

# ***Arulco Revisited***

## **v1.4**

### **2013-01-20**

### **(AR v1.4 20130120)**

## ***by JAsmine & Beka***

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## **About**

*Arulco Revisited* for Jagged Alliance 2 v1.13 was created by *JAsmine* and *Beka* and first released in early 2012. The mod's main goal is to make the game more diversified and balanced. The mod changes or replaces every sector map in Arulco and tries to make the country (and thus the whole game) more interesting in general, hence the name "*Arulco Revisited*". Furthermore, this mod encourages *you* to play a "live of the land"-style game. There are some more features, check them out [below](#).

## **Requirements**

1. All you really need is a working installation of Jagged Alliance 2 v1.13.
  - *Jagged Alliance 2 v1.13 stable rel. 4870 is recommended ([download from JA2 v1.13 wiki](#)).*
  - *Official bugfixes for the stable release are fully compatible and should be installed, too.*
  - *Unstable v1.13 revisions might work but aren't fully supported at the moment ([see here](#)).*
  - *Older stable v1.13 releases < 4870 might work (if they aren't too old) but aren't supported.*

- The following localizations are fully supported at the moment: English, French, German and Polish. Others might work but are untested.

## Uninstallation

It's strongly recommended to

**completely uninstall any other versions of AR before installing this release.**

Uninstalling is simply done by deleting the mod's files, especially the data folder "Data-AR" and the mod's profile folder "UserProfile\_JA2AR".

If you just copy this release over an existing one, errors are likely to occur.

**You'll have to start a new game – savegames aren't compatible between different versions of AR!**

## Installation

1. Make sure you uninstalled any other version of AR before installing a new one (see [above](#)).
2. Extract all files and folders from the mod's archive into the root folder of JA2 v1.13.
3. Done.
  - German users can look into the mod's Data-AR\binarydata folder and rename the file RIS\_deutsch.edt to RIS.edt to enable the german version of the RIS report. This step is optional.
  - The AR mod uses v1.13's virtual file system (vfs) and thus won't overwrite any files from JA2.

## Starting the mod

1. Run the INI Editor.
2. Pick "vfs\_config.AR.ini" as v1.13 MOD.
3. Launch the game.
4. **Start a new game.**
  - Advanced users can also start the mod without using the INI Editor. In this case, just open "ja2.ini" and look for the following line: **VFS\_CONFIG\_INI = vfs\_config.JA2113.ini**. Replace it with this: **VFS\_CONFIG\_INI = vfs\_config.AR.ini**. Afterwards, just run "ja2.exe".

## Important notes on gameplay

Arulco Revisited plays very much like regular JA2 v1.13. However, there are some significant differences:

- ✓ **Bobby Ray's shop (BR) won't be available after liberating Drassen!** BR is still in the game and will be available later, when you progress deeper into Arulco. You'll have to live "off the land" for a longer time. Note that BR also charges you more money for shipments.
- ✓ **There's much more gear available in the sectors!** This includes many v1.13 items. It will definitely pay off to search all sectors. You'll also encounter more enemies which will lead to more items being dropped.
- ✓ **There are more hostile civilians!** Arulco is an insecure third world country where you come across all sorts of criminals. Smugglers, who deal with arms and supply Deidranna's army have

set up camps throughout the whole country. They are heavily armed, but attacking them might prove worthwhile.

- ✓ **Arulco Revisited is a hard mod!** You will encounter more enemies than in regular JA2 and have a tough time conquering Arulco and defending what you've got. The mod is meant to be hard but possible to beat.
- ✓ **Maddog isn't in Estoni (I6)!** Instead, he can be found in Aldea (G11), where he manages his own junkyard.
- ✓ **Manuel isn't in Chitzena (B2)!** If you use Dimitri's "[Deadly Games Mercs with all speeches](#)" add-on together with AR, you won't find Manuel in his original place in B2. He is still in the game, but is now located near Drassen.
- ➔ If you have trouble getting into AR, check out "Arulco Revisited guide.pdf" in your "Docs" folder. This file contains almost no spoilers.
- ➔ If you need of some extra hints to make the game easier for you and if you don't like surprises, check "Arulco Revisited hints.pdf" in your "Docs" folder. This file contains major spoilers!

