



We've got another update this month filled with lewd, QoL improvements and of course bug-fixes!

Content Guide

New Waitress Scenes / CGs

Do the bar waitressing (nighttime) as normal until you reach the new scenes.

New Motel Prostitution Scenes

Do the bar waitressing (nighttime) until after night 6, Klaus will speak to you when you wake up from sleeping in the motel.

Social Eating CG

Recover sublevel one as the story requires, then go to the chef's tent in the bottom room of sublevel one, or use the Gallery.

Eating Out CG

Use the Gallery or go through the rehab process until you find the woman that Jenna eats out.

Known Issues

- 1. Entering a Nudity Zone (like Jenna's room, or the changing booth in the Gear Shop), taking your badge off, leaving the Nudity Zone, and trying to exit the building will cause you to be unable to leave the building until you put the badge back on.**
Workaround: Just put your badge back on to be able to leave the building.
- 2. Winning the fight against Wildfire will sometimes softlock the game.**
Workaround: When the game freezes up, try typing `save.savegame tempSave` into the ingame console, then close the whole game, restart it, and load the save called 'tempSave'

Changelog

- **Added** new variants for the frontal groping CG set.
- **Added** another night to the bar waitressing storyline that features the new CG variants.
- **Added** a new CG set for the social eating scene, more scenes to come.
- **Added** a new CG set for Jenna eating pussy.
- **Added** two new motel prostitution scenes.
- **Added** body writing limb effects for Jenna's CharacterSprite.
- **Added** an overhaul of the Gallery UI to add categories and hints on how to unlock scenes that you don't have.
- **Added** an ingame player sprite to always show Jenna's CharacterSprite on the left side of the screen (toggleable via pressing 'P' or clicking a toggle in the options menu).
- **Added** an autosave filter to the save and load menus.
- **Modified** dialogue during Throb Patrols so Jenna isn't so oblivious about what Throb is hinting at.
- **Modified** dialogues for motel prostitution to match the tone of the bar waitressing scenes.
- **Modified** CharacterSprites in UI to be flipped so that body writing will never be mirrored.
- **Modified** the dialogue when Jenna first finds her jacket again to have her reflect on the fact that Karen made it for her.
- **Modified** Jenna's expression override to shocked during ChronalVibes and ahegao during the Wildfire bad end.
- **Modified** the bar tables to be easier to interact with during waitressing.
- **Modified** the level name indicator to make it look prettier.
- **Fixed** lighting and collision issues in motel upper floor.
- **Fixed** NudityZones giving a confusing error about clothing when you have cum on you.
- **Fixed** problems where you wouldn't get your items back after completing the fiend hub intro (not retroactive).
- **Fixed** errors with the tentacle snare ability not creating the actual tentacles properly.
- **Fixed** error in the journal manager and made it display the selected entry's category and name in the title.
- **Fixed** null reference exceptions in combat with lumber rats and the water barrels in the wildfire fight.
- **Fixed** problem where some combat debuffs would persist after the fight ends or the character is defeated.
- **Fixed** UI tooltips flashing when they first appear.
- **Fixed** problems with combat UI not playing nicely with the phone.
- **Fixed** issues with ability suggestions during the Jewel tutorial fight.
- **Fixed** issues with icons in the shop UI not properly loading.
- **Fixed** DestroyedStronghold sorting order issues and made the light attached to the player brighter to help with visibility when the lights are off.

- **Fixed** sorting errors in the motel.
- **Fixed** a way to get out of bounds in Carceburg.
- **Fixed** a collision error in prologue outskirts.
- **Fixed** being able to clip through the wall in the Motel showers by using the doors to the toilets.
- **Fixed** being able to spam the autosaves in prologue stronghold.
- **Fixed** CharacterSprites flashing white while they are loading in.
- **Fixed** visual changes not being reflected in a character if they are made in the same frame that the CharacterSprite is populated.
- **Fixed** animations not prioritizing the fastest move direction when moving a character with a controller.
- **Fixed** being able to unbind important binds like 'Use' or 'Cancel' which would make the game unplayable.
- **Fixed** a waitress scene being displayed as locked in the gallery.
- **Fixed** problems involving the waitress uniform where it wouldn't be removed properly after you're done waitressing.
- **Fixed** events not being properly counted in bar waitressing.
- **Fixed** missing drink images when a drink is made in the bar minigame.
- **Fixed** softlock when removing the Jacket during the destroyed stronghold prologue sequence.
- **Fixed** CG animations not playing properly sometimes.