

Trigger Maru - Overhauled ver 1.7

A player made modification for Silent Hunter 4, ver. 1.5

About Trigger Maru Overhauled

This game modification started as a small unofficial patch to SH4 version 1.0 and 1.1. Its aim was simply to make the game more playable by introducing unofficial fixes and workarounds to the numerous bugs that were present when SH4 was first released. Later, it grew to be a larger modification with the aim of fixing personal annoyances, and became known as "Flavored To Taste" or FTT for short. Later still, FTT was revamped into a larger mod package, and adapted the name "Trigger Maru" - a reference to popular submarine novels written by [Edward L Beach](#).

Eventually, this mod, took on even larger aspects, and going over old ones. In short, rebuilding itself from the ground up, being given an overhaul necessitated by patches to SH4. Hence the name it goes by today, Trigger Maru - Overhauled.

Today TMO is a "supermod" that touches on just about every aspect of the game you can think of, and focuses on the Pacific Submarine war, and the US Silent Service. Its stated goals are to make the Pacific theater immersive and engaging to the player. Historical accuracy and realism (sometimes achieved by abstract means) is adhered to as much as possible, but some elements are taken with creative license in order to achieve its stated goals. Trigger Maru is also targeted for the "seasoned" submarine simulation fan, and some elements have been made harder in order to present a higher level of challenge than that provided the stock game, while at the same time, reducing some elements of the game that one may find annoying.

Trigger Maru also recognizes that "harder" is not necessarily "realistic", and stands in solidarity with the Real Fleet Boat "supermod" in this regard. If your looking for 100% historical accuracy without creative license, the author of Trigger Maru heartily recommends Real Fleet Boat.

Versions:

There are two versions of TMO, and which one you use depends if you have the U boat Missions expansion or not. (henceforth called UBM)

* If you **do not** have UBM:

Then the latest version of SH4 available to you is version 1.4 In which case you should D/L the file named "[REL_TriggerMaru_Overhaul.7z](#)"

*If you **do have** UBM:

Then you are running SH4 version 1.5, and should d/l the file named "[TriggerMaru_Overhaul_162_FULL](#)"

Please note, that this mod is targeted at Sh4 version 1.5. The version for Sh4 version 1.4 is no longer supported in any capacity, nor has any of the features and refinements as the version for Sh4 1.5.

Installation:

Installation of this mod is designed with Jonesoft Generic Mod Enabler in mind.

Url: (<http://www.users.on.net/~jscones/software/products-jsgme.html>)

Gameplay Changes

The gameplay changes are many, here are some highlights:

User Interface

In sum the user hotkeys in TM are remapped to resemble the layout of SH3's. The reason this was originally done (under the FTT moniker), was to ease the transition from SH3 to Sh4 . For your convenience , copy of the hotkeys placard has been included with TM. There are however additional commands that you should be aware of.

Tab or the mouse wheel brings up the binocular view.

B – calls battle stations

Q – opens tube doors

W – cycles forward tubes

E – cycles aft tubes (emergency surface is located only on the orders bar now)

D – dives the sub to its safety depth.

Important note about depth controls.

The red line on your depth gauge denotes the submarines historical, tested safety depth. It does not indicate your crush depth. A number of boats in TM can go then what the 450 depth gauge allows. To allow deeper dives you'll have to command the boat to set the dive planes to deep dive. Once you issue this command, the boat will not stop it's decent until it crushes from pressure, or until you issue the command to maintain current depth. At which point the dive will cease, and the boat will continue on at the depth you decided to maintain.

Side note: crush depth varies per boat, and hull condition. As your hull condition deteriorates, so does your maximum crush depth. Reaching your crush depth, means just that, you are crushed. So while you can dive deeper, do so with extreme caution. Once you find your crush depth, chances are your not going to live to tell about it.

Realism Settings

The realism settings in TMO were derived from the belief that the external camera gives away too much information, and yet, eye candy is so hard to give up. The new realism settings under TMO are as follows:

Easy:

- Auto TDC enabled (or in other words, Manual targeting is off)
- External Camera is enabled

Normal:

- Auto TDC is enabled (again, manual targeting is off)
- External camera is disabled and replaced with the event camera being enabled. The event camera gives you eye candy, without giving away as much information that the external camera gives.

