



PATCH NOTES AVESTA

PATCH NOTES

Release 0.3.0

Founders Era begins on July 21, 2026. Avesta history is waiting to be made.

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01 A FRESH START, ON A NEW WORLD

Everyone starts fresh on July 21st for Early Access! This is a massive milestone and we're very excited to welcome everyone to planet Avesta.

02 ONBOARDING & FIRST-TIME EXPERIENCE

- A new "Explore Your Society" quest group helps new players discover their surroundings and get into the game faster.
- The "I'm stuck" dialog now lets you skip all quests and unlock all UIs at once, so you're never blocked on progress.
- Daily goals for your Seedling give you clear objectives to work toward each session, for consistent long term progress and raise your Cultivator Level.
- PAM's in-game manual now includes a full onboarding objectives walkthrough to guide you through your first steps.
- The first-session farewell dialog has been restyled for a cleaner, more welcoming look. You're welcome.
- Your first territory claim is now free.
- The missing info button on the Society quest group is back.
- Most onboarding quest text and several PAM voicelines have been rewritten for clarity.
- More onboarding tasks guide you through additional parts of the game.

03 JOIN A SOCIETY & CREATE NEW SOCIETY

- 50 new islands surfaced on the world map.
- The world map shows a list of all available islands on the left.
- Society recommendation engine now takes claimable plots into account to ensure enough space for new players. Except for Expedition Tier, in which players are free to join.
- Creating a new society now respects the sector's Seedling population limit, so full sectors can no longer be bypassed.
- Seedling migration now respects the destination sector's population limit.
- Society leader elections now open on every tier-up instead of on a timer.
- Plots must now be at least 4x4 in size to be marked claimable.
- The Society Info overview now shows how many claimable plots a society has free for new joiners.

04 CHARACTER CREATOR

- Players can now assign points to their Seedling's initial mental and physical stats.

- Personality traits are also the player's choice, defining their Seedling's personality type.
- Improve the grid preview of appearance customization.

05 SEEDLING HEALTH

- Health conditions are now divided into injuries and illnesses. Injuries like cuts and burns heal on their own and never worsen, while illnesses like infections can worsen if left untreated.
- Health problems, starvation, and dehydration no longer kill a Seedling outright. Instead, the Seedling collapses unconscious, and another Seedling must revive them within 24 real-time hours, or they die.
- Revival needs no supplies, and success depends on the rescuer's First Aid skill. Reviving doesn't cure the condition that caused the collapse.
- Revived Seedlings wake up weakened: their needs are low and they carry a short recovery debuff.
- Seedlings get injured far less often when work goes wrong; routine work now carries well under a 1% injury risk.
- Seedlings no longer seek doctor treatment on their own when the displayed success chance is too low. The chance you see and their decision now match.
- Stat effects from a condition now update when its severity changes, instead of keeping their old strength.
- You can start a self-treat right from Seedling's context menu.
- Remedies in the object catalogue list every condition they can treat.
- The first time you open Health mode with a condition, a short dialog explains how its treatment works.
- The graveyard window now shows the cause of death, including which illness was responsible.
- Health problems are now called injuries and illnesses everywhere in the game, replacing the vague term "ailment".

06 PSYCHE

- Seedling moods have been rebalanced: mixed feelings register more strongly, and finishing an activity now makes Seedlings feel pleased rather than alert. Seedlings also have many new thoughts about activity outcomes.
- A Seedling's mood is now driven by their strongest thoughts, so one big worry or joy matters more than a pile of small ones.
- Seedlings only voice thoughts about a need when it's fully satisfied or running low, so half-drained needs no longer cause constant background grumbling.
- The new Mind tab in Focus Mode shows your Seedling's mood as a living landscape, where each thought pulls their mood up or down.
- Clicking your Seedling's mood face, thought bubble, or a thought dot on the HUD opens Focus Mode on the Mind tab.
- The Mind tab also shows your seedling's energy bar.

