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## PATCH HISTORY: **Approaching Infinity**

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### UPGRADE PATCH v1.30

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#### Bug Fixes

- fixed several issues with Vordalene quests

#### Added

- added 3 new officer classes : operative, pathfinder, transmutor
- added bloom caves
- added golden pollen, which spawns in bloom caves. It heals the away team, but increases your oxygen consumption
- added red honey , which is dropped by some insects. It triples your melee damage, but increases your oxygen consumption
- added a new alien race called "Sil". 3 ships and 1 individual. No quests, but a new interaction
- added 4 new planet monsters
- added if you get enough "infamy" you can get quests from the mercenaries in underground bases
- added a fourth new officer class, "Merc", that is only accessible by completing the new mercenary quests

#### Changed

- fake ID & comm jammer both reduce the effect of questing for other races
- when crafting space suits, it is now possible to create one with a power that you already know
- some trade goods now take up less than one cargo space, allowing you to carry more
- reduced overall cost of repairing your hull
- the method of "price scaling" , making it less of an issue, while still having some impact

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### UPGRADE PATCH v1.20

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#### Bug Fixes

- fixed an obscure cargo display bug
- fixed auto-explore to go around known dangers
- fixed star temples reporting the wrong amount explored
- fixed cave-in traps spawning rubble in doorways
- fixed "Eaters" quest spawning wrong ship-type
- fixed quest locations spawning in whitespace
- 1000 other little things

#### Added

- added the concept of "racial shipwrecks"
- added 11 new "RACE INDIVIDUALS" for racial shipwrecks (and possible other encounters)
- added the science-officer skill: "Recon", which increases away team sight radius

- added tactical officer skill "strike-back", which gives an automatic melee attack (at reduced damage) against any monster that melee-attacks you
- added engineering skill "field craft", which heals the away team when picking up commodities and oxygen
- added engineering skill "scrounging" which increases number and success rate of lockers, as well as some other pickups
- added social skill "inspiration" which increases speed and damage when the away team is badly injured
- added a chance to have deep cave levels be inhabited by multiple boss monsters
- added new options: "toggle captain warnings" and "high-contrast unexplored" and "auto-install on purchase"
- added "experimental weapons" which are strange and powerful and sometimes dangerous to use
- added security system to star temples
- added new cavern generator
- added new asteroid belt sector generator
- added 9 new kinds of shipwreck walls - Thanks David!
- added special new images for all 9 of the victories - Thanks again David!
- added an absolute maximum to suit oxygen, based on suit and several skills
- added "quest interference matrix" which makes some races angry when you complete quests for their enemies
- added a function to remove "dead-end doors"
- added 17 new effects - all for artifacts, some for suits, some for skills
- added blue border around visible area
- added red border around "shootable" area
- added rooms in caves that require a specific random power to access
- added new alien art objects

#### Changed

- INJURED officers cannot go on away missions!
- officers heal slowly over time and some skills & devices help with that
- officers who are injured above a certain threshold will no longer provide their bonuses or gain XP!
- officers who reach level 10 can level up ANY SKILL THEY WANT, *regardless* of whether that is intended/designed!
- when a disease would kill an officer, there is now a 90% chance that they will just be badly injured
- a certain amount of time must pass before virology skill can take effect
- merged "archaeologist" and "forensics" into a single skill
- shuttle ace now reduces supply cost of planet missions
- increased the re-spawning of oxy-algae on cave levels
- increased the value of credits codes (daily code system)
- INCREASED the power of the effects of economic events
- increased the difficulty in later sectors
- ship components no longer automatically disappear when leaving a map area
- further modified the price variability of the commodities market
- you can no longer install a component into a slot that is cooling down
- changed the option menu layout
- away team now wears HELMETS, and only takes off on terran planet or star temple
- tooltip of planet now shows 'has caves' and 'explored to depth of'
- modified item creation so it is much harder to "max out" pieces of equipment
- reduced the amount of healing and hull repair from those skills/powers

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## UPGRADE PATCH v1.10

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### Bug Fixes

- fixed incorrect devices being given for some quests
- fixed quest item double spawning
- fixed installation screen buttons not appearing on some occasions
- fixed certain new monsters not spawning on quests
- fixed an issue with officer's names repeating in multiple sectors
- fixed monitoring of the "trap" achievements (Ach.130-132, tracks # traps set off)
- fixed plasma lance and amoeba scoop not working with mouse movement

### Major Changes

- expanded tooltips for many situations
- made artifacts interact with each other
- added supply cost to away missions
- added MODDING directory: The modding directory contains copies of moddable files. Keeps main data files separate. The modding directory is activated by a config file in the media directory.
- began tracking total monster and race kills across all playthroughs
- gave the Stealth Runner starting ship better equipment
- officers can be injured on away missions, but there are no consequences yet: Future plans include 1) injuries must be healed before officers may return to away missions and 2) severe injuries might also temporarily turn off their skill bonuses.

### Additions and Changes

- changed the default font
- shift+Control+F will cycle fonts
- added CANYON planet generator
- added RING SECTOR (a new nebula/asteroid belt formation) generator
- added 11 new monsters
- added double check for forcefield switches
- added tooltip for economic event in commodity exchange
- added a version number to the splash
- added 2 new kinds of special space suits
- added 2 new ship armors and 2 new warp drives
- added more insistent warning when captain on away team and near death or low oxygen
- decreased the cost of hull repairs somewhat
- decreased asphyxiation damage
- added a safety on/off message whenever you return to space
- made the "Monk" victory more satisfying and unique
- walking on water while on fire reduces the fire
- long away missions provide extra officer XP upon safe return
- waiting on away missions does not count towards XP bonus
- modified internal error reporting (for debug purposes)

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