Hard:

- Manual targeting is enabled
- Event camera is enabled. External camera disabled.

Realistic:

- Manual targeting is enabled
- event camera and external view disabled.
- Map contacts are disabled.

Submarine Interiors



Illustration 1: Conning Tower



Illustration 2: Control Room

The interiors in subs were made to be as realistic as the game allows. All gauges were fixed, animated circulation fans and click able klaxon alarms added, everything re textured, and crew placement was redone to be as historically accurate as possible for a fleet submarine.

Submarine Physics, Nomenclature, and Handling



All fleet boats were tweaked to dive as realistically as my experimentation into improving these aspects has allowed. In addition to dive characteristics, it should be noted that submarines are now more vulnerable to enemy fire, and engine exhaust is present on boats that were equipped with Fairbanks-Morse engines. Engine sounds are from actual recordings of these engines. Fuel capacity is at a more realistic level. Known test depths are annotated by a red line on your depth gauge, while crush depth was increased to a theoretical maximum based on information from the few known instances of deep diving that did occur during and after the second world war.

Item of note: "Ahead standard" is the most fuel efficient telegraph setting in TMO, not 1/3rd or 2/3^{rds}.

New Fleet boat's

Two new fleet type submarines are available.

- "Psuedo" Narwhal. Using existing sub models, I cobbled together a new boat to correct the lack of the Narwhal class sub being represented in Sh4. While it may not look like, or have the dimensions of a Narwhal, it should perform like one. Complete with two deck guns with rendered crew.



Originally known as "V-boats", the Narwhal class of submarine appeared in the 1930's, and could be thought of as the physical embodiment of the German U-cruiser concept. Considered too large and ungainly for normal submarine operations (though this didn't stop their determined skippers), the two boats of this submarine type participated in various supply drops, commando operations, and an occasional shore bombardment. It was these boats that ferried Carlson's 2d Marine Raider Battalion to and from the famous Makin Island raid.

- Tench class. This sub becomes available in late 44, early 45, and is an upgrade to the Balao class. It carries the latest in allied radar (to include ST periscope radar, and is the only boat in TMO to come so equipped), carries a few more torpedo's and, if forced, can survive at slightly deeper depths than any sub in the game.



As an improvement over the Gato and Balao, the Tench class was the ultimate expression of the fleet type submarine during the second world war. More strongly built than its predecessors with an improved internal layout, these boats continued to serve well into the cold war, with the last one being decommissioned in 1975.

Periscopes

Fleet type submarines had two periscopes. An attack periscope, and a “night” periscope. The attack periscope had a smaller aperture at its head, to minimize its visibility to unwanted observers, and could rotate its view upwards a short distance to spot any possible aircraft. The “night” periscope, had a larger aperture, and thus could allow more light into the optics enhancing visibility in low light conditions, but did not have the vertical range of motion that the attack periscope did. The periscopes in TM were adjusted and re textured to mimic this behavior.



Illustration 3: Attack Periscope



Illustration 4: Night Periscope

Deck guns

In sum, deck guns, and the crews that man them, have been redone to behave more realistically. Deck gun shells have been redone to better represent their relative power compared to one another. The rate of fire of guns was lowered somewhat, but not substantially. Overall, how many shells you'll have to put downrange to sink a target is much greater than stock.

Additionally, the deck gun crew is now rendered in 3D, and has gone from 2 men, to a more realistic number of 7 men. Historically, a deck gun crew had 7 types of tasks associated with firing the weapon, those are:

- pointer
- trainer
- sight-setter
- fuse-setter
- hot shellman
- loader
- gun captain



All 7 of those positions are now represented as best as the game will allow. Which is to say, you won't see hot brass being kicked over the side, or shells carried chain-ganged from their storage compartments to the breach of the gun. *Note: By default, only bow deck guns are available. To use stern mounted deck guns, you must use the optional mod "TMO_Stern_DeckGuns"*

Sub Crew

The crew has been adjusted to be more realistic than stock. In appearance, position, composition, and rank. Also, how much experience is required for a crewman to promote in rank has been increased. The summation is that you'll have to rotate crewman out if you want to obtain a new crewman with a desired skill, and you won't be able to build a "super crew" too quickly. Additionally, various crew animations and vocalizations have been fixed or enhanced.