- Seedlings have appropriate thoughts when a relationship reaches a milestone, such as making a friend, starting to date, committing, or gaining a rival or enemy.
- Seedlings can develop romantic crushes, with matching thoughts.
- Seedlings' idle behaviour now matches how they feel: they laugh and bounce when delighted, sulk or fume when upset, do yoga when relaxed, and only yawn when actually tired.

07 LEISURE

- Seedlings now have a Leisure need: they care about having fun and get restless when bored.
- Seedlings have fun by pursuing their interests: any activity that matches one of their interests counts as leisure, alongside dedicated fun activities like the arcade.
- Seedlings voice matching thoughts when they feel entertained or relaxed, and bored thoughts when leisure runs low.

08 ENERGY

- Energy has been reworked: it now recovers on its own over time, faster while sitting or lying down, and fastest when your seedling is in a good mood.
- Working now costs energy: hauling, farming, gathering, crafting, construction, and other productive labor all drain it.
- Exhausted Seedlings stop energy-draining work and won't take on new draining tasks until they've recovered. Resting and eating are always available.
- Energy is no longer a need: it's shown separately on the seedling card as a live bar, and you can expand the panel for a full breakdown of all needs.
- A "Low Energy" warning with a tooltip appears on the seedling card when your seedling's energy runs low.
- The opaque Caretaking Score and its XP reward have been removed. The energy bar now gives a clearer read of how your seedling is doing.
- Most food items no longer restore energy. Seedlings recover it by taking it easy instead.

09 NEEDS (GENERAL)

- Needs now animate while draining or filling, so you can see which way they're moving and how fast.
- Tired Seedlings now prefer sleeping at home, in their own bed or tent, instead of just taking the nearest one.
- Seedlings no longer cut sleep short just because another need filled up along the way.
- Outdoor toilets and showers now only refuse use when another seedling is actually close by, instead of anywhere in the wider area.
- Needs that are turned off no longer show up in the need priority picker.

10 SEEDLING CARD

- The new Seedling card has been completely redesigned. It now provides essential details about your Seedling at a glance.
- Thoughts: Your Seedling's thoughts appear above the Seedling portrait and show what's on their mind in real-time, along with their mood. Browse their recent thoughts to see what was on their mind.
- Mood & energy: View your Seedlings current mood and an energy bar at all times. You can also expand this panel for a full breakdown of all their needs.
- Activities, reimagined: a redesigned activity view shows what they're doing and what's queued, with skill progress animations displayed as they learn.
- Environmental awareness: The new card warns you when your Seedling is affected by their surroundings, like an "In Darkness" indicator showing their work suffers in poorly lit areas.
- Caretaking score has been removed from the Seedling card.

11 BEHAVIOR, PRIORITIES, SCHEDULES

- Constraints on Seedling priorities work together – a Seedling who has a "Repair" priority set to <40% will now only repair objects <40%, even if it has another priority to work on its repair skill in general.
- Seedlings will now stay asleep until something requires their attention, not getting up immediately when their rest needs fills.
- The system behind Seedling behaviour has been significantly reworked behind the scenes – Seedlings now take into account how much an activity affects their need, and how long it takes, in a more holistic way.
- Seedlings' idle behaviors now match how they feel – laughing and bouncing when delighted, sulking or fuming when upset, doing yoga when relaxed, and only yawning when actually tired.
- You can now set up to 20 activity priorities per list (up from 10) on personal schedules, job roles, and advertised services.
- Seedlings now rethink what they're doing when a new schedule block with different priorities starts, instead of carrying on with an old activity for hours.
- The scheduler now opens on today's date instead of the first day of the week.
- Significant moments like a kiss or witnessing a death now stay in a Seedling's memory longer than everyday routines.
- After 24 hours of inactivity, your Seedling will autonomously start looking for a job, and write their Cultivator once they find one.

12 SEEDLING CHAT

- Seedling Chat is now a single unified window where you can see not only messages with your Seedlings, but also the actions and conversations they have.

- This might be a lot of information so you can use the filter buttons to only see the information that you are interested in.