## **Important notes on settings and INI-customization**

**Select "Data-AR\Ja2\_Options.INI" in the INI Editor before changing anything there!**

One of the good things about v1.13 is, that you can customize your game all the way you want. However, if you want to experience this mod as it was intended, you should follow these (few) points:

- ✓ **Difficulty:** *Arulco Revisited* is supposed to be played at "expert" difficulty (level 3). If you want an easier game, pick "experienced" (level 2). "Novice" will be too easy and shouldn't be picked. "Insane" will be... *insane*.
- ✓ **Drop All:** Don't play with "drop all" enabled! "Drop all" will lead to an abundance of items, rendering pre-placed items useless and consequently totally destroy the balance.
- ✓ **Inventory:** You should activate the New Inventory (NIV), because many NIV-specific items are placed within the maps. Using OIV may give undesired results.
- ✓ **Progress Speed of Item Choices:** It's best to pick "slow" or "normal" here. Other settings will disturb the balance of items placed within the maps. Especially "fast" or "very fast" will severely disturb the balance.
- ✓ **Mobile Militia:** If you want to play with mobile militia, you should set "ALLOW\_DYNAMIC\_RESTRICTED\_ROAMING = true". This will allow mobile militia to make full use of the new towns.
- ✓ **Money:** Don't play with too much income (starting money, mine income, selling with [alt]+[lmb]...). Again, too much money will disturb the balance. We recommend max. \$75.000 starting money, max. 100% mine income and max. 20% (1/5) value for selling stuff with [alt]+[lmb]. Decrease these values further, if you want a more challenging campaign.

## **Compatibility with other mods**

### **Unstable v1.13 revisions**

Unstable revisions of JA2 v1.13 should usually be compatible with AR. However, you can't expect AR to fully support features that were introduced after AR's release (or more precisely: after the release of the last stable release of v1.13, which AR was developed for). Since it's hard to say where future revisions will take v1.13, problems might occur if v1.13 drifts off too far...

As of v1.4 of *Arulco Revisited*, some files have been updated to make AR (not fully) compatible with unstable v1.13 revisions up to 5778 on gamedir. 1589. However, due to lack of time, we didn't playtest AR with unstable v1.13 revisions and still recommend you to use stable v1.13 release 4870.



### Older versions of Arulco Revisited

Savegames aren't compatible between different versions of AR. Even if savegames seem to be "working" (= don't crash immediately), unintended results are most likely to occur sooner or later. Don't swap savegames between different versions of AR.

### Deadly Games mercs

As of v1.3, AR is fully compatible with Dimitri's "[Deadly Games Mercs with all speeches](#)" add-on. If you want to use this add-on, you can simply install it as usual (don't copy it into the "Data-AR" folder!). Dimitri's add-on will overwrite files from both JA2 and v1.13, but won't alter AR.

### Other mods

If a mod was developed to run with JA2 v1.13, it might be compatible with AR. Rule of thumb is: as long as two or more mods don't use the same files, you should be fine. E.g., AR won't work with the Wildfire maps, since you obviously can't use two different maps at the same time; combining AR and UC won't work since UC has a totally different campaign than vanilla JA2. Just try it and see what happens. ;-)

## Stability & feedback

AR is just as stable as regular JA2 v1.13 because AR does not change the ja2.exe and does not include crazy add-ons or unstable features.

If you're experiencing serious issues or even constant crashes running this mod, you most probably have a bad installation. In that case, re-download AR, re-install JA2, v1.13 and AR and everything should be fine. If you're using a third-party Single-Click-Installer (SCI), you might want to re-install the game & mod without the SCI.

