ottobre '97	\SHGMV202.EXE
Interplay	Gennaio '97	\steel103.zip
Interplay	Aprile'97	\ss_p112.zip
Monolith Productions	Febbraio '99	SMPR20.ZIP
Monolith Productions	Marzo '99	SMPR20.ZIP and SHOGO21U.ZIP
Quantum Axis	Giugno97	\shrak_v2.zip
Origin Systems	Giugno99	SMACP3US.ZIP
Firaxis	Febbraio '98	\SMG_PAT2.ZIP
SSI	Settembre '96	\sh-v101.exe
Trimark Interactive	Settembre '96	\steel.exe
Maxis	Luglio95	\
Maxis	Aprile'97	\copter.zip
Maxis	Giugno97	\scopt102.zip
Maxis	Dicembre '95	\
Activision	Febbraio '99	sin1_01.zip
Activision	Agosto '99	SIN1_05.ZIP
Bethesda Softworks	Marzo '97	\sky101.exe
US Gold	Novembre '95	\
Interplay	Giugno96	\sol-win11.zip
Empire	Febbraio '98	\HOPATCH.ZIP
Ripcord Games	Settembre '98	PATCH2.EXE

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Avalon Hill	Settembre '95	\
Avalon Hill	Agosto '96	\stg20.zip
Blizzard Entertainment	Novembre '98	STAR102.ZIP
Blizzard Entertainment	Gennaio '99	STAR_103.ZIP
Empire	Dicembre '97	\ST27B27F.ZIP
Empire	Luglio97	\st27a27b.zip
Sierra	Magg.99	TRIB1012.ZIP
Sierra	Ottobre '99	TR10T16.ZIP
SSI	Magg.96	\
SSI	Ottobre '97	\SP2V101A.ZIP
SSI	Marzo '96	\
Interplay	Settembre '96	\sk_p12.zip
Interplay	Magg.96	\
Interplay	Aprile'96	\
Velocity	Luglio97	\strife31.zip
SSI	Luglio97	\su27v12a.zip
SSI	Febbraio '98	\SU27_SCE.ZIP
SSI	Aprile'96	\
GameTek	Settembre '95	\
Interplay	Febbraio '98	\SWIV_D3D.ZIP
Take 2 Interactive	Giugno96	\rippat1a.zip
Arsenal Publishing	Agosto '96	\tac102.zip
Arsenal Publishing	Novembre '96	\tac104.zip
Arsenal Publishing	Settembre '96	\tacop103.zip
Domark Software	Agosto '95	\
Domark Software	Novembre '95	\
SSI	Magg.96	\
Bethesda Softworks	Giugno96	\p120_us.exe
Bethesda Softworks	Settembre '96	\tfs130.exe
Bethesda Softworks	Luglio96	\tfs130.exe
Looking Glass	Giugno96	\tnv109.exe
Looking Glass	Luglio96	\tnv109.exe
Electronic Arts	Settembre '97	\hosp_pat.zip
Eidos Interactive	Magg.99	THIEF133.ZIP
Avalon Hill	Marzo '97	\3r1_31.zip
Avalon Hill	Agosto '97	\3r1_38.zip
Avalon Hill	Febbraio '97	\3r1_21.zip
Avalon Hill	Aprile'97	\tr1_35.zip
Avalon Hill	Magg.97	\3r1_37.zip
SSI	Aprile'96	\
LucasArts	Magg.96	\
HPS Simulations	Gennaio '97	\top-203.exe
HPS Simulations	Agosto '97	\top-206.exe
HPS Simulations	Ottobre '97	\TOP_206.ZIP
HPS Simulations	Agosto '95	\
HPS Simulations	Ottobre '95	\
HPS Simulations	Febbraio '96	\
HPS Simulations	Magg.97	\top_204.zip
HPS Simulations	Dicembre '96	\tpd-202.exe

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Cyberflix	Aprile'97	\ti_s.exe
Red Storm	Febbraio '99	R6104.EXE
Red Storm Entertainment	Novembre '98	VOXWARE.ZIP
Eidos Interactive	Aprile'97	\renbeta4.zip
Eidos Interactive	Giugno97	\3dfx.zip
Eidos Interactive	Marzo '97	\3dfx.zip
Eidos Interactive	Dicembre '97	\S3TOMB.ZIP
Eidos Interactive	Giugno97	\tr-matr.zip
Eidos Interactive	Gennaio '98	\TOMB_MYS.ZIP
Eidos Interactive	Febbraio '98	\TOMBPVR2.ZIP
Eidos Interactive	Giugno97	\rendfina.zip
Spectrum Holobyte	Luglio96	\tgv109.exe
Electronic Arts	Novembre '95	\
Digital Integration	Agosto '95	\TDO10E.ZIP
Cavedog Entertainment	Ottobre '99	TAKV1_1.ZIP
GT Interactive	Febbraio '98	\TA10_11.ZIP
Cavedog Entertainment	Novembre '98	TA1X_31.ZIP
Domark Software	Settembre '96	\tm102.zip
Domark Software	Novembre '96	\tm11.exe
BAO	Marzo '96	\towerins.zip
Apollo	Febbraio '97	\towerins.zip
Sony Interactive	Marzo '98	\TM971124.ZIP
Electronic Arts	Agosto '95	\
Mindscape	Settembre '95	\
MicroProse	Febbraio '96	\
Accolade	Magg.96	\
Accolade	Giugno96	\ur95clock.exe
Accolade	Aprile'96	\
Epic MegaGames	Settembre '98	RUSHB203.ZIP
Epic MegaGames	Settembre '98	UNCYR202.ZIP
Spacetec	Settembre '98	UN_SPO11.ZIP
Epic MegaGames	Settembre '98	UNREALPATCH101.EXE
GT Interactive	Gennaio '99	UNRLB217.ZIP
GT Interactive	Settembre '99	UNRL225F.ZIP
Forte	Giugno97	\qkevfx1.exe
Forte	Giugno97	\qkevfx1.exe
Sega Entertainment	Marzo '98	\VF2.ZIP
Interplay	Magg.98	\POOL2US.ZIP
Interplay	Novembre '95	\
Interplay	Febbraio '96	\
Interplay	Settembre '95	\
Interplay	Ottobre '96	\snkr_us.zip
New World Computing	Magg.97	\wow1_28.zip
New World Computing	Aprile'97	\wow128p.exe
Interactive Magic	Febbraio '98	\WAR11.ZIP
SSI	Aprile'97	\ww_12.exe
Blizzard Software	Dicembre '97	\W2XPTCH.ZIP
Blizzard Software	Febbraio '97	\war2x133.exe
Blizzard Software	Novembre '97	\W2XPTCH.ZIP

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Blizzard Software	Agosto '96	lw2patch.exe
Blizzard Software	Dicembre '97	\WAR2_140.ZIP
Blizzard Software	Ottobre '95	\
Blizzard Software	Giugno95	\
Blizzard Software	Agosto '95	\
SSI	Novembre '99	RITESOFWAR.EXE
Red Orb	Agosto '95	\
SSG	Gennaio '96	\W2D224.ZIP
SSG	Febbraio '96	\W2D224.ZIP
Red Orb	Febbraio '99	W3D102US.ZIP
Red Orb	Febbraio '98	\W2USV101.ZIP
Eidos Interactive	Agosto '99	WZ21003B.ZIP
Eidos Interactive	Settembre '99	WZ21004.ZIP
NovaLogic	Marzo '96	\
Interplay	Aprile'97	\whipadd.zip
Interplay	Novembre '96	\wipatch.zip
Interplay	Giugno97	\renwhip.zip
Interplay	Giugno97	\3dfxwhip.zip
Origin	Giugno96	\wc4joy.exe
Origin	Aprile'96	\
Origin	Giugno96	\wc4joyng.exe
Origin	Agosto '96	\wc4_16sv.exe
Origin	Febbraio '97	\wc4win95.zip
Origin	Giugno95	\
Psygnosis	Dicembre '97	\WOXLNETB.ZIP
Sir-tech Software	Marzo '96	\WSD_101.ZIP
Sir-Tech Software	Settembre '96	\wroot.exe
Sir-Tech Software	Settembre '96	\goldfix.zip
Sir-Tech Software	Ottobre '96	\gold11.zip
Sir-Tech Software	Dicembre '96	\wiz11a1.zip
Thrustmaster Inc.	Giugno96	\extwiz.zip
Avalon Hill	Aprile'97	\wsim1_02.zip
Masque Publishing	Giugno96	\wsd_107.zip
Masque Publishing	Novembre '96	\wsd_1011.zip
Masque Publishing	Agosto '96	\wscl_108.zip
Masque Publishing	Magg.96	\
Masque Publishing	Marzo '96	\
Jane's Combat Simulations	Marzo '99	WW2_105.ZIP
Hasbro Interactive	Settembre '99	WAPATCH.ZIP
MicroProse	Settembre '95	\
MicroProse	Luglio95	\
LucasArts	Agosto '99	XWAUP201.ZIP
LucasArts	Febbraio '97	\xwscfd.zip
LucasArts	Gennaio '98	\XVT_3DFX.ZIP
LucasArts	Settembre '97	\xvt110.zip
LucasArts	Febbraio '98	\XVT_3DFX.EXE
LucasArts	Agosto '97	\yopatch5.zip
LucasArts	Ottobre '97	\YOPATCH5.ZIP
New World Computing	Settembre '95	\

