

Version History

v1.0.1

- *BUGS:*
 - Crash in Amazon Windows build when attempting to save at the end of a turn
 - Crash in Amazon Windows build when attempting to take a screenshot
 - Crash when clicking a phase button during a phase transition
- *UI:*
 - Added a download link on the main menu screen if a new version is available
- *MISC.:*
 - Default Mac resolution is now 1280x720

v1.0.0

- *BUGS:*
 - Crash sometimes when AI is voting
 - Crash when client attempts to join a multiplayer game and encounters an error
 - Crash when client attempts to join a loaded multiplayer game
 - Quit button in main menu does not work
 - Can join a game twice
 - If a multiplayer game is created with AI players, the number of AI players in lobby data is doubled
 - Agreed PM for AI does not always reset correctly
 - AI in multiplayer games does not load from a save correctly
 - Various lobby errors when removing a player from a loaded save game
 - Election buttons with more than 3 players are not formatted properly
 - Map flashes once on screen at game start for host rather than seamless transition
 - Minor AI hint panel issues
 - Minor Phase UI graphical glitches at 1280x720
 - The last Investment Phase notification sometimes persists into the Policy Phase
 - Tutorial panel and chat panels scroll very slowly when clicked
 - Graphical glitches when mousing over rows in data window
 - Graphical glitch when rolling over corporate logo
 - Graphical glitch on side panel while animating phase UI
 - Graphical glitch when scrolling with mouse drag in game log panel
 - Rare errors in Mac and Windows when closing program
 - Minor phase UI whiteboard glitches
 - Rare issues if having to do with keywords in multiplayer messages
 - New AI names are not locked in multiplayer
- *UI:*
 - Framerate improvements
 - Login UI resets upon leaving screen
 - Unchecking "remember me" on login screen when input boxes are blank reveals "Create an account" label
 - If both input boxes are blank after a keystroke, "Create an account" label is revealed

- Minor edit to credits
- *AI:*
 - Smarter voting AI
 - Added a name
- *MISC.:*
 - Added 1280x1024 resolution
 - Added Terms of Service and EULA
 - Updated copyright info
 - Minor changes to this document
 - Minor re-wordings in manual
 - Changed image for chat panel in the manual
 - Changed the map and its description in the manual

*******BETA RELEASES*******

v0.11.2 (10/11/13)

- *BUGS:*
 - Crash as host when attempting to do anything that requires Internet without a connection
 - Crash due to players sometimes being able to select same icon twice in waiting room
 - Various freezes in waiting room if games are closed and created in quick succession
 - Various freezes in online waiting room as host without an Internet connection
 - Various freezes due to unexpected disconnect
 - Freeze on Mac version when trying to connect to a local address that exists but is not hosting a game
 - Cannot always choose valid trade deals
 - Clients cannot rejoin online games
 - Music loops fail to start in loaded saves whose start turns are not those in which the loop changes
 - Loop does not transition properly at the end of IMF Phase
 - Map formats poorly at many different resolutions
 - Cannot set resolution to 1280x1024 (resolution has been removed)
 - Quit button is unresponsive while parsing in-game messages
 - Player can pass when it is someone else's Investment Phase turn if no region is selected
 - Player can create a multiplayer or LAN game with just AI opponents
 - Create game screen does not always display proper error messages
 - "Enter game name" warning in create game UI is in the wrong place
 - Various highlighting glitches when mousing over a region with notifications
 - IMF response notifications appear after the map changes
 - Clicking the credits page always makes a noise
 - Tutorial menu is off-center at many resolutions
 - Various UI glitches at 1152x864
 - "Back" button in various menus overlaps with copyright at various resolutions
 - Lobby panel items do not resize properly at 1024x600

- Lobby panel items do not resize properly if the game includes a description
- Phase background does not reset when quitting game
- Various rare but significant graphical glitches due to JSON parsing
- Various extra noises when someone disconnects/is droided
- Minor graphical glitch when districts are displayed in a crisis region
- Minor graphical glitches and beginning and end of Policy Phase
- Minor graphical glitch when rolling over corporate logo in-game
- Extra circle on map in Policy Phase tutorial
- Minor graphical glitch with input box labels at 1024x600
- Minor graphical glitch when mousing over dictatorship icon
- Minor errors when clicking on panel items
- *UI:*
 - Significant framerate improvements
 - Added a hint panel for AI votes
 - Added new online mode selection screen
 - Improved pre-game online menu flow
 - Removed in-game feedback link
 - Added login alert for banned accounts
 - Improved PM icons on map
 - Player name input box (in single player) and game name input box (elsewhere) reset to defaults when leaving game creation screen
 - Reversed order of scores as displayed on score panel
 - New error message in create game screen: must include at least 1 human player
- *AI:*
 - Smarter voting AI
 - Smarter banking AI
 - Added a few more names
- *MISC.:*
 - Login is no longer required for single player games
 - Included new AI hint panel into tutorial
 - Changed download link
 - Minor adjustments to credits page
 - Removed a few unused assets

v0.11.1 (9/27/13)

- *BUGS:*
 - Crash when AI votes on trade deals
 - HUGE improvements to netcode's handling of disconnects
 - Dictator warning appears if you pass and have no votes anywhere
 - Tutorial circle hints for trade routes are in incorrect positions
 - "Create an account" rollover effect disabled if "Remember me" box is toggled
- *UI:*
 - Pass button enabled when no region is selected in Investment Phase
 - Rollover effect for trade routes

- Proposed trade routes are a different color than ratified trade routes
- Minor framerate improvements
- Minor improvement to load screen
- Minor improvement to Phase UI
- *MISC.:*
 - HUGE reduction in RAM usage
 - Sound loops restructured

v0.11.0 (9/23/13)

