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Major\Minor Activation Code [addons]



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## About This Game

**The Power to Manipulate Reality**

**The Struggle Between Two Worlds and Their Plagued Co-Existence**

**A Political Battle On The Verge Of Revolution**

**A Mysterious String Of Murders, Claiming Family and Friends**

**At The Heart of It All -- Is You**

*A wave of murder and suicide has been hitting the country, all under circumstances more than mysterious. You play as one of the "Lucky Two", winners of a contest who have the honor of touring with an international pop idol. But as you arrive in Tokyo for the launch of this world tour, events quickly escalate. You have no choice but to delve deeper into dangerous territory -- all in the name of uncovering the truth of these enigmatic deaths. A truth that involves the dissonant connection to another world; and the inhabitants within who seek salvation. You are The Savior -- and it is your job to deliver a brighter future to this world.*

### Features:

- *Length Of Several Novels*

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- *30 Characters to Interact With*
  - *Forge Friendships With An In-Depth Affection System*
  - *SMS System: Send and Receive Text Messages To/From Characters*
  - *Many Choices Leading to Different Experiences*
  - *Multiple Endings*
  - *Steam Trading Cards*
  - *Controller Support*
  - *Steam Achievements*
  - *Steam Link and Steam Overlay Support*

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Title: Major\Minor  
Genre: Adventure, Indie, RPG, Simulation  
Developer:  
Tall Tail Studios  
Publisher:  
Tall Tail Studios  
Release Date: Oct 2016

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**Minimum:**

**OS:** WindowsR 7/8/8.1/10 (32bit/64bit)

**Processor:** Intel Core2 Duo or Better

**Memory:** 2 GB RAM

**Graphics:** DirectX 9/OpenGL 4.1 capable GPU

**DirectX:** Version 9.0

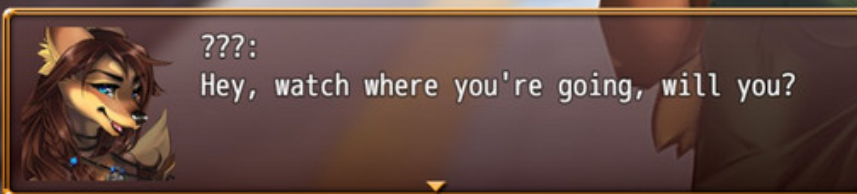
**Storage:** 1 GB available space

**Additional Notes:** 1280x720 or Better Display

English

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MEMORABLE CHARACTERS  
MANY TWISTS AND TURNS





Acheron liked your answer.

## IN-DEPTH AFFECTION SYSTEM



Acheron:  
You really think so?

**BECOME THE SAVIOR OF WORLDS  
BEGIN YOUR JOURNEY TODAY**

???:  
Just as I thought.  
Old habits die hard, I suppose.  
I'm surprised you maintained this facade.



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This game is one of the best and well designed games I ever played, surprisingly the background music in the Ark, made me cry, it made me feel emotional, I've been trying to find that music on YouTube but unfortunately I could find it I'm still searching though, by the way this game made my life faithful, it changed me in a way, a good way, we'll keep up the awesome work Klace hopefully I can friend you, but your friends list is full, for now I'll be here, role playing, chatting and etc. 10/10 on making this game ^w^. A fun little furry visual novel with some amazing art, and an interactive story. Currently in its infancy, two out of twelve total chapters is currently released, but I see a lot of potential here! Can't wait to see how many ways the story can unfold!

Update: Chapter two was released the other day, and the promise of a changing interactive story began to unfold. What really had my attention (caution: Potential spoiler) was the inclusion of the character census, which allowed you diversify the actions your character would make in the future chapters. One of them (though would almost seem redundant to ask if you were the character asking it) would ask you which gender you were, to eliminate the genderless pronouns, i.e "they" when referring to you (It would've made more sense to add this selection at the beginning of the game when naming your character). Other questions would start branches that would have future effects on the story narrative, such as which actions you would take in the coming chapters, based on your character's claimed personality.

