



v0.944

New content:

- The ability to download modifications using the game has been added. All you need to do now is go into the game, into the folder with modifications and click "download modification", after which this modification will be downloaded from the internal path. At the moment, the feature is only available to Patreon subscribers of the Super Best Friend (\$25) level and above.
- A new feature has been added - cloud saves. Now you can make cloud saves at any time by enabling this feature in the subscriber's patreon account. All your saves in automatic mode will be loaded as soon as you go to the "Cloud" tab in the downloads. You can transfer saves in this way from an android to a PC device and vice versa, playing from the desired save at any time. All your saves are stored on a remote server and become available as soon as the subscriber's patreon mail is entered. This feature is currently only available to Super Best Friend (\$25) and above subscribers.
- Improved performance for cross-platform saves: now when transferring one save to different devices on which the game is available, those will work more stable.
- Added over 16 different skin colors for randomized female NPCs, ranging from lighter to darker.
- A new feature has been added to the randomized character editor, in the customization option, the ability to change skin color. It is available in the Body Customization category.
- Added the ability to fully customize the skin color of a randomized female NPC for any taste using RGB code. Absolutely any: even yellow, even red, even blue. The feature itself is currently only available with a Best Friend (\$10) and higher Patreon subscription.
- Randomized female NPCs can now spawn hair clips, hair bands, and other hair accessories. For each hairstyle there are unique hairpins / elastic bands, and in total there are 5 of them for each of the basic hairstyles.
- Different variations of bracelets can now spawn on randomized female NPCs, of which there

are a total of 4 possible pieces.

- Now, on randomized female NPCs, chains around the neck are generated with some chance
- there are three variations in total, and the total percentage of the possibility of their appearance on RNPCs is 20 percent.

- Added Discord Integration: You can now turn on the option to display what you are playing while playing, and it will appear on your discord profile with all available information, starting with where your character is and what he is doing. This feature can be disabled, and the setting during the launch of the game will be responsible for it.

- The map was completely changed and redesigned: firstly, it became three times larger, secondly, more marks appeared on it, thirdly, it will be much easier to expand it by itself than the old map with new locations.

- A new window has been added to interact with the game interface/game. It is displayed in the player's diary, on the last page, and already in this window all randomized NPCs, your character's relationship with them, their location and some other information available to you are displayed. In addition, all lists are sorted by different methods to choose from, so finding any desired RNPS will be quite simple.

- New events have been added to the Gym location, available for your character to drop.

- Added new 18+ category events available for your character to drop, with a randomized NPC participating in them.

- Some deleted game content has been restored and is now back in the game.

- More than 30 new reactions have been added to the Randomized NPC Interaction Menu, in the place where the reaction is displayed, when a randomized NPC visits your character. All these reactions depend on what you have already done, as well as what kind of plans your character has for this mechanic.

- Events with calls from randomized NPCs are now limited to two times, and this figure is reset after the start of a new in-game day.

- Now with the help of the current framework for creating modifications, you can create marks on the city map.

- Now, if your character has bought a new apartment, the location on the map of his point of residence changes.
- Now, after receiving the quest to exterminate hooligans by your character, he has the opportunity to choose when communicating with the quest giver for what reason he came: about the task or just to chat.
- An option has been added to the subscriber's patreon menu - creating a new root folder for the game. With this feature, you will be able to make a path for modifications outside of the game, anywhere on your device.
- Now the screen at the very beginning of the game with the choice of language appears much more smoothly on the screen, without strange choppy animations.
- New features have been added to the subscriber's patreon account: now you have a choice of common standard paths/driven in by you personally, as new root directories, when driving any paths into the input string.
- A new location has been added to the global map, available for walking - the forest.
- A new sublocation has been added to the player's room - an entrance. Now there you can take the scholarship that the academy pays to your character. In addition, this background was added to some events in which this location was positioned, but it was not on the screen at all.
- There was a minor refactoring regarding the code for displaying the male RNPCs in the editor and the game session: some unnecessary rudimentary functions were removed, some work was done to optimize these processes, and in general a little more detail was added to make this system work better.
- Nearly all rules available for randomized female NPCs now apply the new available relationship stages, such as Phobia and Fear. Your character will be able to poke randomized NPCs to do something.
- Now, by skipping the mini-game in the grocery store, your character will not be able to receive events from there in any way.
- Now the modifications available for wetting are displayed on a permanent basis with the ability to download them, if the patron role allows it, or follow the links for exactly the same download, but manually.