- *BUGS:*
 - Crash in AI voting
 - Various rare netcode crashes due to invalid messages and bad player names
 - Cannot reconnect to multiplayer games
 - Lobby often miscounts entities in online games
 - Freeze if user presses “cancel” in password panel in lobby
 - If host in online game quits using keyboard shortcut, the client is not alerted
 - Phase UI button tooltips do not redraw properly
 - Notifications in multiplayer games do not always make sounds
 - Ratified half-routes draw as whole routes if they are straight lines
 - Online waiting room does not properly remove players
 - Disconnected players are sometimes not totally flushed from host data
 - Clients are not removed properly from online lobby when they disconnect gracefully from waiting room
- *UI:*
 - Games that you are invited to always appear in lobby
 - Minor improvements to Phase UI bottom tooltips
 - Message after taking a screenshot
 - Changed beta notice on the bottom-right of start screen
- *MISC.:*
 - Re-wrote some tutorial dialogue
 - Minor edits to this document

v0.10.9 (9/19/13)

- *BUGS:*
 - Crash when attempting to toggle logging in options screen
 - In multiplayer games, election winner is sometimes miscalculated
 - Freeze in quit panel screen after clicking if the mouse is not over a button
 - Instance re-uses old victory screen prior to victory when starting a new game
 - “Reset to defaults” in options screen does not work as intended
 - Someone who trespasses in the game can make noise on a player's instance in the Investment Phase
 - Underscore sometimes appears in input boxes underneath default text after it resets
 - Connection error when trying to create a multiplayer game with a blank name
 - Options UI does not reset after toggling logging
 - Minor UI errors when clicking log button if log is disabled

- *UI:*
 - Score panel sorts player names
 - Added tooltip for names that do not fit on election buttons, turn order tracker, score panel, data window, and the bottom-right panel
 - Improved options UI restart notification
 - Improved vote distribution rollover effect
 - Improved error messages in LAN connect screen
 - Improved tutorial menu at 1680x1050
 - Minor improvements to log formatting
- *AI:*
 - Re-wrote voting AI
- *MISC.:*
 - New coup sound effect
 - Minor improvements to online netcode
 - Can now play multiplayer games on public networks

v0.10.8 (9/10/13)

- *BUGS:*
 - Crash when attempting to fullscreen at a resolution that the monitor does not support
 - Crash when drawing near-vertical trade routes
 - Crash on non-Mac computers that do not have valid fullscreen options
 - Crash if settings.ini is missing a line
 - De-sync due to values not resetting properly after a crisis
 - De-sync due to differing Policy Phase regional data after loading save
 - De-sync if multiple players vote in multiplayer games without an Internet connection
 - Freeze if you lose Internet in the login screen before logging in
 - Freeze sometimes if you try to click quit buttons at the start of the game during someone else's turn
 - Victory screen does not show if player clicks again after last IMF action
 - AI can take an extra turn at the end of the game
 - Host exits game very slowly without Internet connection
 - Game can be at unsupported resolutions in fullscreen
 - Chat panel does not update its recipient buttons after droiding players
 - Chat button remains on screen even if all other players have been droided
 - Chat panel does not get erased when you close it
 - Caps lock does not work
 - Trade routes can draw below the bottom panel
 - Wrong trade tooltip often appears in regions with multiple trade routes
 - Trade tooltip appears below map if there is a trade route underneath
 - "Create an account" on login screen can be clicked when not visible
 - Framerate issues when scrolling log panel
 - Lobby scroll bar is inverted
 - Panels can scroll even if contents already fit
 - Data window in Investment Phase tutorial is opened to the wrong tab

- In-game log button listens to mouse clicks incorrectly
- Border around resolution options in options screen does not resize when fullscreen is toggled on/off
- Gamelog does not record loaded saves in singleplayer games
- Gamelog does not include header in multiplayer games
- Gamelog panel does not include header for host in multiplayer games
- Minor re-wording of IMF embargo button
- Minor issue with adding AI opponents online
- Minor wording errors in Policy tutorial
- Minor log errors if player is not the host
- Trade tooltips and regional tooltips can overlap at certain screen resolutions
- Strauss-Kahn is spelled incorrectly
- *RULES:*
 - Added dictatorships
 - Added a new “coup” crisis
 - Removed a district in Southeast Asia
- *UI:*
 - Added support for 1348x768 resolution
 - Structures are now always lit up
 - Can hold down keys while typing
 - Input boxes can include quotation marks
 - Improved North America's artwork
 - Changed “Remove” button artwork in waiting room
 - Improved selection artwork for Southeast Asia
 - Regional names in trade tooltips now displayed in alphabetical order
 - Regional tooltips no longer sometimes leave screen
 - New Policy Phase turn marker for dictatorships
 - Added warning in Investment Phase if you are about to be a dictator
 - Re-colored Investment Phase pass button
 - Added an error message in options screen if there are no valid fullscreen options
 - Added an underscore in input boxes
 - Added rollover effect to various “back” buttons in menus
 - Press enter to start a tutorial
 - Added rollover to chat quit button
 - Changed default resolution to 1024x768
 - Minor improvements to interface at 1024x600 resolution
 - Minor adjustments to position of fullscreen warnings in options screen
- *AI:*
 - Added AI rules for dictatorships
 - AI is better about not selling speculated bonds that it just bought
 - IMF AI prefers to make new trade routes
- *MISC.:*
 - Added a “Dictatorships and Coups” tutorial

- Game saves IP address when you try to join LAN game
- Removed some unused art assets
- Changed reset password URL
- Updated manual to include coups
- Some minor additional edits to manual
- Re-included README into Linux builds

v0.10.7 (8/23/13)