So far, I was more impressed with this chapter than the previous one, as some more exciting scenes began to show up and the story begins taking some darker turns.. "Loser Simulator". So, I've played this for a bit more an hour and probably will never play it again. Here's the reason why:

First the positive points that goes for this game:

- Nice drawings of the characters, all look good
- Musik does fit the context of the text
- ... nothing else that I can say.

Now, it would be better to not to call this a game, it is a visual novel. It does claim it and does fulfill that.

But it also claims to be inspired by greats like Steins;Gate, Tales of Symphonia and Persona 4. Biggest and most devastating problem with all that is while Steins;Gate is a visual novel, Tales of Symphonia and Persona 4 are games. While the stories of the later two are good, they are reinforced and made great through play, interaction. Major\Minor tries to use those stories as a kind of template as a visual novel.

From what I could bear of the whole story it felt like, those stories mashed together and then put into the mechanics of Steins;Gate. It felt like a parody of the very enjoyable stories of those two games. Much of the narrative is bland. It mostly works as a info dump. The thoughts of the character you play as is undistinguishable from the narrative. No person that has a personality thinks like that. The reader\player is a puppet master that directs the puppets down the path he\she wants. Those puppets are characters, fully developed characters. Here it felt like I'm looking at cardboard cutouts of stock characters.

It may all just be a failing of writing there though as to me, the writing compares to lower-grade mediocre fanfictions. The whole story even starts out making the main character like a Mary Sue. To use fanfiction tags: godlike, AU, OC.

It all doesn't blend well together. It might have been that I, myself, had some higher expectations of Major\Minor and it failed to even come close to the expectations but even with the expectations of it not being engaging, this product would have failed to meet that expectation. It felt insulting to the place this whole plot plays in, Tokyo, Japan.

So I would not recommend this game. My reasons are stated above.. Now before i actually purchased this game, I heard lots of bad reviews, telling me not to, but like all curious gamers I decided to try it out for myself when I saw it on sale, and I cannot say I am all that disappointed, the artwork is quite amazing, the storyline, while cheesy in the beginning, is actually pulling me

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in, with mentions to scientific theories being brought to light, but the dialogue is what counts as well. You feel in control of how your experience goes (for the most part) and although the gameplay is rather dull, I still find a sense of enjoyment in meeting and interacting with some of the characters (despite some I would rather block and delete the contact information)... Is Major/Minor an amazing game? hardly. I would say however it is one worth purchasing and testing out for yourself, given time I hope future consumers find the same sense of attachment I have come to find. If not there is always the chance to request a refund from Steam! (Konrad I am sure is gonna be your favorite XD). Noticing all the strange reviews and whirlwind of drama, i need to say that i don't know anyone involved in the creation of this game before i write this review.

Being a furry i was intrigued by the premise of this game, it's catered to my community, i'll give it a go, support my fellows, all that. I start up the game, i see some interesting title art, and hear some very enjoyable title music, i sat there for a few minutes listening to it, getting myself prepared for a great furry based game!

Unfortunately, the title panel is where the enjoyment happens to end, because immediately you are met with what can only be described as the super-tsunami tidal wave of text. That's literally all this is, layer upon layer, upon layer of text, and literally nothing else. The game continuously boasts choices but in the entire first chapter (Which SHOULD be the set up for the entire coming game) i was only really given about two choices that were likely to change anything. Meaning the whole point behind this game, i.e the choices actually crops up an exceedingly small amount, however the game seemed to have no problem forcing me to save the game every 3 minutes, meaning any choice you do make, you can just quit and restart and make a different choice, making the game completely pointless to begin with because it saps any sense of adventure you have.

The characters are extremely one dimensional and extremely unimaginative, they have less personality than a satsuma, and their unchanging expressions are ridiculous to look at. This lack of variation completely destroys any sense of immersion and any sense of connectivity to the characters you may have built up, which you would be lucky to.