- Now, when triggering the "Be Friendzoned" rule on randomized NPCs, your relationship does not require any stage or courage - it works permanently.
- Now the "List of Donators" is loaded when the game is loaded, which is why in public versions, instead of a shortened version of this option, a full-fledged one appears.
- Now a modification with an example of how to generally make modifications to the game is not displayed in the lists. It's still in the files.
- Now, when you enter something in the text input line, it automatically adjusts to the field on which you are entering.
- Added even more hints in case an exception should have been thrown.

Fixed Bugs:

- Fixed an issue that caused the game to not launch on Android devices.
- Improved performance of screens in the game: redundant ones are now closed, and not once again idle waiting for action, which will improve the situation with performance and memory leaks.
- Now instead of showing "Cock Size" when playing as a female character, it shows the size of the breasts in the diary with general information about the character.
- Increased the number of some checking functions, which will save the game from some problems, due to which there could be problems in the function of randomized NPCs activity with each other.
- Fixed a bug that caused an exception to occur when any of the story events were supposed to drop.
- Fixed a bug that caused an exception to be thrown after the end of a fight with a randomized NPC.
- Fixed a bug that could cause an exception to occur when generating randomized NPCs in the early/mid game.

- Fixed a bug due to which the Patreon code could be constantly reset during the restart of the game.
- Fixed a bug due to which the game was not translated into English at some points in the game, which could cause blank screens, untranslated text and other problems of a similar nature.
- Fixed a bug that could cause an exception at the very beginning of the gameplay.
- Fixed a bug due to which a character with any activity could be active with himself.
- Fixed some UI issues that occurred after the user entered 'change Patreon code' in the main menu of the game in the subscriber's Patreon menu.
- Fixed a bug that caused an exception to occur when opening the randomized NPC editor after generating a game session.
- Fixed a bug that caused the location interactions "Exercise on the horizontal bars" and "Run" to appear pressed when hovering over any of these buttons together.
- Fixed a bug that caused an exception to occur during the "Work out on the horizontal bars" location interaction in the academy stadium.
- Fixed a bug that caused an exception to occur during the "Bench Press" location interaction in the "Gym" location available on the city map.
- Fixed a bug due to which the location interaction "Exercise on the horizontal bars" did not fit in the button area, due to which there was an extra line transition.
- Fixed a bug that caused an exception to occur while leveling the stamina attribute.
- Fixed an issue that could cause mail to be reset in the Patreon code field after restarting the game.
- The android version of the game has a display icon again.
- Reduced the chance that a randomized NPC will offer your character a sexual encounter for money. In addition, the chances of some other events that dropped too often have been reworked as well.

- Now, when selecting a recipe book in any of the libraries, you will be able to learn the recipes in one interaction if desired, instead of entering ingredients alternately in the corresponding interface.
- Fixed a bug due to which an exception was thrown during the pumping of any attributes of your character.
- Fixed a bug that caused an exception to occur during the Barneybald's event.
- Fixed a bug that caused an exception to occur when interacting with a randomized NPC who cared about your character's appearance.
- Fixed a bug due to which some scenes with sexual contact with randomized NPCs could overlap each other.
- Fixed a bug due to which the event with escorting a randomized female NPC home could drop not only at the "Academy Entrance" location.
- Fixed a bug that could cause an exception to occur during the RNPS kiss scene if your character is wearing 3 or 4 clothing sets.
- Fixed some engine errors after upgrading to a new version, which were caused due to the changed syntax of some parts of the code compared to older versions.
- Fixed a bug due to which the ability to change gender could work incorrectly in the menu for editing the appearance of your character.
- The game settings menu has been improved, existing errors and shortcomings in it have been fixed, and the navigation system on it has been slightly improved in general, as some unnecessary buttons have been removed from there.
- Now, when pumping eloquence, the indicator that was before the attribute increase is taken into account, which is why the total indicator of points needed for pumping is saved taking into account the formula after, again, its increase.
- Randomized female NPCs visiting you are now 100% likely to turn off due to sleeping pills, and get 100% awake from caffeine use.