Japanese Air power



What this mod has done to Japanese planes is arguably its most noted gameplay change. In sum, aircraft:

- Spawn at a *much* lower frequency than the stock game.
- Can detect shallow submerged submarines. (This is historically accurate, and if you think your safe at periscope depth, think again)
- carry two types of ordinance. An aerial bomb set to explode at a relatively shallow depth, and an air dropped depth charge set to go off a bit deeper than the aerial bomb.
- have been made much harder to shoot down.

In other words, be glad you have SD radar.

Ship Damage:

The damage model is a modified version of the stock one, altered so ships sink at a more realistic rate than the default.

Artificial Intelligence

The game's AI has more sensitive sensor settings than in the stock game, and has one philosophy in mind. That being, attacking a convoy, and not getting depth charged to some degree, is anti climatic, and boring. The adjustments to the AI, are aimed to address that shortcoming in the stock game.

Be warned, newer players may find evasion in TMO a daunting task, while the seasoned submarine simulation fan may find things too easy. Opinions on the AI in TMO will vary greatly, depending on the user's experience level.

Side note: night surface attacks which weren't very feasible in the stock game, are now a very good option to consider.

Environmental effects

Trigger Maru has, with permission, incorporated the core aspects of w_clear's "Environmental mod version 5.0". A few minor tweaks have been done to the scene.dat file by Ducimus while testing and meshing the files into the overall mod, but the massive environmental improvements are the work of w_clear. Bring your Camera, you'll have lots of "Kodak moments".

Sounds

Many sounds have been included that enhance the overall game experience or adds some flavor or character to the game.

US Torpedo's

Torpedo malfunctions, they're going to happen. The torpedo fiasco in the pacific submarine war is of such monumental stupidity, that any good sim modification, would make sure it was reproduced to some degree. For those unfamiliar with this bit of history, I offer this [link](#) and a couple of quotes:

"America entered the war with torpedoes far inferior to those of the enemy, and the fault lay squarely with the United States Bureau of Ordnance. It was ineffectual in research and development, inept in testing. It was inadequate in manufacturing, and feeble in its supervision of Newport. It was wanting in collegiality with the rest of the Navy, and it failed to trust those fighting under the Pacific surface."

-Robert Gannon, Hellions of the Deep: The Development of American Torpedoes in World War II

"That...desk-bound staffers refused to listen to suggestions and criticisms from those they had sent into combat with this weapon seems, in retrospect, incomprehensibly stubborn and stupid.... The torpedo scandal of the U.S. submarine force in World War II was one of the worst in the history of any kind of warfare."

-Clay Blair, Jr., Silent Victory: The U.S. Submarine War Against Japan

Campaign Changes

Career Options

Trigger Maru has 8 career options available to you:

1. Pacific Fleet: Standard flotilla based in Hawaii. Patrols the mid pacific, East China Sea, and Empire waters.
2. Pacific Fleet / Div 2: More heavily involved in Special operations, receiving a Spec Ops mission of some kind every other patrol. Operates in the mid pacific, East China Sea, and Empire waters. (a “gamey” option for those bored with the usual routine of hunting ships)
3. Asiatic Fleet: Patrols the south west Pacific, and South China Sea.
4. Asiatic Fleet / Div 2: More heavily involved in Special operations, receiving a Spec Ops mission of some kind every other patrol. Patrols the mid pacific, East China Sea, and Empire waters. (a “gamey” option for those bored with the usual routine of hunting ships)
5. Alaska Command: This is a very basic campaign focusing on S boats in the Aleutian islands during the time of the Japanese invasion of Kiska and Attu.
6. Holy Loch, UK: **(DISABLED)**, but file's still exit if one wanted to renable it) This is a very basic campaign focusing on small time frame in which the US was sending some of its fleet boats from Submarine Squadron 50, into the Atlantic.