The story is somewhat interesting, i mean, it has a lot of mileage it was just executed extremely poorly. The dialogue seemed like it was cut and pastes from a particularly boring roleplay two people had on skype, and it was just full of complete ramble. So much ramble, literally nothing of importance is said within the first thirty to forty walls of text you have to sledge your way through, by which point the game has already lost my interest and my tension headache is slowly caning its way back into my brain.

The soundtrack is mediocre at best, there is nothing memorable about it so i have nothing to say about it... it's just... yeah, it's music... nothing great.

The game, well, "interactive text wall" as i'll now personally dub it, has a shred of a chance of being somewhat interesting if the developer just manages to do more with the future chapters, if the future chapters are anything like this first one, it'll be worth burying. How this game has mostly positive reviews is beyond me. The point of a game is the content which you play, not how it looks aesthetically. Obviously it pleases me that there is a game out there for furies, but the content is simply not up to scratch to be worth anything near to a thumbs up.

You have a good idea and a good ground to do something decent, how many people really want to see boring art, boring dialogue and hear repetitive mediocre music? Nobody, that's how many.. I am going to be as spoiler-less as I can be.

The first chapter is short, I got through it in one playthrough in roughly 40 minutes. This game is not very well written. The two characters you interact with the most are insufferable (whether knowingly or not), and the way the protagonist responds to them are entirely unbelievable. The amount of chill the protagonist has is ridiculous. Not only does Kila sell you out as soon as he can, but you're also blamed for an event that is 100% out of your control (a train being delayed); when the train was delayed you could respond to a text sent to you from a person you're supposed to meet at the station, asking when you will arrive. Since the train was delayed, I decided to be honest. The protagonist figuratively nods and says he will explain what happened face-to-face and sends back "I don't know". He never does, and instead just lets him-/her-self get walked all over by these two "potential friends". The amount of the protagonist is willing to take from people whom he doesn't even know is staggering, especially when the game keeps hammering in that you're supposed to befriend these people.

Kila portrayed as a dopey idiot who can't keep things to himself, getting you in trouble on more than one occasion. Rook is just a jerk. All he does is complain and treat both you and Kila like Jade seems to be a



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somewhat reasonable person, although she has trouble acting like a person (you'll see what I mean by that if you do buy this game). Inumi has one line of dialogue. Eclair, so far, is the only person who seems like an actual person. A person hopped up on coke, or has bipolar disorder, but a person nonetheless.

If I had to describe the writing style of this game, then it would be.. Fanfiction as written by a person whose idea of a personality is taking articles from TVTropes and plastering them all over a character. I sort of doubt we will be seeing any development in terms of character in these upcoming chapters.

It gets worse as you progress through the "story". I suppose I should be thankful that chapter 1 is so short. But speaking of the story, there is none. You arrive in Tokyo, you speak to a grand total of 5 people and then the game is over. 42 minutes. The game wants you to keep loading up saves and trying out different choices, but I honestly wasn't too interested in that. If I wanted to hang out with \u2665\u2665\u2665\u2665\u2665\u2665s and probe them in various ways to see how they will demean my pushover of a character next, I'd hang out with my \u2665\u2665\u2665\u2665\u2665\u2665 friends in real life thankyouverymuch.

Another complaint I have is the fact that there is just one static sprite for each character. You meet 5 characters during your playthrough (Kila, Rook, Jade, Inumi, and Eclair) and each of them has one, and only one, portrait. Unchanging, each forever staring off to one side. That said, the portraits are very nicely drawn. There are some very minor issues, like the level of detail kind of fades along the edges of the characters, but other than that I have no actual complaints about the quality.

I feel sorry for the author and developer of this game. I think that the idea is solid, but the writing is not there yet and the game itself is entirely unfinished. \$9 for 42 minutes of gameplay where most of it is spent being talked down to and backstabbed? Eh. I'm not going to presume to tell these people what to do, but this game is clearly not finished. The least they could have done is put it on Early Access or something.