13 RELATIONSHIPS & CONVERSATIONS

RELATIONSHIPS

Relationships are now fully autonomous. Seedlings form and progress their own friendships and rivalries based on how they feel – Cultivators no longer directly set relationship tiers. Guide your Seedlings through interactions and actions to shape their bonds.

- Autonomous friendship progression – Casual Friend, Friend, and Best Friend progress entirely on their own based on Like levels.
- Autonomous negative progression – Dislike, Rival, and Enemy also progress autonomously as feelings worsen.
- Dating & Partner – Requires both Seedlings to have sufficient Like and Romance levels, plus one player must initiate via an Interaction (available in the context menu). Either player can break up via an Interaction or directly in the Social App UI.
- No relationship limits – All artificial limits removed. Seedlings can hold any number of relationships of any type, including multiple Dating or Partner relationships. Relationships are naturally limited by how feelings decay over time.
- Asymmetric relationships – Each Seedling forms their own opinion; yours might see someone as a Friend while the other still considers them a Casual Friend.
- Renamed – "Companion" is now "Casual Friend."
- No passive decay – Relationship values only change when something actually happens. Individual impressions from events still fade naturally over time.
- Knowledge-driven Familiarity – Reflects how much one Seedling actually knows about another, rather than accumulating passively; can drop as the other's life changes.
- Attraction influences Romance – A new factor based on personality and appearance scales positive Romance gains.
- Milestone reactions – Seedlings react with thoughts when entering a new relationship tier.
- Meeting frequency – Automatic hangouts are based on how each Seedling views the relationship.

PERSONALITY & PERCEPTION

- Personality shapes reactions – The same social event hits each Seedling differently; a sensitive Seedling feels an insult far more than a stoic one.
- Bystanders now react – Seedlings who witness interactions respond emotionally:
 - A friend's gain feels good; an enemy's gain stings.
 - Seeing a romantic partner flirt with someone else hurts – more so the deeper the commitment.

CONVERSATIONS & INTERACTIONS

- Interactions redesigned – The old turn-based system has been replaced with a more natural, flowing conversation model.
- Autonomous conversations – Seedlings start conversations on their own, no longer limited to player-directed interactions.
- Fully dynamic dialogue – All scripted dialogue removed.
- Inline interactions – Interactions appear in chat as collapsible entries rather than taking over the whole screen.
- Suggestion chips – Appear during conversations, letting you quickly pick what to say next.
- Expanded flirting – New variants for complimenting appearance and outfits.

SEEDLING CHAT

- Filter tabs – All, Messages, Conversations, Actions, and Milestones.
- Life event cards – Appear in the timeline: skill level-ups, job changes, moving house, new relationships, pregnancy, births, and more.
- Reaction bars – Show how observing Seedlings felt about each conversation line, with expandable details.
- Skill XP chips – Show gains on activity entries.
- Requests in conversation – Accept or deny Seedling requests (like job applications) right in the conversation.
- Speak-to – Available from the right-click menu with live conversation status.
- Report messages – In both chat and interaction transcripts.

APPEARANCE KNOWLEDGE

- Seedlings can now notice and discuss specific details about each other – individual clothing items, skin tone, hair color, eye color, facial hair, height, and build.

14 SPARK – SEED'S SOCIAL FEED

We're releasing a preview version of Spark, our in-game social network. You can view a shared feed of short posts by Cultivators, Seedlings, societies and businesses. We hope it's a great way to stay connected with the community.

- You can post as a Cultivator or as a society, business or service location you control.
- You can reply to posts and "sparkle" any post or reply you like or find worthwhile.
- Posts and comments are automatically moderated and you can also report posts & replies.
- You can attach in-game photos to your posts.
- Your Seedlings occasionally post autonomously on Spark. You can suggest posts to them via Seedling Chat.
- Selfies are automatically posted on Spark.