- *BUGS:*
 - Multiplayer games do not allow client to join
 - Multiplayer games cannot start
 - Various issues if a player's name is the same as an AI opponent's
 - Chat panel tutorial does not work
 - Crash if client attempts to input game password in lobby
 - Crash while loading if public access wifi is not properly configured
 - Crash when loading a save file if there is no log file and logging is toggled
 - Crash when attempting to update an empty panel
 - Crash on host in LAN if client disconnects in waiting room
 - Crash on host if client leaves in-game, re-connects, and then leaves again
 - De-sync due to flushing of Policy Phase regional data
 - Freeze if user clicks "cancel" after trying to input game password in lobby
 - Freeze if user inputs incorrect password in lobby
 - Freeze when attempting to quit by closing window
 - Freeze when trying to join a full game
 - Freeze when trying to join a game that you thought had room, but it didn't
 - Clients are not properly removed in online games
 - Server is not informed about ghosts at game launch
 - Server does not ghost disconnected players in-game
 - Game continues to believe that it is a loaded save after exiting a given screen
 - Lobby password box appears after quitting a game and going back to the lobby
 - Lobby sometimes lists incorrect number of players in a game
 - Lobby does not show ghosts properly
 - Lobby cannot show active games
 - No error message in lobby when you cannot join a game
 - Players sometimes switch order when loading a save file
 - Host does not remove player data after droiding in-game
 - Quitting a tutorial takes you to the LAN setup menu
 - Re-opening chat panel sometimes shows the wrong message
 - Chat inbox does not work in tutorial
 - In an online game, host disconnects if a client disconnects
 - Booting a player in a loaded save in waiting room does not droid that player
 - Waiting room sometimes tells you that there are not enough human players because it does not count ghosts
 - Panels sometimes cannot scroll all the way up or down

- Panels sometimes scroll too far up or down
- Various issues with scroll bar sensitivity
- Backspace does not initially work when naming the game in waiting room
- IMF notification does not purge if there is a crisis in the same region twice in a row during the same game session
- Host disconnect popup does not include newly disconnected clients (only the first one)
- Formatting issues with long names on disconnect panel
- Removed some redundant netcode
- Error message that there are not human players does not appear at game creation
- No “Waiting for server” message while trying to join an online game
- Investment notifications don't always flush properly at end of phase
- Graphical glitch after being removed from a waiting room
- No error message if the host tries to droid in an online game and there is no Internet
- Removed some debug statements
- Odd and rare config ini issues
- *UI:*
 - Chat recipient buttons are toggled off when the “ALL” button is toggled on
 - Rollover effect on credits buttons
 - Pressing a key on splash screen moves to the main menu
 - Entering wrong password in lobby resets input box
 - Additional game info in lobby
 - Added a button in lobby to show active games
 - Improved rollover effect for corporate logos in waiting room
 - Check box font does not turn gray when de-selected
 - Rollover effect for quit button on victory screen
 - Minor adjustments to notifications
 - Minor improvements in lobby
 - Minor improvements in waiting room
 - Minor re-wording in options screen
- *AI:*
 - AI is smarter about buying and selling votes
 - AI is smarter about voting
- *MISC.:*
 - You cannot make an account that shares a name with an AI bot
 - Various improvements to event handling
 - Updated new account URL
 - Reorganized this document

v0.10.6 (7/31/13)

- *BUGS:*
 - Crash when removing AI players in online multiplayer
 - Crash in online gameplay due to long network messages
 - Crash when clicking the “login” button when there is no Internet
 - Music loop begins twice (overlapping) for a host in multiplayer host

- Game does not close properly if an online host quits gracefully
- Election buttons do not format properly for more than three voters
- Clicking chat recipient buttons does not update the inbox or the static chat button
- Graphical glitches with player icons and chat buttons
- Chat send message button is not disabled right after sending a message
- Graphical glitches with notifications when mousing over a region as the notifications are fading in
- Update message panel sets to the bottom of the list (should be top)
- *UI:*
 - Added a button to send messages to everyone in the chat panel
 - Hide the “create an account” message if there is no Internet
 - Policy Phase notifications purge at start of the Investment Phase
 - Notifications always fit on the screen
 - UI fades when the host disconnects
 - Slightly better log formatting
- *MISC.:*
 - Removed some unused artwork
 - Added new artwork for “select all” chat button
 - Mac version metadata

v0.10.5 (7/26/13)

- *BUGS:*
 - Many various crashes if the game loses network connection
 - Crash at victory screen if logging is toggled on
 - Crash due to trade routes not updating properly after an embargo
 - Crash due to AI iterating Policy Phase incorrectly
 - Crash due to the AI creating a trade route with itself
 - Crash on Mac version when attempting to toggle sound effects
 - Crash on client when an online host disconnects abruptly
 - Crash when attempting to join a LAN game that user is already in
 - Crash due to sending a second message in a laggy game
 - Crash when Windows host returns to the main menu and attempts to host a new game
 - Crash due to someone not part of the game attempting to join in-game
 - Crash on Mac when trying to host a second game
 - Crash on Mac client when the host disconnects ungracefully
 - Crash due to trespassers remaining connected to the host
 - Crash when new trespassers try to join an ongoing game
 - Game does not load if it cannot forward ports correctly
 - Mac version does not close properly if it has hosted a game
 - Multiplayer game hangs in waiting rooms and in-game indefinitely if network connection is lost
 - De-sync due to trade partners not updating their values after policy decisions
 - De-sync due to trade partners not updating their values after a crisis
 - De-sync due to player and region data being out of order upon reconnection