EDIT: If you do decide to check the game out anyway, I think you should. \$9 is not that steep of a price, and since the game is ridiculously short (averaging between 30 and 80 minutes for one playthrough from what I can see from other reviews) you can easily ask for a refund after.. +Furry girls in suggestive outfits

-i'm sorry mom. So\u2026 I was going to play this game and may have even recommended it, even though i\u2019m not a fan of visual novels. That is, before I saw this.

[>Link<](#)

[And was surprised to see the name of someone I know and have talked to a few times in it as one of the people being attacked, and made me think about how it\u2019s weird for someone to be selling basically 2 versions of the same product. So after reading that, this is what I have to say. If your going to be a video game developer, you need to have a level of professionalism. You don\u2019t see bigger companies doing these kinds of things. \(Even though instead they just honey coat words and put loot boxes in their games.\)](#)

[If your going to put anything up for sale, whether that be music, food, movies, etc. You need to be ready to respectfully deal with criticism. That didn\u2019t happen in this case. And these sort of anti-consumer acts kill a game pretty well. I know first hand because I made a review of another game\u2019s anti-consumer acts and it basically killed said game. Basically the message is\u2026 if your going to attack and insult the people giving you money to play your game, it\u2019s going to make people not want to pay for your game, criticize you even more, and make you as a developer and your game look bad. And in this day and age, where it is hard to get recognized on Steam at all with over a dozen games coming out daily, that is not what you want.. This game is a generic visual novel and has some gripes about it, for starters the way they set it up for controls is baffling where as most VNs have the controls easily used with the mouse \(Right click to open menu/hide text, left to continue story\) they seemed to have not added this feature in. The F4 to switch between fullscreen and windowed mode is not saved between sessions, and the story thus far felt fairly short. The fact the story is not finished is an additional point against the game.](#)

[They need to work on more emotions for the stills, as during a scene people discussing the death of a character \(though I would say that putting yourself in the game is a bad move\) is offset by the characters all having mile wide grins. Some of the claims like the SMS system and going on Dates is not put in yet. And it is definitely not the length of several novels at this point in time. Wait for the game to be finished if it ever is.](#)

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If you're looking for another Morenatsu, this isn't it.

Meh:

Using furry characters was a neat idea but when all the characters are sparkle dogs, it quickly ruins the immersion of the story. Typical RPG Maker noises that erupt whenever selecting anything, along with the stock soundtrack. I found myself holding the Enter key down for almost the entire time, a huge problem with any game that is made using RPG Maker, no indication that a critical selection is coming up when trying to speed read through the uninteresting dialogue.

Yey:

The art is glorious and the characters are beautiful, multiple poses for each character with their own unique personality.. I honestly wish I didn't have to give a binary review for this. Binary is just not enough here.

Pros:

- Engaging and interesting storyline (so far, anyway)
- Really nice artwork
- I personally quite enjoy how femme a lot of the male characters are - though many would take this as a con
- Cross-platform! Can't speak for the others, but the Linux client works just fine (on Fedora/RH based systems, at least)

Cons:

- There was absolutely no good reason to use whatever engine the dev used for this. Just going to reiterate that last point. Had this been written in RenPy or something similar it could have been amazing. But so many of those amazing ease-of-use features that are considered standard in visual novels... Just aren't there.