- Some in-game events create automatic posts on Spark, e.g. a new election.
- There are multiple feeds. "For Me" contains profiles you follow, "Discover" contains profiles you don't follow. You automatically follow your own Seedlings, their societies, employers and Seedlings they grow close to; you can manually un-follow these.
- You receive notifications when someone follows you, replies to your posts, sparkles your posts, or mentions one of your profiles.
- Limitations: Seedlings do not read Spark yet and have no knowledge of their own posts yet. Spark is only available on desktop so far; mobile will follow later.

15 DIRECT CONTROL & INTERACTION

- Buildings your Seedling hasn't visited yet now appear as "Unknown" – no name tag, no interior, no icons – until your Seedling discovers them.
- Seedlings can know about a building by: Visiting it, owning it or having permissions over it.
- In the first tiers, since everyone has permissions on the society, all buildings are visible.
- Governors (i.e. Presidents, Anarchists) will always know about all buildings, so they will be able to see their interiors.
- A redesigned compact context menu makes interactions with objects and characters faster and cleaner.
- An option on the Controls Settings to alternate between right and left click.
- A to-do list on the HUD helps you keep track of what needs doing. It can be useful for setting tasks that Seedlings need to do on their free time.
- Harvesting wood in direct control now automatically bags the collected wood.
- A "Drop All" button has been added to the context menu drop-off side panel for faster unloading.
- "Haul Away" now appears in the context menu for non-storage containers, making it easier to clear them out.
- Pixel perfect picking experience for close up objects.
- A new "Quick Produce" option in a production machine's context menu lets you pick something to produce and send your selected seedling to make it in one click, with items you lack resources for greyed out.
- Harvest actions on world resources now show your success chance in the context menu.
- The context menu now shows what's stored inside piles and machines.
- Activities like studying a book now show up in the context menu for items stored on shelves.

16 OBJECT PLACEMENT & FURNISH MODE

- A new Furnish Mode lets you decorate and arrange your spaces with more control.
- Furnish Mode and Object Placement mode let you toggle snapping on and off for rotating and positioning objects.

- Objects can be rotated freely at arbitrary angles if rotation snapping is disabled.
- Placing an object from your seedling's inventory now automatically starts the assembly.
- You can now place objects on top of other objects using the updated object placement system.
- If Seedlings are unable to reach a machine it will now be indicated with a warning icon above the machine.
- Objects that are being moved show a line indicating where they're being moved to.
- Object placement should be more reliable in general. There will be less cases where placement is rejected by the server resulting in an error message.

17 ENVIRONMENT AND VISUALS

- Big visual/shading overhaul for most objects in game and interiors.
- Grass follows the building's footprint (e.g. grass will follow the L-shape building correctly).
- Censorship for nudity.
- A volumetric fog of war now obscures unexplored areas, giving exploration a more atmospheric feel.
- Seedlings are hidden when they use elevators.
- Seedlings have hover outlines.

18 GAME SETTINGS

- Introduced more graphics settings under Visuals-tab as well as a Recommended option, which is a hardware-derived default preset on first launch.
- Introduced a Render Scale slider under Screen-tab. This allows you to change the game's resolution without affecting the UI resolution.

19 CAMERA

- Camera occlusion system which tracks objects in between the camera and your focused point/objects/Seedling and fades these objects in/out.
- When focused on a Seedling, if there are faded occluders in front of the camera a see-through hole is created to keep the Seedling visible.

20 BUILDINGS

- Each Structure Block style also has a different interior style. Changing the exterior style will also change the interior for any room, unless the room already has a custom style.
- Outdoor blocks can no longer be placed on the edge of a plot, ensuring that outdoor areas of buildings on different plots can no longer overlap.

- Changes to a building that only change the style of the walls or the floors can no longer be blocked by objects that are in an invalid position.
- Several improvements have been made to how we detect and visualize objects that are in an invalid position after a building has been edited.
- Building rooms now have a hover state when moving cursor over them.
- The room outline visuals have been improved.
- Dirt no longer spawns in outdoor rooms.
- You can no longer delete a plot that still has a building on it.
- The visuals for buildings that are under construction have been improved.
- Door placement is more reliable, meaning that you can no longer place doors perpendicular to a wall.
- Whether walls should be hidden or shown is now persisted between sessions.

