This month’s update is filled with about five new CGs, lots of story in sublevel two, and new h-scenes in the bar and sublevel two!

Content Guide

(Main Story) Sublevel Two
Progress through the main story normally.

New Bar Waitress Scenes
Work in the bar at night until you reach the new scenes.

Replacement CGs
Use the gallery to find and watch the new CGs.

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.

Changelog

- Added 'Sublevel Two' main story sequence that includes new CGs, new enemies, new h-scenes, a bad-end, and more story.
- Added new CG set to replace the old Jenna x Karen CG set.
- Added new fully animated CG to the prelew intro scene.
- Added new CG, dialogues, and character sprites for Jenna’s wet vibrosuit during the coffee-making sequence in the prologue.
- **Added** new CG for the daydreaming spit roast that appears during the prologue in the motel.
- **Added** another night to the bar waitressing storyline.
- **Added** lewd pictures to the stronghold in the prologue.
- **Added** dialogue sprite for Karen.
- **Added** dialogue sprite for new Florian enemy.
- **Added** ‘Restless Encouragement’ character ability to Jenna that resets the last used ability of the target and gives them one energy.
- **Added** new exterior environment tileset to replace the old one.
- **Added** ‘Enemy Turn’ UI that shows the character sprite of the currently acting enemy.
- **Added** character sprites to ability announcements to show which character is using the ability or effect.
- **Added** ‘Ultra’ option to grass detail option in menu that makes the vines in sublevel 2 animate if selected, this is an FPS chugger so use at your own discretion.
- **Modified** the loading screen to have it animate a lot better.
- **Modified** how the combat UI is displayed to make it flow better with other UI.
- **Fixed** lighting and collision issues in motel upper floor.
- **Fixed** multiple issues with how layered images (like characters and CGs) are rendered.
- **Fixed** townhall moan sfx not playing properly.