I'm really struggling to get through it, not because of anything wrong with the game but rather because:

- I can't fast-forward through text I've seen before
- I can't save whenever I feel like it
- There's no autoplay (I like reading VNs whilst doing other stuff with my hands, like painting or sorting cards!)
- There doesn't seem to be a way to open any kind of settings in the middle of the game  
I'm going to keep trying to get through it, but... This kind of thing is so pointless. Literally the exact same effort put into RenPy would have resulted in a significantly better game (which would have definitely been a recommend). Major Disappointment\Minor Enjoyment: The "Complete" Review

So, I'm exploring my profile and I'm looking into the odds and ends to trick it out because I'm a bored loser with no purpose. I start working on my badges because I want more emotes to compensate for the lack of love in my life. I buy a pack of M\M cards to "complete" the badge, using gems obtained from destroying my access crap, and I get a set of the piiiiiiiiiaaaaaannnnnk dog\wolf cards, Klace, and I'm confused as \u2665\u2665\u2665\u2665. Apparently there are two versions of M\M and I didn't know it. Now, I'm curious as to what was cut and changed...here we go again.

Five minutes didn't pass and I'm already\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665off. I'm immediately greeted by this hideous portrait of one of my favorite characters, Reiyō. That one photo with the yumyumyumyumyumyumyumyumyum face killed damn near all mystique and likability for me. Oddly enough, almost every character has an introduction photo which is absent in the "complete" version. I'm going to take a guess that complaints were made or there were furry politics (excuse me, I just threw up in my mouth a little) involved causing the \u201ccomplete\u201d elimination, purge if you will, of the photos. No upgrade or improvement...just plain elimination. Lets pretend that this is the only change between the two games. This would mean that the "complete" version is \u2665\u2665\u2665\u2665ing in"complete". Both games suffer from the same issues so if you want

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more info, go to my review of the "complete" version there but I will say that after playing the "complete" version twice and this once; the story is still flat and not very memorable. There are characters that I "complete"ly forgot about with the added benefit of feeling like I'm missing something. What IS the difference between the two aside from the additional photos? I was so bored I honestly couldn't tell.

Whether you are a Triple A or Indy developer, you will get the same treatment from me. Its a good thing that I played M\W followed by the Winds of Change demo because if I played M\W followed by the "complete" version; I would be salty as hell, make accusations of laziness and not giving a damn, followed by blocking Tall Tail Studios from showing up on my page because I wouldn't want to have my time wasted. This is also priced at \$20...you have GOT to be shrooming. I feel like I'm missing a TON of context here aaaaaaannnnnd I don't care. Unless you are "complete"ly enamored and/or blind; I feel bad for everyone who played this version, followed by the "complete" edition.

I hope that noone paid for this game twice or paid full price for this because Major\Minor "complete"ly wastes your time.. When I first discovered this game I was a bit surprised to see a blatantly furry game actually for sale on steam. I read the description and didn't think I would want it that bad, but since it was the only truly furry game I had seen on Steam i decided to wishlist it. Then recently I discovered it had profile backgrounds and emotions so I checked those out on the market and realized most were more than the actual game. So i bought it without any real high hopes. So since i expected nothing I was pleasantly surprised by the amazing art and interesting story. I've been interested in parallel universe stuff for a while and I got pretty excited when I realized part way through that its what the game was about. I am a little disappointed with the story not actually being completed yet, but at least the new episodes don't make us pay more so that's nice i guess. I also wish the characters at least had a few more expressions. Seems like so far only the girl at the cafe has more than one. I think its awesome that this is officially on the store and everything. It's gotta be one of, if not the first totally furry game on Steam. Can't wait to see how it turns out, keep up the good work guys!. This is my first game review on steam, so I'll try to be as articulate and fair as possible.

Positives: Immersive storyline, good character builds, fair amount of options, great art design. As far as the game itself go, for a visual novel its pretty good. Kept me intrigued as to what was happening next, and the accompanying music just added to the atmosphere. Some chapters have also been improved along the way.