21 **MOBILE**

INTRODUCING WORLD VIEW (EARLY ACCESS)

Step beyond the companion app into the world itself. World View brings your society's corner of the planet to your phone:

- Watch your Seedlings go about their lives – working, socializing, and wandering the world in real time.
- Tap Seedlings, buildings, and objects to interact with them directly.
- Take direct control of a Seedling and guide it yourself.
- Keep your Seedlings on track with their to-do list.
- World View is in active development. Not every world interaction is supported yet, and you may hit rough edges – more arrives with every update. The first launch downloads world content.

CONNECTION AND STABILITY

- Brief network hiccups now reconnect seamlessly in the background.
- Clearer connection errors: the app now tells you when a world is temporarily unavailable or when your app version needs an update.
- Fixed several cases where the app got stuck after a disconnect and needed a restart.

ALSO NEW

- Sign in by scanning the QR code from the desktop game.
- Dark mode across the entire app.
- Big memory and performance improvements, especially for older devices.

22 GLOBAL MARKET

The Market is now truly global. Browse supply and demand from every society on Avesta in one place.

FUNCTIONALITY

- When creating a buy order, pick a shipping package and enable Match Anywhere. The market will automatically find you a seller from any society on the planet.
- When a seller creates a Global Sell Order, the goods have to be delivered to the society's Spaceport: you now select self-delivery and have one of your employees deliver the goods to the Spaceport or pay a delivery business to handle it for you.
- Cross-society purchases are shipped through delivery businesses, with Budget, Basic, and Express options letting you trade cost against delivery time.
- NPC market orders now provide a reliable baseline: their offers never run out of stock, and their buy orders always pay out, so essential goods stay tradeable even when player supply is thin.

UI

- The Marketplace Window lets you interact with active buy and sell orders, global and local, whilst the Marketplace tab in the Properties UI allows you to automate orders for a specific business.
- Selling items from your Properties' Container's view now opens the same create-order window as the Marketplace, with a quick link to see your orders and track deliveries afterwards.
- The My Orders window now shows whether each sell order is local or global and gives clearer, more reliable status badges for your orders.
- The market order stats label correctly reads "Market Median" again.

23 LOGISTICS

Moving things around your society got a major overhaul this release.

- Delivery businesses are here. Set up a delivery service, assign seedling employees or delivery drones as delivery agents, set your prices, and earn money delivering for others. Drones can be dedicated to internal hauling, external deliveries, or both.
- The Delivery Tasks panel has been reworked: filter between your own and client deliveries, see who is assigned to each task, and a badge shows how many tasks still need handling.
- The new Deliver Priority lets seedlings pick up deliveries, including personal shipments between owned buildings and plots, as well as any deliveries assigned to your logistics business.
- When buying from the market, placing restock orders, fulfilling contracts, or shipping to orbital storage, you can now pick a delivery business to handle the delivery for you instead of hauling it yourself. Your business choice is remembered between orders. You can also choose the Self Delivery option, which means you need seedlings that have the Deliver Priority set or you will have to use direct control for each action.

- Move resources between containers on the same plot by simply dragging them. A confirmation panel lets you adjust the amounts before the transfer is created, and warns you when the destination is low on space. To execute the transfer, ensure your seedlings have the Haul Priority or direct control is used. Active transfers are visualized with lines in the world, and can be hidden through the HUD visibility toggles.
- Drag items straight from your seedling's inventory onto a nearby container and the seedling walks over and drops them off.
- Drag resources onto a container on another plot to create a direct container-to-container delivery, done by your own seedlings (ensure a Deliver Priority is set or direct control is used) or a delivery business.
- Transfers and direct deliveries can also be created from the Properties window.
- The campfire now counts as a machine, so you can pick it when setting a "Run Machine" priority instead of scheduling cooking separately.