- The chance of dropping events that require luck has been reduced to 0.4 percent. In addition, some other conditions for their dropout have been changed, and some parts of the code have been moved to a function in order to simplify the creation of such events in the future.
- Slightly improved and edited the game icon displayed on android devices.
- Drop rate for the Lost Money event has been lowered due to the increased conditions required for such an event for randomized NPCs.
- Fixed a bug that could cause an exception while leveling your character's eloquence.
- Fixed a bug due to which the "Ladies' man" indicator was not taken into account when pumping the attribute of eloquence.
- Fixed a bug due to which randomized NPCs with changed skin color did not display teeth or some other details in the smile/mouth.
- Fixed a bug due to which, when using the "Search for a character" function, the incorrect name of a randomized NPC could be displayed in the text. Not the one whose name was in the search.
- Fixed a bug due to which it was possible to find the leader of the hooligans using the "Search for a character" function, due to which the player could get into an endless loop from which it was difficult / impossible to get out.
- Fixed a bug that caused an exception to occur when playing scene 69 with randomized NPCs.
- Fixed a bug due to which it was possible to remove the stockings from a randomized NPC during sexual contact even when they were not wearing them.
- Fixed a bug due to which randomized NPCs with the "Wear only closed clothes" rule enabled could wear revealing outfits.
- Fixed a bug due to which the event in which your character is accused by hooligans of excessive violence on their territory could fall out with incorrect conditions. Now the event itself requires the player to have some indicator of "Hooligan Reputation".
- Fixed a bug due to which the event with bullying by randomized NPCs over your character

could not fall out or, on the contrary, fall out too often, going from one extreme to another.

- Fixed a bug due to which the events with a call to fight, bullying, and exhibitionism from randomized NPCs had the same initialization variables, due to which they were mutually exclusive events.
- Fixed a bug due to which the facial contours of female randomized NPCs with the third basic type of face overlapped each other, thereby creating a graphical bug.
- Fixed a bug where the arms covering the chest of randomized female NPCs could move back a couple of pixels, creating a gap in that character's sprite.
- Fixed some issues and bugs that occurred when editing the average attribute value among randomized NPCs.
- Fixed a bug due to which, when playing in the English translation of the game, in some places with a text input field, one could not be displayed at all.
- Fixed absolutely all the flaws regarding the non-displaying text in the English translation of the game.
- Fixed a bug due to which, during the selection of something in the gameplay during events, there could be no selection at all, due to which the game would cycle in one place.
- Some libraries for the game engine have been updated, which will improve the performance of the game in some areas, as well as in general and in general will give more scope for the development of game content.
- A new cheat code has been added to the list of cheat codes - 'code'. With it, you can make independent requests to the game scripts.
- Fixed a bug due to which the names could be mixed up in the event, which concerned the interaction of randomized NPCs with each other in events with 18+ content.
- Fixed a bug that caused the button with Ayano Yoshida in locations to display incorrectly when the relationship with her increased.
- Fixed a bug due to which it was possible to get into the location of the gym during its closing. In addition, now that the hall is closed, there is no way to get in at all.

- Fixed a bug where progress in the diary regarding the quest with Yuki Oota and her agitation could be reset when the totals reached the required values.
- Fixed bugs due to which the progress in the quests with Yuki Oota in the diary could be displayed incorrectly, as well as tips in it.
- Fixed a bug due to which, on some types of clothes with a changed skin color, a randomized NPC could have some graphical bugs.
- Fixed a bug where in the editor, when changing a character from the list, they always had only one eye color - white. Now everything is generated as it should be.
- Fixed a bug due to which the ticker could remain on the screen with modifications when abruptly switching there from the main menu.
- The icon displayed for the game on android devices has been changed.
- The modification menu has been modified: it now displays the path where the files are being downloaded, the interface itself and its appearance have been slightly improved.
- Now, if any of the functions is not intended for a specific device, and it can cause errors, it will simply be hidden from the possibilities.
- The screen that appears at the very beginning when starting the game on android devices has been changed.
- The interface of the main menu has been slightly changed. More attention is focused on the necessary things, less on the less necessary. In addition, the interface of the subscriber's patreon cabinet has also been changed - it was completely made from scratch with the ability to enter text, disable many functions, and in general with a significant improvement in this whole feature.
- Now, when you enter the subscriber's patreon menu, you will automatically connect to the correct game servers so that there are no exceptions when using certain functions in it.
- New features have been added to the subscriber's patreon account: changing paths, changing the entered mail and some other features.