7. New Construction 42: It was not uncommon for an executive officer on one submarine, to be detached from his current boat, and be sent back to the United States to commission a new boat as it's captain. This was more or less called, "being sent to new construction". Selecting this option will start you off near Mare Island, California. Where your newly commissioned Gato class submarine is to undergo sea trials before transferring to the Pacific Fleet as a front line combat submarine. If you absolutely must have a Gato class as early in the war as possible, this is an excellent option.
8. New Construction 43. This is the same as New Construction 42, except that your commissioning a Balao class submarine instead of a Gato. If you absolutely must have a Balao class as early in the war as possible, this is an excellent option.



Illustration 5: Balao class submarine departs for sea trials.

Submarine Upgrades:

Radar:

Air Search Radar (SD Radar)

- Early war SD radar always available
- Improved SD Radar becomes available in June 1942.
- SV Radar becomes available in January 1945.

Surface Search Radar (SJ Radar)

- Early war SJ radar becomes available in June 1942
- SJ-1 Radar becomes available in July 1943

Radar Counter measures (aka Radar warning receiver)

- APR-1 / SPR-1 becomes available in August 1943.

Passive Sonar:

- WCA Listening gear always available.
- JP Sonar becomes available in June 1943
- JT Sonar becomes available in January 1945.

Decoy's.

- Submarine Bubble Target (SBT) becomes available in July 1944.

AA Guns:

- Single 20MM Oerlikon is always available.
- Twin 20mm Oerlikon becomes available in June 1942
- Single 40MM Bofors becomes available in June 1943.

Deck Guns:

- 3 "/50 Cal is always available.
- 4"/50 Cal becomes available in June 1942.
- 5"/25 Cal becomes available in April 1944.

Submarine Types and Availability:

The German Kriegsmarine developed many different types of boats for many specific purposes. Type II's for short range patrols along coastal waters. The type VII for mid range patrols and wolfpack operations, and the Type IX for long range patrols where the submarine operated independently. By contrast, the United States Navy only developed one type of boat, for one specific purpose. That being as a scout for a naval fleet, hence the name "Fleet boat". However, the design for this lent itself aptly to the same role that the German Type IX uboats filled – that of a long range patrol submarine that operated independently. In fact, the US Fleet boat filled this role so well, they continued to be in service well into the cold war with the last one being decommissioned in 1975. In sum, the US submarines available in SH4/TMO do not represent specific boats for specific purposes, but rather, a design evolution as the USN continually refined the Fleet Boat design.

The listing below is chronological order starting from the most basic submarine, to the final design evolution.

S Class (Asiatic, Brisbane)

- Early prewar submarine derived from WW1 technology.

Narwhal class (Pearl, Asiatic)

- Prewar submarine based on U-cruiser concept.

Porpoise (Pearl, Brisbane, Fremantle)

- 4 Bow tubes, 2 aft tubes.

Salmon Class (Asiatic, Brisbane 7/42, Pearl 10/42)

- 4 Bow tubes, 4 Aft tubes

Sargo Class (Asiatic, Brisbane 7/42, Pearl 4/43)

- 4 Bow tubes, 4 Aft tubes

Tambor Class (Pearl, Asiatic 5/42)

- 6 Bow tubes, 4 Aft tubes.

Gar Class (Pearl, Asiatic 5/42, Brisbane 9/42)

- 6 Bow tubes, 4 Aft tubes.

Gato Class (Pearl 5/42, Asiatic 6/43, Brisbane 1/43)

- 6 Bow tubes, 4 Aft tubes.

Balao Class (Pearl 4/43, Asiatic 8/43, Brisbane 6/43)

- 6 Bow tubes, 4 Aft tubes.