If you found a bug, want to discuss the mod or just need some help, check out one of these places:

[Arulco Revisited mod forum on The Bear's Pit \(English/International\)](#)

[Arulco Revisited mod thread on Jagged Alliance 2 Basis Forum \(German\)](#)

[Arulco Revisited mod thread on Jagged Alliance Center Forum \(Polish\)](#)

## Known AR-specific issues/limitations

- Minor issues, not game-breaking:
  - x Sal, the replacement for Pablo, won't show up in the game. **Solution:** Don't kill Pablo. ;-)
  - x Locations of the new SAM sites will neither be revealed on the strategic map nor mentioned by Skyriders. However, this issue could be regarded as a "feature" since it adds the quest of finding them yourself.
  - x The new cities and SAM sites will be ignored by the queen in the "meanwhile"-sequences. Apart from this, she treats them just like the old places (e.g. tries to defend or retake them).
- Major issues, possibly game-breaking:
  - x None (known).

## Main features of AR v1.4

- five new towns (Aldea, Baldio, Escondite, Orilla, Recreo)
- old towns have expanded (more sectors) and/or are denser populated (more buildings)
- two new SAM sites (there are now six in total)

- new "air control table"
- a new island south of Balime
- more (~20) accessible sectors in Arulco
- many, many new sectors (including modified sectors from UB, WF6, Demoville, heavily modified sectors from vanilla JA2, community-made campaigns and completely new sectors)
- sector overhaul: just about every "old" sector that wasn't replaced by a new map has been edited to look & play nicer
- less sectors with just "empty wilderness" in them
- roadblocks and hidden military bases throughout the whole country
- more enemies patrolling Arulco
- more enemies guarding the cities (including parts of San Mona)
- a new faction: arms smugglers with hideouts throughout the whole country
- it's now possible to train militia in all towns (including Omerta, Estoni, San Mona and all new towns)
- **lots of items to be found within sectors, including v1.13-items**
- more roads to make the ice cream truck more useful
- new audio tracks for many situations
- new main menu backgrounds
- **a balanced "live of the land"-style gameplay**
- higher level of difficulty and a longer campaign than vanilla JA2 or stock v1.13
- secret levels and hidden treasures – can you find them?

## Changelog

### **V1.4 2013-01-20 (AR v1.3 20130120)**

Fifth public release of *Arulco Revisited*.

- Fixes
  - x fixed a potential crash when traveling around sector F5
  - x fixed potential crashes when entering certain sectors via helicopter
  - x fixed one secret level (accidentally, a broken map was used)
  - x fixed the sequence between Hans and Brenda (which allows regular access to Tony)
  - x fixed locations and names for new underground sectors
  - x improved path-finding for enemy soldiers on several maps
  - x removed the unintended portal in sector A1
  - x removed "ghost attachments" from several maps
- Balancing
  - x adapted movementcosts for several sectors
  - x balanced pre-placed items in several areas
  - x (slightly) improved overall equipment for enemy soldiers in the northern area of Arulco

- x added more traps, mines and alarms to some maps
- x added certain items to the northern area of Arulco (scopes, ammo...)
- x improved loot in Baldio
- Content
  - x reworked dynamic restrictions for mobile militia from scratch to make full use of all new towns
  - x reworked facilities for all sectors
  - x adapted loadscreens for all sectors
  - x added three new maps (A16, G4, L6)
  - x added a new civilian faction: the smugglers (more info [here](#))
  - x added individual floating text to the smugglers
  - x updated the beginner's survival guide and the hints
- smaller fixes and tweaks were applied to lots of maps
- added better compatibility for many new v1.13-features

### **v1.3 2012-09-10 (AR v1.3 20120910)**

Fourth public release of *Arulco Revisited*.

- Fixes
  - x fixed a crash when trying to marry a merc to the hicks
  - x fixed radarmap for Chitzena Temple (A2) (was already supposed to be fixed in v1.2)
  - x fixed merc profile data for russian localization of JA2
  - x changed the map in the "meanwhile..."-sequence to the correct one
  - x fixed BR's shipping costs when delivering to Meduna
  - x enabled training of militia in Orilla
  - x fixed several containers (accessibility, content...)
  - x fixed the Humvee getting trapped in J16 and K16
  - x fixed strange behavior when entering sectors that weren't supposed to be entered
  - x fixed one secret level being accessible via helicopter
  - x fixed Kinppin faction respawning in D5
- Balancing
  - x accelerated movement between sectors F2 and F3
  - x reworked containers in all Grumm sectors (less locks, more stuff = more satisfying to loot)
  - x added certain items in the northern area of Arulco (medical supplies, anyone?)
  - x softened the deadly gas trap in Chitzena SAM site a bit
  - x added more "special" ammo variants (AET and others) to some areas
  - x divided one big secret stash of gold into several smaller ones
  - x fortified Deidranna's palace & bunker
  - x reworked loyalty increase rate for Arulco's cities
  - x lowered BR's shipping costs (still higher than in stock v1.13)

