

- **Deep Beneath Patch Notes**

- **(May contain spoilers)**

- **Demo Version 1.0.1**

- **General**

- UI elements have been fixed to match larger screens
 - Added an Objective Completed note that appears once your objectives are complete

- **Mission 1**

- Bimalks speed has been fixed, during chase events Bimalk would speed up then after the events, he wouldn't slow down.
 - Fixed an aggro issue with Bimalk. Originally he wouldn't lose aggro with the player if the right conditions were met.

- **Mission 3**

- Added a skip cutscene button if you've already seen the cutscene with Pyro.
 - Added a death animation if the player returns to pyro without the items
 - The Cliem's AI and pathing has been fixed to be more predictable, originally the AI was completely random and it led to frustrating deaths.
 - The Cliem now loses interest with the player if the player can successfully juke her out.
 - Fixed an issue with Pyro's dialogue where he'd continuously say "Take it." even after the card was collected.