- Fixed a bug that caused an exception to occur after changing the gender of a randomized NPC to male from female if it had 13 or 14 eye colors.
- Fixed an issue where lines of text would not wrap during some elections, creating a graphical glitch.
- Fixed a bug due to which the application icon on Android devices could have an incorrect position, hiding some elements outside the screen border.
- Fixed a bug due to which gestures did not work when transferring a save from PC to Android.
- Fixed a bug due to which letters overlapped each other in the running line in the main menu on some Windows devices.
- Fixed a bug due to which the ticker had the effect of chewing on some of the stages of its display.
- Fixed a bug due to which it could not show the time of the gym when hovering over it on the map.
- Fixed a bug due to which, when calculating the appearance of a randomized NPC in the RNPS editor, the whole of it was not taken into account.
- Fixed a bug due to which it was impossible to import the academy in any way. A lot of errors were thrown. In addition, the code for this system has been refactored to be much more stable.
- Fixed a bug due to which a randomized NPC could spawn the wrong shape of a face / nose etc, intended for a different gender / already removed from the game altogether.
- Fixed a graphical flaw, due to which, when a patron code was entered, the transparency around the icon with the "patreon cabinet" changed.
- Fixed a bug that caused the patreon subscriber icon to appear as soon as the @ sign appeared in the field, while the same icon did not work properly.
- Fixed a bug due to which in some moments the main menu of the game could simply disappear after several transitions to it, which is why it was necessary to restart the game.

- Fixed a bug due to which, when opening the Patreon code input field, the extra interface from the main menu of the game did not close.
- Now, to play on MAC and Linux devices, it is not necessary to enter a separate Patreon code. Now just enter your email in the input field.
- Fixed a bug due to which some online functions did not work on MAC and Linux devices.
- Certain Python libraries for the game engine have been updated, which fixes some bugs and also improves game performance.
- Fixed a bug that caused the authentication code to run slowly. Now it works a little faster.
- Fixed some possible exceptions that could be thrown during game launch in a number of cases.
- Improved the code responsible for authentication: it has become more efficient and less confusing.
- Some rudimentary files that are no longer used in the game have been removed.
- Now instead of potential exceptions where they shouldn't be, there are notifications about what is preventing the game from working properly. - Especially for this, notifications were made, an interface was made for them and a separate system.
- Added new parsers to the appearance calculation function, which fixes some potential errors in the generation and post-generation of randomized NPCs.
- Now the "Go to class" button is not available in absolutely any classes - it disappears when your character enters a location.
- More animations have been added to the game interface.
- Fixed a bug related to the incorrect scrollbar in the main menu of the game.
- Fixed a bug due to which in the game itself, when you enter the wrong code, you were directed to the wrong links for help.
- Fixed issues that caused no tooltips to come out at some points.

- Fixed bugs, due to which, in some cases, exceptions in the game could fall out in an incorrect way, showing the wrong line / error etc.
- Fixed a bug that could cause you to jump to the wrong location from anywhere, which could cause your character to get stuck in an endless loop.
- Fixed a bug related to incorrect generation of breast size, where unnecessary files were added in the path.
- Fixed a typo in the phrase when working part-time in the temple when playing in Russian.
- Fixed a bug that could cause paths to become incorrect when playing on Windows devices.
- Fixed a bug due to which randomized NPCs could not have any part of the set of clothes when hovering over them and for no reason (tendency to exhibitionism and other factors).
- Fixed a bug with flying hands at the 5th position of the hands in the randomized NPC activity menu.
- Fixed a bug with flying hands at the 6th position of the hands in the randomized NPC activity menu.
- Fixed a bug due to which, at some points in the game, it was possible to see the underwear of a randomized NPC in the activity menu with him.
- Fixed a bug that could cause the beach event to award the wrong number of credits for winning. In addition, in general, certain conditions have been fixed in order for the event to work as it should.
- Fixed a bug due to which when opening the folder with modifications through the main menu, a crash could occur if the Patreon code was not entered before.
- Fixed a bug that caused the early access warning window to pop up multiple times in the character creation menu
- Improved the system that checks what kind of clothes the RNPCs is wearing, which fixes most bugs related to the incorrect definition of "skirts" and similar sets of clothes.