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Activision
GT Interactive

Novembre '97 \ZNPATCH.EXE
Dicembre '97 \ZPC.ZIP

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Sheet1

NOTES,C,254

Players no longer receive extra resources when canceling building construction multiple times, exploiting lag in a multi-player

Changes include: Ack bursts no longer grow as they dissipate. The smoke and explosion effects in 3D mode have been improved

Changes include: Increased fortification costs that decrease every year. Prevention of river boats from moving past forts. Increased

All known crashes have been fixed. Units will now deploy on geysers when ordered to. Joystick configuration is now saved correctly

Patch fixes Unsupported RGB Mode error. Random crashes associated with setting music volume to zero, Rune (gem) puzzle

Final patch to add support for Voodoo Graphics and Voodoo Rush 3D accelerators.

Add support for NEC's PowerVR 3D accelerator.

Fixes bug that sometimes ends the campaign of a leader reported as wounded or kept alive a leader reported as captured or

Improved overland and combat artificial intelligence. Game speed can be altered on the Option Panel. Many other changes.

Designating targets for the gunner now functions properly. Neither friendly nor enemy vehicles will fire on targets through forests

All of the known Add-Card Assertion Errors in Shandalar have been fixed. Alchor's Tomb now has the correct card text. Lich r

Fixes cheat that allowed one player in a multi-player game to see the map. Fixes bug that allowed players to receive extra res

This patch is only intended for users experiencing difficulty installing the game on Cyrix 6x86-based PCs.

This patch file is only for users experiencing difficulty with Starship Titanic on certain video cards like the Intergraph Intense 3

Fixes problems with and adds features for 3Dfx-based accelerators. Also improves Internet gameplay.

This patch corrects certain problems with 3Dfx Voodoo- and Voodoo 2-based graphics accelerators.

Modification to Cluster code to prevent Cluster Bomb abuse. Works for all Cluster weapons (Cluster Bomb, Banana Bomb, M

Allows you to reverse those infamous backwards rudders and addresses joystick centering issues. Pressing Enter or ESC wh

Faster framerates, more weapons in network games, network messaging and optimization, better joystick control, detachable

New team rosters and various fixes.

Corrects a nasty crash bug in the Hammer & Anvil scenarios.

No crashes during game saves, airplanes don't dive into the ground as much, computer pilots bail out of dead-engine airplanes

Fixes a bug in version 1.13 that incorrectly introduced the Spitfire IX in 1939.

Fixes mission structure in certain scenarios.

Fixes many small problems and addresses the Win95 city construction problem.

Allows the use of IRQ 10. Separate patches for MIDI and Digital Sound (\digi10.exe).

Includes various fixes and enhancements.

This is the original \modemdb.txt file that came with ATF, modified to fix the commands for Sportster modems.

Adds better compatibility with 8-bit sound cards when Afterlife is played directly through Windows 95.

Bodyguard units are now disbanded between turns if they no longer have leaders assigned to them. Players of the English ve

Has improved AI and campaign game.

Fixes range indicator, adds some new menu functions, and makes a few rules changes.

Fixes Help button in Ship Editor as well as a bug that resulted in bow/stern chasers being reloaded "endlessly" when all avail

Improves the movie play and fixes some general sound problems.

Adds printouts, the ability to import from spreadsheets/databases, a map "fill" feature, and new symbol editing tools.

Fixes bugs causing garbled CPIDs in certain situations and in-flight disconnects. Adds more visible planes, so that in offline p

Update corrects the Cleash General "Null Jig Token" Crash, as well as adding command line switches for many sound boards

Addresses various crashes and bugs.

All Win95 display resolutions are now supported, auto-scroll has been added, and some E-mail bugs fixed.

Fixes E-mail bugs and makes it more stable.

Speeds up play for users with 8MB RAM, as well as adding a new history function and improving gameplay overall. A new ma

This update fixes a lot of the slowness problems with the game in 8 meg, adds a new history function, and improves overall g

Fixes almost all of the speed problems with the game on 8MB machines and in Windows 3.1, as well as improving AI.

This update fixes a problem with the Sony CDU-33A CD-ROM Player addressing Disk 2 of Angel Devoid.

General maintenance patch.

Addresses the problems with the preferences screen and "invincible" mode (no modem fixes in this patch).

ATi Rage Pro frame rate slowdown during rain has been fixed. ATi Rage Pro TADS/EO/night vision noise problems have fixe

Sheet1

Stabilizes modem play.

Adds support for Voodoo Graphics- and Voodoo Rush-based cards. Requires version 1.120 (ADUPDATE.ZIP).

Allows you to use CD-ROMs with drive letters higher than H.

Threat mode targeting has been improved. Adds keys for systems that can't use Print Screen or Scroll Lock. 'Alt-A' for Air Support.

This optional patch beefs up the digital music.

Baldur's Gate now checks the cache size and gives a warning if the user is running out of hard disk space. Also checks hard disk space.

Corrects the 1954 schedule (the Baltimore and Boston schedules were reversed).

The list of fixes for this bug-ridden game is about 3,000 words long (that's about five PCG pages to you and me), so I'm not going to list them all.

At this point, does anyone still care?

Fixes the tractor beam lock problem and one or two minor bugs. Now aren't you sorry you bought from a store without a software manual?

Fixes PBEM replay crashes, melee bug related to automatic victory vs. routed units, and adds missing woods artwork 3D map data.

Internet play has been added, and a number of play changes have been made.

General maintenance patch.

Internet play has been added, and a number of play changes have been made.

Includes Play-by-E-mail, hot-seat (for two players on the same PC), fog-of-war, and any gameplay changes made with the expansion packs.

This update is only for the original Ardennes game, not Bulge or the Ardennes Expansion CD.

Some further rules changes and bug fixes.

Various fixes and enhancements.

More stability and gameplay issues have been addressed.

Fixes PBEM replay crashes, melee bug related to automatic victory vs. routed units, map data for path on south edge of the Veldt.

Some enhancements, including new optional rules.

Added network play, "Next Stack" hot key, Extreme Fog-of-War Option Rule, red-highlighting of strength value if units not at full strength.

Fixes "bases-off" highlighting bug, AI reporting bug when artillery is limbered, melee bug that resulted in double losses for the defender.

Re-crewed artillery batteries get a morale value of F, reinforcements arriving in objective hex cause change of ownership, extra rules.

Rule changes.

Fixes various bugs and play balance issues, as well as unit performer and behavior.

Internet play has been added, and a number of play changes have been made.

Rule changes.

Fixes the PBEM reply problem and problems with leaders not being fully replaced (this could cause random crashes when playing on a slow machine).

Corrects numerous bugs, including incorrect resolution of melee attacks, skirmisher losses, various combat modifiers, and other minor bugs.

Fixes various bugs and play balance issues, as well as unit performer and behavior.

Further refinements to the game system.

Fixes palette corruption in leader faces, melee effects when video option is turned on, and PBEM replay crashes.