- Content
  - x altered random bloodcat encounters
  - x added two new maps (C8, O13)
  - x added more secret levels
  - x overhauled several underground sectors (Tixa, Deidranna's bunker, secret passage (O3))
  - x added some new audio tracks
  - x added a small logo for AR to the main menu of the game
  - x updated "Arulco Revisited hints.pdf"
- added full compatibility for Dimitri's "[Deadly Games Mercs with all speeches](#)" add-on
- as always, many maps have been tweaked and updated

### **v1.2 2012-05-20 (AR v1.2 20120520)**

Third public release of *Arulco Revisited*.

- Fixes
  - x fixed radarmap for Chitzena Temple (A2)
  - x fixed two issues with path-finding in Drassen Airport (B13)
  - x fixed the unintended portal in sector C7
  - x fixed some minor annoyances in Chitzena SAM site (D2)
  - x fixed a potential (rare) crash when traveling around San Mona mine (D4)
  - x fixed Pablo not showing up at the new Estoni airport (H6) under certain conditions (again!)
  - x fixed unintentionally passable containers in several maps
  - x fixed some wrong patrolgroups
- Balancing
  - x (slightly) weakened enemy defense in sector E7
  - x added certain items in north-western area of Arulco
  - x added more medical supplies to be found in most parts of Arulco
  - x reworked loot in several sectors
  - x added some more gold/silver lying around in underground mining sectors
- Content
  - x created a new island south of Balime
  - x added two new towns: Baldio and Orilla
  - x added a new SAM site (there are now six in total)
  - x added 19 new maps (B1, D11, F12, K14, L7, L8, M7, M8, M11, M12, N11, N12, O10, O11, O12, P10, P11, P12, P13)
  - x extended Chitzena (again; has now 4 sectors)
  - x reworked worldmap and militiamaps
- added support for French and Polish localizations of JA2
- again, minor fixes and updates in lots of maps



### **v1.1 2012-03-17 (AR v1.1 20120317)**

Second public release of *Arulco Revisited*.

- Fixes
  - x removed unnecessary files from the archive
  - x fixed exit of San Mona mine (D4)
  - x fixed BR shipping destination (bug in german version of JA2 v1.13 only)
  - x fixed Pablo not showing up at the new Estoni airport under certain conditions
  - x fixed problems with buildings in Meduna residential area (O4)
- Balancing
  - x added more medical supplies to be found in (and around) Cambria
  - x changed loot in Chitzena SAM site (D2)
  - x added some more guns & more ammo to be found in the northern and north-eastern area of Arulco
  - x changed equipment for enemy soldiers in several sectors
  - x added even more items to be found in several sectors
  - x completely redesigned enemy patrolgroups from scratch
- Content
  - x overhauled Chitzena (it's also bigger now)
  - x added 13 new maps (A1, A3, A12, C7, C12, E6, H12, H15, I5, K6, L7, M6, M13)
  - x changed other maps and files to fully integrate the new maps
  - x reworked worldmap and militiamaps
  - x edited RIS report to describe the new reality in Arulco Revisited (English and German version)
- lots of small changes and adjustments in many maps – too many to list them all

### **v1.0 2012-02-09 (AR v1.0 20120209)**

First public release of *Arulco Revisited*.

## **Credits**

All work on this mod was done by *JASmine* and *Beka*. However, some of our work is based upon other modder's work. Check this list to find out about original authors.

A map in this mod being a "modified version of x by y" means, that the original map "x" was used as a template to create the new map which is used in the mod. Sometimes, the final product can hardly be recognized as a descendant of "x".