- Increased the amount of relationship points lost when continuing to chat with a randomized NPC who is tired of talking to your character.
- Now, the parameter of his sociability also depends on the fatigue of a randomized NPC from the dialogues.
- Fixed a bug due to which the scrollbar did not appear in the category with sublocations, in the location of your character's room.
- Fixed a bug that could cause female RNPC clothing to appear on randomized male NPCs.
- Fixed a bug where it was possible to ask a randomized female NPC to "Take off your underwear" even though they weren't wearing any at all.
- Fixed a bug where some randomized female and vulgar NPCs could start to show that they have "upskirt" even if they were not wearing it.
- Fixed a bug where changing the skin color of a randomized futanari NPC would not change the skin tone in all areas of the textures.
- Fixed a bug where buttons with root path selection could have an empty array.
- Fixed a bug due to which the initial screen with the choice of language was repeated every time the game was reloaded.
- Fixed a bug that caused buttons to display incorrectly when choosing the option to integrate discord.
- Fixed a bug due to which the head of the hooligans could be anywhere but in the location of the abandoned factory at the very beginning of the game.
- Fixed all known bugs related to incorrect clothing/color generation on randomized female NPCs.
- Fixed a bug due to which absolutely no days were displayed in the calendar. Instead of numbers, there were only empty fields.
- Fixed a bug with duplicate text in one of the events with Azumi Yoshida.

- Fixed a bug due to which, in some cases, during the "excessive fatigue" of a randomized NPC from the dialogue, he did not lose attitude points towards your character at all.
- Fixed a bug due to which a randomized NPC, when exiting an event in which he was tired of dialogue, and at the same time he was a male, all the text was still displayed as for a female.
- Fixed a bug due to which in the location "Hospital" in interaction with "Operations" there were two repeated operations - penis enlargement operations.
- Now the activities of randomized NPCs to randomized NPCs, in which your character can declare a scene of jealousy, are much larger than before.
- Fixed a typo in the selection that was given during the Randomized NPC Jealousy scene.
- Fixed a bug due to which, in some events requiring checks of all physical attributes, only the strength of your character was checked, and not the full set: agility, strength and endurance.
- Fixed a bug where in some threat events, instead of checking the physical attributes of your character and the RNPC that your character threatened, there was a simple random, randomness.
- Fixed a bug due to which at some points the gender of a randomized NPC was checked by a rudimentary variable that is no longer used, due to which the gender of the RNPC itself could be completely confused.
- Fixed a bug due to which your character was moved to the academy while saving some randomized NPC from a robbery.
- Fixed a bug due to which data about the appearance of a randomized NPC was not always unpacked during the activity of a randomized NPC to a randomized NPC, due to which the appearance of such one could be incorrect.
- Fixed a bug due to which in some activities of a randomized NPC to a randomized NPC, if your character got into those, they could be mixed up in "places".
- Fixed a bug due to which some group activities that were in the game could not be shown and dropped out for some reason in the gameplay.
- Fixed a bug due to which some activities, even if they were available, could not be displayed,

but at the same time, if you try to enter them, your character successfully entered them.

- Fixed a bug due to which certain events with cross randomized NPCs were not displayed when they were dropped.
- Fixed a bug due to which some notifications were not translated in any way when they were dropped.
- Fixed a bug due to which it was impossible to create a folder for cloud saves for some Patreon subscribers.
- Added the ability to remove modifications: now, if any modification from the list has been installed, when you click on it, the "Delete modification" button will appear in the interface of the same name.
- Increased connection speed to game servers. In addition, a bug has been fixed that caused the game to briefly lag each attribute boost.
- Fixed a bug due to which two standard paths, when edited, were shown as paths to modifications, as well as to saves.
- Fixed a bug that could cause an exception to be thrown when requesting a rooming house from a randomized NPC.
- Fixed a bug due to which, if you ask a randomized NPC from the Beach location on a date, he could come to you in a swimsuit.
- Fixed a bug that could cause an exception when running co-op with a randomized female NPC.
- Fixed a bug where if a randomized NPC was asked to undress in front of you, despite the positive result of your request, you would still remove the relationship with her and add fear.
- Fixed an issue that caused "Neck Mole" to be considered a neck tattoo in the Randomized NPC Editor.
- Fixed a bug that caused the member reduction operation to repeat text three times instead of any logical continuation of the resulting option.