Fixes bugs that sometimes awarded points for recapturing one's own uncrewed artillery, that allow skirmishes in a hex with another hex.

Adds Internet play.

Main roads are now called pikes, horse artillery may unlimber in the movement phase, non-skirmishers do not suffer disorder.

Now detects available memory based on physical RAM & swap file space. Fixes "Error: Could not initialize VESA 15 bit 640x480 mode."

The Red Odyssey v. 1.2 (McMillian Publishing): Chinese Armory now deploys repairs and weapons properly. Chinese Rocket Artillery now works.

The Windows CD audio volume is no longer maxed on game exit. The screen no longer goes black on a 3Dfx card while a mission is running.

This patch fixes cheating in multi-player, reduces the number of different Battlezone versions out there, and fixes issues with the game engine.

Primarily for users who are having problems loading chapters.

Fixes music only, but not the digital sound effects.

Mistakes in some spells have been fixed. The death of a regent no longer ends the game. Various multi-player features (sync play, etc.)

Fixes several minor bugs. Adds code support for the Deluxe Tools. Now supports only DirectX 5.0. There is also a Windows 95 version.

Adds modem play and fixes some known quirks in the game.

Climbing slopes greater than 60 degrees is not allowed. Fixed bug where wrong team was given credit in the text message when a unit is killed.

Fixes problems with Brigand on Level 3 and improves modem play. Previously saved games will be lost.

Adds animated crowds and support for the Virtual Open, as well as correcting the rendering bug in the view cone, ball physics, etc.

This patch fixes a large number of minor bugs and adds a few user-requested features.

Sheet1

Fixes small bugs and makes numerous changes to the weapons database.

Fixes numerous small errors and adds new weapons to the database.

Includes new 16-bit Windows executable, fixes the exploding wall problem in Chateau Galliard and the Alien Hallway lockup.

Elapsed Time (ET) no longer includes Reaction Time (RT). Your ET is calculated from the moment your front tires unbreak the

For 1967-68, 1964-65, and 1954-55 team disks there are separate patches to correct stats and other data.

Fixes crash that occurred when using the zoom feature.

There is now a warning when the building sprite limit is reached. The governor's name will no longer be reset to 'The New Go

Corrects the tattoo parlor animation "sparkle" and the "dead-end" when talking to the Gypsy in Transylvania, and adds specif

Fixes the factory layout plan as well as problems with presidents.

Early patch for 3Dfx cards.

Adds 3Dfx support.

Improved AI. Increased frame rate. Game controller null-zone. Pit lane auto-pilot. Gamma control for object brightness. Rain t

Corrects problems with gaining more than \$40,000 in chips, corrects the "Dealer's calls" in Craps, as well as problems with Vic

Fixes all known video card conflicts with Rendition-based 3D cards.

Fixes some video card problems.

Corrects a number of problems.

Patch that adds full modem support.

Adds better mouse control.

Improvements to Chessmaster Live and some other changes.

The AI now always follows the line of sight rule. Version 1.03 introduced a bug wherein the AI enjoyed the advantage of full vi

Corrects some scenarios' errors and crashes. There is also a Windows 3.1 version of the patch on The CD -- \CWG23111.ZIP

This patch installs the latest files needed for connecting to WON.net (formerly SIGS). It also fixes all known connection, stabil

Addresses both the Campaign and Battle AI as well as updating naval battles, city supply, and route planning.

Fixes crashes regarding naval units.

Computer controlled switching between AI Personalities (AIP) no longer causes random crashes. The game no longer crashe

The Game Profile now appears at the beginning of a multi-player game, just as a reminder. During the game, the Game Profil

In general, the scenarios were balanced for better gameplay. New icons were added to some of the scenarios, primarily to the

This update will fix the problems encountered by people with no sound cards.

Countless changes in this one, including protection-fault fixes and patches to the AI, which was damaged in v. 1.04. Here are

Fixes behavior of smart settlers, allows better contact with other leaders no matter what their current attitude is, takes "ignore

Solves various auto settler problems, crash with SS MODULE HELP, Cruise Missile attack values, and various other glitches.

Heralds will now animate if you are using 32-bit video for Windows.

This upgrade is mostly to make hot-seat play more secretive, but it also addresses some multi-player tech issues.

Fixes the "Cannot write to AUX" error that some people have encountered.

You can no longer deduce enemy placements during deployment mode by watching for the targeting cursor while dragging a

German infantry will no longer use their Panzerfaust anti-tank weapons against Allied infantry.

Multi-player connection stability is greatly improved. Several crashes that occurred in multi-player games are fixed. An issue t

Fixes some Win95 support and corrects general Windows bugs as well.

Corrects various problems and adds the map editor left out of the last patch.

This primarily addresses modem compatibility issues.

Includes a SPEEDLOCK option for fast 486 computers and Pentium computers.

Provides greater compatibility across Local Area Networks and modem connections. Players can no longer ally with the comp

Fixes various crash bugs.

Fixes all known bugs and makes some game balance changes.

Fixes the "Infinite Minigunner" bug (in which you can sell structures and retain the troops). Also contains a shortcut for Window

Fixes various gameplay bugs and lockups.

General maintenance patch.

Fixes various problems.

For problems with low sound output.

Sheet1

Adds NT 4.0 compatibility. Creature Export/Import issues have been resolved. Exporting of pregnant Norns is now allowed, bi
Corrects the save and restore feature for the Game Gun version.
Improved Sound Blaster support, as well as Gravis UltraSound and Ensoniq native support.
Adds features and fixes common problems.
Addresses mostly saved-game and the Play-By-E-mail problems.
New .EXE corrects problems with the game not saving milestones after the conference room.
General maintenance patch.
Fixes "all known bugs."
A mess of patches have been issued for this already, but here are the most current at press time. Sound Drivers v. 4.0 update

Check the Internet a

Allows you to summon Malacath on the 8th of Frostfall from the Mages' Guild without the game locking up.
Among the many fixes are: thieves' guilds now buy magic items; you can now sell extra horses and carts in general stores; ch
More bug fixes plus a separate patch with two files to fix native Gravis Ultra Sound support.
Fixes duplicate place names, adds some cheat functions, corrects numerous crash bugs, and addresses many important gam
Fixes the "Fatal Error 4" (file not found) problem occurring on some people's systems. It also contains an option for forcing 25

New sprite editor, gamma correction, automatic game updates, more.
Update for problems with options menu, save game, sound and more.
Includes new SVGA drivers for Trident Video Cards and an updated flight model.
Fixes digital sound and speech on the CD version.
There are now different dialog boxes that indicate the state in which the resync is. Player end turn Lights are now activate eve
New features include multi-player spawning from a single CD, an increase in the maximum number of buildings, a limit to AI c
Adds support for Creative's Environmental Audio Extensions. This patch is useful only if you have a sound card which support
Updates Descent: FreeSpace to the latest version.
Added Interlaced Cutscene option to Launcher for people experiencing throughput problems during playback. Added icons to
Added checksum to weapons.tbl. Fixed Standalone bug that would cause debriefing reset. Fixed Mission Simulator crash wh
For Verite and Virge (ld2virgep.exe) cards.
Supports 3D Accelerated graphics when using video cards using the S3D ViRGE accelerator chip.
Updates the support for the Rendition Verite chipset.
Updates Voodoo 3DFx chipset support.
Upgrades registered Descent II to native Win 95. Comes bundled with (ld2_dxpch.zip) and without DirectX 2.0 drivers.
Adds new command line switches and fixes minor bugs.
Support for Sound Blaster Pro has been added. Crash when selecting No Sound during the sound setup has been fixed. Mon
Fixes several bugs and adds new features.
Will only run on a C:\ drive (thanks a lot).
The view window can be expanded and contracted. A "Transfer Resources" function has been added. Discoveries that you ha
Beta version of patch fixes joystick problems and other bugs, and adds local-area network and Internet play for as many as ei
IPX and TCP/IP play for up to 20 human racers. Serial and modem support for two human racers. Access to all Race and Der
Corrects the NULL cell buffer errors and other draw problems, intermittent crash in Join Game screen, data corruption proble
Prevents other players from casting illegal spells in town, fixes duplicate item generation at the Blacksmith and Witch, improv
Prevents invalid players from interacting with other players and invalid packets from crashing players. Fixes the Hidden Shrine
3Dfx crashes and textures have been fixed. Foreign language support is implemented. Now runs on PowerVR.
Fixes problems with the PAS16 and Diamond Stealth 32 boards, corrects "Invalid Twiddle" bug during final dip sequence.
Right-click scrolling available on mini-map. Cursor is visible over the game interface when placing a building. Yes/No confirma
Staggered vehicle collision detection to reduce CPU lag. Utilized UDP messaging which is especially friendly to low-bandwidth
General maintenance patch.
Fixes small bugs and makes numerous changes to the weapons database.
Fixes numerous small errors and adds new weapons.

