



*From now until the end of Spooktober (November 1st) we've got a nice slice of Halloween content for patrons to enjoy! The public version (0.15.0) will be enjoying this new Halloween content starting on October 20th so everyone gets to be spooked this month!*

*The public version of 0.15.0 includes everything listed below except anything marked with (0.16.0)*

## Content Guide

### **The Witching Hour (Halloween)**

*Complete sublevel two in the main story and return to Carceburg to start the seasonal mission.*

### **Animated CG Replacements**

*Use the gallery to view the Tentacle Trouble scene and the Leath Loss scene.*

## Changelog

- **Added** seasonal event for Halloween that includes three new CGs, a new enemy variant, and costumes for Jenna, Throb, and Jewel.
- **Added** CG animations to replace the Circle Jerk and Tentacle CG sets.
- **Added** announcements that display when loading the game to inform you of news or events.
- **Modified** gallery hints for townhall ad scenes to be more informative.
- **Modified** dialogue of the VR bouncer to be less confusing when the player shouldn't actually be able to do the VR mission yet.
- **Modified** movement speed of characters in combat to be a little slower.
- **Fixed** the end of the main story quest not properly prompting you that you've reached the end of the story so far.

- **Fixed** sublevel two h-scenes not being in the gallery properly.
- **Fixed** sublevel one doors not being properly unlocked after the sublevel two mission is done.
- **Fixed** the party not being properly healed after each phase of the Floria fight.
- **Fixed** bug where equipment does not properly apply stats when the game is first loaded.
- **Fixed** bug that made it so it didn't matter if you actually gave a 'Kiss' cherry or not during the drink mixing minigame.
- **Fixed** text in the drink mixing notepad sometimes being too large.
- **Fixed** loading screen backgrounds not properly appearing.
- **Fixed** 'Fuck My Man' job not properly teleporting you to the couple's house.
- **Fixed** massive bug that made the progression of the main story mission be out of order.
- **Fixed** bug that caused you to be able to sleep until curfew during the first day in Carceburg.
- **Fixed** bug that caused the notification when entering a new area to display the wrong background (of the last level instead of the current level).
- **Fixed** money icon in the Gear Dye menu not properly appearing.
- **Fixed** bar talking ambiance still playing during nighttime hours when no one is there.
- **Fixed** losing the barfight causing the game to lock up.
- **Fixed** bug with the animation of the booth girl getting fucked when you first enter the townhall.
- **Fixed** problem where Motel Prostitution would sometimes bug out.
- **Fixed** problem where 'Heartbroken' debuff wouldn't properly announce itself during combat.
- **Fixed** multiple problems regarding character displacement abilities like from the Grav Knuckles or Rocket Dash in combat.
- **Fixed** second Wildfire fight doesn't properly end when Jenna is KOed.
- **Fixed** multiple situations where character positioning / targeting / movement would break during combat.
- **Fixed** time not being properly set for the day 1 conclusion scene if you were caught by the guards on the way back from the bar.
- **Fixed** bar waitressing missions not properly ending.