- Fixed an issue where, in rare cases, the text of a randomized NPC's first and last name would not scale.
- Fixed some typos in English.
- Fixed some inaccuracies in English translation.
- There was a minor refactoring of the code responsible for grading attributes in your character editor: the bulk of the work fell on the distribution of attributes.
- Set minimum/maximum values for the system for determining your character's appearance, as well as for determining the total amount of attitude points received from dialogues with randomized NPCs.
- Fixed a bug due to which randomized female NPCs were without any clothes.
- Fixed a bug where sometimes the main character editor could freeze without any settings pages after starting a game session.
- Fixed an issue where a character that is not busy with any activity could still show up with the [Busy] icon.
- Fixed a bug that could cause an exception to occur when having sex with a randomized virgin NPC while in missionary position.
- Fixed an issue where one of the pantyhose/stockings was too tight and did not cover the entire thigh of a randomized female NPC.
- Fixed a bug that caused location button colors to differ from each other, creating a rather unpleasant experience when viewing them.
- A directory for modifications with Python libraries has been added, where for any modification it will be possible to throw these same libraries, if any, are necessary for development.
- Fixed a bug that could change the appearance of a randomized NPC when changing it emote.
- Fixed a bug that could cause an exception if you open the information table from your character's phone.

- Fixed a bug due to which the dialog box when a randomized NPC was visiting you was incorrectly defined.
- Fixed a bug that could cause an exception to occur when starting a conversation with a randomized female NPC.
- Fixed a bug that could result in an exception when starting a game session from the main menu with some chance.
- Fixed a bug with incorrect display of some tattoos on the sprite of randomized female NPCs.
- Fixed a bug that could cause an exception to be thrown while editing a randomized male NPC with some chance.
- Fixed an issue where Ayano Yoshida's interaction text could overlap due to some issues.
- Fixed typos in in-game text.
- Fixed a bug due to which room elements that are displayed in separate layers were not hidden during 18+ scenes with the story character Yuki Oota.
- Fixed a bug due to which the total weight of an item in the backpack interface could have a large fractional value that goes beyond this very interface.
- Fixed a bug due to which the skin color of a randomized female NPC in the missionary sex scene could not change in some parts of the body.
- Fixed a bug due to which sometimes an 18+ scene could not be closed after it ended, which created some problems with the display of other scenes.
- Fixed a bug due to which, in some cases, after the end of any sex scenes, the interface buttons could not be pressed.
- Fixed a bug due to which, if your character was attracted to hooligans in an aggressive way, they could endlessly pester him in a cycle so that he would stop doing what he was doing.
- Fixed a bug due to which a randomized NPC giving a quest to exterminate hooligans, after completing this very quest, did not allow to communicate with itself in any way.

- Fixed a bug that could change the appearance of a randomized NPC when changing his emotion.
- Fixed a bug that could cause an exception if you open the information table from your character's phone.
- Fixed a bug due to which the dialog box when finding a randomized NPC at your party was defined incorrectly.
- Fixed a bug that could cause an exception to occur when starting a conversation with a randomized female NPC.
- Fixed a bug that could cause an exception when starting a game session from the main menu with some chance.
- Fixed a bug with incorrect display of some tattoos on the sprite of randomized female NPCs.
- Fixed a bug that could cause an exception to occur when editing a randomized male NPC with some chance.
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- Fixed a bug due to which sometimes an 18+ scene could not be closed after it ended, which created some problems with the display of other scenes.
- Fixed a bug due to which, in some cases, after the end of any sex scenes, the interface buttons could not be pressed.

- Fixed a bug due to which, if your character liked the hooligans in an aggressive way, they could endlessly pester him in a cycle so that he would stop doing what he was doing.
- Fixed a bug due to which a randomized NPC giving a quest to exterminate hooligans, after completing this very quest, did not allow to communicate with itself in any way.
- Fixed a bug that could cause an exception when editing your character.
- Fixed a fundamental bug due to which some data could change during gameplay, due to which exceptions could be thrown in different places in the game.
- Fixed a bug due to which some data was not saved when editing and further saving a character.
- Fixed a bug that caused the "pubic hair" of a randomized NPC to be permanently reset in the RNPC editor.
- Fixed a bug due to which changes in the editor of randomized underwear NPCs of these most randomized NPCs simply did not work, being reset when pressing the save checkbox.
- Fixed a bug due to which changes to the bra and panties of randomized NPCs were simply reset when moving the mouse cursor away from the button for changing these things.
- Fixed a bug due to which the indicator of depravity in the editor of randomized NPCs could show incorrect values.
- Fixed a bug due to which, when changing the first accessory slot in the randomized NPC editor, the accessories themselves were not saved in this slot.
- Fixed a bug that caused any changes to be reset when editing accessories on randomized female NPCs in the editor itself.
- Fixed a bug due to which the "Remove All" button in the editor of randomized NPCs did not remove the bra and bra from randomized NPCs in some rare cases.
- Fixed a bug where edits to randomized futanari NPC's cock phimosis score would not be saved when it was changed in that RNPC's data.