Sheet1

Addresses various crashes.

Corrects the save and restore feature for the Game Gun version.

Fixes some small bugs, including those related to installation.

Updates setup program to allow the use of two sound cards simultaneously, and for MIDI wave table daughter boards such as

This first update contains a new level called Olypia, which can be played in skirmish or multiplayer mode.

This update will affect your saved games. Once you install the patch, reloading saved games from the previous version will re

Enhanced computer player AI, improved computer-assistant logic, creature balancing, streamlined creature-activity algorithms

Patch deals with sound problems in both the demo and final version.

General maintenance patch.

Corrects a bug in Flight Unlimited that prevents Flight from working with the Matrox Millennium card. This is a beta test version

Contains a driver for the Pro Audio Spectrum 16 sound card.

Improves performance on lower-end machines. It is currently not supported by Virgin or Trilobyte (i.e., they put it out so you c

This fixes a minor bug with the C&SL railroad, which only occurs on the 1st turn, and adds V and G hot-keys to turn on and of

Allows the game to run with 2700 EMS and corrects lockups found when trying to buy a train from the bank when the bank ha

Fixes numerous bugs related to rules, interface, and stat issues.

The long-awaited overhaul to EF2000 takes on countless problems, including enhancements and fixes for numerous things re

No new features, just bug fixes.

Many fixes in this patch, including game speed increase, fixed inquisition, a "Bomb Again" button, full screen planet maps, pro

Final fix for all bugs and AI issues.

Fixes all known problems.

Numerous gameplay tweaks.

Fixes various bugs.

Fixed research cheat. Fixed loophole allowing people to create maps with unlimited adjacencies. Note: This is the last update

Helps these scenery packs work with Microsoft Simulator for Windows 95.

Installation programs and FEPAT.EXE bug fix from Microsoft for Flight Simulator for Windows 95 to get European ILS frequen

Flaps can no longer be deployed at high speed. Automatic Leading-edge Slats are added to Bf.109, Bf.110, and Me.262, mak

Adds Voodoo Rush support.

Adds Voodoo Rush support.

This file updates the multi-player issues in paintbrawl, fixes single player lock ups and game crashes, fixes the menu, adds ne

For original Fleet Defender only. Adds fixes found in Fleet Defender Gold.

Adds chat mode, additional "look" views, more native joystick support and fixes for VESA compatibility issues, static sounds, a

Fixes numerous networking bugs and adds direct IP networking. Also adds improved views, flight model and AI tweaks.

Adds 3D support for Direct3D and Voodoo 3Dfx chipsets. Voodoo patch is file \PATCHES\F1RS105V.ZIP

Fixed problem with campaign debriefing reporting you as MIA even after you successfully completed a mission and landed. L

The crash in version 1.04 on computers with Voodoo 2 cards and Terrain Detail set to the highest setting has been fixed. If yo

This is the final patch for the US version only. Fixed T-Ray not taking money for getting car back. Fixed Stuart Little boxing so

Boxing in New Reno will no longer lock up the computer. The Dice Game will give you winnings. The Lloyd quest in New Ren

This will update the AI and allow users to utilize D3D-capable cards. AI improvements include improved onside logic, improve

This patch for FIFA RTWC 98 fixes compatibility issues with the Voodoo II chipset.

This patch fixes compatibility issues with the Voodoo II chipset.

This patch will fix the problem that users with 6x86, 6x86L and the 6x86GX CPUs have had running Final Fantasy VII.

This patch is intended to fix the problem users have had with the Riva 128 and Riva 128 ZX video cards. This patch also enab

This patch is intended to fix the problem users have had with the RIVA 128, RIVA 128ZX, and RIVA TNT video cards. Note: T

Adds Windows NT support and fixes some minor bugs.

Patch for users who have been experiencing the "unable to open d:\fleet.avi" errors in Windows (normally caused by an older

Fixed bug where "Pump Action Shotgun" did not fire in Strategic Mode or when non-controlled characters were holding it. Fixe

General maintenance patch.

Handles a lot of problems; including improved AI dogfighting; torpedo use; team play (red vs. blue); improved AA guns; carrie

Sheet1

Fixes setup bug that indicated the game requires 4096MB, to install and adds DirectPlay.

General maintenance release, includes Bulk-Import utility to import Nav Data from text files into the Flight Shop ATC flight plan. 1024 x 768 resolution is now available as a non-cockpit mode. You can scale the size of the runway signs and taxiway signs.

Patches game to version 1.05. Also includes the Fokker WWI fighter plane, and the new adventures. Reinstallation of the original game.

Contains two "physics" fixes and two video fixes, as well as correcting the joystick non-detection bug, a divide overflow when using the joystick.

Fixes non-recognition of joysticks and joystick calibration, calibrating the hat for the Thrustmaster joystick, Matrox video card and joystick.

Fixes non-recognition of joysticks and joystick calibration, divide overflow error, minor FBO bug, and support for Matrox video card.

Upgrade for original FS to FS95, with new voice files.

Essential quick-look views added.

Version bundled with the ATI Xpert@Play 4mb/8mb video card reports a "FATAL ERROR" when the letter of the CD-ROM drive is not A.

General maintenance patch.

Adds modem play, as well as several other enhancements and bug fixes. (Separate patches for floppy and CD-ROM)

Stat and bug fixes.

Smooths multi-play and makes some small fixes.

Issues with multi-player, golfer appearance/performance, statistics, and scoring have been addressed.

General maintenance patch.

Corrects "out of memory" message in Chapter 4 at the mansion and other bugs.

General maintenance patch.

Snitches' skill is now saved and loaded. Snitches now work in scenarios. Team name no longer gets changed when editing or creating a team.

Most notably, this patch will take care of a sound loop caused by a compatibility issue with the newest version of DirectX 6.0.

General maintenance patch.

The read-me file for this patch claims that "Every line of program code has been upgraded to make it a fast, streamlined, 32-bit program."

General maintenance patch.

Various bug fixes.

Gameplay speed and multi-player are improved, along with several gameplay issues.

Fixes various crashes.

General maintenance patch.

General maintenance patch.

Fixes a crash with a "MAX_OPEN_FILES" message after copying over all the .LAB files from both CDs to the hard drive to improve performance.

DirectX3 is now supported. The game will work even if no sound card/driver is present. Numerous networking bugs have been fixed.

Feature Additions: Mod browser now supports .zip file compression. TF Stats included with this update. This will take server load into account.

Disabled the music-track check in CD Authentication since it was tripping up legitimate customers. Adjusted the default configuration for the CD-ROM.

Fixes mouse hangs, low memory issues and all known related problems.

Type "hb4 easy" when starting to disable the pitch recognition routine that allowed astronomical scores. The patch also includes a new feature.

If you have an Acer motherboard, this patch is essential for gameplay.

This patch introduces ten levels of difficulty and brings some welcome repairs and fixes to gameplay.

Fixes little bugs in playability and compatibility, particularly with the ATI Mach 64 video board.

Alters older Hardball 5 installations that contain the 144-game strike schedule, and update them to use a 162-game schedule.

Updates stats for HardBall 5 to the end of the 1995 season. Rosters updated to the end of Gennaio 1996.

Fixes erroneous "out" call after force was taken off by tagging a runner, a problem which prevented customized stat selection.

Improved computer fielding. Keep computer pitcher/batter panel up longer. Disallow lineup changes to opponent during network play.

Fixes bases-loaded bug.

