
Patch History: Space HoRSE

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Enhancements v1.04:

IMPORTANT! Previous save-game files are not compatible with this version of Space HoRSE!

- Correction of all minor gameplay issues.
- Improved stability for network play.
- New Species! The Monoped: Not to be confused with mopeds, the Monoped is a one-legged alien creature with a shock of electric hair

Enhancements v1.03:

- "Spoil Over 50" option When enabled, any surplus over 50 units for each resource at the beginning of a market will spoil. This is another "classic style" option.
- "Event Level" option Options are Low, Medium and High. This affects the maximum value of the personal random events (before each players' turn). Low: \$800, Medium: \$1700, High: \$2500. Please note that this maximum amount can only happen on the very last turn, since the values gradually increase from the beginning of the game. The previous default value was \$2500, but some people felt like that was too much, hence the new option.
- Now supports the Space HoRSE Internet Game Matching program (separate download).

Fixes:

- Windows XP/2000 crash-upon-launch issue. - FIXED (Windows XP users no longer have to run in Windows 98 compatibility mode.)
- Some movies on some video cards would play back with a black picture. - FIXED
- (single PC) Doesn't convert lower case letters to upper case, forcing you to hold down shift to type names. - FIXED
- (single PC) Certain letter keys were acting like F-keys. - FIXED
- If a HoRSE ran away from improper installation location, the game would get stuck waiting for a reply from the players. - FIXED
- Some players could start walking before the market was started. - FIXED
- Synchronization issues in the market. - FIXED
- During a CPU player's turn, if the host clicked very fast through the turn, it could throw the clients out of sync. There is now a .5 second minimum pause between each click to prevent this. Solar Flares event sometimes wouldn't be in sync on client PC's. - FIXED
- Species files were case-sensitive. If one player's species file was lower case and another player's was upper case, the species wouldn't show on both PC's. - FIXED
- If a player had less than \$200 and got a personal random event, it wouldn't always be in sync on all PC's. - FIXED

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