- Maps/Sectors
  - x Sectors G11, P1\_b1 – modified versions of maps from the JA2 Demo (Demoville)
  - x Sectors J13, K13, K15, L16, M15, M16 – modified versions of maps from Unfinished Business



- x Sectors C14, E7, G1, G2, H1, H2, K2, L1, L2, M10 – modified versions of maps from Wildfire 6
- x Sectors C12, H15 – modified versions of official Sir-Tech maps, not used in neither Jagged Alliance 2 nor Unfinished Business (templates)
- x Sectors A3, A8, A16, B1, C7, C8, C2, D2, D4, D11, H3, H6, I8, I13, K6, L13, L15, M6, M11, M12, N7, N11, O10, O13, P1, P10 – new maps created by JASmine & Beka
- x Sector F12 – modified version of a map from JA2: Biohazard mod ([official website](#))
- x Sector G3, L6 – modified versions of maps from JMM mod by Jona
- x Sectors N12, O11, O12, P11, P12, P13 – modified versions of maps from Operacja Igła mod
- x Sector L8 – modified version of a map from "Elfmeter" UB-campaign by Mack
- x Sectors M7, M8 – modified versions of maps from "Operation Red Phoenix" UB-campaign by Phoenix
- x Sector K14 – modified version of "Arbeitslager" by loser
- x Sector H12 – modified version of "I9" by DOG
- x Sector A12 – modified version of "Military Base" by Happy Child
- x Sectors A1, E6, I5, L7, M13 – modified versions of maps by unknown authors (probably winners of BP map competitions ca. 2001-2002? Contact me, if you've got more information.)
- x All other sectors are modified versions of maps from vanilla JA2

## **Music**

*Arulco Revisited* features new audio tracks. Here is a list with all new tracks and their producers:

### **File: battle.a.wav**

"Rising Legends" by Epic Soul Factory, from the album "Epic Soul Factory Volume One"

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**Album "Epic Soul Factory Volume One" by Epic Soul Factory on jamendo:**

<http://www.jamendo.com/de/list/a85641/epic-soul-factory-volume-one>

### **File: creature battle.wav**

"Poltergeist Attack" by Epic Soul Factory, from the album "Epic Soul Factory Volume One"

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**Album "Epic Soul Factory Volume One" by Epic Soul Factory on jamendo:**

<http://www.jamendo.com/de/list/a85641/epic-soul-factory-volume-one>

### **File: creepy.wav**

"On The Roof" by Marc Teichert, from the album "The Founder"

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**Album "The Founder" by Marc Teichert on jamendo:**

<http://www.jamendo.com/de/list/a111001/the-founder>

**File: "marimbad2.wav"**

"Kyrielle" by Denis Richard, from the album "DR Songs Part1"

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**Album "DR Songs Part1" by Denis Richard on jamendo:**

<http://www.jamendo.com/de/list/a2700/dr-song-part-1>

**File: "menumix1.wav"**

"Mission Briefing" by Marc Teichert, from the album "music by March Teichert"

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**Album "music by Marc Teichert" by Marc Teichert on jamendo:**

<http://www.jamendo.com/de/list/a56298/music-by-marc-teichert>

**File: nothing b.wav**

"Caverns" by Celestial Aeon Project, from the album "Aeon 3"

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**Album "Aeon 3" by Celestial Aeon Project on jamendo:**

<http://www.jamendo.com/de/list/a3620/aeon-3>

**File: tensor a.wav**

"The Chase" by Marc Teichert, from the album "Orchestral Filmmusic Collection"

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**Album "Orchestral Filmmusic Collection" by Marc Teichert on jamendo:**

<http://www.jamendo.com/de/list/a67944/orchestral-filmmusic-collection>

**File: tensor b.wav**

"The Hollows" by Marc Teichert, from the album "Rising Heroes"

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**Album "Rising Heroes" by Marc Teichert on jamendo:**

<http://www.jamendo.com/de/list/a101584/rising-heroes>

## **Thank you...**

Fan (betatester)

Gold (for his map converter utility)

Jona (for letting me use some of his work)

orko (betatester)

Scouty (for reporting lots of bugs)

shed23 (for his great tutorial on the editor)

all the people who reported bugs & stuff and gave feedback

...and of course YOU, for playing this mod!