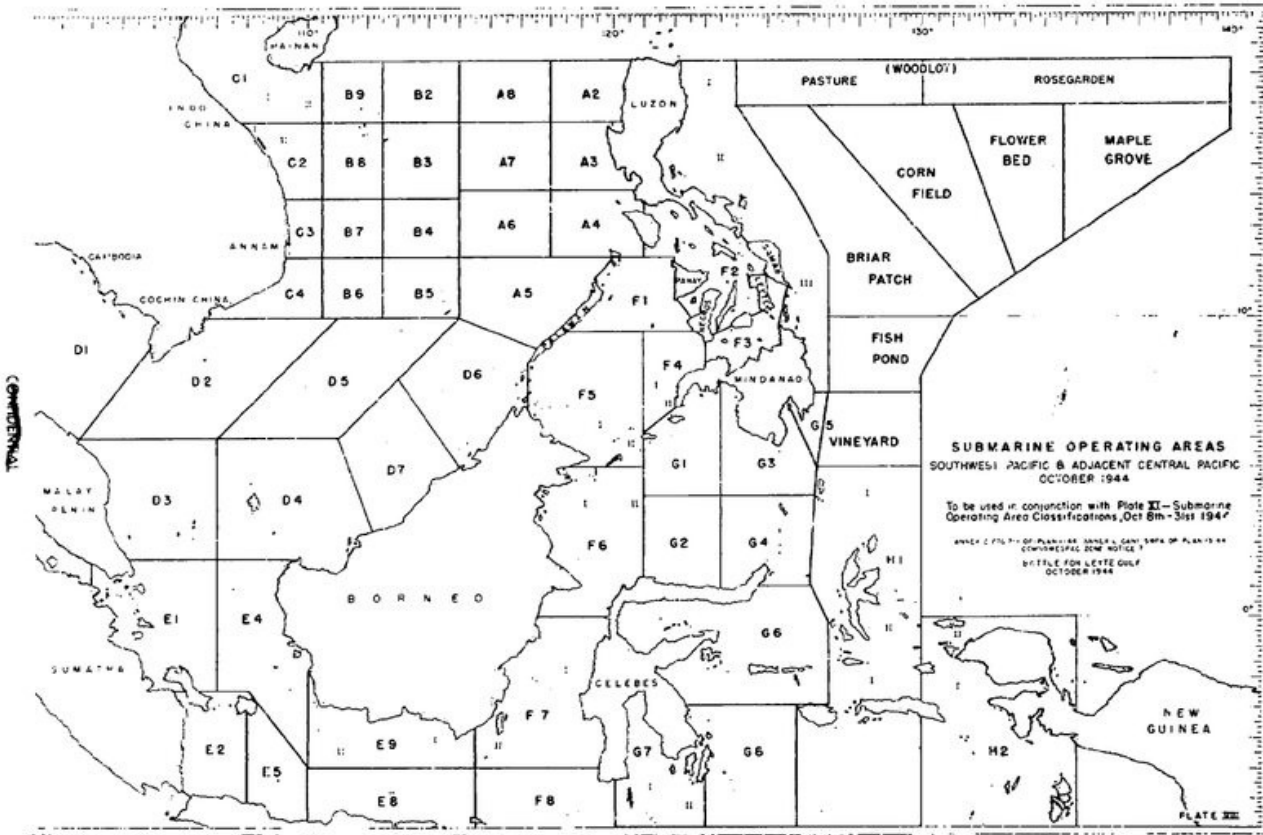
Tench Class (Pearl 1/45)

- 6 Bow tubes, 4 Aft tubes.

Starting points

Trigger Maru has altered the out of harbor starting positions to “warp” you to where you would normally top off your fuel tanks before going on patrol. For example, standard operating procedure for a boat out of pearl harbor would be to stop off at Midway to refuel, before heading onto Empire waters. If your stationed at Pearl and you select out of harbor, you will start at midway. The premise behind this change is that after a few patrols, sometimes the need to top off the tanks becomes a tedious formality. Particularly considering that the area between your home port and these refueling points not far from your home port, is a relatively dull cruise, usually devoid of any events. In sum, the out of harbor starting position is now a shortcut.

Starting at the submarine tender will, as always, start you off at your home port, complete with the Brass, a band, and some “pretty” nurses.



Random messages

During the course of your patrols you will receive random messages. Some of these messages are very terse situation reports from other boats at sea.