- Game allows you to create a LAN game without a network connection
- Exiting a multiplayer game as host does not delete it
- Backspace does not work in input boxes if they already have the maximum amount of characters allowed
- UI errors when host of a LAN game loses network connection in waiting room
- UI errors when attempting to join a LAN game without network connection
- UI errors in options and data screens when notifications animate
- UI does not update when clients are droided
- UI does not update when client reconnects
- UI does not update when client quits
- Gamelog has redundant messages when two game instances are on same computer
- Server does not update lobby when players are droided
- Attempting to toggle sound effects toggles fullscreen instead
- Cannot exit waiting room as host without a network connection
- “Back” button in online multiplayer waiting room does not work if you are the host
- Game log does not require the policy that is being voted
- Game does not recognize apple keys.
- Shell scripts for Linux version not set up properly
- After exiting a game, regions remained graphically selected
- At the start of the Policy Phase, the IMF notification is removed
- Minor graphical glitch when typing more characters than the input box has room for
- *RULES:*
 - If a region has a prime minister, and during the Investment Phase a non-PM sells enough votes such that less than three are held by players, the prime minister still retains its position.
- *UI:*
 - Notifications move away when you mouse over a region
 - Moved some notifications on map
 - Country info panels moved
 - Chat messages can be up to five hundred characters (was fifty)
 - Update panel shows the latest update on the top of the list
 - Improved multilayer waiting room display
 - Added warning label for network connection errors
 - PM icons are below structure icons
 - New artwork for trade buttons
 - Turn order panel has a different color for current turn
 - Error message if you get booted out of a game
 - Press the return key to enter a password
 - Error message if your network does not allow you to play multiplayer games
 - Various minor adjustments
- *AI:*
 - AI is smarter about selling votes
 - AI is slightly better about electing prime ministers

- *MISC.:*
 - Added a label in login screen that you can click to create a new account online (if you haven't already)
 - Improved logging formatting
 - New sound effect for elections

v0.10.4 (7/10/13)

- *BUGS:*
 - Crash in tutorial due to election buttons not appearing
 - Numpad is unresponsive
 - Notifications for your own actions do not always appear
 - Notifications for your own actions do not always have sound
 - Quitting as a client does not close properly and in fact shuts down the host
 - Toggling tooltips does not change anything in-game
 - Chat window does not properly count unread messages
 - Chat notifications and inbox do not update properly
 - Chat button shows how many recipients there are in all unread conversations (should indicate just the total number of unread conversations)
 - Tutorial titles do not display correctly
 - In Linux, screen goes blank when switching workstations or minimizing window
 - Hand cursor shows up in tutorial where the beta message would be
 - At high resolutions, input boxes leave the ghostly remnants of a deleted character
- *UI:*
 - More obvious border around the input box that has focus
 - New notification icon artwork
 - New artwork: banking button, rescind trade offer button, imf non-intervention button
 - Notification of lost connection with the host in the waiting room
 - Minor adjustments to artwork for votes needed to elect prime minister
 - Improved rollover artwork for chat recipient buttons
 - Phase/turn label removed for tutorial
 - Some minor graphical tweaks in tutorial
 - Data window is easier to read
 - Removed rectangle around data window
 - Chat UI inbox is now labeled "inbox" and that label is centered
 - Investment pass notifications are formatted better
- *MISC.:*
 - Added a game logging feature
 - In games of 5 or more players, each player starts with ¤9
 - Some minor re-wording in the tutorials
 - Added chat tutorial
 - Added chat and data panels to the manual

v0.10.3 (6/26/13)

- *BUGS:*
 - Crash at victory screen

- Crash when attempting fullscreen on Mac (fullscreen on a Mac has been disabled)
- Crash due to a region attempting to trade with itself
- Crash due to two PM's banking in a row
- Crash in single player if the save file's name did not match your name
- Crash when attempting to quit game in Windows
- Crash when attempting to join a game that does not have open slots
- Crash when sending a chat message to another player in the waiting room
- Crash on client game instances when host crashes in waiting room
- Crash when pressing return key to send a chat message in the waiting room
- Clients in the waiting room would not know that the host had quit
- Various crashes due to AI PM sometimes taking an extra turn
- Game hangs you are the PM, you sell all votes, the only remaining players are AI, and they attempt to elect a PM
- Various hang-ups due to banking rules
- Victory screen does not display
- Changing the options before the game causes the screen show up during the game, covering the map
- Fullscreen on Linux with dual monitors does not work (option has been removed)
- Redraw glitches when rolling over "quit" button on the disconnect screen
- Redraw glitches on the host when the client rejoins
- In games with four or more players, only three election options appear
- Updates panel layers all messages on top of each other
- Minor graphical glitches at 1280x800
- Turn number changes before the start of the turn
- After playing a tutorial, the player's name in multiplayer and LAN continues to be listed as "HumanPlayer"
- Load UI does not update list of save files if they were modified after launching executable
- Various network-related UI errors in multiplayer games
- AI can occasionally buy more votes than are available
- Chat UI button rollover redraws incorrectly
- Chat UI inbox includes game update notes
- Chat UI quit button does not work
- Clients do not know when a host quits without crashing
- The last player to pass in the Investment Phase leaves a lingering notification
- *UI:*
 - Changed window caption
 - New wait indicator on start menus
 - Press "enter" in game creation screen to start/enter waiting room
 - Press "enter" in lan connection screen to attempt to join
 - Removed bottom message in the login window
 - Added "Advanced Topics" to the titles of the Investment and Policy Phase tutorials
 - Added FreeSerif font (for the hourglass)

- Can type in chat window even if no recipients are selected
- Added a sound effect for elections
- Leaving the victory screen returns you to the main menu
- Replaced “\$” with “x” in victory screen
- Message in options screen that changes will be applied upon restart.
- Rectangle around resolution radio buttons in Options screen
- More resolution options in windowed mode, less fullscreen options
- Game will set to 1024x768 if you attempt to set it at an unsupported resolution
- Removed “applied” button; options now automatically save
- *AI:*
 - AI is much smarter in voting
 - AI is much smarter in electing
 - Various minor changes
- *MISC.:*
 - Settings.ini resets if there is a read problem
 - Removed some unused files

v0.10.2 (6/12/13)