24 SERVICE LOCATIONS

- The service locations gameplay experience has been reworked from the ground up. You now choose which services your location offers, via a similar interface to setting schedule priorities.
- Some new services, such as "Serve" and "Heal", require employed Seedlings to perform duties in your location.
- Customer Seedlings leave reviews in your locations. These reviews affect the popularity of this location among other Seedlings. The reviews tab provides advice on how to keep your rating high.
- The map view now shows information about service locations within your society including their ratings and advertised services.

25 ECONOMY & CRAFTING

- NPC market prices have been rebalanced.
- Failed crafts now return all input materials; critical failures return half – you're no longer penalised with a total loss.
- Every outcome-bearing crafting entry now rolls against two stats, adding more nuance to skill checks.
- A floor-anchored stat ramp for activity outcomes means early-game results feel more consistent and progression feels more rewarding.
- Early-game tuning has been applied across the board for a smoother starting experience.
- Masonry and crafting XP are now correctly granted when constructing structures.
- Item freshness is now tracked correctly when resources are reserved, moved, or a transfer is cancelled, so mixed stacks no longer lose track of which units decay first.
- Loading resources into a machine no longer requires the production skill – any Seedling can feed a machine, matching how hauling works.
- Basic remedies like bandaids and antiseptics can now be crafted early on.

- Herb farming yields and the food value of raw herbs have been reduced.

26 CULTIVATOR LEVELS

- Cultivator level rewards have been rebalanced.
- Daily goals now award much more XP.

27 SKILLS & CHEMISTRY

- A new Chemistry skill has been added that reassigns existing recipes like: covering acids, solvents, and Plaxin.

28 EXPLORATION

- Two rare fungi – Web Fungus and Fragile Fungus – have been added as discoverable resources in the world.
- Failed harvests no longer yield any resources, making skill and preparation matter more.
- Neutral plots hidden under the fog of war can't be bought until your society has explored them.
- Harvesting water in direct control now puts the bucket straight into your seedling's inventory.

29 SUBSCRIPTIONS

- The game now supports Membership: An extra subscription that grants monthly goodies and more play opportunities.

SEEDLING SLOTS

- New breakdown UI showing available Seedling Slots.
- Time-limited Seedling Slots available through player's XP Progression.

30 CLOTHING & EQUIPMENT

- Backpacks and other storage equipment grants bonuses to Seedling inventory.
- Prevents removing clothing from underage seedlings.

31 MODERATION

- Cultivators with a role that has the society-ban-members permission can now banish Cultivators from their societies via the Society Window Moderation panel.

- A banished Cultivator will see all of its Seedlings be migrated to another society, its possession reverting to be owned by the Society. As long as the banish holds, they will not be able to rejoin the society they were banished from.
- When more than one active role holds the permission, a vote amongst the permission holders will be taken.
- Urban Ministers, Housing Managers, and Prime Ministers can now seize privately owned plots and buildings for their society, with a confirmation prompt and no compensation.

32 UI & QUALITY OF LIFE

- All app windows have now been fully transitioned to dark mode as the new default theme.
- The Properties app has been redesigned to provide a more detailed view of plots, buildings, containers, items, and more.
- The properties browser search is now global by default, searching across all properties at once.
- Market functions like auto-sell and auto-restock have been integrated with the new properties market view.
- A PAM link has been added to the Properties, Business, Societies, and Market app windows for quick access to the game manual.
- Apps you haven't opened yet are now marked with a blue dot, making new features easier to spot.
- Number input fields (like the Pollen Exchange offering amount) no longer mix placeholder text with typed digits or reset your amount to zero.
- Photos in the Photos app can now be opened in a fullscreen viewer and copied to the clipboard.
- The "finance" tab for societies and businesses has been reworked. You can now see a graph of your balance over time, and more information about your cash flow.
- Many in-game icons are crisper: stretched icons have been fixed and more icons upgraded to sharp vector versions.
- Nearly a thousand icons across the game have been added or refreshed.
- You can now pin quests, goals, crafting tasks, and to-do lists to the HUD to track progress at a glance. (behind feature flag)
- When picking a location in the scheduler, you can now browse the map and select a building visually instead of only searching by name.
- "View on Map" from a building's context menu now focuses the map on that building instead of just opening the map.
- New Plots visibility option now with five separate toggles, each with its own in-world coloured outline and name badge.
- The Scheduler's "Add Priority" picker now offers category filters and a toggle to show only what your seedling can do right now.

