We've worked hard for the past month to deliver you a combat-focused update revolving around the Lumber Rats in the Carcen Slums!

Known Issues:
- Skipping through movements during combat will cause internal positions to not update properly and cause AI to walk into each other.

Changelog

- **Added** new h-scene for the motel strip series that includes a CG set of 6 new images.
- **Added** replacements to some CG images in the other motel strip scenes.
- **Added** the job board to the bar where you can accept missions to defeat enemies for fuckbucks.
- **Added** new scene that can be accessed via a special job from the job board.
- **Added** combat encounters with Lumber Rats to the Carcen Slums, also made a path to freely walk to the Slums from Carceburg.
- **Added** Longwhip and Shortwhip weapons that deal Hybrid (lust and physical) damage.
- **Added** Tentacle Flogger weapon that deals lust damage and gives an ability to snare enemies with tentacles.
- **Added** Detached Cock weapon that deals lust damage.
- **Added** Bukkake Blaster weapon that deals lust damage at range and covers the target in cum (cum now takes away 5 lust defense and gives 5 lust power in combat).
- **Added** equipment durability and clothing damage that gets reflected with a set of damage states for each outfit on Jenna (atm Jewel does not have damage states on her clothes). Any physical, collision or shred damage taken gets distributed across all equipped items with durability.

- **Added** a bunch of reactions to NPCs for when Jenna's breasts or pussy are exposed from torn clothing.
- **Added** 'Shred' damage type that doesn't damage the target, but damages their clothes instead.
- **Added** item shop UI so that you can quickly and easily purchase items from the Gear Shop.
- **Added** equipment stats to the UI.
- **Added** item tooltips to show all needed information of an item when you hover over it.
- **Added** ability tooltips to combat UI that explain what an ability does when you hover it.
- **Added** the Shredder enemy that tries to 'Shred' you naked before attacking you with his Detached Cock.
- **Added** the Flogger enemy that tries to snare you up in tentacles to stop you from moving using their Tentacle Flogger.
- **Added** the Healslut enemy that tries to heal her allies by performing oral on them.
- **Added** the Squirter enemy that deals lust damage in an area around the target by squirting at them.
- **Added** Health Tonic item that heals 5 hp to Jenna when used (can be used during combat) at the moment, items can't be used on party members. This will be fixed in a later update.
- **Added** indicators at the beginning of each turn to tell you whose turn it is, and how many rounds it's been.
- **Added** back victory and defeat UIs that pop up at the end of a combat.
- **Added** Cleaning Bottle item that allows you to remove 'Stain' effects like cum without having to use the bucket or shower.
- **Added** a menu to load menu that allows you to get preset saves based on version (instead of just 'Skip Prologue').
- **Added** winter effects to outdoor areas as a small holiday event only during the real-world holiday season.
- **Added** console command that lists all available items that can be given with item.give.
- **Modified** Jewel's ability names to seem more like dance moves to reflect her dancer background.
- **Modified** scenes featuring the Vibrosuit in CGs to only be playable while actually wearing the Vibrosuit.
- **Modified** jacket slot so that Jenna can choose to not have a jacket on after the prologue.
- **Modified** perversion requirements to be 150 for being able to remove the pants and shirt slots, allowing you to be naked in Carceburg (currently we don't have NPCs reacting to nakedness yet)..
- **Modified** punk outfit overworld sprites to reflect their proper dye color.
- **Modified** Dancer Dress overworld sprite to include the headpiece.
- **Modified** how the dialogue UI scales CG images to keep some quality instead of slightly stretching the image.
- **Fixed** some input issues regarding UI.
- **Fixed** browser version of the game freezing when the browser gets alt-tabbed.

- **Fixed** browser loading errors on startup.
- **Fixed** Jenna's hair having a line of transparent pixels.
- **Fixed** bug that allowed you to leave through the motel window while naked before meeting the perversion requirement.
- **Fixed** unintended issue where you wouldn't be able to access a lot of 0.6 content after completing the Throb questline.
- **Fixed** a bug where hp bars wouldn't display their proper value.
- **Fixed** countless little bugs.

We've put together this quick little bug fix patch that also includes new content specifically for the holidays. Happy Holidays and Merry New Year! ♥

Changelog

- **Added** new holiday themed outfit with damage states that can only be obtained during the holiday event, but can be kept afterwards.
- **Added** new short mission that involves spreading holiday cheer to the town of Carceburg. Completing it grants you the holiday outfit.
- **Added** ability announcements that tell you what ability is causing a certain effect to happen when it happens.
- **Added** festive changes to the main menu during the holiday event.
- **Modified** combat balancing to lower time-to-kill issues regarding the Lumber Rat enemies.
- **Fixed** problem where energy wasn't being properly taken away when doing a movement that should have taken two energy to complete.
- **Fixed** problem with skipping movements not properly updating character positions (by temporarily removing the ability to skip movements).

- **Fixed** visual bug that caused the hair of visitors in the townhall to disappear when approaching during their sex animation.
- **Fixed** bug that would sometimes cause the player to be unable to interact with anything unless they were below it.
- **Fixed** some problems with the job board not properly saving what missions it has available.
- **Fixed** issue where screen fade would sometimes never disappear.
- **Fixed** default AI behavior to properly use all of its actions before ending its turn (Grunts).