- *BUGS:*
 - Crash due to game not resetting data between games correctly
 - Crash on computers without sound
 - Crash in non-multiplayer games due to very long messages
 - UI locks when quitting when notifications are animating
 - Tutorial quits on the “Really click?” popup if you mouse over a button
 - Various minor host socket issues
 - No trade whiteboard when attempting to ratify an agreement
 - Soundtrack changes before the start of a turn
 - Crisis ! icon does not always appear when it is supposed to
 - Game would not show all Policy and IMF notifications during their respective phases
 - Tutorial panel would include update news
- *UI:*
 - Wrong version message re-written
 - If this is the wrong version, you cannot attempt to log in
 - Regions have an icon indicating their PM
 - Region tooltip includes the name of the PM
 - Made it a easier to mouse over trade routes
 - Load game panel now has sound
 - Logo selector now makes noise
- *MISC.:*
 - Quitting a game returns you to the main menu
 - Corrected a typo in the first tutorial
 - Linux version is now standalone

v0.10.1 (6/5/13)

- *BUGS:*

- Mac version does not run
- Numpad keys not detected
- Single player games never saves
- Framerate issues due to trade routes
- Single player games cannot load a saved game
- In-game feedback link takes you to a non-existent page
- Applying changes erases the game's memory of your name and password
- Various UI sizing problems at 1920x1080
- Upgrade/Downgrade panels do not display text if they don't change the value of the region
- *MANUAL:*
 - Some rewordings
 - \$ changed to ¤ in all instances
- *MISC:*
 - Removed some unused code
 - New functionality with the “wrong version” label. This label now appears prior to you logging in. Clicking it directs you to subalterngames.com/download
 - Added a panel in the login screen to show updates.
 - Windows: alt+F4 quits the game; Mac and Linux: ctrl+q quits.
 - Can now take screenshots in pre-game menus

v0.10.0 (5/23/13)

- *BUGS:*
 - De-sync error due to new election rules
 - Freeze in all policy phase iterations that result in a majority of “no” votes
 - Host does not quit properly in Linux
 - Players receive payout at beginning of Investment phase when re-loading a saved game
 - Turn order marker does not always work
 - Last page of credits is missing
 - Various re-election bugs
 - Notifications often overlap each other
 - Minor re-draw issues with country info panel
 - Trade routes do not load properly when changing resolution
 - Trade routes disappear behind UI panels
- *UI:*
 - New soundtrack and sound effects
 - Host can quit a game without terminating program
 - New pre-game menus, lobbies, etc.
 - Chat panel in waiting room
 - New Chat UI
 - Inbox for new messages
 - Press “enter” to send a message
 - Can now drag in-game chat window
 - New Options UI

- Can toggle options in-game
 - Tooltips toggle
- New Data Window
 - More obvious quit button
 - Larger font size
 - Removed score panel from data window
- New Notifications
 - Added an icon to show whose policy turn it is
 - Added a crisis icon
 - Country tooltips have colored outlines if the region is in a crisis or it is that region's policy turn
 - Replaced ugly arrow in notifications with a gray triangle
 - Moved some Investment Phase notifications
 - Alternate positions of notifications for different phases
 - Notifications fade in
 - Investment notifications do not move around if someone buys or sells elsewhere
 - Big notifications to mark the start of a new phase/turn
 - Notification when game is saved
 - Notification when a screenshot is saved
 - Added notification for passing
- New Buttons
 - Re-drew all buttons
 - All buttons are now .png
 - Invalid Phase UI buttons are grayed-out
 - Improved radio buttons
- New Panels
 - New translucent panels
 - Improved panel scrolling
- New Phase Panel
- New Top Menu
- New Score Panel
- New Loading Screen
- New Bottom Panel
- New Victory Screen
- New Tutorials
- Improved input boxes:
 - Input boxes now support password character hiding
 - Input box top labels no longer have a black background
 - Input boxes support optional default text
 - Text in input box shifts to the left when it is longer than the box
- Improved turn order panel graphics
- Whiteboards for trade, Policy Phase, and IMF Phase

- Added big logos into the game
- Logos now have names (stored in a new .csv)
- Changed many names in credits as per the surveys sent
- Re-opening credits no longer shows the page you had been on
- Moved around some structures on the map
- Removed structure rollover effect
- \$ replaced in all instances with ⌘
- Hyperlink to send bug reports
- Added check boxes
- Background changes color
- Fonts do not change color
- Taskbar icon
- Some new quotes
- *SAVE FILES:*
 - SP, LAN, and MP saves are now in different folders
 - .sav rather than .txt
 - Save files for MP and LAN have the name of the game (rather than the player)
 - Game will report an error if the save file is invalid
- *MANUAL:*
 - Minor edits
 - Removed "Starting a Game"
- *MISC:*
 - AI proposes trade route ratification more frequently
 - Re-wrote a lot of the local netcode
 - Simplified single player game connection process
 - Must login in order to play game
 - All logos are now .png
 - Added print-screen functionality
 - Improved code for almost everything
 - Improved framerates

*******ALPHA RELEASES*******

v0.9.4 (2/6/13) "The End of the Beginning"

- *BUGS:*
 - Error closing banking warning popup
 - Host does not quit properly
 - Redraw errors with popup
 - Words wrap incorrectly in warning popup
 - With six players, the region tooltip does not display info properly
- *RULES:*
 - Elections no longer consume a full turn.
 - Re-elections occur every three turns after the initial election

- *UI:*
 - Chat UI has been re-worked and restored.
 - Warning message when preparing to quit the game
 - Warning message when preparing to pass if you are not invested in a floated region
 - Added a small header to vote distribution panel
 - Updated credits page to include everyone who backed the Kickstarter
 - Added multiple pages to credits
 - Modified side panel slightly
 - Added notification for re-elections
 - Investment notifications are removed if someone passes
 - Slight re-formatting of notification text
 - Investment notifications contain player names
- *AI:*
 - AI will check for unfloated votes before passing out of stupidity
- *MISC:*
 - Removed all instances in game and manual of “floating” a region
 - Misc. other minor re-wordings in manual and tutorial
 - Removed “The Future” and “Thnx” from the manual.
 - Some unused .py scripts have been removed
 - .exe now has an icon

v0.9.3 (1/23/13) “Ruin the World in just 5 Easy Steps!”