Negatives: Even though later the developer did apologize, I don't see why I had to pay full price for a game that was far from finished. I purchased it awhile ago, only to realize there was only one chapter. It was said that a new chapter would be released each month. Well, I've only played a handful of chapters, and its been well over a month since the last update was made. The developer should have promoted it as a very early access/alpha, and hired some testers to work out all the bugs. Then once all the chapters were created, then sell at full price. At least we're not being charged per chapter. The developer has removed negative comments before, so I hope he takes this as constructive feedback. In its current state, unfortunately I can't recommend it. However, it has so much potential, so I hope this will change in the future.. (POSSIBLE SPOILERS) Firstly, was never interested in this game. I've refunded it a while ago, and only bought it just because I wanted to do a playthrough of it on youtube to see if it was as bad as everyone was claiming it to be. They were not wrong, and even unfortunately it wasn't even that bad to the point it was humorous, it was just overall not fun to play, and frankly I didn't even finish the game, so this isn't a full, but only partial review of my experience with the game. The characters were boring, and uninteresting. Kila was an average over-worried, clutz. Rook was just pretty much there to help you progress further into the "rich" plot. Jade was the cliché, cringey, humorless person trying to get better at humor, and Inumi is your painfully average shy donut steel oc from furaffinity. Oh, and you can easily find the mysterious "man's" name by going through the game files. Speaking of the game files, it's painful to see that there's literally only two pictures practically for each character in the game, one standing on the left, then flipping the image to make them appear standing on the right. Only for one character I saw there was a picture for an emotion they would give off in the dialogue (that's if it even shows), and I felt like if the game made the characters have more than one facial expression, it would make the game

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THAT less boring to look at. I've heard it's because the patreon for this game hadn't reached that milestone, which I think is silly, because I felt like there could've been different facial expressions if the artist's goal wasn't to make sure to shade the everlasting heck out of each of the characters to make them look realistic and such. Personally, I would've taken facial expressions over the quality of the art anyway.

Going back to the dialogue, there's too much of it, and if you're a fast reader, from what I've heard, you'll finish the game in under an hour, and you've just participated in what people are calling a Left Click Simulator. Along with there being so much, there's a lot of pointless dialogue that shouldn't even be in the game, like some of the dialogue tries to remind you of a joke if there was one, to go back and play the game with a whole different 2-3 choices, or just some pointless details about the environment and such. Speaking of the choices, for a game saying where your choices matter, it really doesn't feel like they do. Your first choice of the game is to tell Rook if you're going to be late or not when arriving. Really? This is a choice that will drastically change the game? I mean I heard of the butterfly effect, but I mean come on. Not to mention, the game stresses out that if Rook does find out or if you told him if you're gonna be late, he'll go absolutely crazy and slit his wrists or something. The second choice is telling Kila that you're part of a contest or not, and then if you want to go to a Maid Cafe with him. Then the third choice I don't even know exists, because I gave up on the game before then because after those first two choices. There's such a large gap between that last choice to the next one if there even is a next one before Chapter 2! So get ready to read A LOT of stuff before you're allowed to experience some type of "gameplay" again. And the writing? Like I said before, not interesting, and nothing to write home about. You can find fanfictions that are worth more of your time than dealing with a game you spent 10\$ on.

Finally, the price tag, and the game. 10\$? 10\$ for a game you practically read for an hour, then it just stops, and you have to wait another month before the next chapter comes out? That's a joke. There are full fledged books out there for 10\$ that can keep me more entertained and worth my money. This game in its current state, should not be priced for 10\$, hell even on the sale, it wasn't even worth 7\$ in my opinion. With the game's current content, playability, and "gameplay" it should only be 5\$, once again, in my opinion. Now if the game had more chapters and content, then it would be worth 10\$, if there was another 2-3 chapters right off the bat, but since this game is going to be episodic that ain't happening. If the game is episodic and/or lacking content, shouldn't it still be in early access instead of you know, out of it right now? I mean, according to the patch notes, the game isn't even at version 1.0 yet! If this game was still in early access, the price tag and everything would make much more sense, but since it's out of early access, well there's nothing much to say or do. This game should've still been in early access, or released with more content, but since there is no other content currently, and it's out of early access, this a game you should not buy until a third or fourth chapter comes out, and you're ready to endure on a whole bunch of reading and characters that will possibly not even interest you. Funny thing about the game's lack of content is that if you finish the first chapter, don't like it, and didn't have it in your library for more than two weeks, then you can easily refund the game.

