



## Changelog EA Update 8

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## Table of contents

Table of contents	2
EA Update 8 Notes	3
Most notable changes	3
Operation: Aydati	3
General Changes	4
Conflict fixes	4
Bug fixes	4

## EA Update 8 Notes

Date 17. 05. 2021

In the new Operation: Aydati, it's time to return to the Philippines sea once more to help the local government reclaim their harbor. TTF supports a full-fledged invasion, and your goal is to make sure the enemy does not stand in the way. While finishing the mission is easier than in previous operations, medals prove more challenging than before.

The biggest change in this update is possibly easy to spot even before you go into any mission – the Base of Operations was overhauled, which means better navigation with the mouse, keyboard, and gamepad alike. We even listened to the feedback about the free multiplayer demo and opened Operation: Itzal to demo owners as a Conflicts game mode teaser.

Once you are in the air, you may realize two changes. First, the enemy icons on the minimap are more descriptive now, and it is easier to determine various enemy types. Second, and as soon as the engagement gets hot, the critical state indicator in the cockpit signalizes that you are in deep trouble.

Enjoy the last Early Access update before the main release.

Get to da Choppa!

### Most notable changes

- New Conflict mission – Operation: Aydati
- The Base of Operations overhaul
- New minimap icons
- New critical state visuals in cockpits
- New free demo

### Operation: Aydati

- This Conflict mission takes you to another part of Philippines sea where EPFS took a harbor from local government. TTF's task is to assist the local government in the push to get the harbor back.
- While generally easier, the true challenge is in mastering all the medals on this mission.

## General Changes

- Unlocking additional conflicts requires 3 medals instead of 4
- The controller should work better in the Base of Operations
- Various sounds have their volume tweaked
- Cockpits instruments are updated
  - Added slip
  - Added vertical speed
  - Added small attitude indicator
- Removed Plus from group UI to make it clear it is not any interactable element
- Fixed vortex ring effect on water
- It is now clear that the player does not need to hold the interaction button during a hacking
- New selection visual in Hangar
- Added Ashborne Games team to game credits
- Wired fences are easier to shoot through

## Conflict fixes

- Time to complete a Conflict mission does not count time spend paused anymore
- A Guard Frigate in Operation: Purple Nemi is now properly called even in objectives display
- Voice over transcript does not mention pauses anymore
- Conflicts Tutorial does not play voice over multiple times anymore
- Lightning in Operation: Itzal adjusted, mainly in lava canyons
- Grammar typos in Win medals
- Better sounds on locking and unlocking of medals

## Bug fixes

- Various localization issues with Comanche skills
- Hit and Elimination markers are cleared after switching to or from a drone
- Group notifications removed if declined in Social tab
- Tweaked mountain reverb in multiplayer maps
- Cancel prompt in keybind options shows actual key
- Names of characters now contain proper spaces between names
- The game is no longer crashing on Proving Ground missions
- The intro is properly skipped by pressing a key instead of mouse movement