Others messages are eulogies, and a small in game tribute to the actual boats that were lost during the war. These boats then were considered, *“Overdue, Presumed lost”*. Today, they are considered *“On Eternal Patrol”*. These messages will be received, around the time period that boat was considered overdue. For a list of boats, time periods, and causes, click [here](#).

Enemy Submarines

In your travels it is possible for you to encounter Japanese submarines while on the surface, albeit these encounters will be very rare. If your in the Asiatic Fleet, you might also encounter German U-boats participating in the German Monsun Operations later in the war.



Illustration 6: German U Boat



Illustration 7: Japanese Submarine

The default campaign

This is a reworking of the stock campaign, the goal being to make the stock campaign behave more realistically. This was done in a number of ways:

- Traffic spawn rates were greatly reduced.
- Single merchant and convoys will now zig zag at regular intervals, with the exact interval being randomized a little bit to make it less predictable.
- Convoy composition was changed so that convoys, consisted of anywhere between 4 and 6 ships, sometimes as large as 9 (rare), with anywhere between 2 and 3 (sometimes 4) escorts protecting it to present a constant challenge level.
- Some areas that were devoid of traffic in stock, have new traffic layers added. (Hint: sometime after the Wahoo is lost, might be a good time to investigate the “Emperor's wading pool”)
- Minefields greatly increased in density. Your likely hood of striking a mine is much greater in some areas. (The stock game had 1 mine per sq/km. TMO increases this to 9 or 15 mines per sq/km)



Illustration 8: A Mine encountered while entering the Sea of Japan.

“Bungo Pete”

The [nemesis](#) from the movie “Run silent Run Deep” makes an appearance in Trigger Maru. He's the only Akikaze Destroyer in the game, and he can only be found in one place.

Open ended campaign Files

A note to campaign writers and anyone looking to add ships

When I took to reworking the stock campaign files for TMO, I tried to remove all the specific ship entires I could find, and replace them with generic ones. The idea was twofold:

- To make the campaign files into reusable code that was independent of units in the data/sea directory.
- To make it easy to add ships to the Japanese roster and have them appear where you wanted them to without having to open the campaign files.

I must note, that internally to the game, how you classify a ship, makes no difference at all. For example, to the game, there is absolutely no difference between a Destroyer, Destroyer Escort, corvette, or Frigate. No special handling occurs, no special AI settings are applied. Ships are either warships, or they are merchants, period. Considering this, I decided to make this work for me. As such, I have worked the ship classification as thus:

- Destroyer Escorts only appear in the convoy layers.
- Destroyers will only appear in Task Forces.
- Corvettes will only appear in in the SubHunter layers
- Merchants will appear anywhere except task force and SubHunter layers.
- Frigates are an honorable mention. I reserved this for “special” or “unique” units. These are Bungo Pete, and Ensign Parker from sea trials. *Generic frigate is not used in any layer.*

So the summation is, if you want to add a destroyer, and you want it guarding a convoy, add it to the roster as a DE. Similarly, if you want it in task forces and ASW patrols, add it as DD. If you want it only in random ASW patrols, add it as a Corvette. Once you add it to the roster, no further action should be required on your part, since the campaign files I reworked are only dealing in generic types, not specific ones.

Special note about corvettes and the subhunter layer. Currently the ratio of ships spawning in the subhunter layer is mostly DD's, with some Corvettes. The reason for this is because I have 6 DD's, and only two Corvettes, and thus I leaned more on the DD's for greater variety. If you want to add more corvettes and increase the rate at which they appear, “Find and replace” in wordpad on the appropriate chance to spawn variables is you best friend.

Credits:

(This is a cumulative list of authors who have contributed to TMaru over the course of time. Some works cited may have been removed from TMaru over the course of development, but the contribution remains credited none the less)

AntEater

- Aces roster mod with pre JANAC tonnage scres.

Anvart

- Submarine propeller fix
- Conning tower periscope fixes
- extendable SD radar antenna

AOTD|MadMax

- Sboat and Narhwal engine sound fix

castorp345

- Torpedo icon textures.