Overall, this game should not be bought until more content is brought in, and even then, do not have high expectations of the game's writing or characters, or it being worthwhile because more content does not automatically mean a better game. The writing is nothing to write home about, there's little choices to be made, the characters are uninteresting and only have one facial expression and if they're standing on the left or right, and prepare to hit that left mouse click or space bar A LOT. It's also saddening to know the majority of the target audience this game was supposed to appeal to doesn't even like this game either. If this game is still in the positive ratings, don't fall for it, it would be understandable if it was in mixed, but the only reason I feel that it's even in the positive ratings is because of furies. You can make anything as bad as you want, but if you have furies in the mix, then you better believe furies are going to support the everlasting hell out of it. It's "pawful" I know.

yiffV10 needs more game

UPDATE 1V18V2016 - News has been told that the game will be getting multiple expressions for the characters of the game, as well as maybe even a talking animation. Despite this may not even be close to saving the game from the other problems it has right now, it's a much needed feature and it will make the

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game much more pleasing to look at, and nowhere as near boring.

UPDATE 4V14V16 - Still no multiple expressions, still no talking animation and the writing was lazily overwritten in the first chapter, though at least there was new stuff which didn't make it god awful to go through again and I found out what the hell is going on in the game. Though the writing is still meh, and everything still is meh. Nothing much has changed and even with revamped writing in the first chapter, I can only feel that even adding multiple expressions and such will not even make this game better. There are good visual novels out there, even interactive ones with choices, this is not one of them.

### **SQUIDS FROM SPACE v0.1 - Changelist:**

Here are the changes and known issues for Build v0.1:

#### **Gameplay & Balance:**

- Players can now fall into manholes
- Removed ready-up system due to confusion
- Rubber Chicken hidden somewhere
- Swapped the Harvester controls so that the Gravitron was now the main control
- Destroyed fire hydrants and gas pumps now launch players into the air
- Balance changes for each Tech Level (Squid weapons and Human weapons) across the board, feedback welcomed!

#### **Characters, Environment, FX:**

- New Human base layout
- New Squid base layout
- 2nd pass on character animations
- Updated refugee models
- Updated Squid model
- Squidlings now ragdoll when their bowl is destroyed
- Added basketball court
- Updated some of the weapon models
- Lots more explosions, fire, and weapon fx across the board
- Added winning team victory effects
- Added a night time map
- Added the ability set the environment on fire with a flamethrower

#### **UI:**

- Icons for tanks and harvesters have been added to the Map/Minimap

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- Map key has been moved to Tab or middle mouse wheel click for keyboard
  - New scoreboard UI layout
  - Added icons for what weapons your team has equipped
  - Added an end-of-round stat screen
  - Added a victory screen

#### **Streamer Support:**

- Volume slider now saves it's position correctly
- More Stream-worthy moments added to in-game combat and finale

#### **Known Issues & Bugs:**

- Team balancing is working incorrectly. It may not always switch players over to a new team from the last round.
- When hopping into a squid suit or squidding a human, you may briefly see a camera glitch, and/or the world origin of the map
- The icons for refugees appearing on the minimap are missing (Fixed in next build)
- Scrolling beyond the bottom of a menu with the gamepad may cause it to stop working. Need to use the mouse to refocus the menu. (Seems to be fixed in next build, as I CNR)
- Strange crash that MAY occur at the end of the round after the Victory Screen and before the end of the round. May be hardware related.
- Spamming more grenades than available is sometimes possible.
- Notifications for a flag returning to the base may not always play a sound
- Username font is difficult to read, will be updated in next rev
- Team weapon icons are difficult to see on the stat page
- Text is not scaling properly on the loading screen when the resolution is changed
- Weapons/Powers still need balancing tweaks

~~. We've Started a Dev Blog~~ attempting to maximize the window while the game loads  
We realize that it can seem like some Devs disappear from the face of the planet. Behind the scenes, we are very much hard at work, but can't always release a new build immediately and as often as we would like. Especially, when more time is needed to implement and test larger new features.