The long-awaited major upgrade for H2 is ready! But the programmers didn't bother to include a list of just what it does. One of the things it does is...

If you downloaded and ran the patch released in June that disabled video and audio, then you will need to run this update to re-enable them.

Corrects all known errors in the program.

Dark water shade changed to lighter, adds ability to load any saved game from the File/Load menu regardless of the current file name.

Fixes a bug introduced in 1.55a when loading some scenarios.

Sheet1

Fixes various problems and contains the Windows Scenario Editor.

Fixes more general protection faults.

Fixes General Protection Fault problems and adds the Windows Scenario Editor.

This version fixes all known program problems, such as General Protection Faults, and adds several user-requested enhancements.

Fixes all known protection fault errors and includes the latest Windows Scenario Editor.

General maintenance, only for PG-13 version with all the naughty words beeped.

New driver for the VFX1 virtual reality headset.

The patch fixes some joystick and gamepad issues. If you do not have a problem with your joystick or gamepad, you do not need this patch.

Random Map Generator has been added. All single scenario maps may now be loaded in the editor. Sound and Video support has been added.

Evens out some glitches in combat wherein the computer didn't have to fight enemies the human player had to fight. The CD-ROM version of the game has been updated.

Fixes haunted mine bug, cleans up the music, and addresses some TCP/IP problems. There is also a Windows 95 version of the game.

Seer's Hut allows you to choose between troops if your party is full. Necromancer Skill updated to give the player 2/3 of skeleton's strength.

Improves compatibility with some sound cards and memory configurations, and also resolves a dialing problem with some modems.

Should fix some problems with modem connects and some random crashes.

For problems when running a modem or network game between the DOS version and the Win95 version of the game.

Fixes some deathmatch crashes and save-game bugs,; modifies some weapons and damage issues.

Necromancer's Bone Shards (powered up) now do more damage. The Assassin's ability to Hide in Shadows doesn't last as long as before.

Should address any crashes associated with sound cards. (Separate patches for floppy and CD-ROM)

Various gameplay fixes.

Update makes the game a bit easier to play.

Fixes traverse bugs, enemy bomb detonation, hand pickup, and some other bugs, as well as adding some new features such as the ability to use a hand pickup.

Post-mission crashing eliminated. Cloud 'bleeding' fixed. Joystick calibrator fault fixed. CH Products' Win95 coolie-hat bug eliminated.

Concentrates on increased frame rates and decreased hard drive access pauses. Also: a more-realistic Radar Cross Section. The game is now available on CD-ROM.

Allows users to play the Persian Gulf Theater, displays clouds at correct heights, improved waypoint drag-and-drop and mission planning.

Enhancements and revisions to mission planning, along with AI and flight model improvements.

Dossiers will no longer freeze up if your default name is longer than 15 characters, even if our default Windows 95 name is longer than 15 characters.

Memory leak, crashes, and some interface issues fixed. AI tightened and much needed unit summaries added.

In the rank of Commander, the traders leaving the Zeuson planet (if it was under blockade) did not have the correct text appearing on the screen.

Lobby technology is now supported (making it Mplayer-ready). Works with PCs that have partitioned hard drives and/or multiple hard drives.

Fixes digital sound and speech on the CD version.

This should help people having problems with installation.

For Rendition Verite 1000 and newer.

Corrects a bug where a stripe down the center of the car may not be painted. This problem only occurs in version 1.0 of Paint and is fixed in version 1.1.

Host now has the ability to eject cheaters from multi-player games. Also, minor internal optimization changes have been made to improve performance.

Corrects host getting double-kill scores in multi-play and other multi-play glitches, as well as some 320x200 graphics mode crashes.

Currently supports: Diamond Monster 3D, Orchid Righteous 3D, Deltron RealVision Flash, Hercules Stingray 128 3D, Creative Labs 3D.

Provides new sound drivers and adds six new scenarios.

Fixes some Windows NT problems, adds elevation info to the status bar in the course editor, increases net play speed, and fixes some net play problems.

Net games will no longer be able to get out of sync because of blocked messages (e.g. taking a drop with a menu item displayed).

Gives you new options for dealing with turn limits: keep them on, increase them, give yourself extra exploring time after a mission.

Fixes "No Turn Limit" problems, some single player campaign bugs, the final campaign mission, and other problems. A patch is available for the final mission.

Fixes many minor problems, including some "No Turn Limit" problems, rare speech crashes, and a fix for the final mission of the campaign.

General maintenance patch.

On some machines, the radar line of sight code could cause a crash when unexpected terrain height data was loaded. This has been fixed.

Patch includes Internet server kicking/banning, Clan support, bad language filter and JCS level passwording for added level security.

Added a Progress Meter for the Downloading screen. Fixed seeing two characters when finishing a level. If server has the flag, the game will end.

Fixes a bug that occurs at the Race Winners' Circle after a race. At the Race Winners' Circle screen, if the trophy presenter dies, the game will end.

Includes better throttle, rudder, and joystick calibration, support for sound in Windows 95, sound board autodetect, programmable buttons, and a new sound driver.

Sheet1

A test version of a graphics acceleration pack.

Adds more 3Dfx features and some sound and video support.

The screen-size setting is saved now when using 3dfx-cards. MS Sidewinder Force Feedback now auto-centers properly. Mu

Improved multi-player messaging features, group recall centering, and improved video card support.

Enables Connor, Monster, Character, and Object shadows for Direct3D. Supports translucent polygon rendering for D3D. Ad

Note: This update will make previous save games incompatible. If you don't wish to lose your progress, finish the game before

Adds new speed-independent mode, deletes TEMP files, provides some new keystrokes and game-building features, fixes nu

Shaves a couple of megabytes from the memory usage. Further improves the loading time. Bug Fixes: Server memory leak w

Due to some criticism that the AI in Ascendancy was too easy, Logic Factory has issued an Antagonizer AI patch to make the

Adds 3D support.

Problems getting Warrior and Wizard quests have been addressed. Infinite experience bug has been fixed in the Frozen Was

Corrects the save and restore feature for the Game Gun version.

Allows for proper operation of the Save and Restore feature of the game. (For sound cards that support basic Sound Blaster r

No crash at the end of the 1997 Super Bowl. Signed players are removed from the list of free agents. The auto-reduction logic

Allows the program to run under Windows NT and corrects a very rare problem with later scenarios.

This patch corrects the 'flatulence lockup', saved game problems, and miscellaneous general protection faults/illegal operation

Adds extensive online help, a cursor highlight option, several new features to make the more difficult puzzles a little easier, an

Fixes the bug that occurs with some recorded players playing on courses other than the one that the players were recorded o

This gets the game working fine directly through Win95.

Fixes problem with the SYS3175 errors and the SYS3176 errors during startup of Links.

Support for 1800x1440 resolution added. Meters/yards can be set in the Game Settings Dialog. Some minor crash, multi-play

Fixes lockup in four-player alternate shot with top view open, sporadically choppy golfer, crashes due to bad pointer to animat

General maintenance patch.

Fixes a rare ball-flight bug, sound script bug, and match-play bug.

Fixes the lockups with Sound Blaster 16 cards.

Allows it to run with 560k conventional Memory.

This patch, which will overwrite the existing laf.exe file, is designed to eliminate general protection fault errors.

This is a display driver update to allow Longbow 2 to run 3D accelerated on 3D accelerator cards using the following chipsets

This is a display driver update to allow Longbow 2 to run 3D accelerated on 3D accelerator cards using the following chipsets

This patch fixes (among other things) known bugs such as the autopilot occasionally disengaging, hat-switch issues with som

Includes updated flight dynamics, cannon and weapon firing recoil is accurately modeled, autorotation is now easier, updated

This patch fixes several single player bugs and adds some enhancements. For more information on what the patch fixes plea

General maintenance patch.

Corrects problems with battles crashing when music is tuned off, arrow buttons not accelerating as they should when selling/b

Allows two players to play with one disc and resolves video palette and multi-player problems.

Fixes: Lockup when cycling through unit list with "<" and ">" keys. Units using waypoints in turn-based and multi-player mode

Fixes Network disconnect bug and video card conflicts with Matrox Mystique and others.

Corrects the timer problem.