- *BUGS:*
 - De-sync error due to country prices sometimes not updating after a crisis
 - De-sync error due to not being in a floated region at the end of the Investment Phase
 - Crash when inputting an invalid name for hosting a loaded save
 - Crash when attempting to click “yes” to banking ruin prompt
 - Unable to start a new game after attempting to load an invalid save file
 - Tooltips redraw incorrectly when overlapping
 - Trade route tooltips do not blit
 - Minor framerate issues
 - AI can purchase votes after there were no longer free votes
 - Some print statements
- *UI:*
 -
 -
 - Structure tooltips no longer have an unwrap effect
 - Replaced the ugly panel effect with a pretty one
 - Larger font sizes in secondary panel messages
 - Improved “waiting for other players” notification in Investment Phase
 - Removed some phase panel messages for 1024x600 resolution
 - Supports 1280x720 resolution
 - Columns in credits
 - Small changes to the positions of Europe's structures

- Added some new button artwork for the tutorial
- *MISC.*
 - Added a very simple tutorial. Turn it on/off in config.ini
 - Added tooltip and tutorial toggles to config.ini
 - Updated credits

v0.9.2 (1/16/13) *"The Only Good Formic is a Dead Formic"*

- *BUGS:*
 - Many major de-sync errors
 - Crash when attempting to load victory screen
 - Crash when pressing a button in options menu
 - Crash when attempting to embargo
 - Crash due to AI attempting to make a trade agreement with a region and itself
 - Human player can only embargo invalid regions
 - Options menu does not have all possible sizes available
 - Cannot load from a multiplayer save
 - Proposing and ratifying trade do not turn valid regions green
 - Clicking edges of map does not always deselect a region
 - Country tooltips and trade route end points at incorrect positions at certain resolutions
 - Trade route tooltips blit past the trade route itself
 - Turn order does not always have room for all valid countries
 - Disconnect screen non-responsive
 - Client does not update data correctly in SP game if player was not invested in a floated region
 - Turn order as listed for the Policy Phase in the top-right box resets at the end of phase
 - Incorrect color scheme of trade panel
 - Trade routes redraw incorrectly
 - Majority votes can be won at exactly 50%
 - Notifications do not purge correctly if phase persists while turn changes
 - AI embargoes regions instead of trading and vice versa
 - No crisis is generated in IMF Phase if no regions are floated
 - Election buttons are sometimes askew
- *RULES:*
 - There is no limit to how many votes a player can hold per region
- *UI:*
 - Vote tracking checkmarks blit below votes instead of above
 - Slight re-wording in Investment Panel to reflect rules changes
 - Removed a corporate logo. Added 4 more.
 - Regional tooltips have vote price
 - Modified color of trade options panel
 - Removed some text from Investment Phase panel
 - Side panel message if you cannot buy
 - Player names condensed to fit inside election buttons
 - New supported resolutions: 1152x864 and 1360x768

- Policy notifications persist until the next Policy Phase
- Fonts are larger for various windows
- *AI:*
 - AI now has a cap on how many times it can buy/sell in the Investment Phase (this is to prevent it from looping endlessly).
 - In IMF Phase, the AI is more likely to trade and embargo
 - AI will never liquidate all of its votes unless it is the last turn
- *MISC:*
 - Added debug options to config.ini
 - Removed autosave from config.ini
 - .exe metadata and icon
 - Removed a few print statements
 - Everyone auto-saves at the start of the Investment Phase
 - “Domestic Political Crisis” renamed to “Union Strike”
 - This file and the manual has been moved to the root folder
 - Credits.csv has font sizes
 - Minor manual edits
 - Minor credits edits

v0.9.1 (12/22/12) *MAGFest build; “Beauty is in the eye of the capitalist”*

- *BUGS:*
 - Hosting an additional game on the same IP Address opens up a blank lobby
 - Game hangs sometimes in Policy Phase when playing against AI
 - Game occasionally has an invalid ready lobby
 - Game does not load player data when re-loading a game
 - AI can embargo a region that has no trade agreements
 - Loading a singleplayer save file will not load bonds correctly
- *RULES:*
 - Removed a District from North America
- *UI:*
 - Structures and Regions now have tooltip popups
 - Map is now Peters Projection; new regional artwork
 - Slots are now “Districts” and they look different
 - New country info panel
 - New assets panel
 - Score panel removed; conflated with Assets
 - New bottom panel (with all the buttons)
 - New turn order tracker
 - New trade routes
 - Notification popups instead of the annoying flying text
 - Pass and vote meters removed; they are tracked in the turn order tracker and country info panel, respectively
 - Select a region to do an action
 - Selected regions are highlighted

- Phase info, my name, and turn info now top-center
- Phases are color-coded
- Trade UI makes MUCH more sense
- Everyone has “corporate logos” which function as a well of displaying lots of information about bond distribution succinctly
- Mousing over a region now makes it brighter (as opposed to the old gradient effect)
- A quote removed. Two quotes added.
- DRASTICALLY improved framerates and load times.
- New logo
- New credits page
- Removed logo at start screen and manual (art assets removed too)
- Added splash screen
- Message informing you that a client has disconnected has quit button
- Removed save options. Saving now happens automatically at the start of every turn.
- *MANUAL:*
 - Cleaned up structure descriptions.
 - A lot of re-writing.
- *MISC.:*
 - Most of the UI code has been substantially re-written. Approximately ½ of all the files have been replaced.
 - “Bonds” are now called “votes”

v0.8.4c (11/1/12) “Bringing order to the gathering darkness”

