UPGRADE PATCH v1.3.1

This patch replaces all earlier patches. The upgrade removes the serial number registration process. Serial numbers are no longer necessary.

UPGRADE PATCH v1.30

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

UPGRADE PATCH v1.20

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 tactical officer skill "strike-back", which gives an automatic melee attack (at reduced damage) against any monster that melee-attacks you
- 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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