Fixes all known problems for Windows version.

Fixes various bugs.

This version will give users of the MSN Gaming Zone much more stable connections in game.

Fixes problems with the Sound Blaster 16. A separate patch addresses sound problems with other sound cards.

Update rosters and stats to Week 13 and 14 NFL season's stats and rosters. This update will overwrite all of your current stat

Updates rosters and stats to the current Week 14 NFL season's stats and rosters.

A general Madden 97 update (lmadpatch.exe) fixes a problem with the quarterback, running back, or tight end freezing or run

Fixes frame rate slow-down some users experienced while playing on grass fields. Lets you download and install updated ros

Adds 3D support for most 3D accelerators. Added some new animations. Many other changes -- read the README.TXT file.

Updates the game and corrects joystick configuration errors.

The Maphack program that was inadvertently left out of MC Plus.

Sheet1

Cards from "Spells of the Ancients" are now available in towns in Shandalar. Black Vise and The Rack no longer do double damage.
About 20 changes to card rules and values.

Improves AI, fixes lockups, corrects card-specific errors, and tweaks gameplay.

The AI now considers even more possibilities in a shorter time. This allows it to find better card combinations and generally improve its play.

Dozens of AI and card-specific changes have been made for this version. The computer also now plays faster, the win/loss ratio is better.

Various bug fixes.

Is another extensive overhaul and bug-fixer.

New custom race features, changes to ship refitting, and rules changes related to player movement, weapons characteristics, and ship combat.

Tactical combat ship initiative is now an option on the Game/Settings screen. When this option is enabled, ships in combat will be more aggressive.

Early patches for 3D card support. (MDKD3D.ZIP)

Beta patch for Direct 3D, 3Dfx (MDK3DFX.ZIP), Voodoo and Rendition.

Joystick Drivers Update provides non-interrupt-based drivers that clear up many joystick problems.

Fixes a long list of problems, including texture corruption, unclear objectives, screen flicker, and other stuff. For the Battlepack version, see the Battlepack patch.

Various bug fixes.

These don't fix all problems, but take care of drifting in many cases, as well as letting users have a joystick enabled and still play.

Various bug fixes.

Currently supports: Diamond Monster 3D, Orchid Righteous 3D, Deltron RealVision Flash, Hercules Stingray 128 3D, Creative Labs 3D.

Addresses such issues as the right side taking more damage than the other on some mechs, added joystick support, and Win95 compatibility.

Fixes VFX1 headset support.

Allows players to use Direct3D enhancements. Also includes many gameplay changes, such as changes to Salvage, continuous play, and more.

Resolves lockups with the Packard Bell version of Megarace and the Packard Bell sound cards.

It is no longer necessary to run the Cyrix helper programs (686_p.exe or cpuiden.exe) for Might and Magic VI to run on Cyrix processors.

This tweaks difficulty levels, making the harder missions more difficult and reducing the difficulty of the first 'Elite' Mission. It also adds new missions.

Fixes lockup problems caused by some videos; newest version of FAQ file also included.

Fixes lockup problems caused by some videos. Also includes newest version of FAD file.

This is for anyone having problems retrieving GGORO.GRA upon having downloaded the MKFIX patch.

For speed-related problems (extremely slow or fast gameplaying) during the flight sequences.

Should speed up the game if you have a 3D card with at least 4MB RAM.

Provides increased stability during pre-game chat and when players enter or leave games. If you play multi-player Myth II (especially on LAN), this patch is essential.

This patch fixes the large but obscure bug in the uninstaller program with the shipping version of Myth II, which would wipe your hard drive.

Myth II now runs on machines with fixed-resolution monitors. "Tab" key can now only be assigned a single function. Fixed problems with the "Tab" key.

Fixes the Fetch chain lightning bug. Make sure you are playing with players who are using 1.2 or else the game will go out of sync.

There is a new check box in the preferences to make the second mouse button deselect units like it used to in v1.0. The word "Deselect" is now in the preferences.

Corrected leader facing problem caused by version 1.02.

Corrects the problem with the car jerking to one side, and other bugs.

Only necessary if you're having problems with modem play.

Allows PAS 16 users to have sound.

Fixes CD-ROM SEEK error.

Fixes a CD recognition problem with certain CD-ROM drives. You only need this patch if you are playing under DOS and the CD-ROM drive is not recognized.

This is mainly for anybody who needs pulse dialing during modem games or has problems with a non-standard IRQ port (like IRQ 10).

Updates NFL Gameday '99 to the latest version. Just unzip the contents to your Gameday directory (default C:/Program Files/NFL Gameday).

In-play fatigue for ball carriers tied to their end rating, fixes play-clock problems, updates rosters, and makes injuries and fumbles more realistic.

Specifically for playoff lockups or problems with playoff games saving to the hard drive.

Separate patches are available for DOS and Win 95.

Corrects the error message "speech driver not found" and allows Sound Blaster to use IRQ 5.

Replaces a BGL file, adding navigation aids and generally upgrading the program.

Addresses the problems with some Super VGA cards.

Sheet1

For video incompatibility problems.

Includes support for 3Dfx-based 3D accelerator cards, improved networking performance, bug fixes, and a few new features. Updates Outlaws and includes nine new levels.

Adds three scenarios and fixes some mission structure and stability problems. (Pack #2 \OP2UPDT2.ZIP)

Bomber defensive fire has been reduced in effectiveness. A new menu option, "Easier Computer Player," reduces effectiveness.

Similar to Achtung Spitfire!: no crashes during game saves, airplanes don't dive into the ground as much, computer pilots bail.

Weather effects have been refined. Bicycle and ski unit icons are now displayed only if local conditions are appropriate. Airbo

Updates to the latest version. Note: First, locate and delete the OPART 2.ICD and OPART 2 300.ICD files from your \TOAW2

Contains a new version of the file 1942CD.COM, which will correct problems on copies of the game with a volume label of PA

After losing the 4th scenario in the American campaign, the victory ending has been fixed to go to the loss screen. During the

Fixes several problems that were found in version 1.14.

Adds new morale factors, "shoot and scoot" options, and much more.

Corrects a few small problems and adds eight-way facing.

Fixes the involuntary dismount bug.

Fixes a few small bugs and database errors.

Fixes about 60 minor errors and implements several user-requested changes.

Fixes small bugs and makes numerous changes to the weapons database.

Fixes many small errors and adds a few weapons.

Tons of fixes and improvements, including formation pathfinding; autopilot driving; brake; lack of machine gun tracers; lots mo

Club SSI fixes, as well as corrected value and replay turn button.

Fixed bug where horizontal formation order wasn't working. Fixed bug where telling a fighter base to stop auto-attacking was

General maintenance patch.

General maintenance patch.

Fixes a sorting problem with an average league team stats, average league not being able to play all of the games, fixes the '

Updates scenarios, including a resign feature as well as other small fixes. If you destroy an enemy and take all the towns, you

Eliminates "error 47, not an object" bug when clicking on the door to the computer room in Chapter 5, as well as the possible

Fixes crashes in Episode Five.

Fixes incompatibility between DirectX and some sound cards and shortens the time before hints are offered. Read the include

Adds the ability to restore saved games while in the lab and other minor changes.

This features faster gameplay, compatibility with all sound cards, full voice, improved sound effects, and so on.

Corrects the video lockup problem.

This patch provides network play for Power Poker for Windows.

Added the ability to perform GameGauge speed-profiling tests, via a command-line option. Support for higher resolution mode

Adds new aircraft: Cessna 172R. The new C172R replaces the C172 as the default "trainer" plane. Normal glides can now be

Includes new front end graphics, new sounds, a pause function, and fixes many bugs and graphics card problems.

Allows anyone with the DOS version to play as a native Win95 program. IMPORTANT: The Microsoft DirectX 2.0 components

Includes the latest version of UniVBE V5.2.

Includes new front-end graphics, new sounds, a pause function, and many bug fixes.

Fixed rare nudge bug. Fixed Time Drive scoring bug. Modified high score code. Many other changes included from previous p

A native version of Quake for Win 95 and NT.

Fixes bugs in multi-player.