- Fixed a bug due to which the indicators of penis size and phimosis were constantly reset when moving the mouse cursor away from the button for changing these same indicators.
- Fixed a bug due to which a futanari member could pass through underwear in the RNPCs editor.
- Fixed a bug due to which an incorrect value of randomized NPCs could be displayed on a location from the map interface and when hovering the mouse over one of the locations on it.
- Fixed a bug that could cause an exception to occur when playing a "Shell Game" event with a randomized female NPC undressing when losing to your character.
- Fixed a bug due to which a randomized NPC, which is the leader of the hooligans, could walk in any locations other than an abandoned factory.
- Fixed a bug due to which a randomized NPC could suddenly pump up the body when changing the category of communication in the interaction menu with him.
- Fixed a bug due to which the clothes of a randomized male NPC did not adjust to his physique in some cases.
- Fixed a bug that caused a randomized NPC to change emotions when switching socialization categories in the interact with them menu.
- Fixed a bug due to which some details of the randomized NPC regarding his appearance could disappear due to some problems.
- Fixed an issue where randomized NPC's appearance could change drastically due to some coding issues.
- From the diary, in the category with statistics of your character, the category "Appearance" was removed, which was rudimentary and was no longer used in the game in any way.
- Fixed a bug where the player diary tooltip menu could open without a background that should be behind the UI text.
- Fixed some animation bugs for the in-game interface, due to which it did not work as it should.

- Fixed a bug due to which the "Friends" menu opened with errors when starting a new game session.
- Fixed a bug due to which the game could receive notifications that new appearance features were received, although they were removed from the game a long time ago and were not displayed in the diary in any way.
- Fixed a bug due to which the "Find Randomized NPC" function could transfer your character to your apartment if the RNPC was at that moment in the locations of the hospital, gym or alley.
- Fixed a bug that could cause an exception to be thrown during the blowjob scene with a randomized female NPC.
- Fixed a bug due to which, when editing the attributes of randomized NPCs, they were reset after moving the mouse cursor away from the interface screen.
- Fixed a bug due to which changes to the attributes of randomized NPCs were not saved in the editor of these most randomized NPCs.
- Fixed a bug due to which the member, when choosing the "Futanari" appearance trait from a randomized female NPC, simply did not appear on the game model.
- Fixed a bug due to which a member of the randomized NPC "Futanari" could be displayed through the texture of clothing that is not a skirt/dress.
- Fixed a bug due to which the "Piercing on the nipples" parameter was constantly reset in the editor of randomized NPCs when it was slightly changed to something else.
- Fixed a bug due to which the ratio indicator did not change when you first entered the menu for interacting with randomized NPCs. It was necessary to communicate with him at least once
- now there is no such thing.
- Fixed a bug where selecting any relationship stages in the randomized NPC editor would only give relationship/fear points and/or whatever, but not the relationship stage itself.
- Fixed a bug due to which the equipped points given to your character by the quest could not undress randomized NPCs at all.

- Fixed a bug due to which your character could have women's clothes instead of men's, if one was generated by a man.
- Fixed a bug that could cause an exception in the randomized NPC editor when selecting "Heterochromia".
- In the grocery store, in the menu with the name, automatic font size detection has been added so that the text does not go beyond the interface.
- Changed the drop rates of events from the "Luck" category. Now they will not fall out one by one. In addition, some conditions for the event "I lost a bet" have been fixed.
- Improved the system for entering the subscriber's patron cabinet: now, if your mail was entered incorrectly, then you will not be able to access this very cabinet, where 90 percent of the functions will not be available to you.
- Now most of the features that are not available for your patreon subscriber level will be impossible to select in the subscriber's patreon account so as not to mislead a potential player (before that they still did not work for the player, but they were still shown as working).
- Fixed a bug that could cause the game to crash if an incorrect email was entered from the start of the game, making it impossible to even change it.
- Fixed a bug that could cause an exception when entering a Patreon code under some specific device/region conditions.
- Fixed a bug due to which it was impossible to increase the number 0 in the counter of purchased products in the grocery store interface.
- Fixed a bug where it was not possible to select some rules for randomized female NPCs, and instead of any normal answers/text, question marks would come out.
- Fixed a bug where the "Add to Favorites" button tooltip was behind the color change button for the randomized NPC name.
- Fixed an issue where the "Take Photo" feature was not fully cut and still remained in the Randomized NPC Interaction Menu.
- Fixed a bug due to which, in the activity menu of randomized NPCs, RNPCs with the

Reclusive or Weakness character could incorrectly display hands.