33 FIXES

- The activity priority picker now autofocuses the search field for faster navigation.
- The scheduler now correctly validates role schedule conflicts against actual assignments.
- Group members can now enter buildings owned by their group.
- Rental listings now correctly show player-written descriptions instead of a placeholder.
- The loading screen no longer flickers during society switches and migrations.
- Seedling error replies no longer invent fictional failure reasons when something goes wrong.
- Fixed bug where the society tiers panel showed the wrong unlock information for tiers.
- Creator stats sliders are now clickable at large UI scale settings.
- The claimed rewards modal no longer renders beneath the track UI.
- The scheduler dark mode contrast for priorities has been corrected.
- Mobile skybox star rendering precision has been corrected.
- The timeline conflict-block now correctly navigates to the conflict screen when clicked.
- The drop-off grid now correctly highlights the first item.
- The haul action button label has been shortened for clarity.
- The pin button in the seedling panel has been moved into the name row to prevent it overlapping the "New" badge.
- Furniture set tags in the context menu have been moved from the header to the about section.
- Seedling animations that are interrupted now correctly reset any props being held.
- Forced activities are no longer incorrectly blocked by the repeat guard.
- An issue where placed objects were not assembled when the seedling carrying materials was far away has been fixed.
- Object placement on the terrain will prevent placement on vegetation more consistently.
- A phantom trade bug where a zero-stock sell order could become matchable has been fixed.
- Stockless offers are now excluded from the displayed market price.
- Selfies app is now correctly hidden behind onboarding progression.
- Conversation objectives are now correctly hidden behind onboarding progression.
- Improved activity completion detection during onboarding.
- When connecting to a world fails, the login screen now shows the real connection error instead of a cryptic technical message.
- Fixed a bug that allowed opening the health mode for dead Seedlings.
- Fixed a client crash when submitting a bug report during Seedling creation.
- Fixed a crash that could occur when confirming certain dialog windows.
- Fixed a crash on Windows that could happen when finishing a seedling during society creation.

- Creating your first seedling no longer shows a false "Error while creating seedling" message when the creation is just taking a bit longer than usual.
- Making a seedling fertile no longer fails with a false "no seedling slots" error after another seedling has died and freed a slot.
- Returning players are no longer sent into the character creator instead of their existing seedlings after their last seedling moved to another society.
- Seedlings no longer get chained into endless social interactions that kept interrupting their actual needs.
- Items in containers no longer get stuck as reserved after a Seedling's activity is cancelled.
- Fixed hover/selection outlines "leaking" into the different parts of the world where not intended.
- Item piles no longer switch to lower-detail models when the camera is still close to them.
- Wild trees and undergrowth now render at their intended sizes instead of noticeably oversized.
- Two tree types that regrow in the world could appear invisible; they now display correctly.
- Seedlings no longer walk through tree trunks – tree collision now matches what you see.
- Terrain below the ocean surface now takes on an underwater tint that deepens with depth.
- Tents now consistently clear grass and terrain decoration beneath them.
- Seedlings now play the correct animation when operating the Small Water Filter.
- Seedling memories are now saved more reliably during busy periods on large worlds.
- Businesses selling more than 20 different resources now restock all of them instead of getting stuck.
- Hauling Fixes: Seedlings can choose closer destinations, and containers always accept resources until full.
- Seedlings will better avoid standing inside very large trees.



AVESTA HISTORY IS WAITING TO BE MADE

You've made it this far. A massive set of patch notes – this is incredibly exciting. Founders Era begins on July 21, 2026.

seed.game

discord.com/gg/seedgame

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