



*This small little update contains the new CG work that Gear has worked on to fill in old image-less scenes!*

## Changelog

- **Added** new CG set to the tentacle scene during the VR mission. The new CGs can be viewed from the gallery if you have already completed the mission.
- **Added** new CG set to the two shower scenes, these can be viewed by unlocking the shower or viewing from the gallery.
- **Modified** load and save menus to better support large amounts of saves.
- **Modified** the horizon sequence to heal the party after it's complete.
- **Modified** Horizon intro dialogue to show Jenna's character sprite properly.
- **Modified** combat to give a party character 1HP if they were defeated during the fight, but the fight was won.
- **Modified** combat to heal all non-party characters after it's completed, fixing some possible edge cases where a character wouldn't be healed from being defeated and would need to be in a fight again.
- **Modified** Throb mission to add autosaves after every night.
- **Modified** save / load files to display the proper display name of a level instead of the backend scene ID.
- **Fixed** issue where having a corrupt save in the save folder would crash the load / save menus and cause Jenna to appear like a mannequin in the main menu.
- **Fixed** issue where the visual effects of equipment durability wouldn't display properly after loading a save.
- **Fixed** version checking to properly notify ingame when a patch release is available.
- **Fixed** issue where visual layers of equipment wouldn't update properly (like the 'open top' of the Vibrosuit).

- **Fixed** bug that causes the game to error out on the third prison scene.
- **Fixed** ability announcements drawing over the victory screen.
- **Fixed** a dialogue being completely skipped during the motel intro cutscene after waking up.
- **Fixed** error spam about animations during the prelewd.
- **Fixed** problem where the third prison scene doesn't reset whether it should play after completing it (causing it to play when entering the prison to bug it or after the patrol fight).
- **Fixed** issue where the prelewd CG wasn't filling the screen properly.
- **Fixed** issue where combat music would keep playing after completing a fight.
- **Fixed** issue where camera wouldn't reattach to Jenna properly in some cases after a fight.
- **Fixed** issue where Jewel was halfway stuck into the ground during the cutscene that plays after winning the first fight in Horizon.
- **Fixed** 'A Commanding Presence' tasks not completing after the corresponding missions were completed.
- **Fixed** Throb patrol combat ending as if you lost even when you won.
- **Fixed** combat UI showing the last selected character on startup even if the character isn't part of the current combat.
- **Fixed** Throb patrol night 2 to properly show the girl on camera during the cutscene.