This upgrade addresses several features, including security, playability, and enhancements. Also includes a new deathmatch

Fixed a network problem where an oversize packet could cause a client crash. Fixed the long-standing Quake II bug where yo

Adds enhanced OpenGL 3D card features from GLQuake to the mission pack.

An OpenGL version of Quake that allows for new visual effects and drastically smoother graphics on 3Dfx-based 3D accelera

You can enter the Dragon Blood Pool multiple times. Larger import saves can be imported to the game. You can cut and burn

Creates versions that work around European copy protection flaws, which were crashing with some Pioneer CD-ROM drives,

Gunfire combat model chart deleted by patch (fixes shotgun problems). Shooting through portals should be corrected. Players

Sheet1

Intended to fix "Unexpected Interrupt" errors, joystick jumpiness, problems when running on dark monitors, running sound card. This patch turns the full version of Red Baron II into Red Baron 3D. Changes include: 3D hardware acceleration for a more realistic experience. Addresses several known bugs (Only works for the 60MB install of the game.).

This update only affects the Direct3D version of Requiem: Avenging Angel. It enables dithering in the Direct3D version for greatly improved visual quality. Additionally, this update enables dithering in the Direct3D version of Requiem: Avenging Angel for greatly improved visual quality. Additionally, this update includes an upgrade for original FS to FS95, with new voice files.

Fix for some intermittent crashes to Windows due to a bug in the mouth-movement code. Book options now will save to disk.

Fixes jumpy mouse movement, switch problems in the billiard room, and the "player_enters_scene" fatal error.

Removes the 100-room limitation that causes the "Fatal Error" and "player_enters_scene()" errors near the end of the game.

Should be used only by those instructed by Take 2 Interactive to do so. It is meant to diagnose problems related to blank screens.

Corrects the black-screen problem after the introduction and similar problems on Compaq and Hewlett Packard computers. A new driver for the VFX1 headset.

New driver for the VFX1 headset.

For problems with QuickTime movies and some interface errors (rotating dome, etc).

Corrects retreat rule problems, allows Confederate recruiting in Kentucky and Missouri even if under Union control, and corrects several other issues.

1) History recorder fixed for E-mail and saves, 2) army commanders' ratings now slowly revealed in hidden-rating games, 3) e-mail fixed.

Contains alternate scenarios of two types. The 'AltX' scenarios are intended to allow balancing of the various battles in favor of the Confederates.

Fixes various problems, including one in which unit commanders being promoted after he is killed.

This patch for Tom Clancy's Rainbow Six will properly update Rainbow Six versions 1.00, 1.01, and 1.02. This patch file does not update the game itself.

Enables voice transmission during gameplay. Extract the included files into your Windows\System directory.

This patch fixes a multi-player problem that was reported by some after installing the version 1.10 patch. Additionally, this patch includes several other improvements.

Fixes various lock-ups and sync bugs. Also adds higher mouse sensitivity, re-words 50 play messages, and speeds up start of game.

Adds "really easy mode" and cheats.

Fixes CD audio playback problems, adds joystick calibration profile, new sound effects and dungeon art. For DOS, there are also new sound effects.

New DLL to fix Sidewinder support.

"Error Decompressing Tile Set" messages fixed.

Eliminates a problem with decompressing tile sets on hard drives larger than 1.6GB.

General update and bug fix.

For "Read Failure on Drive D" errors.

Removed DirectPlay and implemented less problematic TCP/IP driver -- this means ShogoSrv should work on NT. Gamespy is still required for multiplayer.

This multi-player Point Release will update Shogo Version 1.0 (retail version) and Shogo 1.1 (alpha patch) to Version 2.0. The update includes several improvements.

Adds GL support, fixes team play, adds a "Bugwar" mode (play as bugs), and other delights.

The v3.0 update to Sid Meier's Alpha Centauri includes several additions and enhancements, including the introduction of a new unit.

Improved multi-player and unit behavior modifications, option to keep textures on during scroll.

Temporary patch fixing "Phantom Ship" contact generation bug, compressed air usage bug, crew quality updates, limits depth of search.

Expands support to include many other MPEG cards and MPEG software drivers, including Ace MPEG cards.

Only get this one if you want to eliminate the "guys in swimsuits unofficial Easter egg."

Adds a "real flight" mode.

General maintenance patch.

Load times improved; long reloads after dying fixed. Sound compatibility issues fixed. Save-game from compact install now works.

New 3DNOW! optimized renderer. Fixed demos. Added in game camera scripting system. Fixed forcejoin for CTF. set ctf_forcejoin to 1.

Disables motion tracker, enables equipment pickup in jeep, fixes flashing text during name/callsign input, fixes problem where units would not move.

Fixes modem connections and command string problems.

Fixes a "General Protection Fault" error message seen when you select a tour, and it adds the game "Double or Quite."

Fixes the "debug assertion error," decreases the size of the executable, and tweaks the interface.

Added Voodoo2 SLI mode support, gamepad support, mouse button configuration (3DFX only), joystick support (*very* beta).

Sheet1

Addresses mostly saved-game and PBEM problems.

Corrects the ZOC bug.

Flying units no longer receive "cover" from terrain features. Fixed the bug when canceling a guardian in high latency games th

Localized versions should all see battle.net properly now (all buttons translated, all hot keys correct). Additionally, chat help a

Fixes bug in which ships were not removed from production queues when their design was deleted. All progress on other star

Enables font changes in all versions of Microsoft Windows and fixes some minor bugs.

Sending in-game private messages from the IRC no longer repeats the first message sent. No longer have to scroll to the top

This patch addresses a number of client and server bugs, as well as adds a few new features. The complete history of chang

Several patches are out for this, the latest at press time being the 1.13 Beta Update, which is still in testing. There is also an u

Fixes for the "China War" campaign and the "Rolling on the River" scenario.

Test update fixes various bugs and gameplay issues.

Fixes various bugs.

Fixes some crashes.

General maintenance patch.

Various bug fixes.

There are no longer graphical "stutter" or "wobbling" effects; "beyond visual range" (BVR) and "local" dogfighting AI are impro

Fixes .DLL crashes.

Contains revisions to several of the training missions provided with the v. 1.0 release of SU-27 Flanker. An additional six "Airm

Corrects music and sound problems, movement bugs detected in earlier versions, and gamepad calibration problems. Also in

Unsupported patch for 3Dfx Voodoo Graphics and Voodoo Rush, Rendition Verite 1000, Matrox, PowerVR 2, Permedia 2, an

Adds a patch for video problems associated with Matrox Millennium cards, and fixes filled notebook problems, corrupted SET

Contains 9 new user-requested enhancements, 4 new US/Canadian units, 13 new OPFOR units (including North Korean MB

Contains new user-requested enhancements and a number of bug fixes.

Contains 11 new user-requested enhancements, more U.S., Canadian, and OPFOR units; bug fixes.

Handles data loss in serial and modem play found on faster PCs, as well as some other bugs and crashes.

Contains several fixes, including removing the sharing violation error and fixing the partial install routine.

New refinements to the battle engine.

This fixes problems with the Virtual i-O i-glasses!, frame rate for fast PCs, the Goliath's hit points, and random crashes.

General maintenance patch.

Corrects some memory and loading problems caused by v. 1.20 and adds VFX-1 HMD support.

Fixes the problem with the Random Scenario Builder that causes the game to hang if it was used four times consecutively.

Fixes the problem with Random Scenario Builder which would cause the game to hang if it was used four times consecutively

Adds easy and hard difficulty levels, multi-player (modem, serial and IPX), a "restart level" option, and various gameplay bugs

In some rare cases, throwing lots of flash bombs could result in Thief crashing. This has been fixed. Several minor bugs in mi

Adds two new difficulty levels to the game beyond Difficult, Hard, and Master, and includes 2 new hot-keys that make possible

Addresses virtually all remaining bugs.

Fixes the Russian "deselect unit" bug, Win95 lock-ups, and other bugs.

Gameplay and stability fixes.

The latest of several patches from the past month, 1.37 fixes a problem introduced in 1.36 in which France did not fall. Versio

Fixes all known bugs.

Addresses problems with Sidewinder 3D Pro, Suncom Raptor, and other sticks.

Fixes small bugs and allows use of older scenarios.

