

For Liberty!™ (v1.80)

Thank you for playing **For Liberty!™**! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Matrix Games web site at www.matrixgames.com.

Troubleshooting:

To obtain optimum game performance, close all other applications before beginning a game.

Also, ensure that you have the latest video and sound drivers available for your system and that you have upgraded to the latest version of DirectX from Microsoft. The vast majority of reported problems are resolved by upgrading all drivers and DirectX to the latest versions.

If you are experiencing problems with the game, please contact support@matrixgames.com or post in the **For Liberty!** Support Forum at www.matrixgames.com. Please provide as much detail on your issue as soon as possible.

Change History:

v1.80

- Multiple Minor Bug fixes
- AI improvements in tactical battles, especially withdrawal logic

v1.75

- Realistic ruleset added. In this ruleset readiness recovery rate is halved.
- Mousewheel now can be used to scroll the messages (even if mouse cursor is not over the message area)
- There are less US generals with both the training and influential special ability
- Cannons will now rout after a melee
- AI improvements on the strategical and tactical levels
- Fixed a bug which caused the wrong file to load when browsing with the mousewheel or keyboard on the load screen
- Several minor/rare bugs fixed