
Patch History: War Plan Pacific

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Version 1.0.3

Additions

· **PBEM (Play by E-Mail) added!** Note: It should be noted that to accommodate PBEM play certain gameplay elements have been modified when playing by PBEM. They include a modification to reaction movement and setting aggressiveness for groups arriving at their destinations since combat on the battle board is handled entirely by the computer. Complete details on how PBEM works and the changes can be found in the accompanying patch documentation.

Bugs

- Fixed bug in which a couple of light cruisers could prevent raids from hitting a base no matter how powerful the attacking force.
- Fixed bug in which invasions did not happen if the defender chose air.
- Fixed bug in which the Allies sometimes did not get adequate amphibious groups.

Enhancements

- Support now for 1680x1050 and 1440x900 screen resolutions.
- Added a .wpp extension for saved games. Now players can simply double-click on a saved game to immediately launch the game. Additionally, one can drag and drop the file onto a War Plan Pacific desktop shortcut.

Version 1.0.1.0123

Bugs

- If an invasion fleet without carriers attacked a base without any defending aircraft (either carrier or land based) the invasion would silently fail. Fixed.
- Saving and reloading on turn 1 no longer provides the Japanese extra SNLF groups.
- Task Force mission text now updates if transport groups are added or removed (changes from Raid to Invasion and vice-versa).
- Occasionally "ghost" patrol icons would remain even after all patrols were cancelled. Gamers no longer have to be spooked by these, as this has been fixed.
- Spelling errors in scenario files fixed.

Enhancements

- Music and Sound now support three levels: Full (louder setting for those playing using laptop speakers), Quiet and Off.

· Added extra feedback for base growth. Now bases will show a lighter colored segment of their size bar to indicate growth during the previous turn. Note: this only appears during single player games to maintain compatibility between versions for multiplayer.

· The Allied AI has received several boosts. It is slightly less aggressive in raiding the Home Islands, more aggressive in reopening the Sea Lanes, and not as static during the first turn.

· Increased reaction moves. Task forces on patrol can now respond to action up to 72 hours sailing time, instead of the one day limit in the initial release. The reaction limit can also now be changed in the scenario file. In multiplayer games both players must have patched to the latest version or the mechanic will default to the original one day limit.

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