- Fixed a bug due to which your character could get stuck in the "Hotel" location under certain conditions due to the fact that the game believed that he was in the academy locations.
- Bug fixed. due to which, in the menu for changing clothes for your character, when you hover over the buttons in this interface, the expression on your character's face could change from time to time.
- Now the modifications available for wetting are displayed on a permanent basis with the ability to download them, if the patron role allows it, or follow the links for exactly the same download, but manually.
- Now, when triggering the "Be Friendzone" rule on randomized NPCs, your relationship does not require any stage or courage - it works permanently.
- Nearly all rules available for randomized female NPCs now apply the new available relationship stages, such as Phobia and Fear. Your character will be able to poke randomized NPCs to do something.
- Now, skipping the mini-game in the grocery store, your character will not be able to receive events from there in any way.
- Fixed a bug where changing your character's member's phimosity score would not change it at all in your character editor.
- Fixed a bug due to which changing the length of your character's hairstyle could change through time.
- Fixed a bug due to which the game could crash in cases where the Patreon code of the Best Friend (\$10) level was entered when starting the game.
- Fixed a bug due to which, during dialogues with randomized NPCs through the interaction menu, some rudimentary functions that have long been removed from the game could exit.
- Fixed a bug due to which, with some chance, the rules for randomized female NPCs could not be applied, even if the conditions for their acceptance were met.
- Fixed a bug due to which sexual contact in certain positions with randomized NPCs did not

count towards your character's sexual experience.

- Fixed a bug due to which sexual experience was not added during sexual activity with a randomized NPC guy.
- Fixed a bug that caused certain text to go out of the diary interface fields when viewing the quest stage with story NPCs.
- Fixed a bug that could cause an exception with some chance during any events with randomized male NPCs.
- Fixed a bug due to which the cross-save did not work in some special cases.
- The transition to the old version of the generation and creation of your character has been removed from the game.
- Fixed a bug that could cause an exception to be thrown when opening the menu for changing your character's appearance.
- Fixed a bug that could cause an exception to occur when using the interaction menu with randomized male NPCs.
- Fixed a bug due to which two identical characters could participate in group activities of randomized female NPCs at once. The result was a group activity of the same character with himself.
- Fixed a bug that could cause an exception during some elections with some chance.
- Fixed a bug that could cause the front of a female's arms in the RNPS generator to be one pixel higher than they should be, causing the seam to be visible.
- Fixed a bug due to which, if the Patreon code was not entered by the player, its icon was on top of the randomized NPC while editing them in the editor.
- Fixed a bug where hovering over the back button in the randomized NPC editor would also hover over the bio button.
- Fixed a bug where changing your character's phimosis score would not change it at all in your character editor.

- Fixed a bug due to which changing the length of your character's hairstyle could change through time.
- Fixed a bug that could cause the game to crash when a Best Friend (\$10) tier code was entered when starting the game.
- Fixed a bug due to which, during dialogues with randomized NPCs through the interaction menu, some rudimentary functions that have long been removed from the game could exit.
- Fixed a bug where, with some chance, rules for randomized female NPCs could not be applied even if the conditions for accepting them were met.
- Fixed a bug where sexual contact in certain poses with randomized NPCs did not count towards your character's sexual experience.
- Fixed a bug where sexual experience was not added during sexual activity with a randomized NPC guy.
- Fixed a bug due to which certain text was outside the fields of the diary interface when viewing the stage of the passage of the quest with story NPCs.
- Fixed a bug that could cause an exception with some chance during any events with randomized male NPCs.
- Fixed a bug due to which your character was transferred from the "Hotel" location to the academy location in any of the cases.
- Fixed a bug that caused some skin tones to appear too often.
- Fixed a bug due to which the game could throw exceptions during the start of a new game session in some certain cases.
- Fixed a bug with incorrect input data in the timing function.
- Fixed a bug due to which it was impossible to close the diary in some certain cases.
- Fixed a bug that could throw an exception when closing the diary interface.