- *BUGS:*
 - Crash due to client not properly parsing simultaneous messages
 - Various output debug messages
 - Various complicated bugs that cause the UI to hang during the Policy Phase
 - When a player divests from a region in the Investment Phase, they remain Prime Minister
 - A host will not properly close when “quit” button was clicked
 - If a Windows client crashed unexpectedly, other machines would not notices
- *AI:*
 - AI is even less stupid about speculated bonds
- *TECHNICAL:*
 - Re-wrote some of Policy Phase AI

v0.8.4b (9/21/12) Boston Festival of Indie Games build; “I like to eat figs in Boston”

- *BUGS:*
 - Investment Phase meter creates output messages
 - Game does not advance properly if players repeatedly passed
 - Game does iterate IMF phase twice
 - Investment phase does not iterate properly
 - Investment Phase sometimes halts with AI players
- *AI:*
 - AI will not sell if everyone else has passed

- AI is better about checking speculated bonds
- *MISC:*
 - Removed save file testai.txt
 - Autosave files now have .txt extension

v0.8.4 (9/18/12) *"I hate stupid robots"*

- *BUGS:*
 - Crash due to the client combining two messages sent by the server
 - Crash due to the server combining two messages
 - Crash when loading from a save due to AI not knowing IMF order
 - Crash at load if aidebug is toggled
 - Loading from a save file does not send the player to the lobby screen and would not properly establish lobby data
 - Investment Phase meter for who has passed does not tick properly
 - Investment Phase meter resets before the Investment Phase
 - In a devalued region, AI players can buy as many bonds as they can afford (even if the region no longer has any)
 - In game creation UI, input boxes do not respond to mouse clicks
 - Game does not iterate with AI players after a policy phase that does not have a majority winner
 - Score panel updates incorrectly if there is a banking action at the very end of the policy phase
 - Game does not iterate properly sometimes for IMF phase
- *AI:*
 - AI will always try to snag temporarily devalued bonds
 - If everyone else has passed, AI will sell speculated bonds (i.e. bonds in regions that will not float)
 - AI would check to see if it held a majority in a region; it is now much less stupid about this
- *MISC:*
 - Minor rewordings to this document
 - debug in config.ini removed

v0.8.3b (8/30/12) *"Crisis & Recovery"*

- *BUGS:*
 - Removed excess print statements
 - Crash when toggling aidebug
 - Game does not iterate through IMF phase properly for humans

v0.8.3 (8/27/12) *"I once went out on a date with a pure cybernetic conscious and awoke the next morning with a headache"*

- *BUGS:*
 - Various netcode crashes
 - Crash when trying to load a non-existent save
 - Crash when attempting to start game from a save
 - Various iteration problems
 - Can enter a blank name at game creation

- “Proposal: trade with x ” and “Ratify: trade with x ” on voteui screen are swapped
- Canada, Greenland, Russia etc. are all been at the top of the map
- Having passed in the Investment Phase previously, the game allows you to buy/sell while still counting you as “passed”
- Regions sometimes would not float properly
- Joinui button reads “enter file name” when it should read “load hosted game”
- *UI:*
 - Added a ready lobby, a new pre-game screen to handle waiting players. It was made primarily to allow a sensible way of adding AI players
 - The old waitui has been removed
 - You no longer select the number of players in createui
 - Added new art—a green light to indicate a new player (radio button code modified slightly, accordingly)
 - “Neocolonialism” and Subaltern Games logo now only appear at start screen
 - The host enters its name at game creation
 - Hosting client never sees the joinui screen
- *AI:*
 - There is.
 - New file names.txt in /Data which assigns names to your opponents
 - Regions now know whether there are more mine links than they can process
- *MISC.:*
 - Moved event handling code
 - Save files no longer store player order
 - Only the host loads a save file from the server

v0.8.2 (8/13/12) “Reconnecting with old friends is my favorite hobby”

- *BUGS:*
 - Crash when two messages are sent to the server simultaneously (sometimes)
 - Crash when attempting to start more than one server on the same local network
 - Crash when attempting to enter a name that has already been taken
 - “New Game” would not light up automatically in game creation
 - Save files are in the wrong directory
- *UI:*
 - China renamed “Central Asia”
 - Changed art for Options button at start screen
 - A popup appears warning a player that someone has disconnected (or that they have). The server can detect a disconnect and message everyone accordingly
 - If a connection is lost with the server, a quit button is available
 - Message when attempting to create a second server on the same local network
 - The game instance with the server cannot back out of game creation: Where there was a Back button, there is now a Quit button.
 - Save UI's input box always has focus
- *LOCALIZATION:*
 - Added translations.csv in Localizations folder