Fixes numerous small errors and adds a few new weapons.

Fixes small bugs and makes numerous changes to the weapons database.

Fixes all reported problems and adds a few new options that can be selected to speed up game play (with just a slight loss in

Fixes bugs that cropped up with patch v. 1.23

Fixes known problems and improves some AI functions.

This patch fixes a lot of small problems and adds some user-requested features.

Fixes the involuntary dismount bug and many other small problems.

Sheet1

For people experiencing CD lockups.

Gunfire combat model chart deleted by patch (fixes shotgun problems). Shooting through portals should be corrected. In multi-player mode, the game will now load the correct map files.

Includes the files needed to enable voice communication in the game.

"Beta Versions 4 of the Rendition 3D Graphics Patch" is now available. Also, an updated "3Dfx Patch" (3dfx.zip) corrects some problems.

This final 3Dfx video patch fixes some conflicts with Sound Blaster cards.

Supports 3D graphics cards based on the 3Dfx chip; greatly improves graphics and frame rate. Also includes a Rendition Beta patch.

Adds support for S3 Virge graphics chipsets.

This is the final Matrox Mystique video patch.

Runs TR at 512x384 resolution on 2MB cards and at 640x480 on 4MB and 8MB cards.

Newer PowerVR support.

This is the final Rendition video patch.

Should fix some of the crash problems and help with the master volume level setting. It also contains a fix for HP Pavilions with 3Dfx cards.

For those getting the "DOS4GW error 35" message when installing.

Corrects lockups on the preferences screen.

Fixes a bug with team settings remaining after loading a save skirmish. Fixes a bug with units under transport. Units being transported are now visible.

Corrects invisible-unit bug, sound card problems, and Commander AI.

The 3.1 Patch adds many new features to Total Annihilation and will upgrade any previous version of Total Annihilation to version 3.1.

Fixes various lockups and other problems.

Improves robot AI, maps, and levels.

Update deals with running Windows 3.1 or higher errors.

Fixes installation errors in those systems reporting that you must be "running Windows 3.1 or higher" or "Windows must be installed in DOS mode".

Optimizes memory usage.

Fixes various bugs and hangups.

Adds support for the Gravis UltraSound, Pro Audio Spectrum, and Ensoniq sound cards; and weapons onboard now display in the inventory.

Corrects the "CD NOT FOUND" problem.

Fixes problems with the Windows accelerator card.

Corrects ATI Mach 64 support and fixes play clock.

Fixes both sound and video.

This beta patch fixes compatibility issues with the Voodoo Rush chipset. Since the patch is an early version, its effectiveness is not guaranteed.

This beta patch will fix compatibility problems with the Cyrix processor. Since the patch is beta, performance is not guaranteed.

This patches the SpaceOrb software to support Unreal.

Updates Unreal to the latest version.

Fixed ESC in intro level crashing games in the software renderer on some machines. Eliminated chance of server crashing with too many players.

Vastly improves D3D performance by as much as 20%, and contains many more selectable features including multitexturing, and more texture filtering.

Contains both MS-DOS real mode drivers as well as WIN95 direct Input drivers.

This latest Quake driver for the VFX1 VR headset fixes numerous bugs from all previous releases of this driver.

Adds Direct3D support.

In 3-ball, if the 3 ball is hit off the table it is now spotted; it used to be considered pocketed. In Bank Pool, balls hit off table were now spotted.

Still more driver fixes for VP.

Allows VP to use any IRQ set to 10 or above.

The newest video drivers as of June 20, 1995 for the full or demo version.

Fixes various problems.

Many fixes, including bugs from mercenaries carrying other mercenaries, elimination of a dark square around a merc or NPC.

Fixes a few major user-reported problems.

You can no longer air-drop materials onto enemy mines. Auto weapon switching is fixed. Some other bugs, crashes, and game hangs are fixed.

Fixes some crashes and modem problems.

Fixes compatibility issues with old saved games, adds Draenor tileset and new Heroes to the Map Editor, and prevents cheating.

This is the v. 1.33 Upgrade Patch for the American WarCraft II expansion, Beyond the Dark Portal. This patch is only for Warcraft II.

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Sheet1

Includes final color randomizing fix, map editor update, "Exorcism crash" fix, and system specific problems. A Kali patch is also included.

Fixes exorcism bug, adds color randomization for multi-player games, and includes improved anti-cheating security.

Offer improves sound card support, increased 2-player game speed and numerous fixes, as well as the WAR_EDIT Unit Editor.

Offers improved sound card support, increased 2-player game speed and many more fixes.

Offers improved sound card support, increased 2-player game speed and many more fixes. Also includes the unit editor!

Updates Rites of War to the latest version. No specific update information is available.

Vastly improves the sound quality for SoundBlaster AWE 32 users.

General maintenance patch.

Latest general maintenance patch.

Summoned Armies no longer drown over water. Curse now works correctly. No more "Super Mercs" can be obtained in cities.

Vectoring can be turned off or changed from 2 to 5 turns. Improved multi-play and some bug fixes.

Two Great New Maps: Great Rift A massive 192x192 sized 4 player map set in the Arizona Desert. Four high Plateaus surround the map.

Build List Queuing. Allows queuing of structures to be built by trucks. Select a structure, choose a site, then repeat this sequence.

Primarily addresses modem compatibility issues.

Adds support for 3D Blaster.

Corrects various bugs.

Updates Verite chipset support.

Updates Voodoo 3Dfx chipset support.

This changes the way the joystick data is acquired in the game, and will allow some systems to work properly with the joystick.

Fixes video problems in the interactive demo.

Adds support for notebook gameports.

Addresses the 16-bit SVGA palette problem found with video cards using the S3 Vision 968 chipset and the IBM RGB524 RAMDAC.

Turns a DOS version into a Win95 version.

Adds some user-requested options, which can be activated or not activated by some special hot keys: ALT-S makes spins more accurate.

Allows multi-player for TCP/IP, IPX, direct, and modem.

Corrects the divide overflow problem experienced by some users with 486 and Pentium computers.

This corrects the divide overflow problem in Wizardry: Bane of the Cosmic Forge experienced by some users with 486 and Pentium computers.

Addresses the text speed problems found on some systems; also makes the game run smoother under Windows 3.x.

Lets you set combat and non-combat text delays separately, speeding up combat. Also fixes a problem with full installation and uninstallation.

Fixes numerous minor bugs, allows you to set combat and non-combat text speeds separately, eliminates the problem with level saving.

Adds support for Extreme Pinball.

Adds North to the available directions in the scenario editor, and fixes crashing problems in scenario editor on 8MB systems.

Fixes known bugs in Caribbean Stud, Let It Ride, Video Poker, Baccarat, Satellites, WSOP Main Event.

Includes some performance and interface enhancements, and fixes known bugs in Craps, Caribbean Stud, Let it Ride, Video Poker, and Satellites.

Includes some performance and interface enhancements, plus fixes for bugs in Craps, Caribbean Stud, Let It Ride, Video Poker, and Satellites.

For bugs in Baccarat, Caribbean Stud, Craps and Let It Ride, as well as in tournament play, where taking a break can cause a crash.

Fixes bug in Caribbean Stud.

Improved multi-player respawning. Switch for POV hat (Panning or Snap view). New option for midair collisions. New joystick support.

Completely revised WORMNET connection & IP address resolution. Completely revised ranking/scoring system and 'cheat' display.

Fixes various bugs.

Provides enhanced support for existing sound cards and additional cards.

The Film Room will allow you to record and view the missions you have flown. Aural A3D Interactive(TM) sound support: Provides enhanced support for existing sound cards and additional cards.

Should help prevent system lock-up when playing X-Wing with digital sound turned on.

3D support for 3Dfx cards.

This patch is almost entirely aimed at Internet play. In general, it smoothes out play along Internet connections and reduces the lag.

Speeds up graphics for 3Dfx cards.

Corrects problems related to various zones.

Fixes problems related to various zones.

Adds modem and network play (you know, the features it should have shipped with), as well as fixing a couple of video and hardware bugs.

Sheet1

This patch adds subtitles to all movies, voice-overs, and key sound effects in Zork Nemesis
Fixes joystick/mouse sensitivity.