However, we really don't want to lose communication with all of you who have been following us and waiting patiently for updates. SO! We've started a Dev Blog in hopes to bridge that gap in between each update.

[Click here to visit it.](http://new.funbits.com)[new.funbits.com]

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Thank you for your patience!. **More Customizations! More Bug Fixes and Balance Tweaks!:**

Greetings Earthlings!. **SFS Hotfix Update Live:**

Quick hotfix patch for things that were caught in the previous build! Thank you for your patience! Please enjoy the Spring Update!

- Mech Chicken legs weren't properly weight painted
  - End of round flow should no longer break and show T-posing naked humans in some situations
  - Invisible wall on Main Street on North resource area blocks grenades
  - Have to re-press fire button to aim rifle\RPG after firing & reloading
  - Auto turrets now correctly do not collide with vehicles
  - Fixed female Sailor hats not having color selection
  - Corrected some of the human customizations not using the correct colors (ex: Astronaut helmet using old pink color, etc)
  - Plugged a hole in Main Street under the northern resource collection area -- there was no
- ~~. Happy Louisiana New Year! K&K Squids from Space~~





Our Lunar New Year and Valentine's Day event has begun!. **Fix for 1 FPS Bug - Live!:**

**GREETINGS EARTHLINGS!. NEW FARM MAP! SPECIAL EARLY ACCESS HELMET!:**

**NEW**

- + Early Access hat customizations for both Humans and Squids
- + Inception Helmet customization for Inception Discord Community members
- + New Farm Map! Tractors! Chickens! Pigs! Sheep!
- + New look for most customization icons on the Customization Menu

**BALANCE CHANGES**

Update to 4x4 and Moon Rover:

- Reduced impact damage vs infantry by ~20%.

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°<sub>8</sub>,

Update to team balancing:

-When moving to a new map, the auto-balancer should do a better job now ensuring that teams are well-balanced.

°<sub>8</sub>,

Balance changes to Dynamite:

-Damage reduced to 30 per stick, from 35.  
-Stick explosion radius reduced to 100, from 175.

°<sub>8</sub>,

Balance changes to Antimatterizer:

-Damage range based on charge % changed to 5-18, from 5-13.  
-Number of hits based on charge % changed to 3-10, from 6-14.  
-Minimum charge required in order to fire increased to 30%, from 10%.  
-Overall, total time spent discharging should go down, and damage at 75%+ charge should go up.  
-Discharge state is no longer interrupted by effects that prevent firing (eg, handcuffs or optic overloader).

**IMPROVEMENTS**

+ Lots of art optimization to multiple maps

**KNOWN ISSUES**

+ Tree missing collision near northern part of Human base  
+ Tractors can get stuck on fences  
+ Human Vehicles can launch each other into the air. **Squidmas Part 2! NEW GAME MODE!:**

**GREETINGS EARTHLINGS!. AI Hotfix and Mech Update Live! Last chance to grab the Elf Costume!:**

**HOTFIX LIVE ON STEAM!**

- AI clumping up around the flags, making it impossible to capture or rescue flags should be fixed! Hopefully this will help with games that have been lasting WAY too long (it won't solve it of course, but it has definitely been affecting games recently).  
- Mech health has been increased to 600 from 400.  
- Map rotation has been re-ordered (however, none of you will notice this change at all. Just something we did to help break things up for new players that join an empty server)

**REMINDER**

Don't forget! You have until January 15th to get the Elf Costume before our Squidmas event is over! Get it while you can!



. SPOOKTOBER MAPS ARE BACK! Grab those spooky customizations!:

SQUIDS FROM SPACE HALLOWEEN UPDATE IS LIVE!

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