



GENERAL

Welcome, to the May edition of our monthly update. An easy way to follow the game's progress every now and then.

 After Animecon 2025 we could focus all of our attention to the fixes and improvements we found during the convention. We've gotten a great understanding of how people play the game and see its mechanics.

HIGHLIGHTS

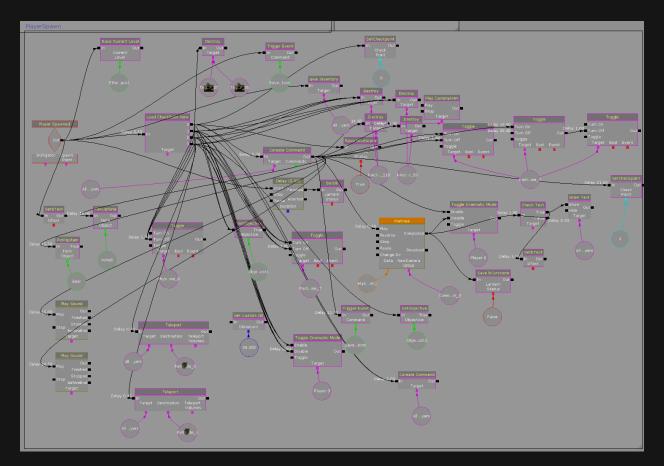
This section shows the "highlights" of the team's effort this month. These achievements can also be seen as milestones we've reached that significantly impacted the development progress in a good way.

Game breaking bug

Initially during Animecon 2025 we presented a prepared demo version to our audience which was working very well and stable. After 2 days of demonstrating the demo version of the game we wanted to switch to the full version, so see how well the player could manage on this version.

Very quickly we found that the third level was not able to load and caused the game to be unplayable.

We have dug into the issue and found that it was caused by an unfortunate timing error and we are happy to find that it has been resolved now.



₩ DEVLOG

This section shows a variety of small changes, adjustments and bug fixes we implemented in the game. As the saying goes "the details make the design".

Quests, Puzzles & Maps

Improved level transition mine to falls

Gameplay

Deepridge Mine: Add two extra tinderboxes

Miscellaneous

■ Many KActors couldn't be picked up after being dropped on the ground in the outpost.