1. Stabilized volume for Apartment maps (set at 25% volume for each map)
2. After a bug with one day sleeping (Friday to Saturday in the previous version) I now need to test each of these three things on each day.

|  |  |  |  |
| --- | --- | --- | --- |
| DAY | NAP | WORK | SLEEP |
| MONDAY | TESTED | TESTED | TESTED |
| TUESDAY | TESTED | TESTED | TESTED |
| WEDNESDAY | TESTED | TESTED | TESTED |
| THURSDAY | TESTED | TESTED | TESTED |
| FRIDAY | TESTED | TESTED | TESTED |
| SATURDAY | TESTED | TESTED | TESTED |
| SUNDAY | TESTED | TESTED | TESTED |

1. Tileset adjustment – can now sit on couch.  
   A video game screen with a cartoon character on a rug

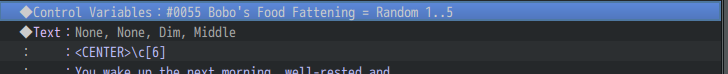
   Description automatically generated
2. Added common command to get rid of picture when gifting – severely reducing “clipping” on Clover, Kendra, and Margot. Placed before all gift-giving commands, removing original picture before adding new one based on item received.   
   A black background with white text

   Description automatically generated  
   A cartoon of a person

   Description automatically generated ( <- “clipping” refers to this)
3. Installed guardrails around this part of town so that this should be impossible.  
   A screenshot of a video game

   Description automatically generated
4. Deleted redundant “Ask” Common Event here in Charlie’s Skinny dialogue.  
   A screenshot of a computer program

   Description automatically generated
5. Wrong variable for one of Clover’s “skinny” talking points (applies to 8, 9, & 10)
6. Changed variable from “Clover – Friend” to “Clover – Convo” and changed switch to “Male”
7. Same but for Clover at “Chubby” levels.  
   A screenshot of a computer program

   Description automatically generated
8. Bobo’s Food has been given a new variable – effectiveness of fattening now varies by the day. Otherwise, it’d be too easy to make Charlie fat.  
     
   (Variable included in the “NEW DAY” Common Event.)  
   A screenshot of a computer program

   Description automatically generated  
   (Example of how this is scripted – this has been implemented for all five characters.)
9. Gifting Charlie now adds weight. Here is proof of this. Keep in mind, Charlie only accepting gifts from the Bobo’s Cart is not a bug. She’s just a picky eater.  
   A screen shot of a computer

   Description automatically generated
10. Fixed this for Bean Machine.  
    A screenshot of a video game

    Description automatically generated
11. Fixed this tileset issue for Broken Stool.  
    A video game screen with a cartoon character eating a hamburger

    Description automatically generated
12. Another tileset issue for Broken Stool.  
    A screenshot of a video game

    Description automatically generated
13. Tileset issue for Fiction Addiction  
    
14. (Deep sigh) Another one.  
    A video game screen with a couple of cartoon characters

    Description automatically generated
15. We da best tileset issues—DJ BEAN MACHINE.  
    A video game screen with a blackboard and a person standing in front of it

    Description automatically generated
16. More tileset issues.  
    A video game screen with cartoon characters

    Description automatically generated
17. These changes have resulted in a new look for the Bean Machine. Otherwise the chalkboard would be off-center.  
    A screen shot of a video game

    Description automatically generated
18. We’re fixing this issue too. (Apartment Maps.)  
    A video game screen of a video game

    Description automatically generated
19. Spider-Sam, Spider-Sam. Does whatever a voyeur can.  
    A screenshot of a video game

    Description automatically generated
20. Fixed HUD bug where characters wouldn’t automatically skip to next character in line. (Alex to Charlie, if not then Clover, then Kendra, then Margot—plus the reverse.)  
    A screenshot of a computer program

    Description automatically generated
21. Fixed no portrait – Charlie / Chubby  
    A screenshot of a video game

    Description automatically generated
22. Completely reworked Kendra/Clover’s house. Tilesets are completely walkable.  
    A screenshot of a video game

    Description automatically generated
23. Fixed an issue with working more than five days undoes all of your raises for being a slave to the Capitalist Hamster Wheel.  
    A screenshot of a computer

    Description automatically generated
24. Fixed an issue where Charlie switches weight stages mid-conversation  
    A screenshot of a computer program

    Description automatically generated
25. Remap of Apartment Hallway – tested and walkable  
    A video game screen shot of a house

    Description automatically generated
26. Fixed not being able to give Charlie gifts here  
    A video game screen with a couple of people

    Description automatically generated
27. Added a debug mode. Interested? Hit me up on the Discord.
28. Fixed infinite blueberry frappe glitch with a self-switch.  
    A screenshot of a computer program

    Description automatically generated
29. Fixed feet coffee.  
    A screenshot of a video game

    Description automatically generated
30. Old fragments of code left in “work” events that were deleting important things like gender, a lack of gender, and the concept of Tuesday.
31. Clover is now giftable. There was an instance in an old event running on Parallel where the switch had not been removed, thus causing the issue of her thinking that she’s at work all the time. This has been fixed.
32. As a redundancy to issues 33, I have added several “schedule” events that run in parallel so that anything I didn’t catch from previous versions should be taken care of.  
    A screenshot of a computer program

    Description automatically generated
33. This will no longer be possible.  
    A video game screen shot of a building

    Description automatically generated
34. No more entering Kendra’s house through the wall – you have to use the door like a civilized person.  
    A screenshot of a video game

    Description automatically generated
35. New Title Screen – it’s not permanent, so mind the low resolution.