We’ve got a bugfix patch for both the public version and the patron version of the game (0.10.2-r / 0.11.1-pr). There are still some fairly glaring issues with visual artifacting that are known, but things are a lot more stable than they were a week ago.

The public version has some CGs replaced in the new art style ahead of time, and also has some new changes that are borrowed from the patron version. This is because they are both essentially the same branch on the backend, but without the 0.11 h-scenes.

Content Guide

Replacement CGs
Go to the gallery and look at the scenes with replaced CGs from there.

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. Disruptive visual artifacts in some areas of the game.
Changelog

- **Added** the ability to change your party member’s worn equipment.
- **Added** console commands to allow you to repair all your equipment, or deal shred damage to all your party.
- **Added** new CGs to replace some of the old ones. *(0.10.2)*
- **Fixed** multiple problems that would cause the Jewel tutorial fight to softlock.
- **Fixed** error messages about sprites not being found from certain CGs.
- **Fixed** a lot of visual artifacts (there are still a bunch of them though).
- **Fixed** being able to walk through Jewel’s door when it should be locked.