
COMMAND & CONQUER RED ALERT UPDATE PATCH. VERSION 1.04 --> VERSION 1.08PE

This patch file for Command & Conquer Red Alert updates versions 1.04 and 1.07 to version 1.08PE.

To install the patch file, simply copy the PATCH.EXE and PATCH.RTP files to the directory that you installed Red Alert to (this is usually the C:\REDALERT or C:\WESTWOOD\REDALERT directory). After the files are copied, simply type PATCH to begin the update process.

PLEASE NOTE:

If you install this patch and then try to install Counterstrike, you will get the following error message:

Compression error.
Error ept0036: Old file not found. However, a file of the same name was found, noudate done since file contents do not match. File: game.dat

This message is normal and Counterstrike will play correctly.

The following is a list of items that are updated automatically by installing this patch:

1. Score Screen Fix

Some systems were having problems handling the heavy memory requirements of the score screen opening animation. We have changed the way memory is handled at that point to improve performance.

2. Improved Multiplay

We have made various aspects of multiplay more comprehensive, to trap the rare, special cases which occasionally surfaced during multiplay on some systems. Fixes include better error handling, greater compatibility across networks and modems, and multiplayer save/load for network and modem play. In addition, an "advanced modem settings" dialog box has been added for greater player control.

3. New Gameplay Features

- Starting points for multiplayer maps are more random.
- Ability to slow down unit build rates in internet play.
(This should limit the "Tank Rush" strategy)

4. Difficulty selection for Counterstrike missions

Notes on Saving a Multiplay Game.

On Modem and Network games, it is possible to save the game. When reloading that game, all players must have exactly the same names, and be of the same nationality that they were in the original game. Any aberration in the player information will prevent the Multiplay Emergency Save feature from working correctly. The type of game must also be the same. That is to say, if the players saved while playing the Win'95 version of Red Alert, they must load playing the same version. It is not possible to save a game in Win'95 and then load it in DOS, or vice versa.

Notes on the Multiplay Emergency Save feature.

On rare occasions during a multiplay game, you may be prompted to initiate an emergency save. This typically happens when one or more of the connections has become unstable. If all players agree, the Emergency Save function will then attempt to save the current game. Due to the special nature of the internet, **THIS FEATURE IS NOT AVAILABLE FOR INTERNET GAMES.**

When loading an Emergency Saved game, all players must have exactly the same names, and be of the same nationality that they were in the original game. Any aberration in the player information will prevent the Multiplay Emergency Save feature from working correctly. The

type of game must also be the same. That is to say, if the players saved while playing the Win'95 version of Red Alert, they must load playing the same version. It is not possible to save a game in Win'95 and then load it in DOS, or vice versa.

If you are having trouble loading or playing Command & Conquer Red Alert, please let us know! Write internet e-mail to us at support@westwood.com with a full description of your problem. Do not forget to include your AUTOEXEC.BAT and CONFIG.SYS files, as well as your machine hardware configuration. We will try to get back to you within 24 hours.

If it becomes necessary to update your game, you can find game updates on our web page at <http://www.westwood.com> or at our FTP site ([ftp.westwood.com](ftp://ftp.westwood.com)).

Westwood Studios