

## **EMERGENCY BUG FIX (5.1)**

- Fixed a bug where it wouldn't let you enter Napstablook's date due to accidental deletion of a variable.
- Adjusted ???'s "date" menu text slightly for more clarification.

(The rest of this was from 5.0)

## **New Content**

- **Heartbreak Route** - This will begin upon failing Napstablook and Toriel's dates. It can be continued upon grabbing the note in Snowdin Town, but will be aborted if you do not grab the note.
- **New "Dates"** - Papyrus, Undyne the Undying, Mettaton NEO, Sans, Chara, and ???
- **New Easter Egg Date** - Check in Sans's room.
- **Dev Room Now Accessible** - If you enter the cave by the River Person in Snowdin Town AFTER playing through the game at least one time, you will be able to see a special message from me, zirkkun :)
- **True Reset** - After completing the True Passion route, you will now have the option to True Reset via the main menu's "Reset" button.
- Added the ability to test sound effect volume level in the settings menu.
- Added a skip button to the quick menu to be used instead of the left control button. It's more restrictive, but significantly less game-breaking.
- The inventory screen via the cell phone is now entirely functional! Some items have some never-before-seen text.
- You can now enter Mettaton's old house and get an item for his date. Blooky's house you can enter, as well, but there is nothing to gain. *(yes this was intended from the beginning and i'm sorry i didn't include these in the previous build of the game)*
- Allowed for option to change the "real name" if there is one, *not* just if there *isn't* one, in the cases that someone's computer username doesn't reflect what they want to be addressed as.
- Added "Check" options in the Act menu for: Napstablook, Toriel, Papyrus, Sans, Undyne, Mew Mew, Alphys, Muffet, and Mettaton.
- You can now skip the opening cutscene that is added after beating the game for the first time.

- The elevator in MTT-Land will now allow you to return to the same floor you were already on.
- Added amusement park ambiance to MTT World.
- Added an option to return to the main menu on the settings and saves pages.
- New NPC's for the short New Home story.
- You can now save before choosing an ending to allow for easier ability to play all the endings in a row. These saves will not be deleted after credits roll, but will be after a reset.

### **Bug Fixes**

- Fixed a bug where if you chose the option "*Undyne?*" in Mew Mew's date, it would come up with an error screen.
- Fixed a bug where calling Mettaton at the entrance to MTT-land would cause an error screen.
- Fixed a bug where saving in the bedroom in Home would cause part of a tutorial I used on how to make Quick Time Events would appear after saving and then crash the game.
- Fixed a glitch where the game over screen on Undyne's date would not hide her date UI.
- FINALLY fixed the bug where the cell menu would still allow you to click on the imagemaps behind it.
- Fixed a glitch where Sans's calls were repeating at certain points. I am unsure what was causing this, but i re-wrote the code in hopes to permanently fix it.
- Fixed a glitch where, in the Metta-Bloody house area, when you called Sans it would instead call Mettaton.
- The river person will no longer allow you to skip Sans's MTT-land date.
- Fixed a bug where talking to Toriel about the yellow flower after giving it to her would cause the music to stop and it would not repair her broken SOUL.
- (Hopefully) Fixed an issue where Papyrus would continue to accept the "*Why Royal Guard?*" option sometimes.
- Fixed an issue that would put you into the True Passion ending even if you didn't pick up the heart locket.
- Flowey's sprite will no longer appear on a New Game+ playthrough of a neutral route.
- Fixed an issue where any neutral route after the first one would *not* delete your old saves.
- Adjusted Papyrus's phone call inside of his house to work as intended.

- If you break everyone's SOULs in the neutral route (NOT heartbreak), the LV total should now be 19 instead of 21.
- If you unlock Sans's route via breaking the lock, it will now play the credits rather than jump to the main menu.
- Flowey post-credit scenes that were previously not visible should be visible now.
- Flowey should no longer give hints to unlocking Sans's route after a neutral route playthrough if his route has been permanently locked.
- Potentially there was an issue where the music in Sans's route wouldn't play, but I'm unsure if this is from me editing the files sometime after the 4.1 release or not. Either way, it's fixed now.

### **Edits / Improvements**

- Changed the select option to a pink heart on the settings menu, rather than an asterisk.
- You can't re-read the note from the MTT resort dumpster at the dumpster itself anymore, but you can read it in your inventory instead.
- Removed the options regarding the inns. I decided to scrap these aspects of the game.
- Adjusted the price of the Slightly Tattered Notebook.
- Removed the ability to use the middle mouse scroll to rollback to previous messages. It ended up being rather game-breaking... but if you missed something, you can still check the "History" tab in the quick menu.
- Forced skipping to stop and removed access to quick menu before the Photoshop Flowey and Godsriel date, since this can cause problems in the QTEs.
- Removed quick menu from imagemaps to avoid sending the player to unrelated areas, softlock the player, or send the player to the main menu without saving.
- Restricted letters available to use when answering Papyrus's Junior Jumble to make life easier.
- The intro cutscene (pre-beating the game) has been slightly revamped.
- Slightly updated/edited overall story text for typos and clarification.
- Altered Undyne's menu text during her date to (hopefully) make it more clear you want to click "*Flirt*" rather than "*Challenge*" when you fill her FP bar.
- Instead of fake crashing the game when you lose to Photoshop Flowey, the game instead will make you wait 15 seconds to continue WITHOUT closing.
- Changed "*Skip*" toggle in the settings menu to only allow for turning on or off the ability to skip unseen text. The other two options were game-breaking.

### **Mentioned Bugs I can't find**

- I received a few reports of an exception screen appearing during Muffet's date, but I've tried just about everything I know in that date and can't find it. If someone who has encountered this can explain to me everything that they did to cause it so I can replicate it and find the source, or send me a screenshot of the error message they received, I'd appreciate it.
- Some people have reported the wrong images flashing on screen, but I have not been able to replicate this in any capacity nor have I encountered this on my own. I'm hoping that removing the rollback feature helps this? It is also possible it is a hardware issue on others' ends... but I simply don't have any idea.