

UPDATE LOG

Update list v0.01.5

The guest living room and it's Externus counterpart
An entrance in the tunnel area to the alley underground
The Colors Exhibit
The entrance to the Pipes area from the Pink Cloud Zone Flag
Graphics for every time you get a XenoVision
The animation when you turn a XenoVision on and off
Some new and different Charset graphics

— — — — —

Update list v0.02

Added more maps
1 new XenoVision: Transcended
Tons of glitches and graphical errors removed
Added 1 type of chaser...good luck finding them.
Improved alley room event
3 Randomizing doors
Better common event programming
Shift action commands for Sharpened and Velocity

— — — — —

Update list v0.02.5

An Instruction page at the beginning
Improved maps
More graphical and coding bugfixes
Fixed Mutated's transformation glitch
Better graphics for some of the maps and Ava's sprites.
Deleted the randomizing doors
Added the Matrix event at the city's apartments.

— — — — —

Update list v0.03.0

New Instruction pages

New cutscenes

Animated title screen

Added dialogue before going to the Externus for the first time.

New menu font and system layout.

New BGM

New NPCs

New areas: the Overloaded Machines path, The Chaos Tower, and the Subtle Suburbs

New XenoVision: Immolation - Lets you light up dark areas and go through small areas.

Slightly changed a few existing maps.

Minor Update list v0.03.1

Added joke XV add on after 'Technikolor', Picture file 'Fooled you'

Modified some NPCs

Added Men at Work (game progress) sign NPCs

Modified Rift Worm XV mini event

Added thought bubbles '?' and 'I'

Minor Update list v0.03.2

Modified footsteps

Modified some NPCs

Fixed minor glitches

Fixed a glitch where you can access the menu on the load screen.

Fixed a game-breaking glitch that makes your game crash after popping the vein (in the Fleshy Cave) that blocks the way to a XenoVision.

Changed Matrix's dialogue to properly match the storyline.