From a technical standpoint, if you include scripts 2.9.2 and install it for the players, you are going to make ALOT of people very unhappy. 3.0 and above include a "d3d8.dll", which is a small d3d8 init wrapper. It isn't a full implementation of Direct3D8, just enough to bootstrap loading so shaders.dll can kick in. If you replace the scripts.dll and bhs.dll, shaders.dll won't kick in and players will be stuck with a completely black screen.