Captain America

- The TMO Hud mod you see today.
- historical prop rotation
- US Torpedo texture/ model overhaul

Captain Cox

- Nav tools
- periscope graphics.
- officers cap and crew uniforms
- smaller seabed rocks
- smaller seaplants (medium version)
- pull down speed chart mod

Capnscurvy

- SCAF
- max optics
- US medals fix

Chomu

- mini chrono

CCIP

- initial commands.cfg development.

cdrake66

- developed new ordersbar icons specifically for TMaru (then FTT)

Developers@ubisoft

- For creating the game ive waited years to play.
- Providing help or insight and gnerally being available to occasionally help modders.

Dgrayson

- fixed the photo missions

Ducimus

- If I listed everything I did, id be writing two pages of "gee look how good I am" bullcrap.
-

Foofighters

- Narwhal class skin texture.

fullmetaledges

- medal changes/corrections mod

Günther Hessler

- Sounds borrowed from his "ultimate sound" mod pack

Jace11

- Taihosan Maru Fix
- Enchanced map labels
- Akitsu Rudder fix
- Killer of Jawa's

Jhereg

- High rez gramophone fix, located in optional mod directory.

jimimadrid

- Compass Lubber line mod

kapitan_zur_see

- historical 4 bladed propeller fix

Kriller

- Enviornmental texture upgrades
- No grainy PPF mod. (new version)
- various row (Kriller2?)

Kriller2

- Scene.dat file, and misc ROW files.

Hildofr

- nomograph

kapitan_zur_see

- No grainy PPF mod. (old version)

lethal

- Observation periscope texture

LeoVampire

- camera modifications X 2
- living breathing ocean mod
- Submarine pitch and roll mechanics
- improved smoke and fire effects
- airport/nav map mod.
- cloud fixes
- submarine and tower reflects
- being the textbook definition of "awesome person"
-

LukeFF

- realistic crew config
- "Hull Classification Symbols and Numbers Mod"
- IJN Type 13 Radar Fix

-

lurker_hlb3

- P38J Lighting
- hydrophone RPM det level adjustments
- SV radar

nautilus42

- Original AI Jap Submarine
- Original AI German 9D2 submarine

Nvdrifter

- Depth charge splash warning.

NYGM

- Additional AI visual nodes from an earlier version of the NYGM mod for SH3.
- Dolphin mod
- we had our disagreements, but i can't deny they had some awesome ideas, some of which I've used in

TM.

Observer

- Conceptualized the new engine room configuration in fleet boats.

OakGroove

- Orders Bar gauges
- Orders bar HUD graphics
- TDC/ Torpedo/ bearing indicator interface graphics
- Submarine Interior graphics
- rec manual

Otto's

- manual range adjustment tweak

Pacific Aces Team

- misc crew sounds.

ParaB

- Airstrike.cfg AI, skill level modifiers

Payoff

- crash dive sound vocals
- Ahead 2/3rds sound vocals

Probex

- developed 9KM visibility scene.dat

w_clear

- Environmental mod 4.0, 4.3 and 5.0

scoochy

- slower smoke effects mod

Seeadler

- improved sky environmental effects mod
- Environmental mod version 1.0
-

SteveTRM

- Interior sound fixes

skwasjer

- For the most outstanding mod development tool to ever grace the Silent Hunter modding community.

Somnus

- base Atk periscope texture used.

swdw

- Sub diving mechanics based on his original work.

Syxx_Killer

- Fixed Oakgrooves TDC panel

Tater

- improved campaign mod.
- Taihosan Maru Fix
- Type13 Radar fix
- DD Yagomo
- Misc ship eqp corrections
- IJN Type 13 radar fix.

u56_Dragon

- Fixed intro screen

Vickers03

- Conning tower Steering wheel 3d model.

WernerSobe

- Natural Sinkings Mechanics 3.1

WilhelmTell

- Submarine diesel engine sounds

zAmboni

- Smaller Nav tools

Additional thanks, for helping to "beta test" version 1.6.1:

- Banjo
- dgrayson
- ElAurens
- epower
- RockinRobbins
- snakeyez77

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