



We've heard your feedback and fixed a ton of bugs that you've all reported! These bugfixes apply to both the public and the patron versions.

Your version should now be 0.7.5-r1 (public) or 0.7.6-pr1 (patron). If you downloaded the game, you will need to download it again from one of our mirrors.

We hope you all enjoyed the holidays, and here's to a happy new year!

Changelog

- **Added** icons to the Lumber Rat characters that still need to be defeated to fight Ray and/or spread cheer.
- **Fixed** problems in multiple menus that made scrolling with click-and-drag impossible on Android.
- **Fixed** problems with the curfew scene playing whenever another sequence brought you into the prison.
- **Fixed** camera sometimes not re-attaching to Jenna after a combat is complete.
- **Fixed** parts of the map where you could get stuck in the Carcen Slums.
- **Fixed** problem where putting on the guard armor would cause a dialogue to play that would make it seem like Jenna hasn't put on the armor before if she had already.
- **Fixed** woman in the old stronghold entrance always appearing even after you bring her back to Carceburg.
- **Fixed** 'Open Top' option not properly updating the vibrosuit's visual appearance.
- **Fixed** an issue where you could still use health tonics even while defeated, now an error dialogue plays to tell you that you can't use it.
- **Fixed** problem where the Tab / Pause buttons would always disappear until the level was reloaded.
- **Fixed** problem where Jenna would be able to move around during a dialogue that is played from another dialogue.

- **Fixed** problem where Jenna would be unable to move after sleeping in the motel bed for the first time.
- **Fixed** problem where the motel owner wouldn't properly appear during the prologue cutscene.
- **Fixed** problem that made you able to go back to Throb for another patrol multiple times a night.