- Added language option to config.ini
- All UI-relevant strings replaced with lang.py key data, so that they can be automatically translated
- Quote data is now in csv translatable format
- CountryData is now csv
- Countries have an additional name for languages that need it
- *MANUAL:*
 - Some minor edits
- *MISC.:*
 - Improved netcode
 - Players can reconnect to games
 - Removed some legacy code
 - Save files are now in a more readable format
 - Reorganized this document
 - Ascribed additional meaning to inverted map

v0.8.1 (8/3/12) *"Because it's what's on the inside that matters"*

- *BUGS:*
 - Strange stuff happens if player is named "yes" or "no"
 - Can add more players than the game is waiting for
 - Crash in some geopolitical crises
 - Crash when attempting to play fullscreen at unsupported resolution
 - Mousing over a region geographically between the participants of a Trade Agreement can obscure the route.
 - Various draw errors at 1440x900 and 1680x1050 resolutions
- *RULES:*
 - Most Regions have less slots
 - Removed option to autosave every five turns
 - You may now have spaces in your name
 - Africa starts with 2 Mines, Southeast Asia with 1 Mine
- *UI:*
 - Can select unsupported resolutions in Options UI
 - Images are MUCH smaller (this drastically reduces load times)
 - Improvements to image transparencies for most regional highlights means that they blit much faster
 - Interface makes it clearer how to propose and ratify trade agreements. After clicking a trade button (propose, ratify, IMF force, IMF embargo), there is text instructing the player to click a region. The button turns green and not be clicked. Regions now have a green highlight indicating if they are valid choices
 - When the IMF Managing Director wants to choose a Region to embargo, a line is drawn from the crisis Region to the target.
 - If you attempt to liquidate your very last assets, a window will pop up warning you that you might be making a big mistake
 - Added rollover effect for slots
 - Assets panel now shows each player's pocket money

- Minor in-game wording corrections
- Policy Phase turn marker resets at the end of the phase
- In elections, candidates are sorted alphabetically
- Inverted map
- Inverted map
- When chat panel is opened, input line is granted focus and never loses it
- Added a few more quotes
- *MISC.:*
 - Netcode and save files now use JSON; most of the backend has been re-written
 - Improvements to loading game protocol
 - Autosave overwrites itself
 - Removed unused or commented-out code
 - Converted globe image to .gif
 - Moved globe.gif and borders.gif to Highlight folder
 - Moved structure icons to /Art/Buttons
- *MANUAL:*
 - Made Version History its own document
 - Rewrote Policy Phase so that it is more concise
 - Reworded explanation of bond value
 - New map picture with new key and images of structures
 - Other minor clarifications

v0.7.2 (7/8/12) "No Show Conference" build

- *BUGS:*
 - Crash when IMF Managing Director clicks the crisis region when creating or embargoing a free trade agreement
 - Crash sometimes when IMF Phase turn order marker would loop back to the first player
 - The first turn is Turn 1 instead of Turn 0
 - Crash when attempting to save game
 - Crash when Geopolitical Crisis starts
 - Crash when entering invalid IP address
 - IMF Phase turn order tracker does not tick properly
 - Investment Phase turn order tracker does not always tick properly
 - IMF Phase does not iterate properly
 - In Connect to Server screen, mousing over the OK button shows text "Start the Server"
 - When the IMF managing director chooses to downgrade a factory into a mine, the icon does not resize properly
 - Sometimes, if a player has no bonds in the region, that player has PM options
 - The "return to previous screen" buttons at game creation does not work
- *RULES:*
 - Proposals no longer have a time expiration
 - Can no longer call for a vote of no-confidence
 - Banking only liquidates the Prime Minister's assets and no longer has a timer
 - Stock Market Bubble crisis only affects regions with a Prime Minister

- *UI:*
 - Hit tab to cycle through input boxes
 - On the join game screen, focus starts on the top input box
 - IMF turn order marker ticks at the end of the IMF Phase
 - Line extends from current Region towards moused-over Region when choosing a trade route to ratify (just like when proposing a trade route)
 - Options screen shows current settings
 - Error message for inputting an invalid IP address when attempting to join game; if such an event happens, the keyboard focus will jump to the IP address input box
 - Added random quotes to the start of the game
- *MANUAL:*
 - Deleted a redundant paragraph in “IMF Phase”
 - Various rules clarifications and updates (to correspond to rules changes)
 - Expanded list of thnx
 - Minor syntax mistakes
 - Renamed this file to Manual.doc
 - Updated map diagram
 - Updated “The Future”
- *MISC.:*
 - Removed unused art asset timedot.gif
 - Game now autosaves based on config.ini settings
 - Removed legacy code for Scandal Crisis
 - networkdebug deactivated by default
 - Player objects keep track of whether they are ready to start the game
 - Moved countrydata.txt to a new folder /Data
 - Added /Data/Quotes.txt

v0.7.1 (6/15/12) “Games for Change Conference” build

- *BUGS:*
 - Game creation UI displays a non-functional input box for IP address if client is also host
 - Game refuses LAN connection after quitting and quickly reloading
 - Game does not load save files properly when loading DEFAULT.txt
 - Turn order top bar sorts names alphabetically on the first turn
 - Turn order top bar would sort names by IMF Phase order during the Investment Phase
 - Entering an already-chosen name would cause the game to crash at launch
- *UI:*
 - When you receive a message, chat buttons pulse yellow
- *MANUAL:*
 - Further rewrite, particularly on the map UI explanations
- *MISC.:*
 - Added copyright info to the manual and the game
 - Debug mode can be toggled from settings.ini. There are two debug options: debug tests mostly UI things and client-based events working properly. networkdebug prints all strings echoed by the clients and the server.

- Removed unused/unnecessary files.

v0.6.4 (4/22/12)

- *RULES:*
 - Cannot propose to build a Mine or Factory if there is a pending relevant proposal
- *UI:*
 - Minor UI adjustments
 - Added the UI option to type in save file name
- *SAVE FILES:*
 - Save files now work
- *MANUAL:*
 - Lots of changes to the manual to make it easier to read

v0.6.3 (4/5/12) “*Made in MA*” build

- *RULES:*
 - Added countdown timer to the banking action
- *UI:*
 - Chat windows can have long conversations
 - Region Info Panel aligns the pie chart properly
 - Score panel has a transparent background
 - Main Menu, Assets, Score, Chat buttons are in the top left

Before v0.6.3

- These secrets have been lost to Time