General & Multiplayer

Q: How does multiplayer work in Blossom 2.0?
Blossom now supports up to 4-player online co-op via Steam. One player acts as the host, running the world simulation, while up to three guests join using Steam invites or a session invite code directly from the main menu.

Q: Is progression shared or individual?

- **Shared:** Terraform progress, base power/water grids, research/recipe unlocks, story objectives, database entries, and the endgame sequence.
- **Individual:** Personal backpack inventories, module loadouts, suit colors, and Steam achievements. Items crafted or gathered go directly to the player performing the action.

Saves & Compatibility

Q: Will my existing 1.4.1 single-player save files still work?
Yes, 1.4.1 saves are fully compatible. You can continue playing them solo or convert them into a co-op world at any time by selecting "Open to Co-op" from the pause menu.

Q: Who holds the save file, and what happens if someone disconnects?
The host owns and writes the world save file. Guest inventories and progression are stored inside the host's save. If a guest disconnects, their items are preserved until they rejoin. If the host leaves, the session ends, and guests are returned to the main menu.

Q: Can I continue playing a co-op save in single-player?
Yes. As the host, you can load any co-op save in single-player mode, continue playing solo, and re-open it to friends later.

Gameplay & Customization

Q: Does pausing the game stop time in co-op?
No. In co-op, opening the pause menu displays an overlay while the world continues simulating in real time. Pausing only freezes time in single-player mode.

Q: How does Co-op Hardcore mode work?
It operates on shared fate: if **any** player dies, the run ends for the entire group, and the world save is permanently lost. Joining players must confirm a prompt acknowledging the shared permadeath risk before entering.

Q: How does character customization work?

You can customize four suit parts (Body, Metal, Eyes, Backpack) using an 18-color palette. Your profile maintains separate appearance slots for your solo/host suit and your guest suit.

Engine & Performance

Q: What under-the-hood changes were made?
The game was upgraded to Unity 6000.0.76f1, improving stability, fixing multiplayer audio and machine syncing issues, and refining overall engine performance.